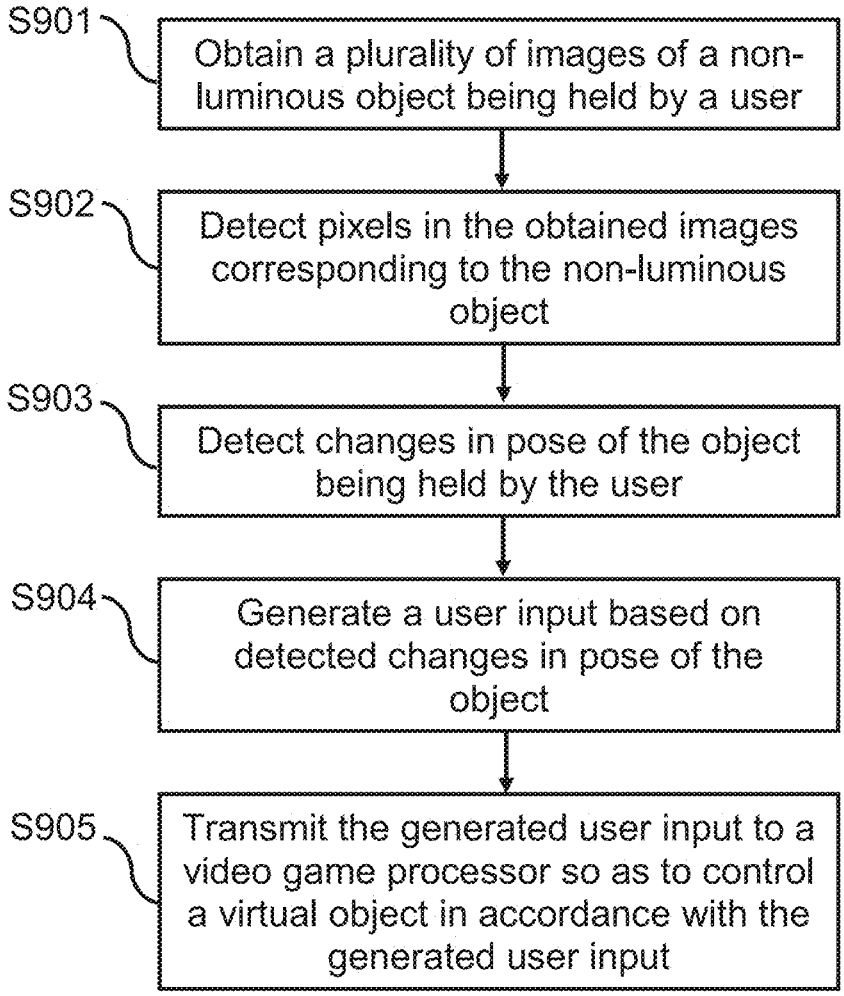
S901
Obtain a plurality of images of a non-luminous object being held by a user
S902
Detect pixels in the obtained images corresponding to the non-luminous object
S903
Detect changes in pose of the object being held by the user
S904
Generate a user input based on detected changes in pose of the object
S905
Transmit the generated user input to a video game processor so as to control a virtual object in accordance with the generated user input

Figure 9