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(21) International Application Number: PCT/JP00/01048 (22) International Filing Date: 24 February 2000 (24.02.00) (30) Priority Data: 11/53397 1 March 1999 (01.03.99) JP (71) Applicant: SONY COMPUTER ENTERTAINMENT INC. [JP/JP]; 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP). (72) Inventors: NAKAMURA, Tadashi; Sony Computer Entertainment Inc., 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP). CUTHBERT, Simon, Dylan; Sony Computer Entertainment Inc., 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP). (74) Agent: YAMAMOTO, Toshitake; 301, Ogikubo Sunny Garden, 28-9, Ogikubo 4-chome, Suginami-ku, Tokyo 167-0051 (JP).		(81) Designated States: AU, BR, CA, CN, JP, KR, MX, NZ, RU, SG, European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE). Published <i>With international search report.</i>

(54) Title: IMAGE RENDERING METHOD AND APPARATUS**(57) Abstract**

A depth-of-field display method displays a sense of distance on a two-dimensional screen. The depth-of-field display method turns objects corresponding to a preset Z value to just-in-focus states and overwrites images whose levels of out-of-focus states are sequentially increased corresponding to an increase in their positional distances to one of a farther direction and a nearer direction. Also, this method uses a bilinear filter method to perform sequential reductions of the original image, and thereafter, performs magnification of the individual reduced images, thereby generating the out-of-focus images. Furthermore, the depth-of-field display method controls the levels of the out-of-focus states according to levels of the sequential reductions.

