CLAIMS

[Claim 1] A video display system comprising:

a rendering device that generates a two-dimensional video as seen from a specific camera position of a virtual camera in a virtual space;

a display device that displays the video on a display screen; and

a sensor device that detects a position of a real object on the display screen, wherein

the rendering device moves the camera position and makes an object appear in the video based on the position of the real object on the display screen.

[Claim 2] The video display system according to claim 1, wherein

when the camera position moves, the rendering device makes a track object appear in the video, the track object extending in a moving direction of the camera position starting from the position of the real object on the display screen.

[Claim 3] The video display system according to claim 1, wherein

the rendering device transforms a three-dimensional virtual space represented by a world coordinate system (X, Y, Z) into a space in a screen coordinate system (U, V) from ~~a~~the specific camera position to generate the two-dimensional video, and

the rendering device further moves the camera position in the three-dimensional virtual space, and transforms position coordinates (U_O, V_O) of the real object on the display screen into spatial coordinates (X_O, Y_O, Z_O) in the three-dimensional virtual space to generate the object in the three-dimensional virtual space based on the spatial coordinates.

[Claim 4] The video display system according to claim 3, wherein

the rendering device includes:

a camera control unit that controls movement of the camera position; and

an object generation unit that generates, when the spatial coordinates (X_O, Y_O, Z_O) of the real object in the three-dimensional virtual space change, a track object

connecting the spatial coordinates before and after the change in the three-dimensional virtual space.

[Claim 5] The video display system according to claim 4, wherein
the camera control unit controls ~~a~~the virtual camera to move in the three-dimensional virtual space about the camera position as a fulcrum of rotation.

[Claim 6] The video display system according to claim 4, wherein
the camera control unit moves the camera position such that the spatial coordinates (X_O, Y_O, Z_O) of the real object in the three-dimensional virtual space change along a predetermined track.

[Claim 7] The video display system according to claim 6, wherein
the camera control unit controls the virtual camera to move in the three-dimensional virtual space about the spatial coordinates (X_O, Y_O, Z_O) of the real object in the three-dimensional virtual space as a fulcrum of rotation.

[Claim 8] The video display system according to claim 6, wherein
when a plurality of real objects is located on the display screen, the camera control unit moves the camera position such that the spatial coordinates (X_O, Y_O, Z_O) of the real object closest to a specific point on the display screen in the three-dimensional virtual space change along a predetermined track.

[Claim 9] The video display system according to any one of claims 1 to 8, wherein
the display device displays a video on a floor surface, and
the sensor device detects a standing position of a person on the floor surface.

[Claim 10] A video display method comprising the steps of:
generating, by a rendering device, a two-dimensional video as seen from a specific camera position of a virtual camera in a virtual space;
displaying, by a display device, the video on a display screen;

detecting, by a sensor device, a position of a real object on the display screen; and

moving, by the rendering device, the camera position and making an object appear in the video based on the position of the real object on the display screen.

[Claim 11] A computer program for causing a computer to function as the rendering device of the video display system according to claim 1.