



Figure C1 Ordinary view of a cube

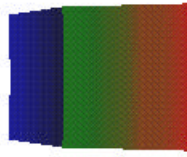


Figure C2 Real View of a cube



Figure C3 Ordinary view of a sphere

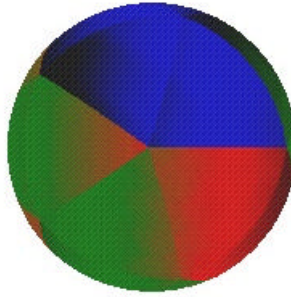


Figure C4 Real view of a sphere

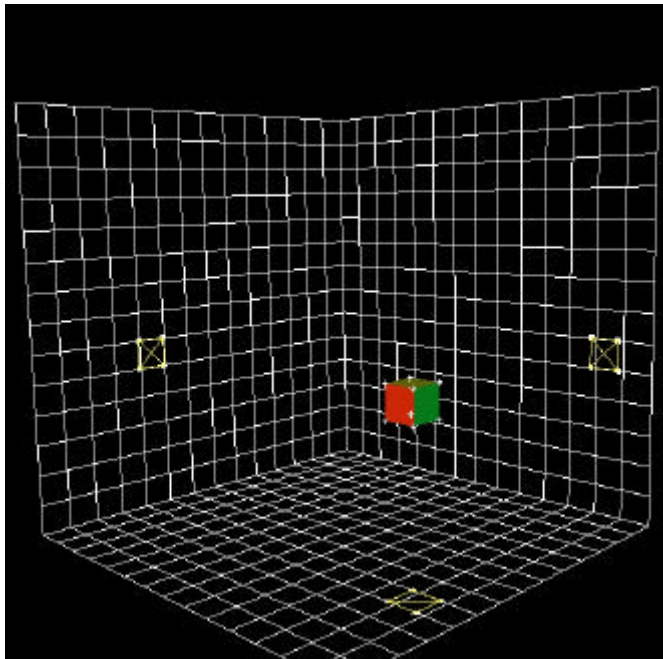


Figure C5 Editing a cube in Object Edit Program

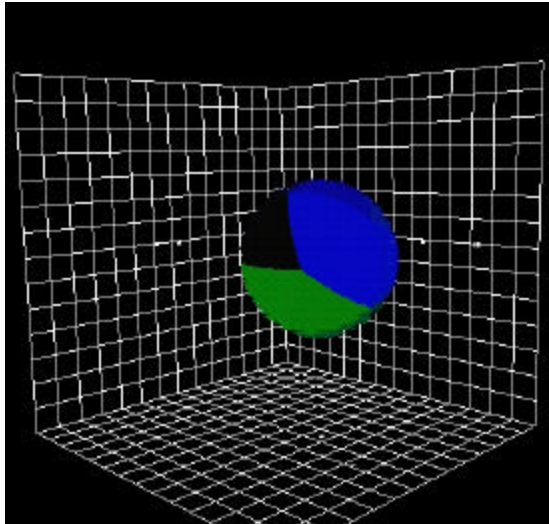


Figure C6 Editing a sphere in Object Edit Program

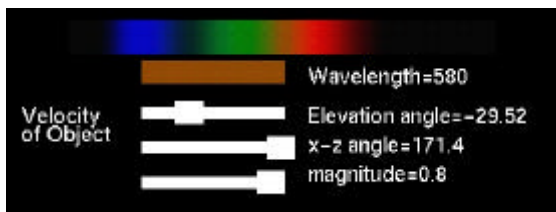


Figure C7 Setting of the wavelength of color and velocity of the object in Object Edit Program

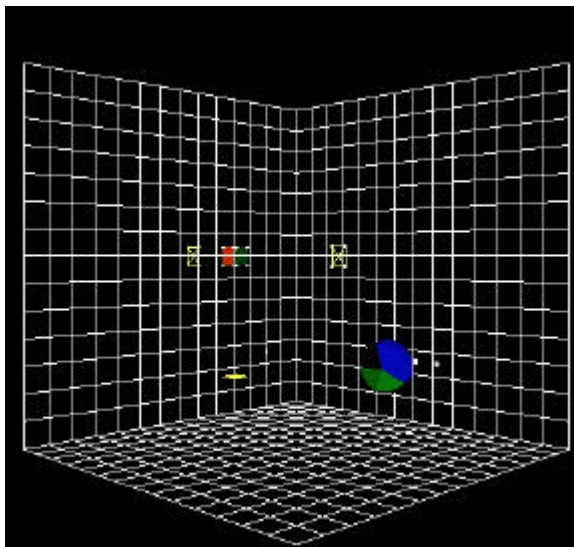


Figure C8 Editing in Object Maindata Preview Program



Figure C9 Ordinary view of a cube at time=0; $v=0.58c$; left 0



Figure C10 Real view of a cube at time=0 without spectral shift effect on light source; $v=0.58c$; left 35



Figure C11 Real view of a cube at time=0; $v=0.58c$; left 35



Figure C12 Ordinary view of a cube at time=14; $v=0.58c$; left -40

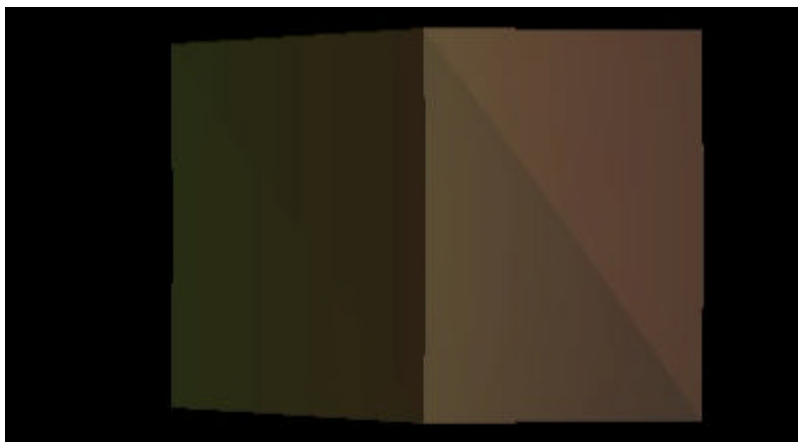


Figure C13 Real view of a cube at time=14 without spectral shift effect on light source; $v=0.58c$; left -10

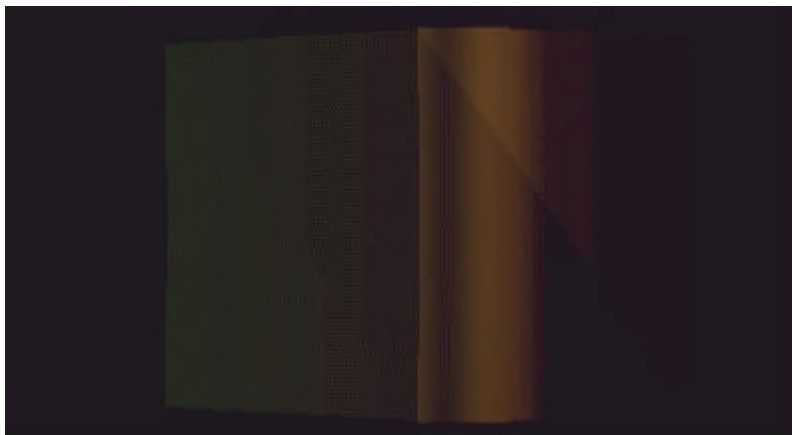


Figure C14 Real view of a cube at time=14; $v=0.58c$; left -10



Figure C15 Ordinary view of a cube at time=5; $v=0.58c$; left -15

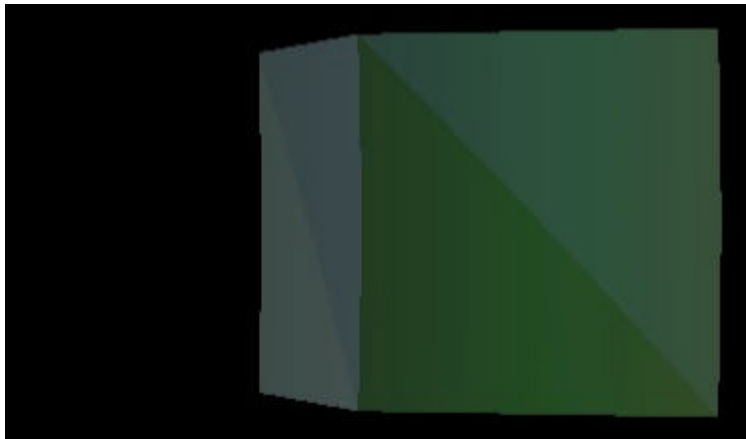


Figure C16 Real view of a cube at time=5 without spectral shift effect on light source; $v=0.58c$; left 20

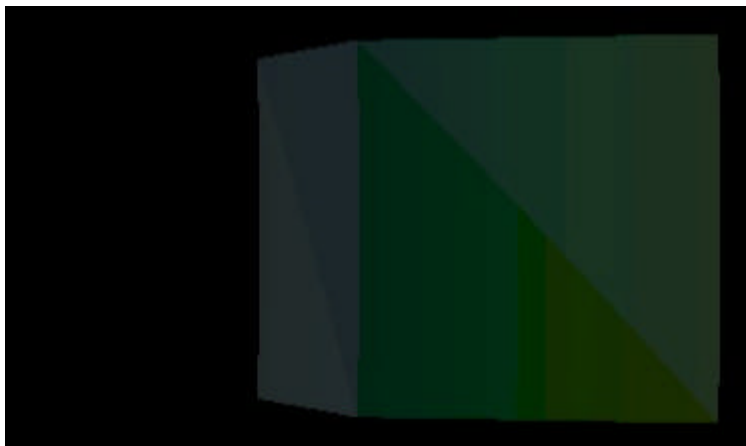


Figure C17 Real view of a cube at time=5; $v=0.58c$; left 20

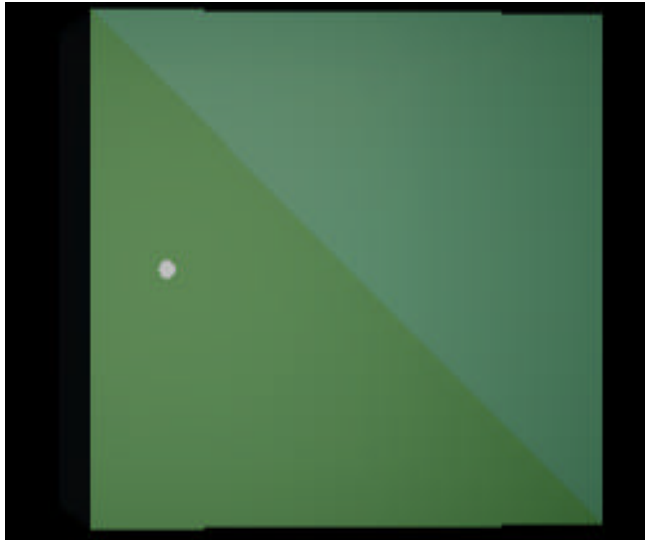


Figure C18 Ordinary view of a cube at time=2; $v=0.58c$; left -5



Figure C19 Real view of a cube at time=2 without spectral shift effect on light source; $v=0.58c$; left 30



Figure C20 Real view of a cube at time=2; $v=0.58c$; left 30

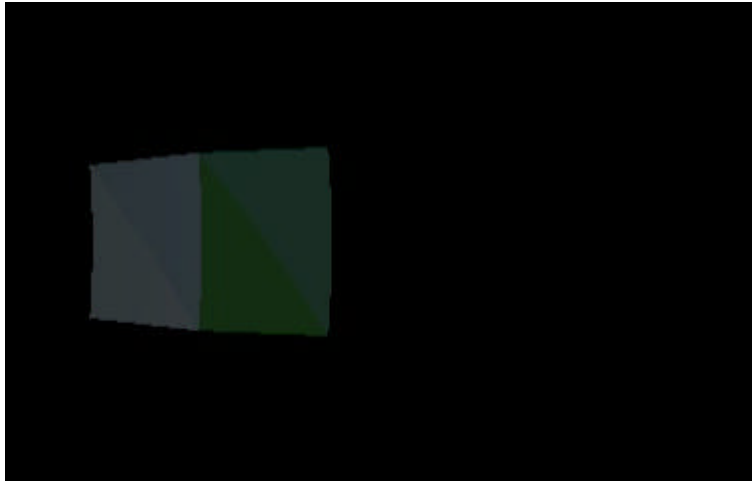


Figure C21 Real view of geometric appearance of a cube at time=2; $v=0.98c$ without spectral shift; left 60

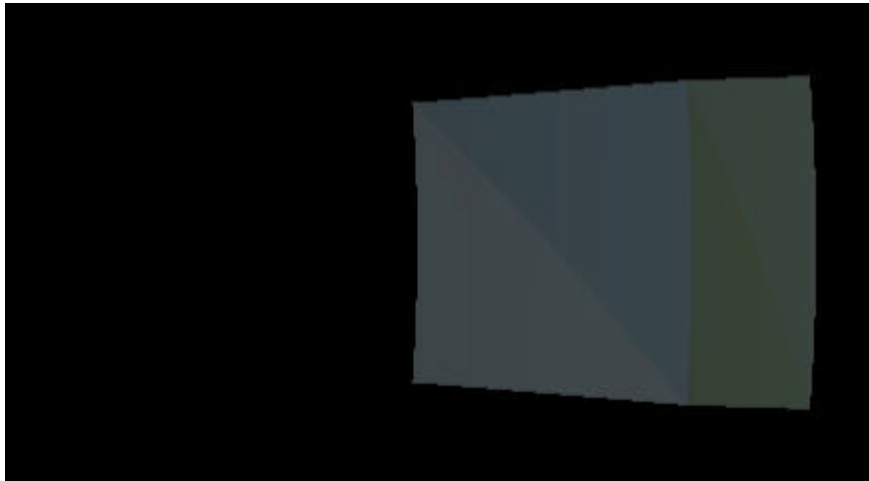


Figure C22 Real view of geometric appearance of a cube at time=5; $v=0.98c$ without spectral shift; left 40



Figure C23 Real view of a long plane with $v=0.6c$ without spectral shift effect on the light source; left 0



Figure C24 Real view of a long plane with $v=0.6c$ without spectral shift effect on the light source; left 20



Figure C25 Real view of a long plane with $v=0.6c$ without spectral shift effect on the light source; left 40



Figure C26 Real view of a long plane with $v=0.6c$ without spectral shift effect on the light source; left -20



Figure C27 Real view of a long plane with $v=0.6c$; left 0



Figure C28 Real view of a long plane with $v=0.6c$; left 20



Figure C29 Real view of a long plane with $v=0.6c$; left 40



Figure C30 Real view of a long plane with $v=0.6c$; left -20

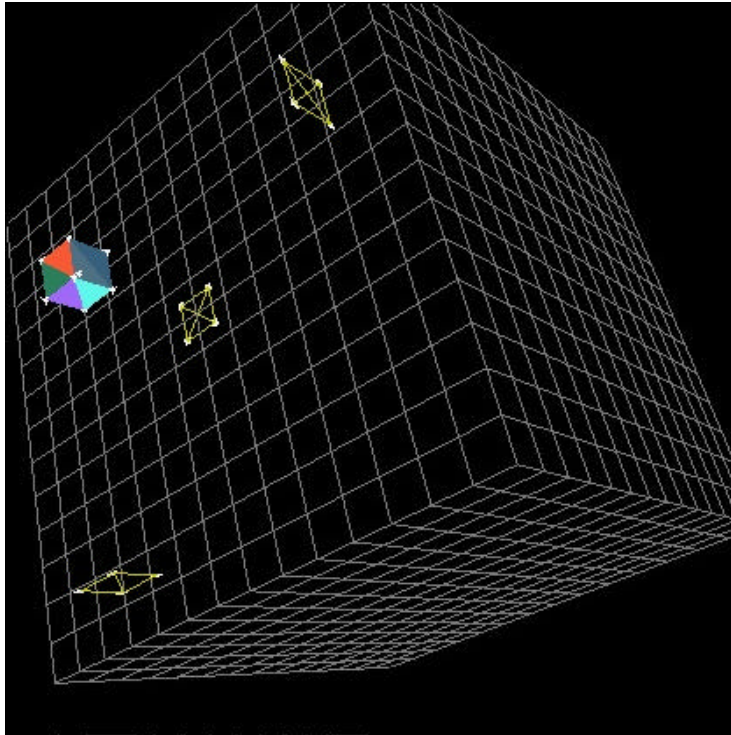


Figure C31 Editing a cube in Object Edit Program 2

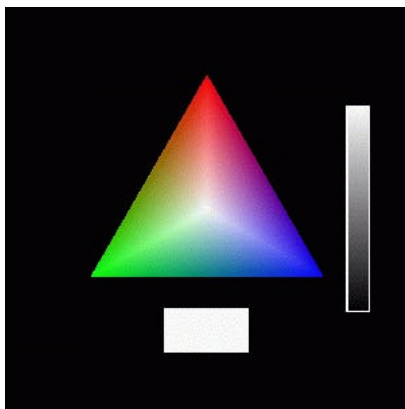


Figure C32 One of the windows for adjusting the color attributes of a surface of the object in Object Edit Program 2

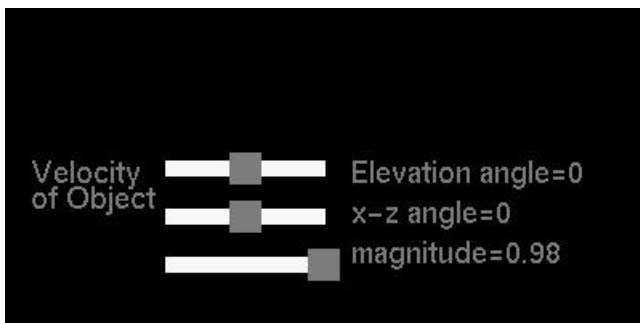


Figure C33 Adjusting the direction and magnitude of the object in Object Edit Program 2

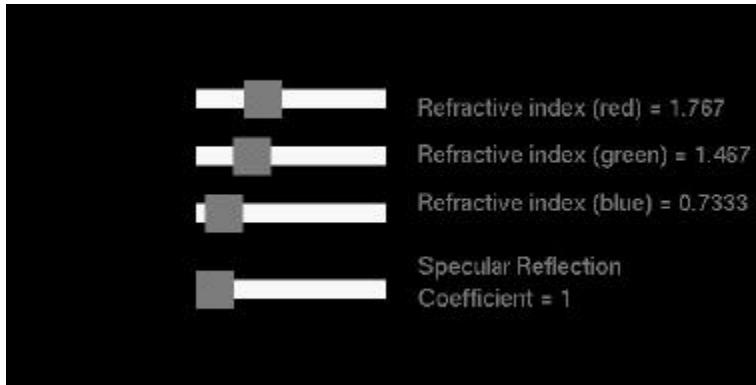


Figure C34 Adjusting the other attributes of a surface of the object in Object Edit Program 2

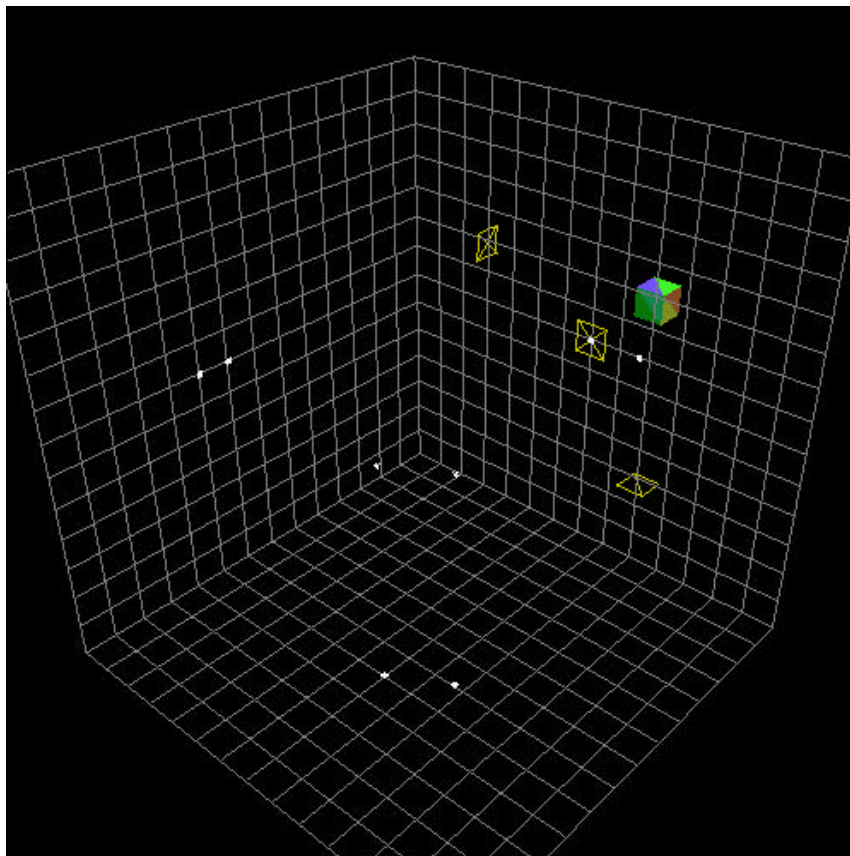


Figure C35 Editing in Object Maindata Preview Program 2

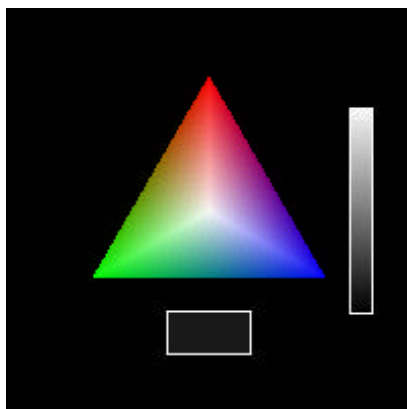


Figure C36 Adjusting of the color of the light source in Object Maindata Preview Program 2