ABSTRACT

A scene descriptor SD, object descriptors ODs and respective bitstreams ESs are separated by a demultiplexer circuit, and the respective bitstreams ESs are decoded by decoders 207-1 to 207-n. Within output data from the decoders, output data associated with the same object descriptor OD (output data composing the same object) are mixed by a mixer circuit 261. Subsequently, the mixed output data is supplied to an object synthesizer circuit 271-i of a synthesizer circuit 252 which is supplied with a corresponding node. Then, the object synthesizer circuit 271-i corresponds one image to one object to perform texture mapping.