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(54) **LOW COMPLEXITY MULTILAYER IMAGES WITH DEPTH**

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(57) **ABSTRACT**

The invention provides a method for generating multilayer images. The method comprises receiving three-dimensional, 3D, source data of a scene and generating a plurality of layers at different depths in a virtual 3D scene, wherein each layer corresponds to a particular layer depth value relative to an origin point. Image data is generated for each layer based on the 3D source data, wherein the image data comprises texture data and transparency data, and displacement maps are generated for the layers based on the 3D source data and the depth values of the layers. The displacement maps define the depth of different points on a corresponding layer relative to the layer depth, wherein the generation of the displacement maps is restricted such that a depth surface, as defined by any displacement map, does not intersect any other depth surface in the virtual 3D scene. A depth surface is defined as the mapping of a displacement map onto the corresponding layer.

