

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
28 December 2000 (28.12.2000)

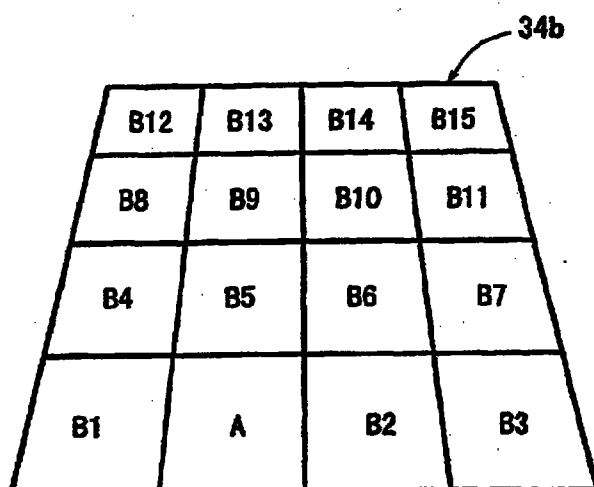
PCT

(10) International Publication Number
WO 00/79486 A1

- (51) International Patent Classification?: G06T 15/20 (74) Agent: CHIBA, Yoshihiro; Shinjuku Maynds Tower 16F., 1-1, Yoyogi 2-chome, Shibuya-ku, Tokyo 151-0053 (JP).
- (21) International Application Number: PCT/JP00/03916 (81) Designated States (national): AU, BR, CA, CN, KR, MX, NZ, RU, SG.
- (22) International Filing Date: 15 June 2000 (15.06.2000) (84) Designated States (regional): European patent (BE, CH, DE, DK, ES, FI, FR, GB, IT, NL, SE).
- (25) Filing Language: English (26) Publication Language: English
- (30) Priority Data: 11/172859 18 June 1999 (18.06.1999) JP Published: — With international search report.
- (71) Applicant: SONY COMPUTER ENTERTAINMENT INC. [JP/JP]; 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP).
- (72) Inventor: AOKI, Sachiyo; Sony Computer Entertainment Inc., 1-1, Akasaka 7-chome, Minato-ku, Tokyo 107-0052 (JP).

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: METHOD AND APPARATUS FOR RENDERING IMAGE



(57) Abstract: A normal rendering process is performed on at least one object to render an image, and the rendered image is mapped as a texture onto a provisional object (106) composed of a small number of polygons (P1, P2) and the object is rendered in an area (34b) to be displayed. When n objects, for example, are to be rendered in the display area (34b) of an image memory (34), the normal rendering process is performed on at least one of the objects to render an image, for example, in an area (A) in the display area (34b), and the image rendered in the display area (34b) is mapped as a texture onto the provisional object (106) for the remaining (n - 1) objects and the object is sequentially rendered in areas (B1 - B15) in the display area (34b).

WO 00/79486 A1