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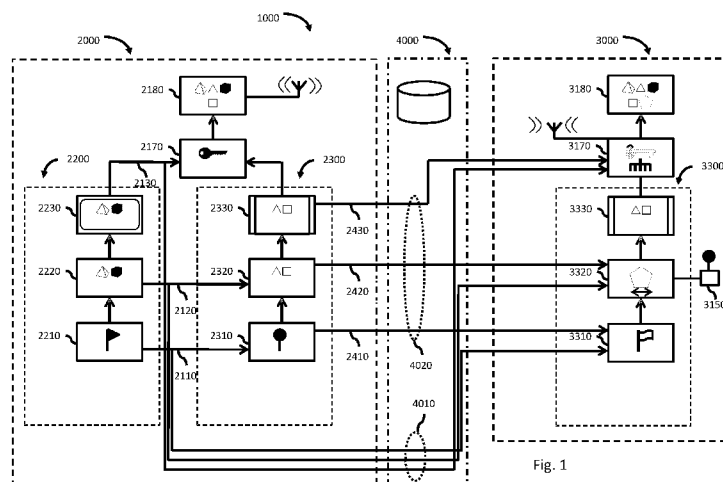


Fig. 1

(57) Abstract: A system and a method for overlaying real physical world items into a virtual simulated world, interactions between the worlds and protocols for efficient communication between these and third party participants are provided. The present invention attains the above-described objective by a studio site having real life items and a primary game engine simulating at least some of said real life items, wherein the primary game engine receives motion and position data from said studio and generates visualisation of said items, wherein the visualisation is overlaid studio images using a keyer function.