

receiving three-dimensional image data, said three-dimensional image data comprising at least one of the following: planar three-dimensional image data and non-planar three-dimensional image data,

correcting said three-dimensional image data for at least one of the following: image distortion, brightness distortion and color aberrations when said three-dimen-

sional image data is displayed on said non-planar, three-dimensional display screen as a video image, and causing a non-planar, three-dimensional video image representing a game to be generated on said display unit from said corrected three-dimensional image data.

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