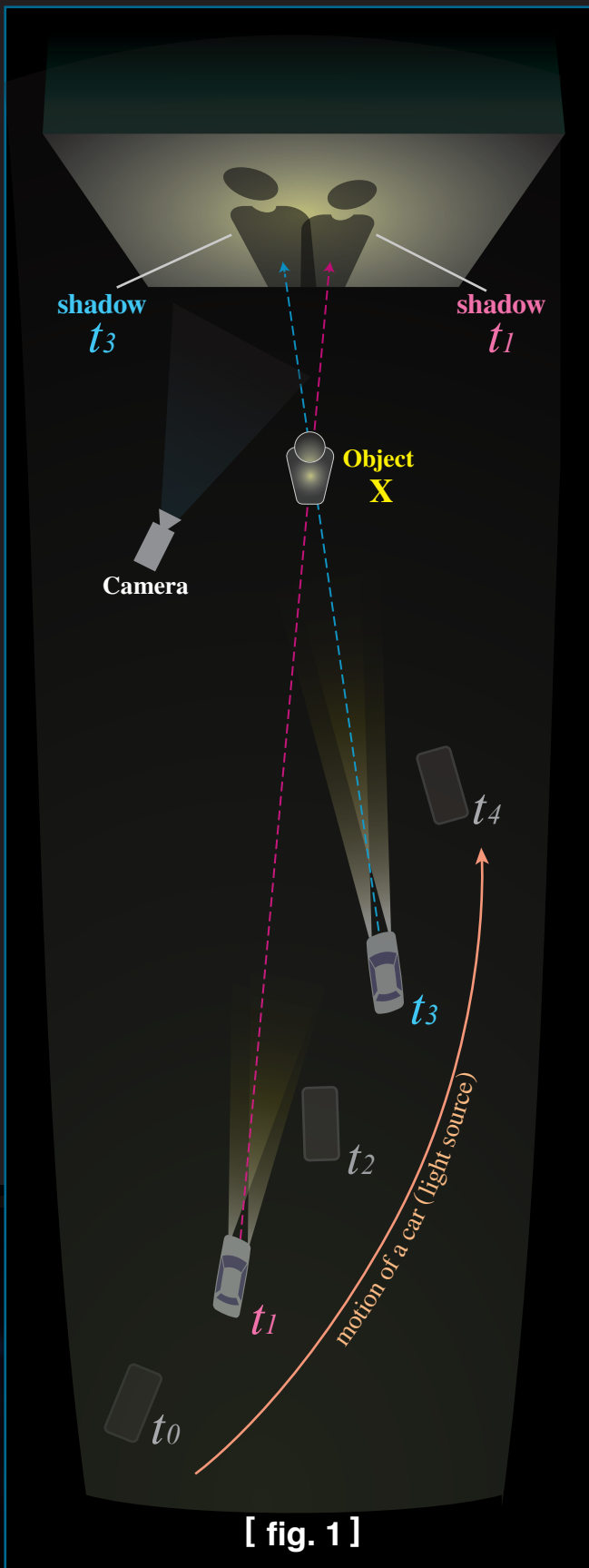


The mechanism of the 3D view of SHADOWLAND



A car (light source) is moving from " t_0 " to " t_4 "... [fig.1]

The camera is shooting the shadow of Object X. [fig.2]

I constructed the 3D view with the difference between the shadow images " t_1 " and " t_3 " as the parallax. [fig.3]

In this movie, all 3D images are made with only slight time lag, with no digital effects.

You can find another world in any wall on night streets.

