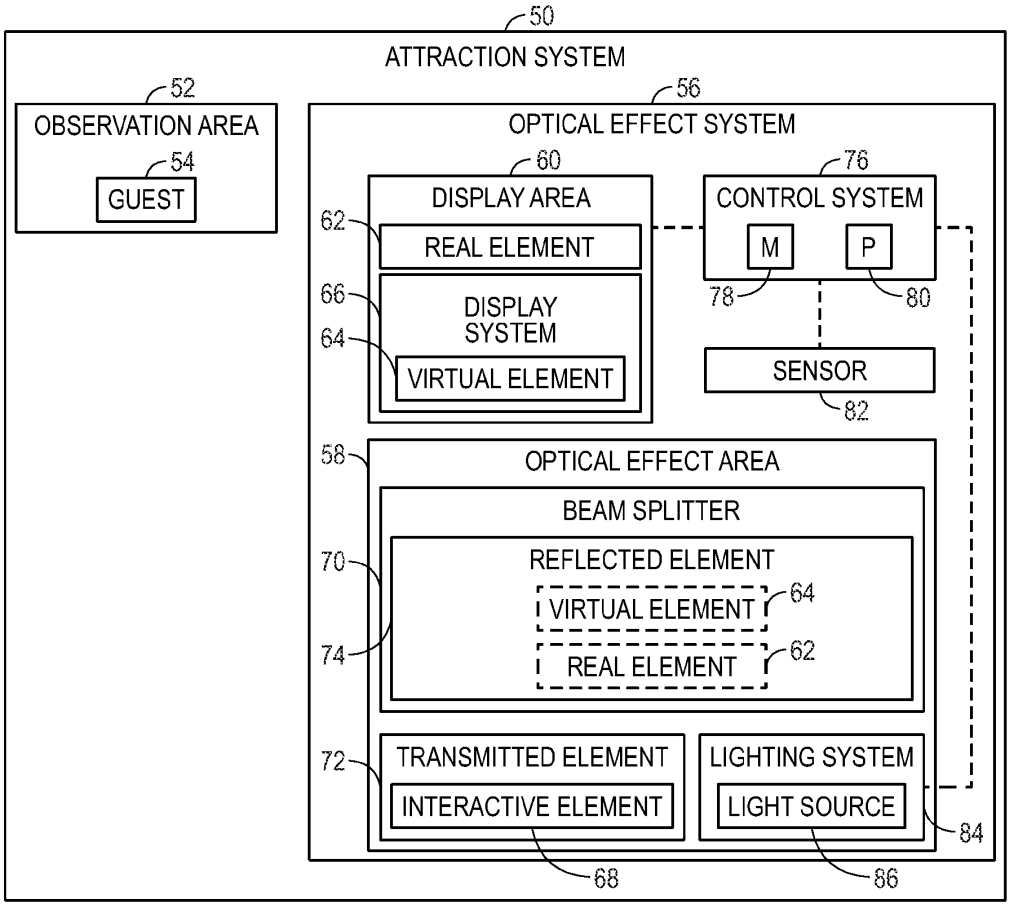

50
ATTRACTION SYSTEM
52
OBSERVATION AREA
54
GUEST
56
OPTICAL EFFECT SYSTEM
60
DISPLAY AREA
62
REAL ELEMENT
66
DISPLAY SYSTEM
64
VIRTUAL ELEMENT
76
CONTROL SYSTEM
M
P
78
80
SENSOR
82
58
OPTICAL EFFECT AREA
BEAM SPLITTER
70
REFLECTED ELEMENT
64
VIRTUAL ELEMENT
74
62
REAL ELEMENT
72
TRANSMITTED ELEMENT
INTERACTIVE ELEMENT
LIGHTING SYSTEM
LIGHT SOURCE
84
68
86

FIG. 1

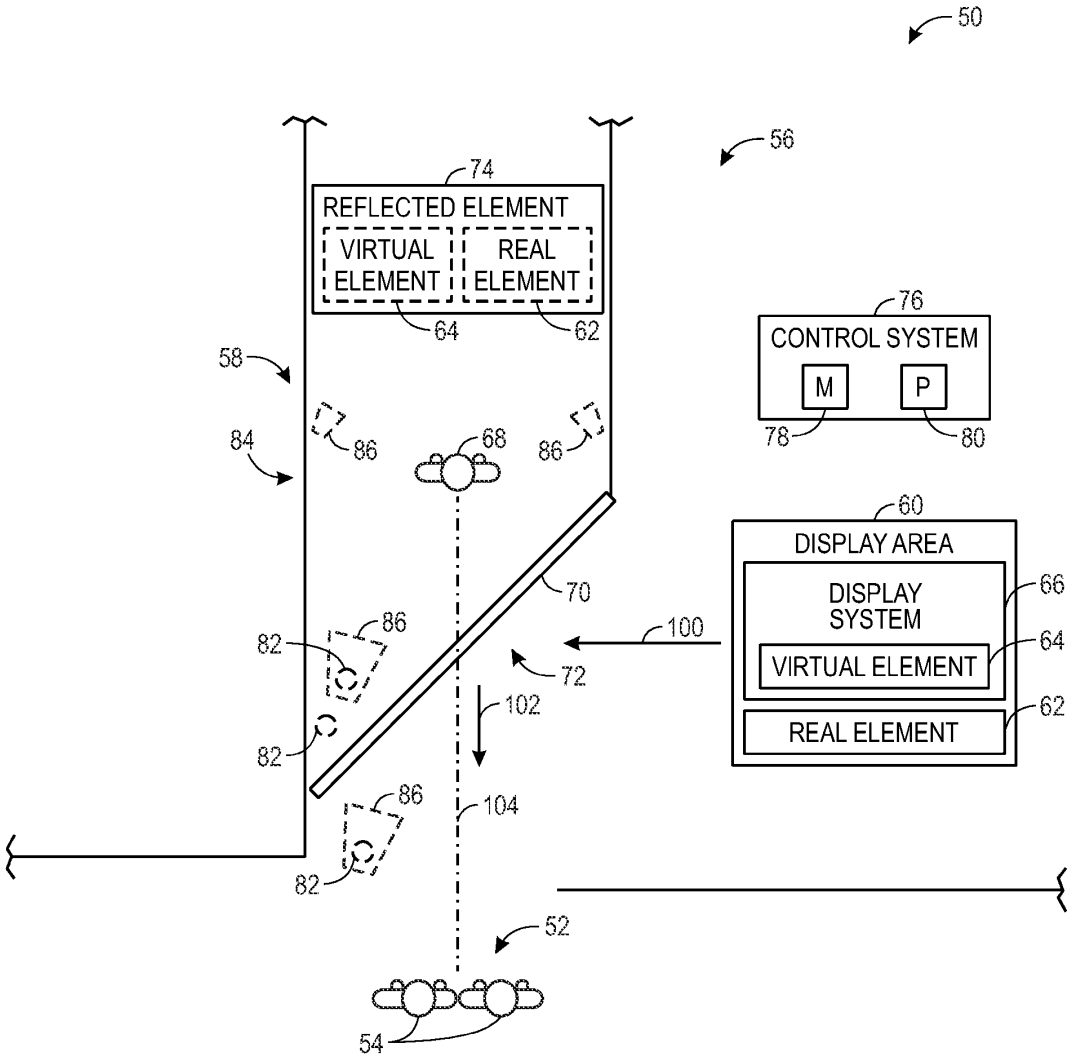

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56
74
REFLECTED ELEMENT
VIRTUAL ELEMENT
REAL ELEMENT
64
62
76
CONTROL SYSTEM
M
P
78
80
58
84
86
68
86
60
DISPLAY AREA
DISPLAY SYSTEM
66
VIRTUAL ELEMENT
64
REAL ELEMENT
62
70
100
72
82
86
102
82
86
104
82
52
54

FIG. 2

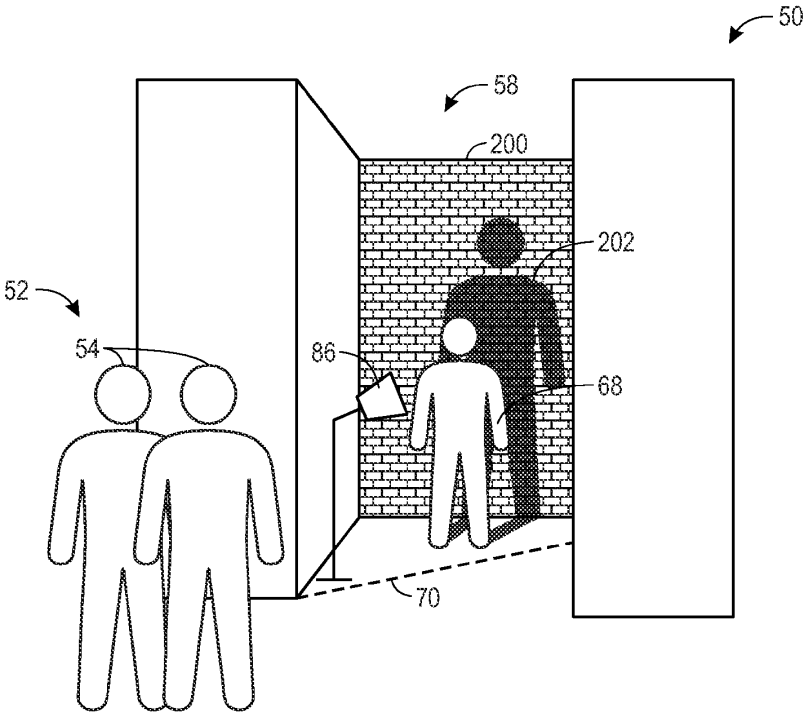

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58
200
202
52
54
86
68
70

FIG. 3

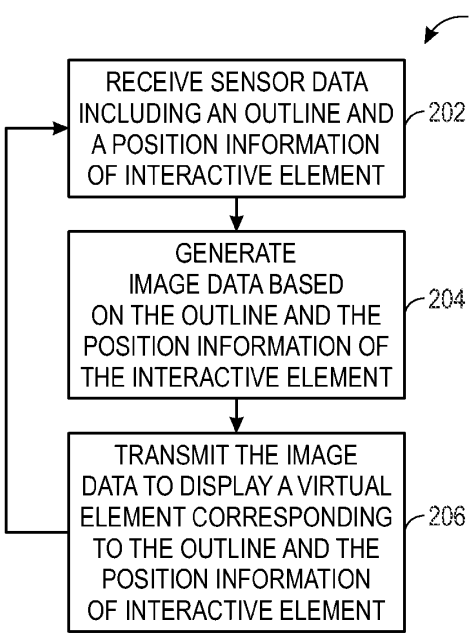

200
RECEIVE SENSOR DATA INCLUDING AN OUTLINE AND A POSITION INFORMATION OF INTERACTIVE ELEMENT
202
GENERATE IMAGE DATA BASED ON THE OUTLINE AND THE POSITION INFORMATION OF THE INTERACTIVE ELEMENT
204
TRANSMIT THE IMAGE DATA TO DISPLAY A VIRTUAL ELEMENT CORRESPONDING TO THE OUTLINE AND THE POSITION INFORMATION OF INTERACTIVE ELEMENT
206

FIG. 4

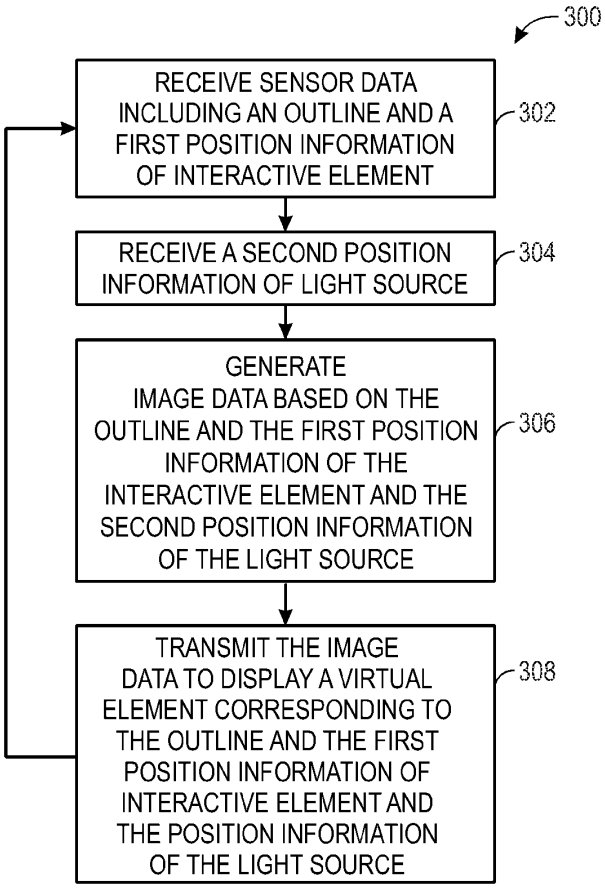

300
RECEIVE SENSOR DATA INCLUDING AN OUTLINE AND A FIRST POSITION INFORMATION OF INTERACTIVE ELEMENT
302
RECEIVE A SECOND POSITION INFORMATION OF LIGHT SOURCE
304
GENERATE IMAGE DATA BASED ON THE OUTLINE AND THE FIRST POSITION INFORMATION OF THE INTERACTIVE ELEMENT AND THE SECOND POSITION INFORMATION OF THE LIGHT SOURCE
306
TRANSMIT THE IMAGE DATA TO DISPLAY A VIRTUAL ELEMENT CORRESPONDING TO THE OUTLINE AND THE FIRST POSITION INFORMATION OF INTERACTIVE ELEMENT AND THE POSITION INFORMATION OF THE LIGHT SOURCE
308

FIG. 5