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Clemons

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(54) **GAMING VIDEO PROCESSING SYSTEM**

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patent is extended or adjusted under 35
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Aug. 8, 2019, now Pat. No. 11,294,531, which is a
continuation of application No. 14/724,549, filed on
May 28, 2015, now Pat. No. 10,474,311.

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A63F 13/28 (2014.01)
A63F 13/30 (2014.01)
A63F 13/54 (2014.01)
A63F 13/825 (2014.01)
G06F 3/0481 (2022.01)
G06F 3/14 (2006.01)
G07F 17/32 (2006.01)
H04N 9/31 (2006.01)

(52) **U.S. Cl.**

CPC **G06F 3/0481** (2013.01); **A63F 13/27**
(2014.09); **A63F 13/28** (2014.09); **A63F 13/30**
(2014.09); **A63F 13/54** (2014.09); **A63F**
13/825 (2014.09); **G06F 3/1446** (2013.01);
G06T 3/40 (2013.01); **G07F 17/32** (2013.01);
G07F 17/3211 (2013.01); **H04N 9/3147**
(2013.01)

(58) **Field of Classification Search**

None

See application file for complete search history.

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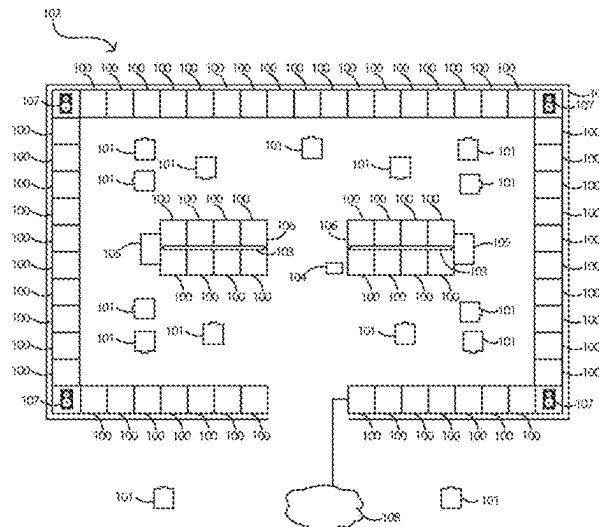
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(57) **ABSTRACT**

A video control, projection and display system is employed
in a gaming establishment and used in conjunction with or
without a gaming network or gaming components. The
control system includes projection cameras or light sources
which may generate and display images associated with the
electronic gaming machines or with a player of the elec-
tronic gaming machines. The control system enhances the
image by using pixel cloning, image blending pixel scaling,
pixel movement, and pixel masking. The projection system
may generate holographic images and may project images
onto a variety of surfaces adjacent to the electronic gaming
machines. The control system manages devices associated
with the projection and display system.

17 Claims, 23 Drawing Sheets



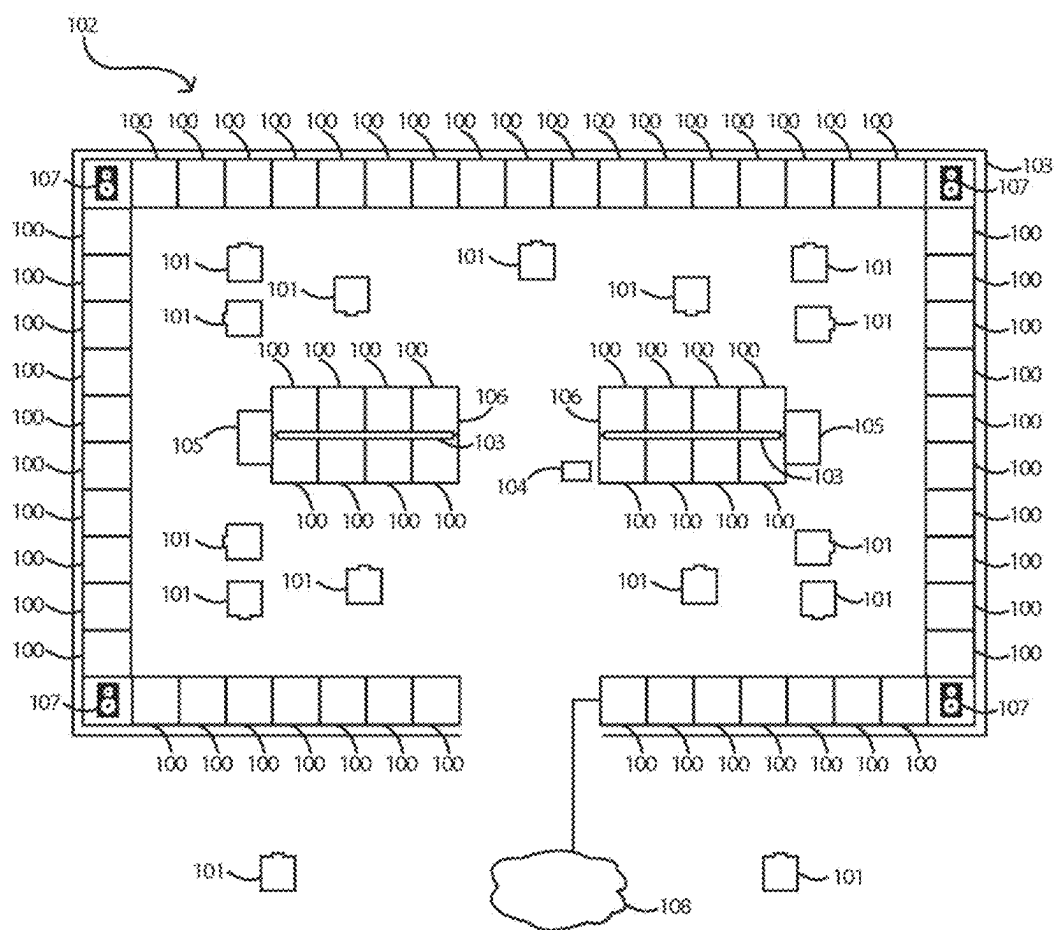


Fig. 1

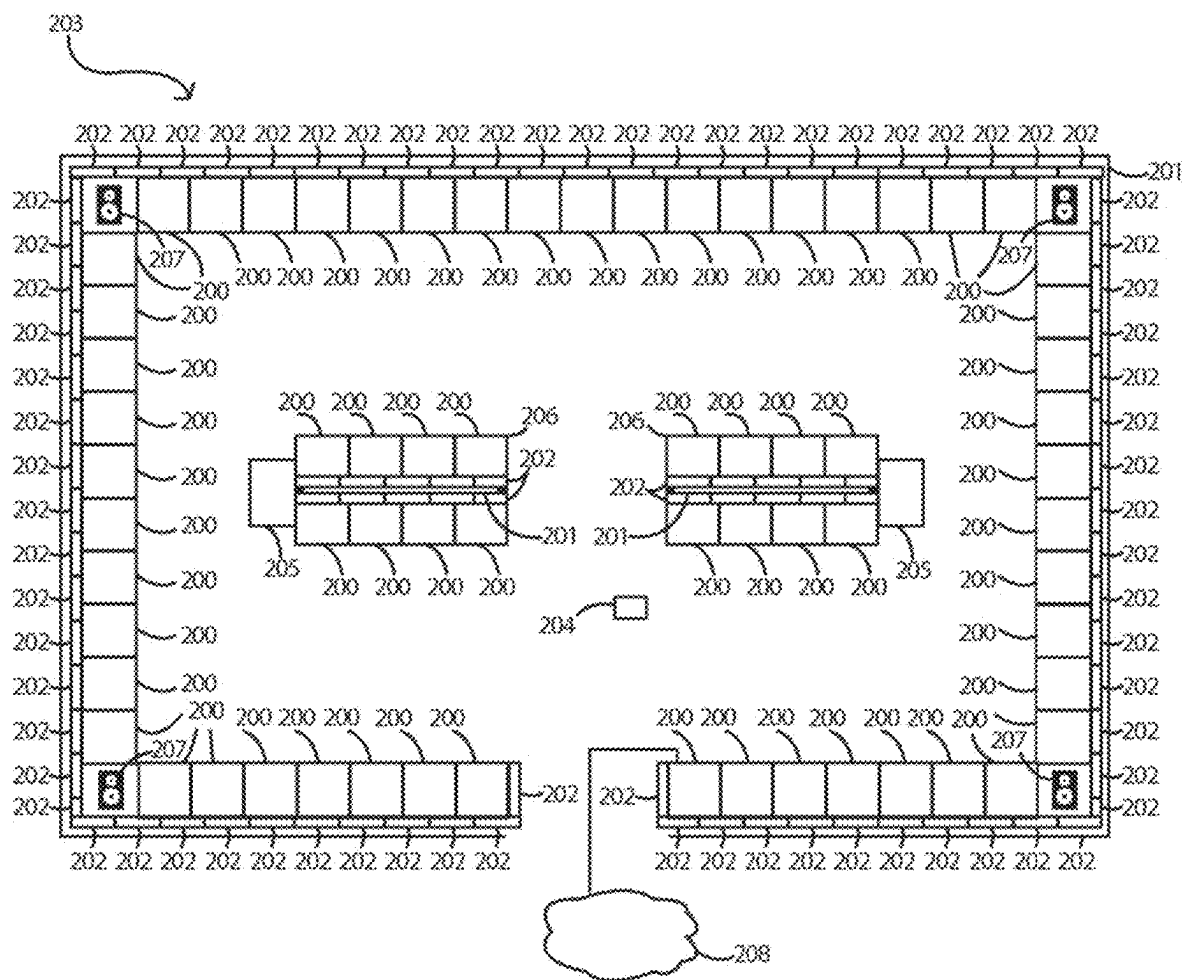


Fig. 2

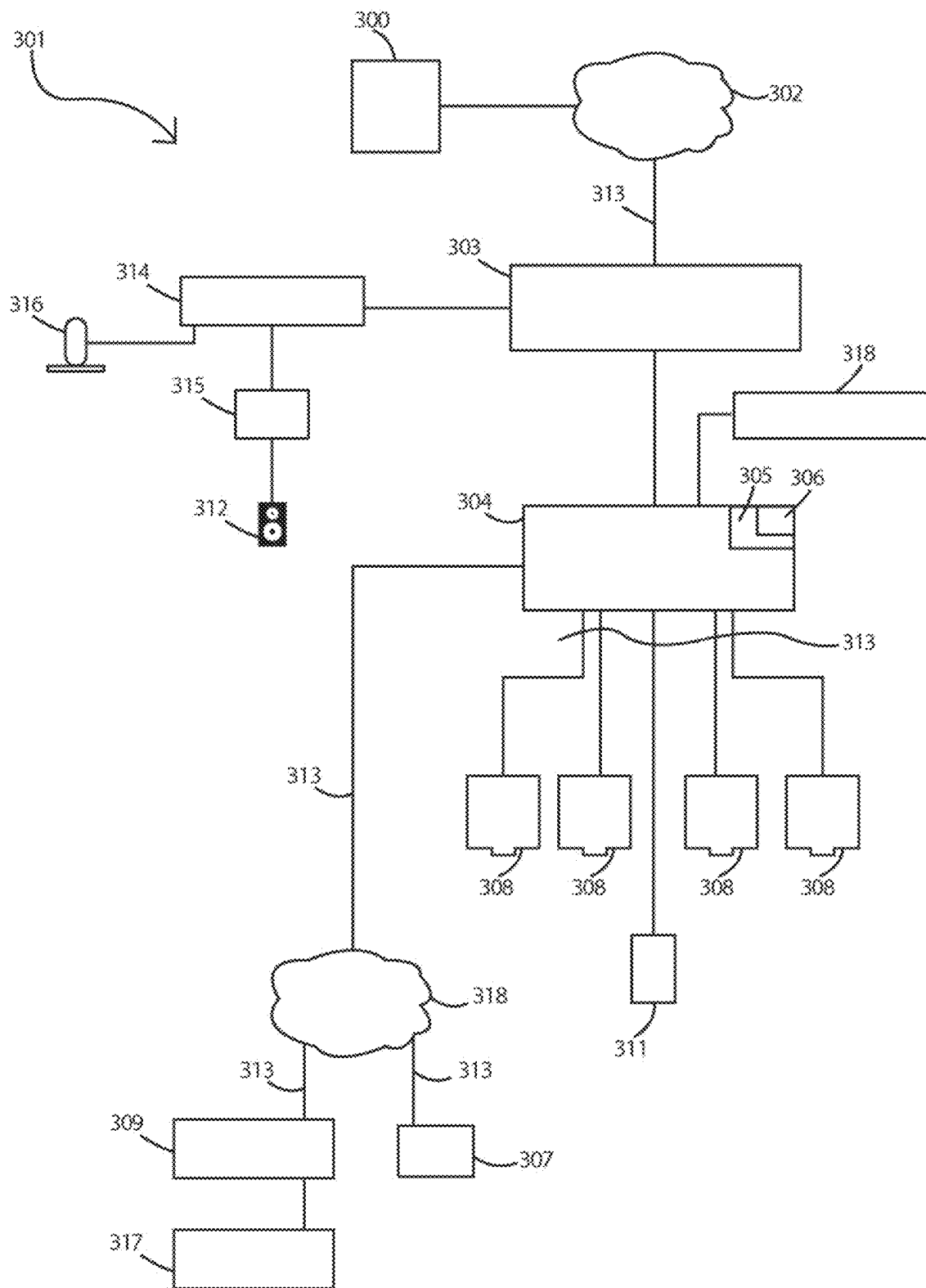


Fig. 3

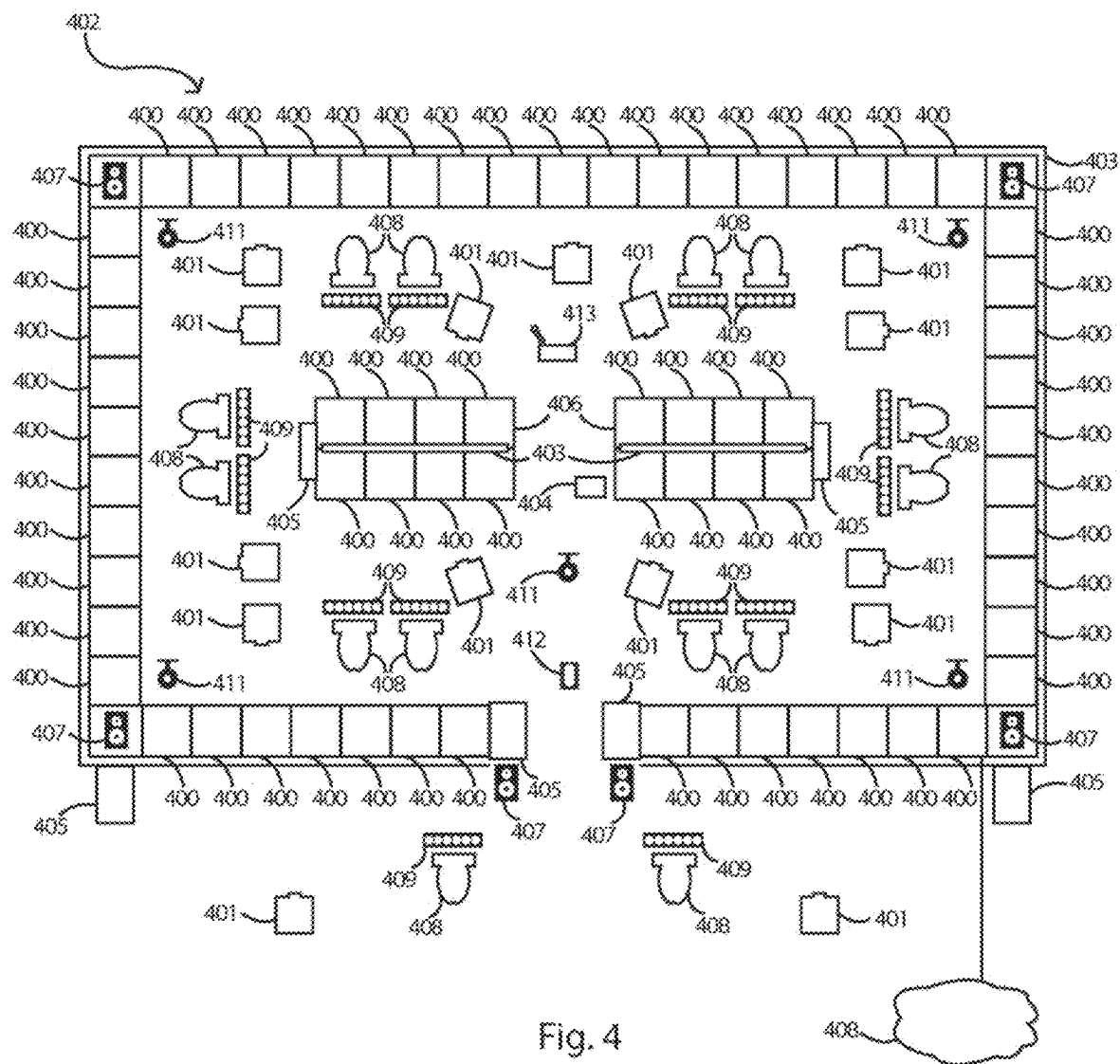


Fig. 4

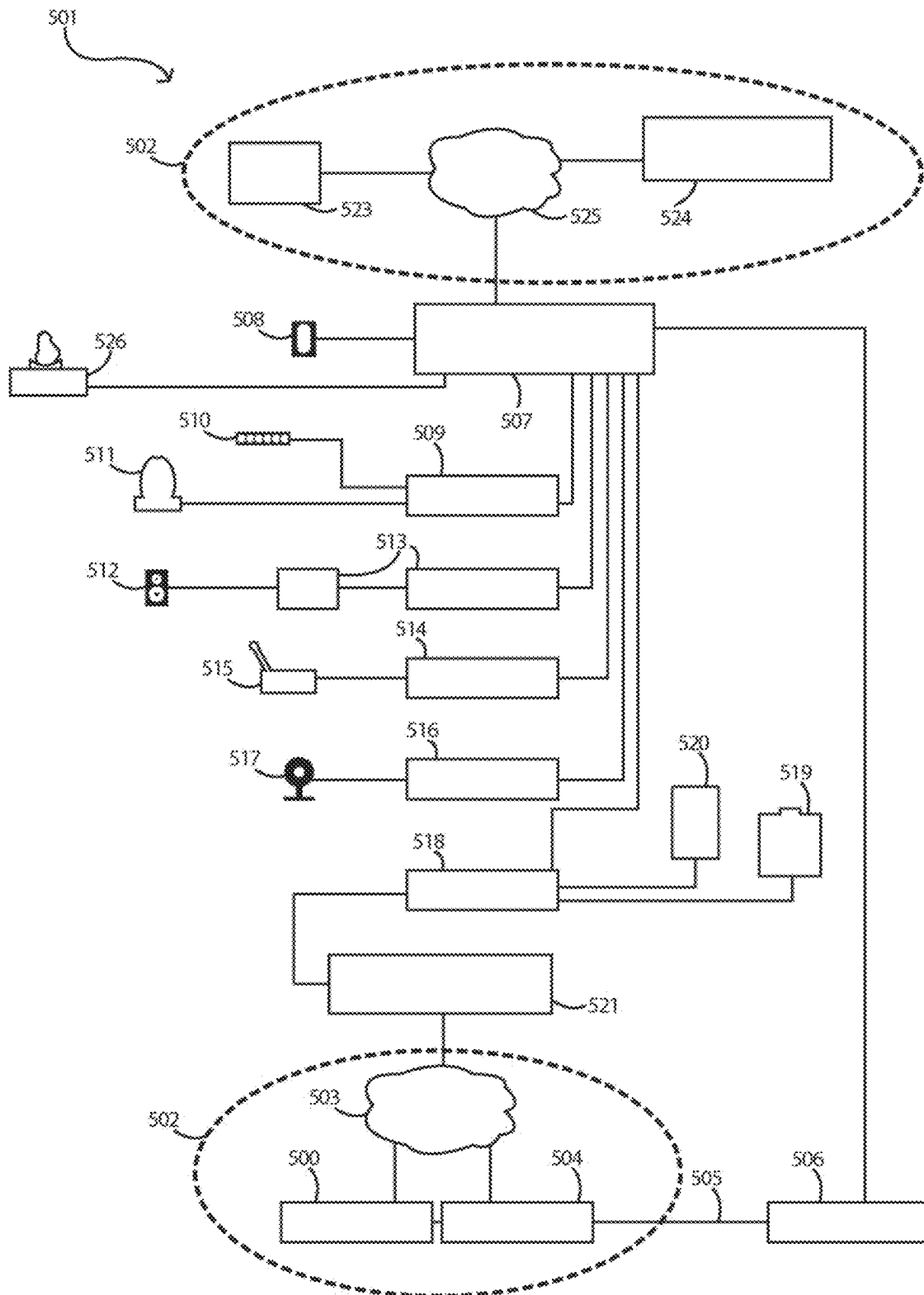
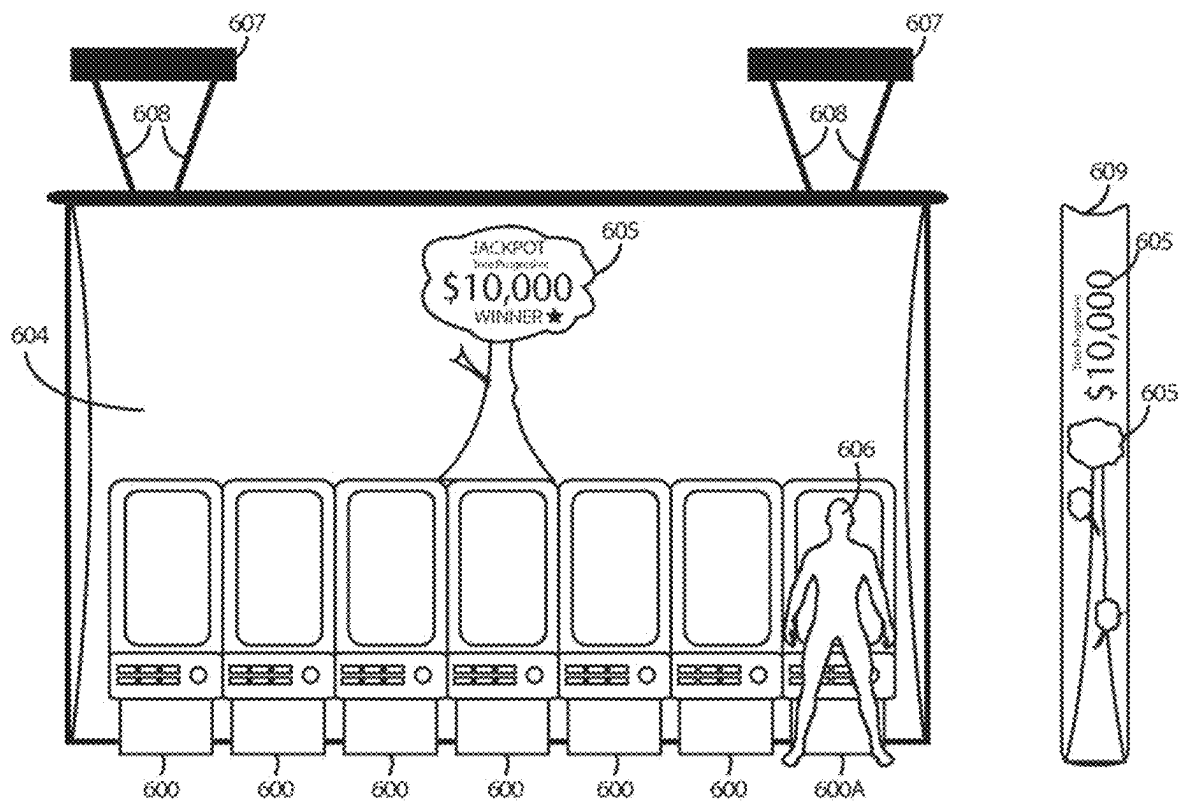
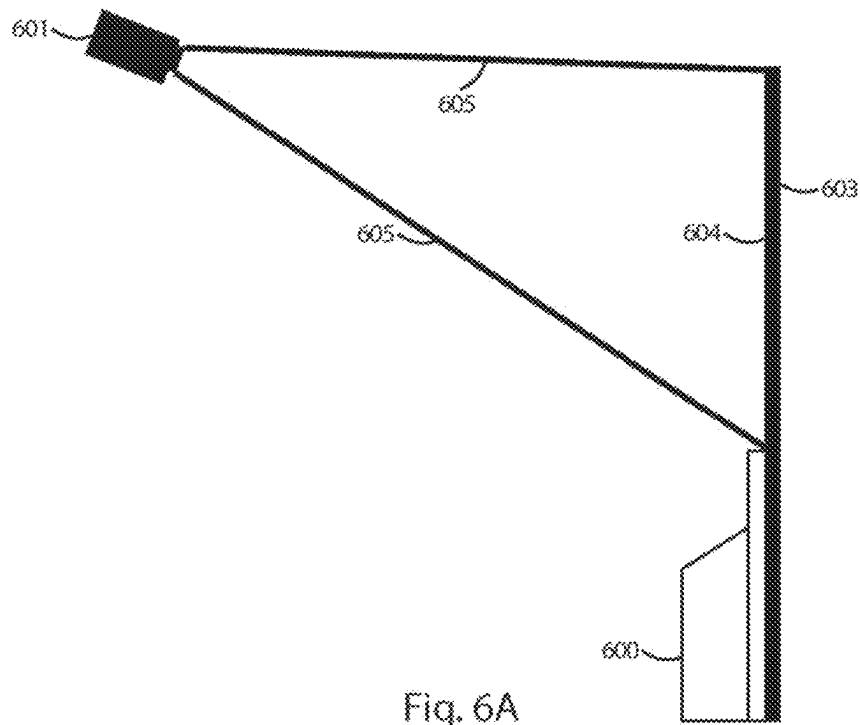


Fig. 5



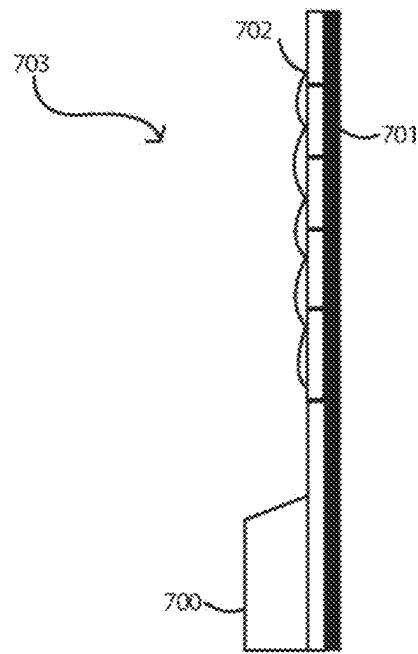


Fig. 7A

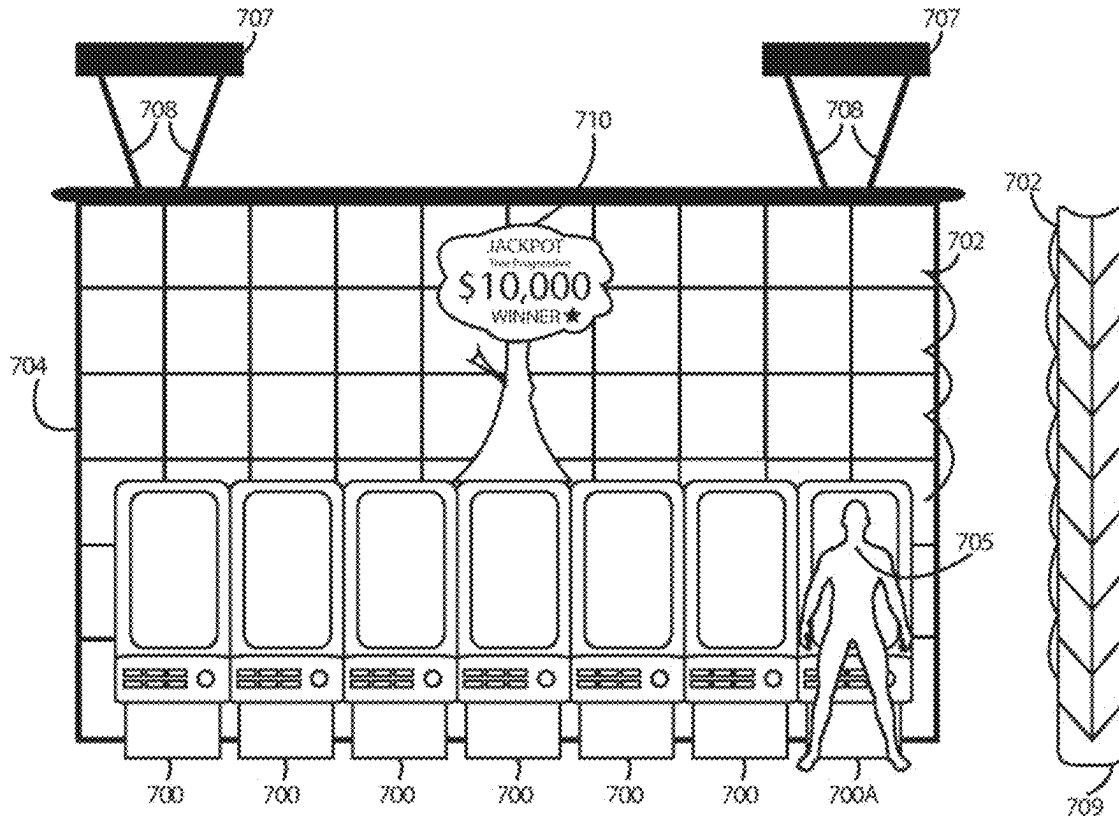


Fig. 7B

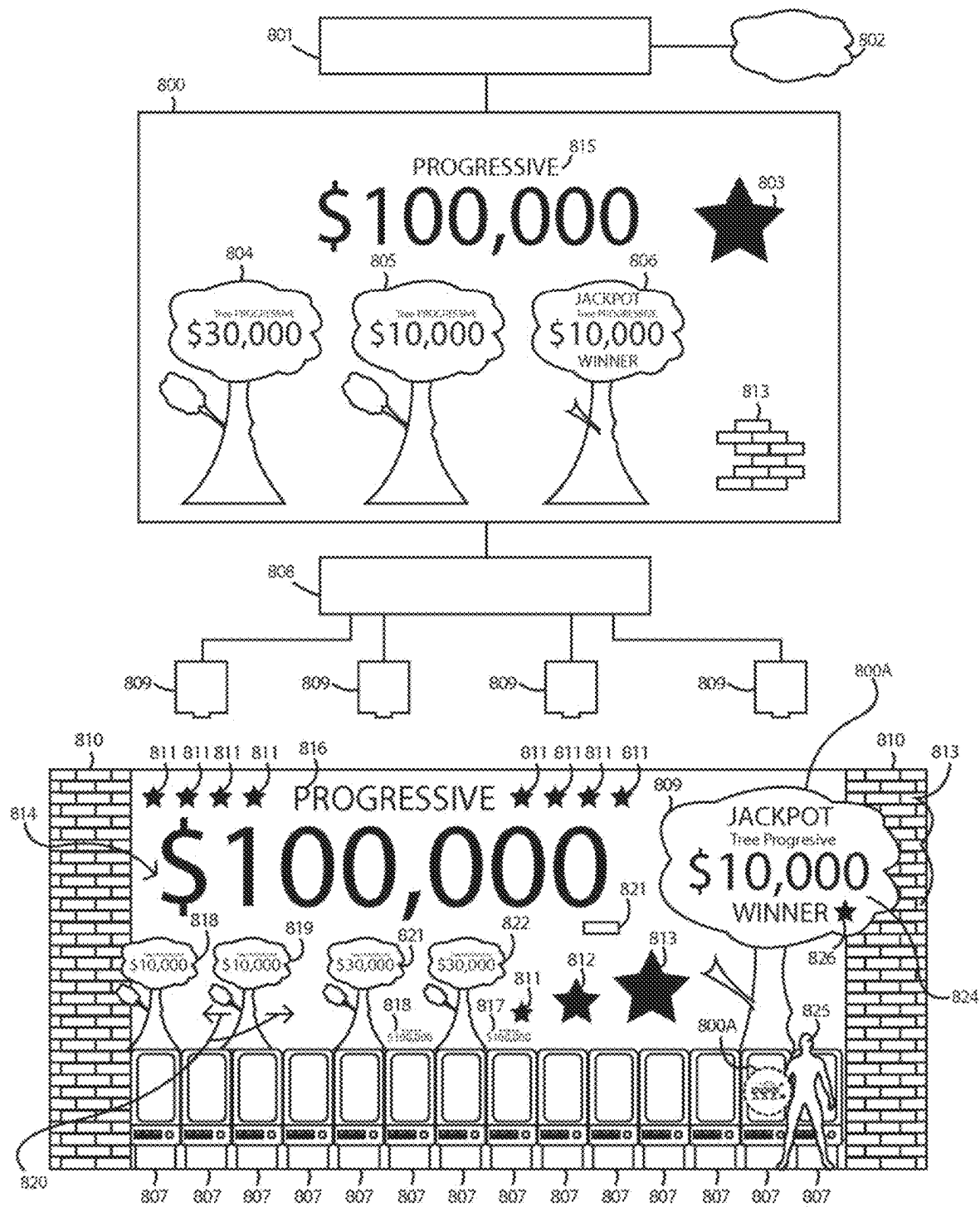


Fig. 8

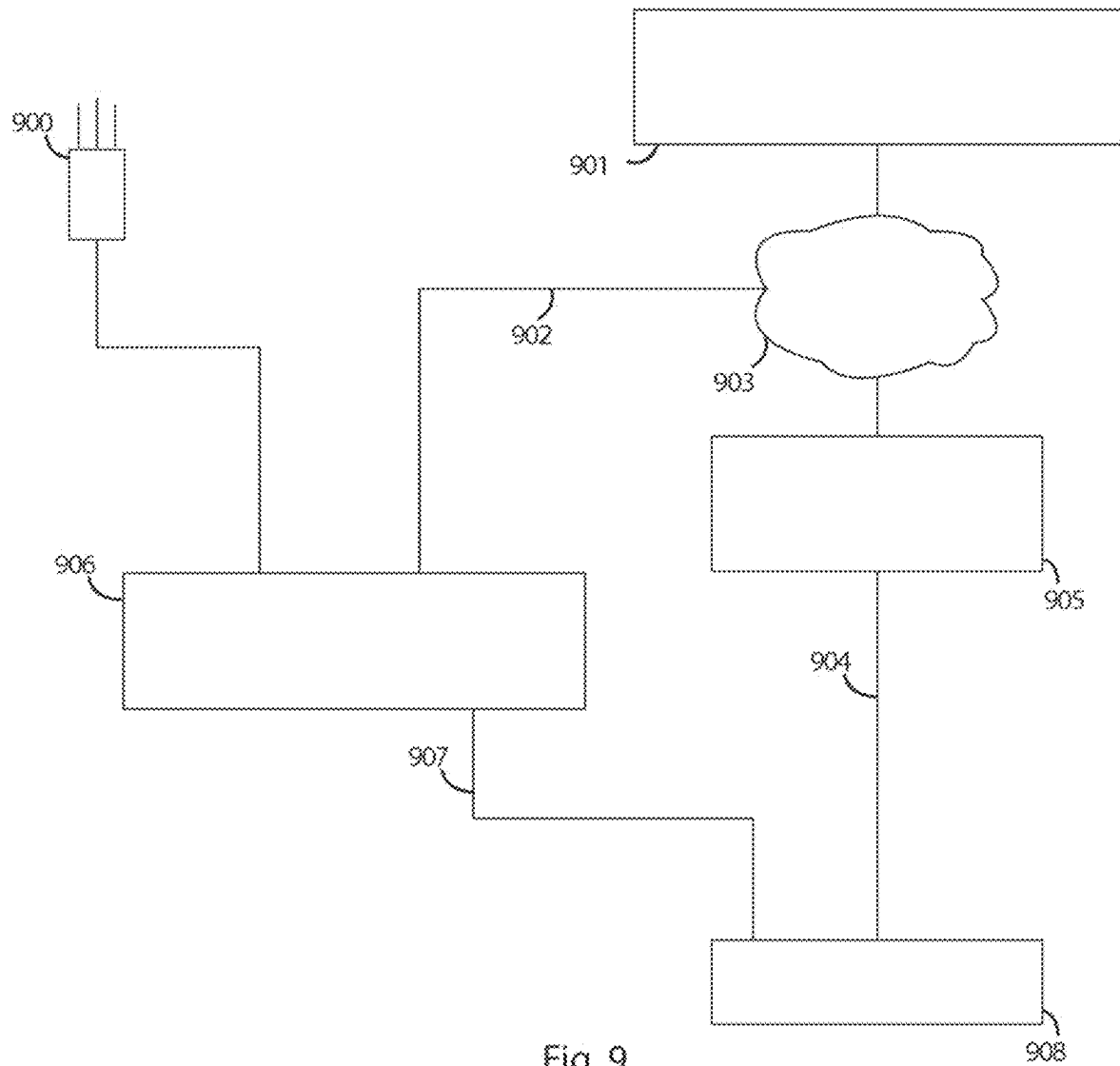


Fig. 9

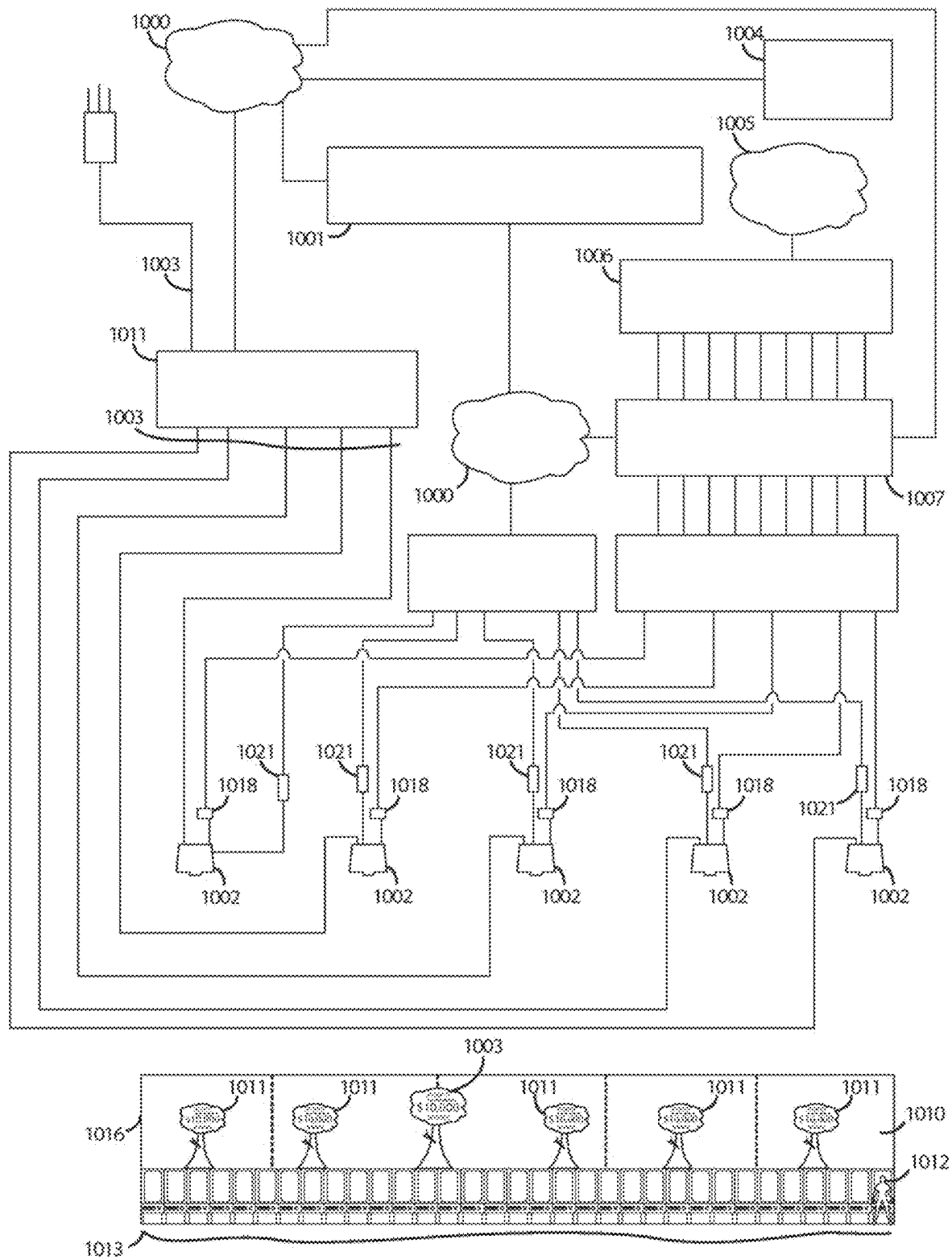


Fig. 10

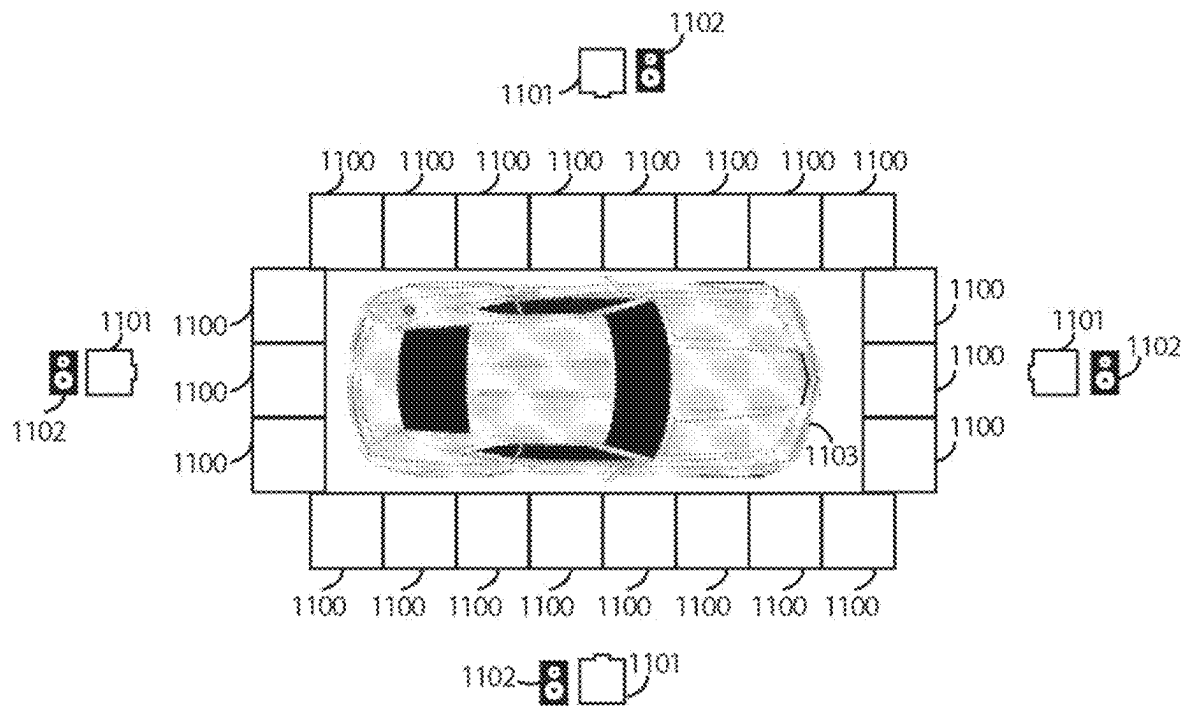


Fig. 11A

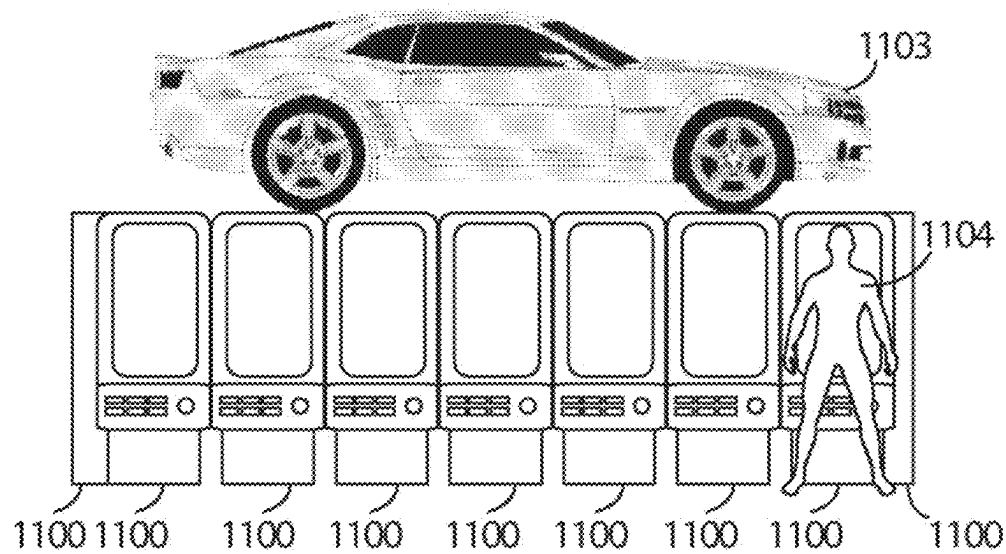


Fig. 11B

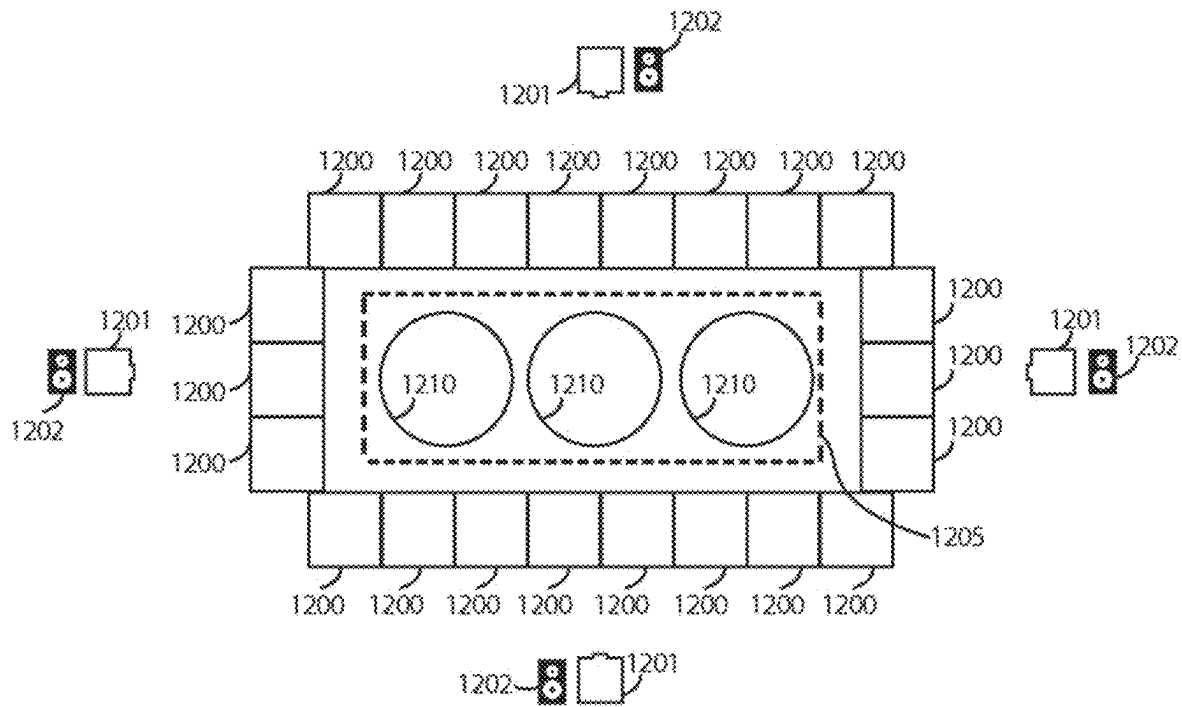


Fig. 12A

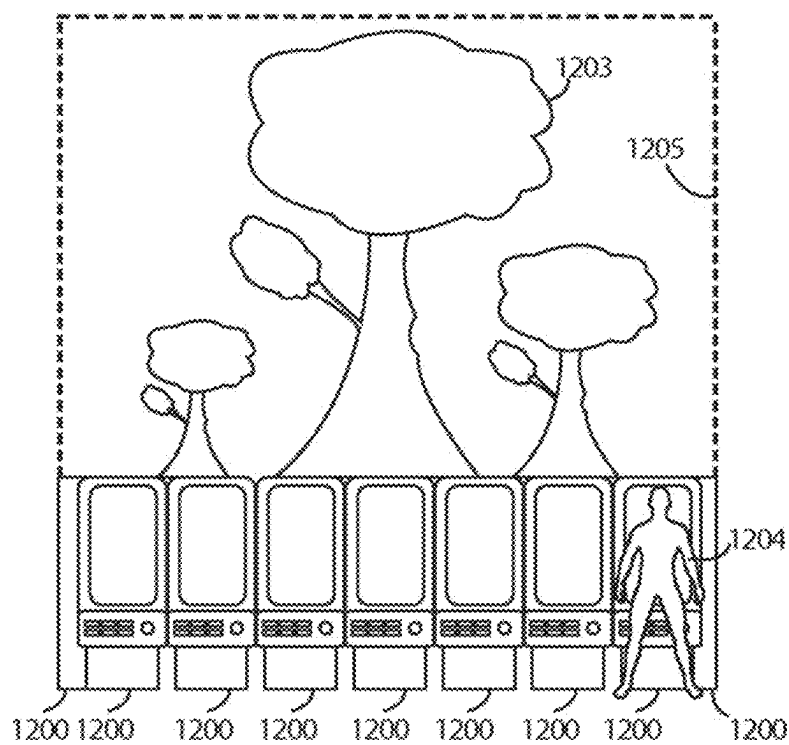


Fig. 12B

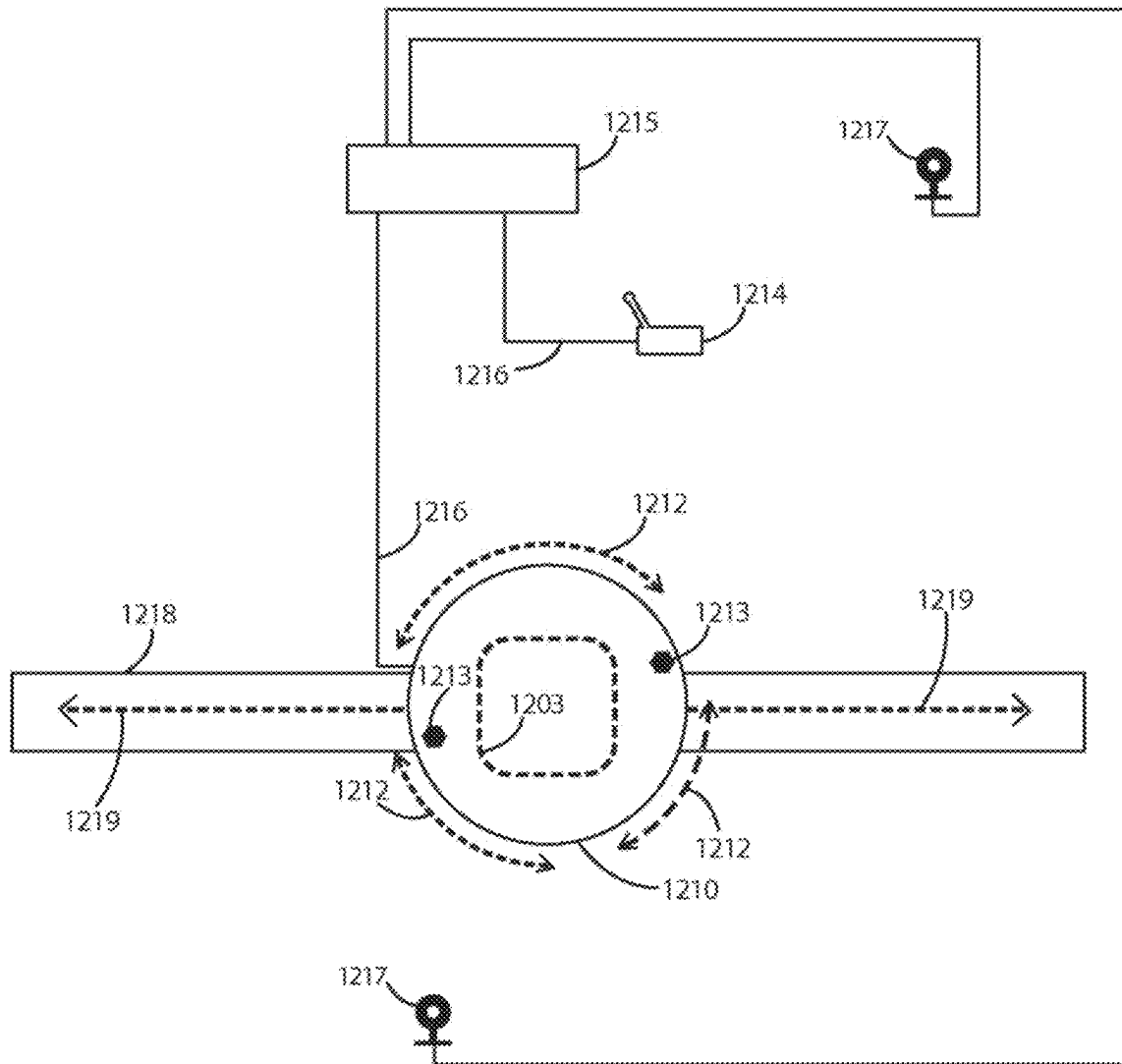


Fig. 12C

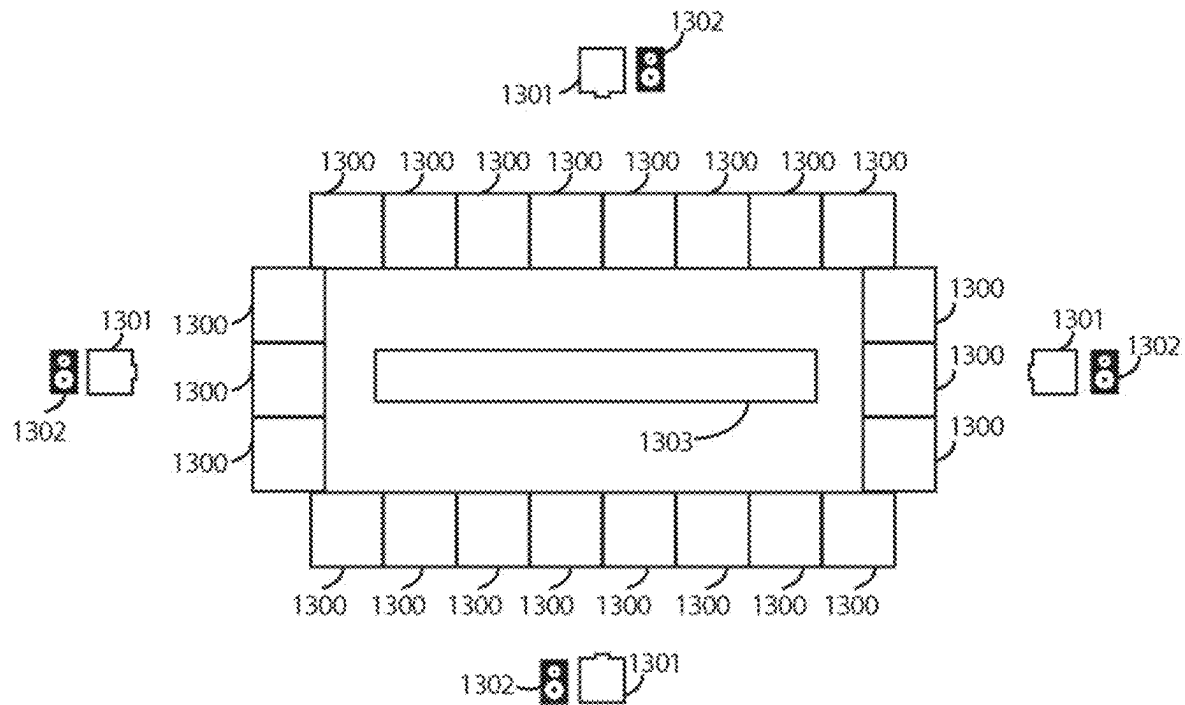


Fig. 13A

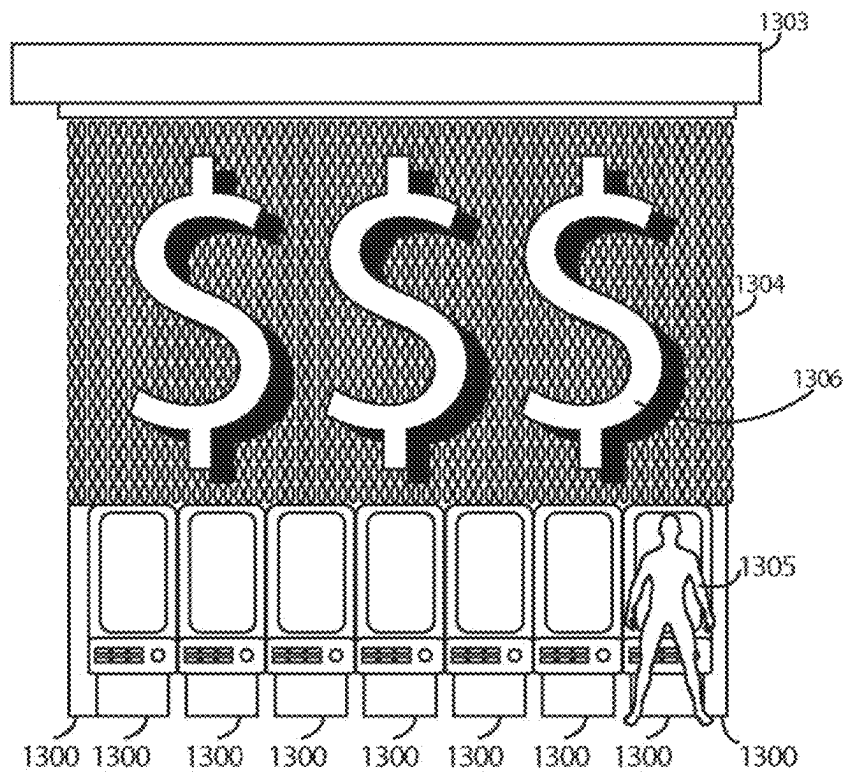


Fig. 13B

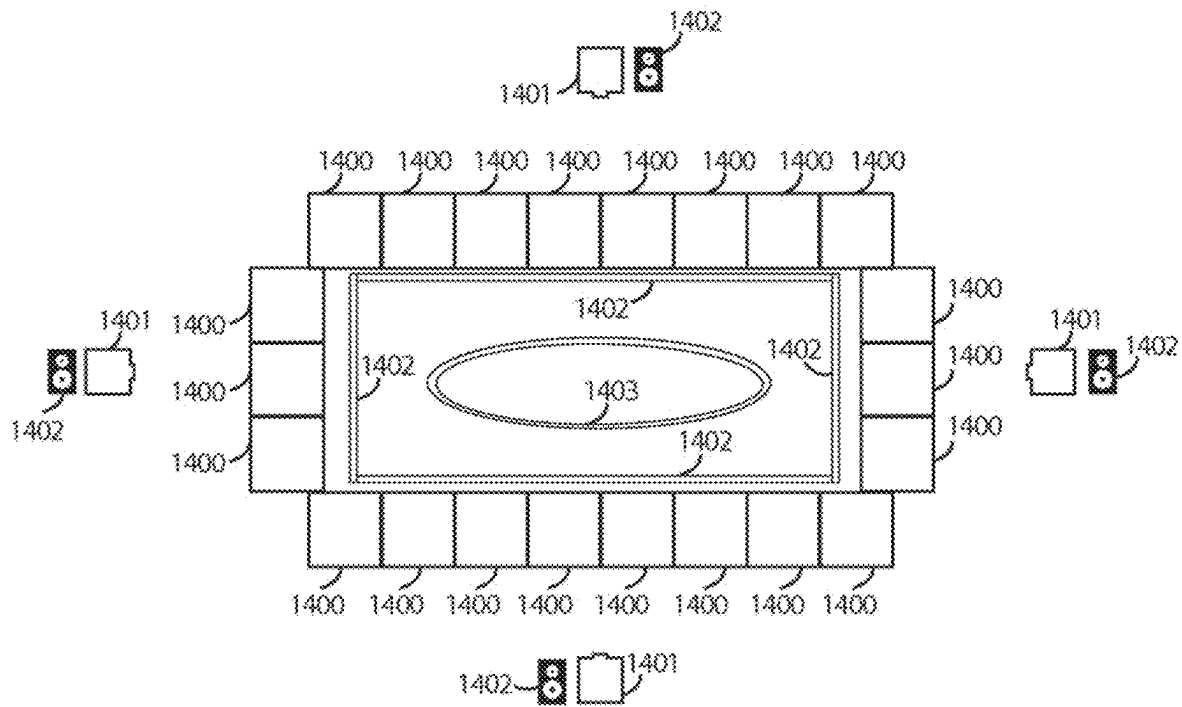


Fig. 14A

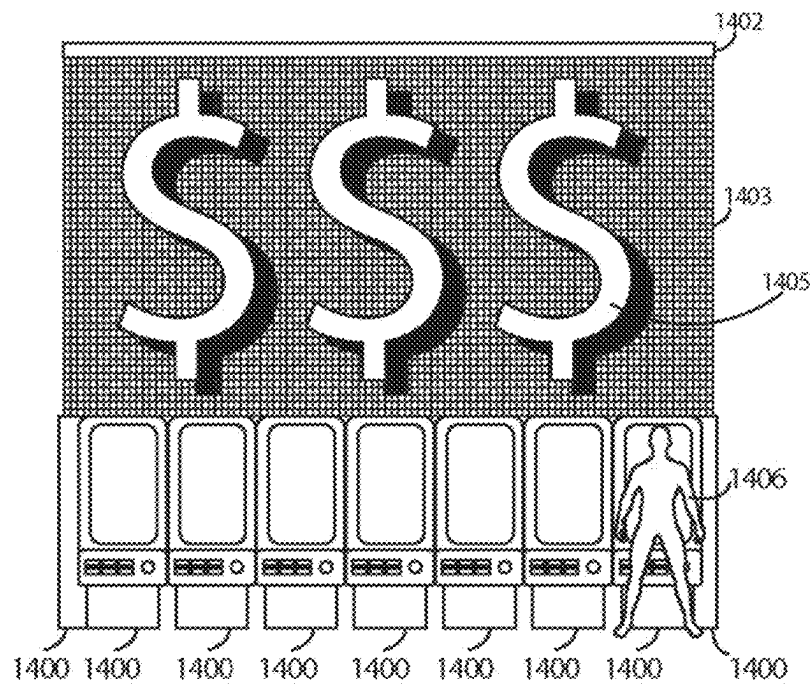


Fig. 14B

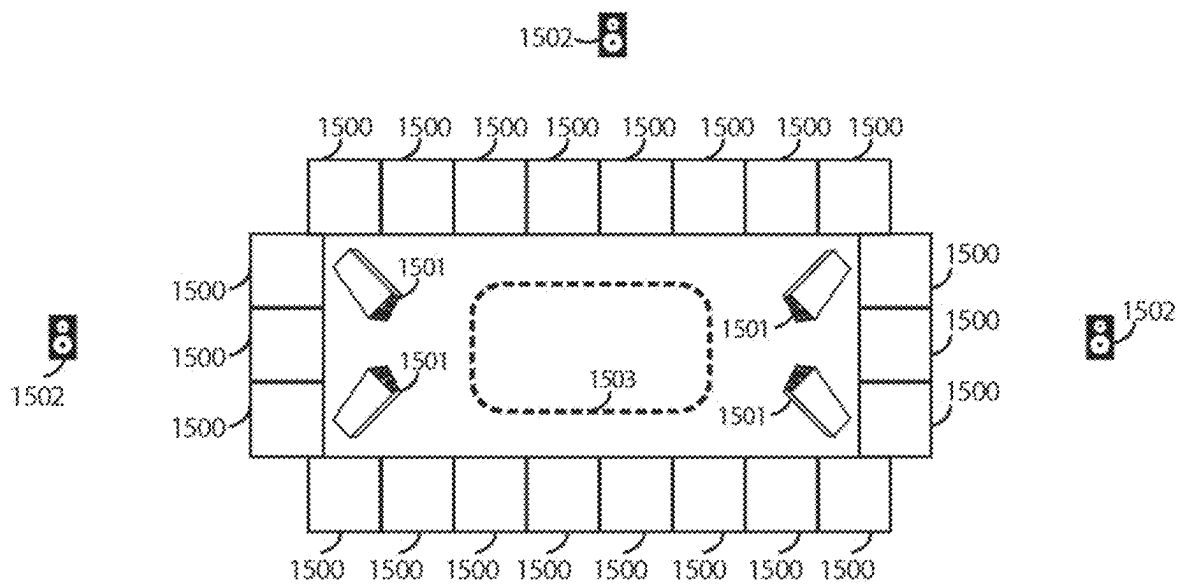


Fig. 15A

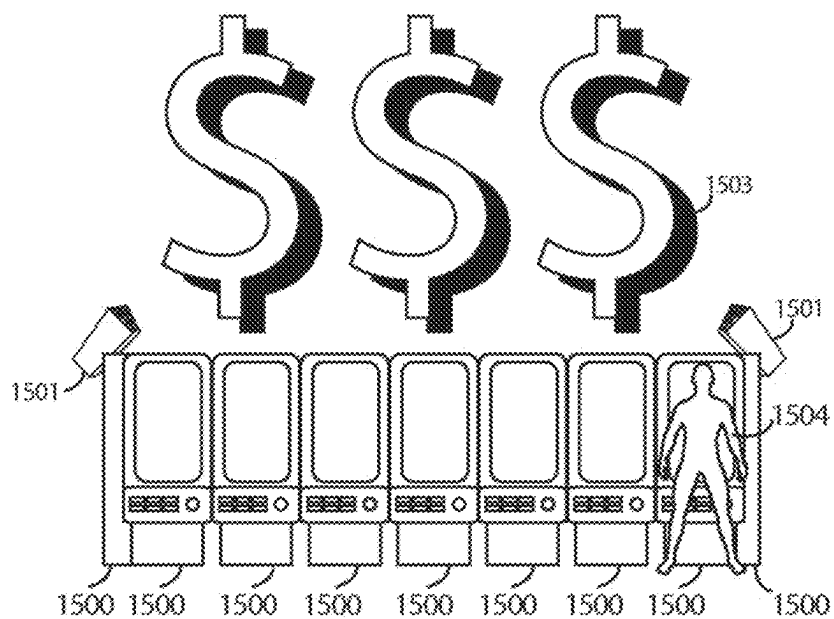


Fig. 15B

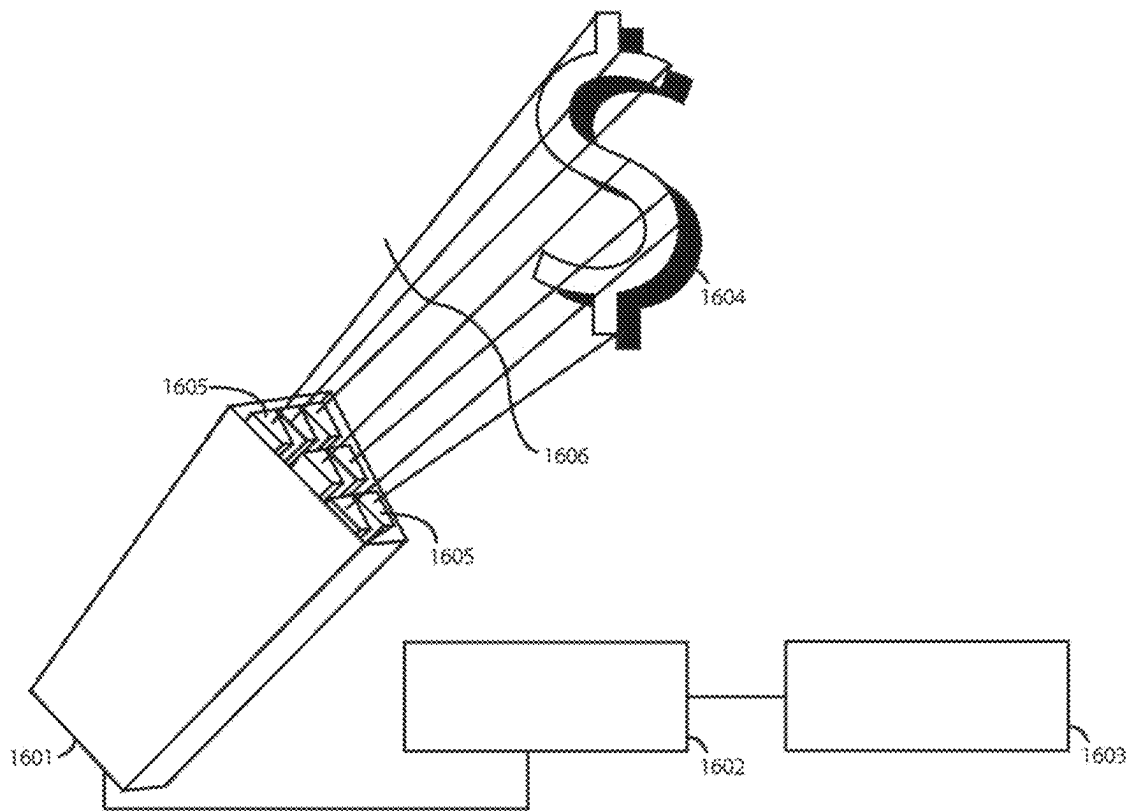


Fig. 16A

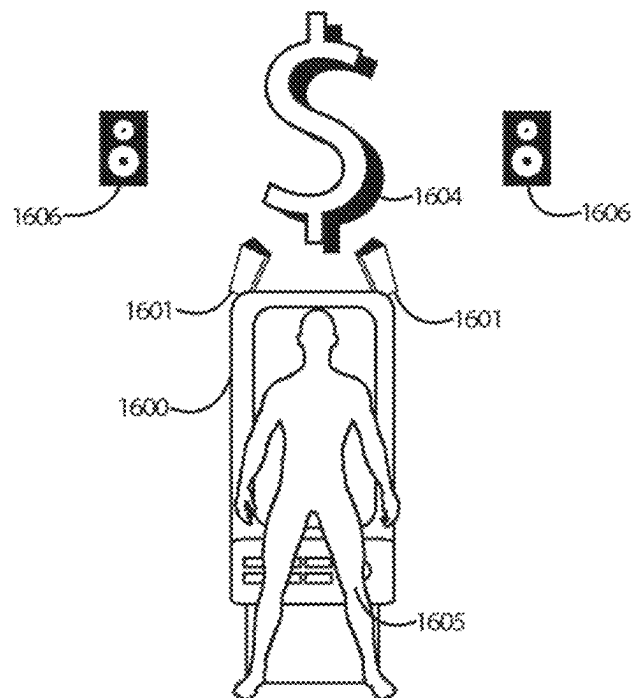


Fig. 16B

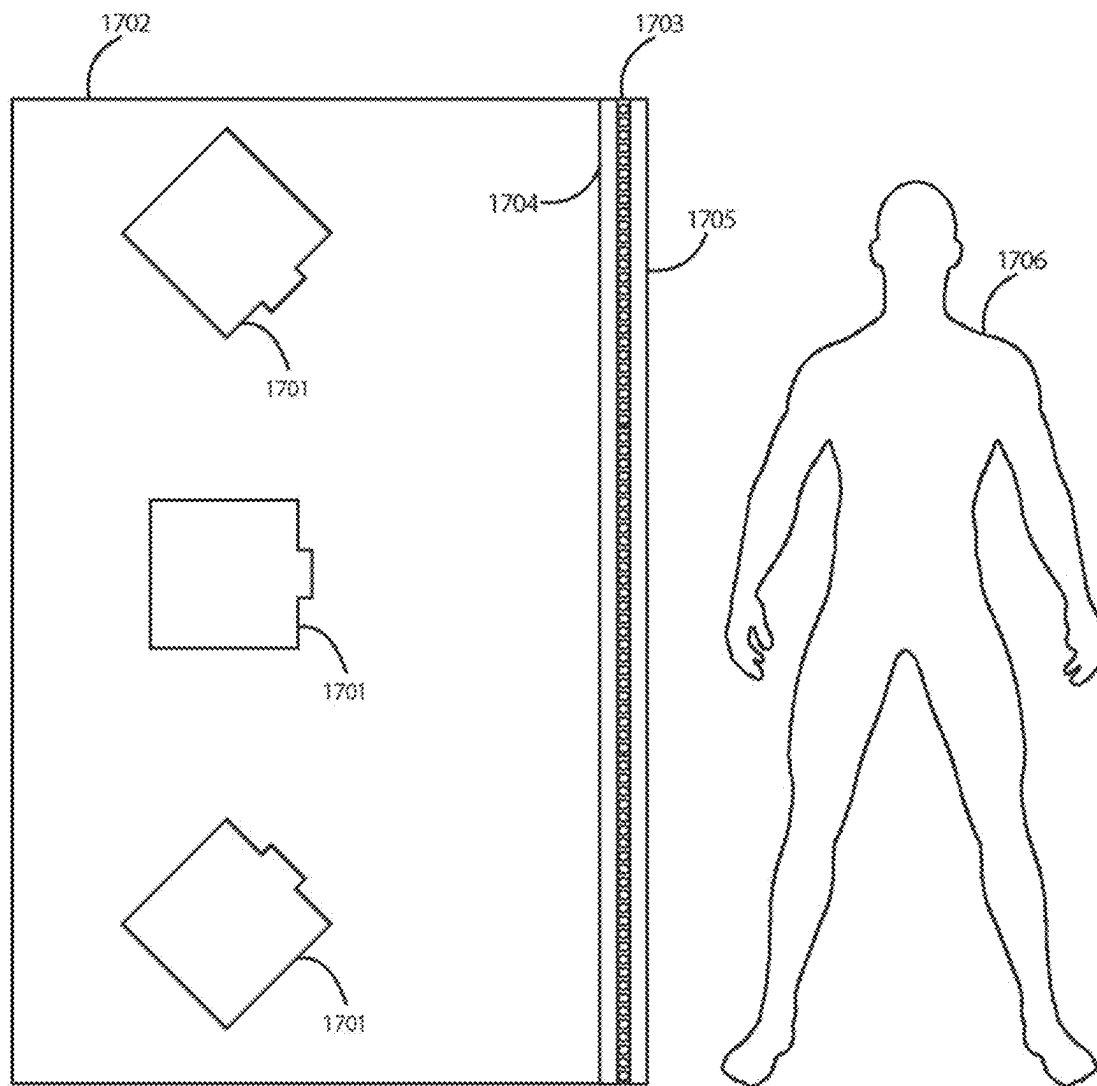
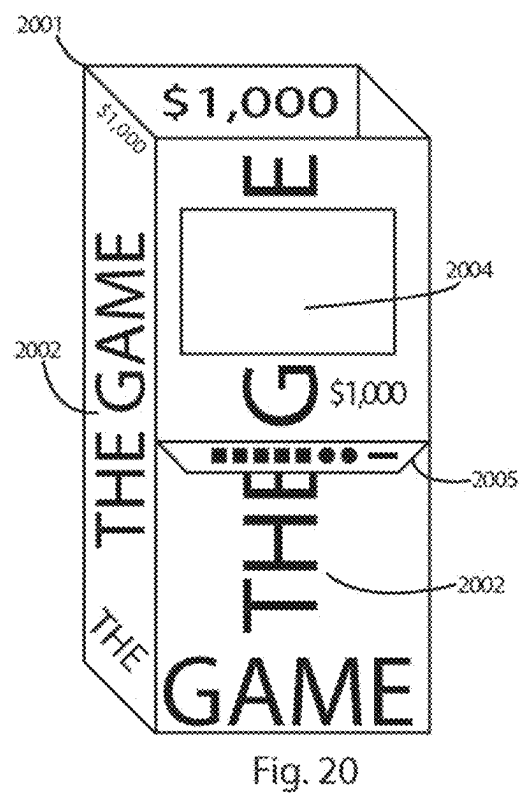
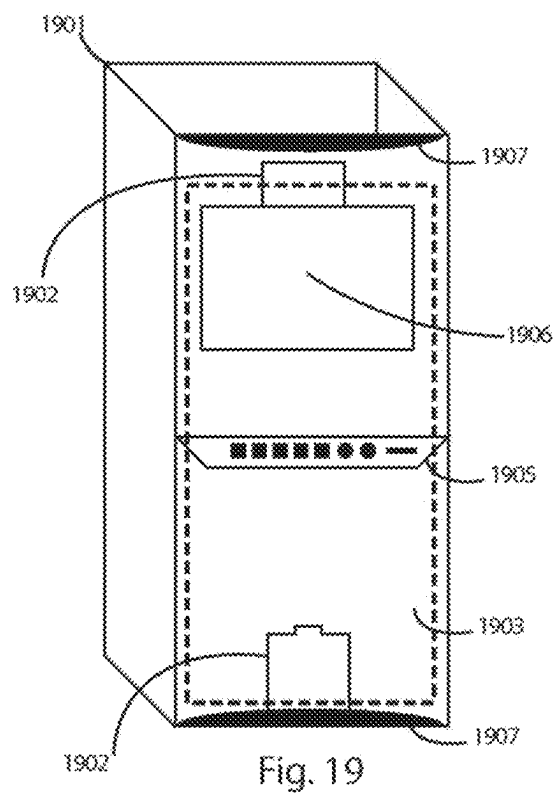
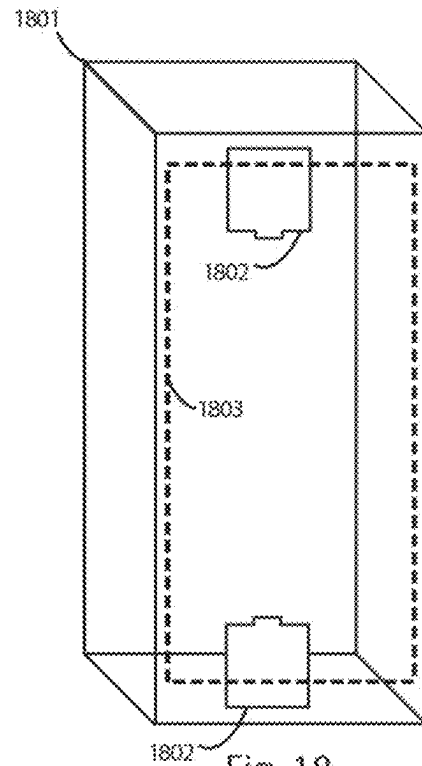
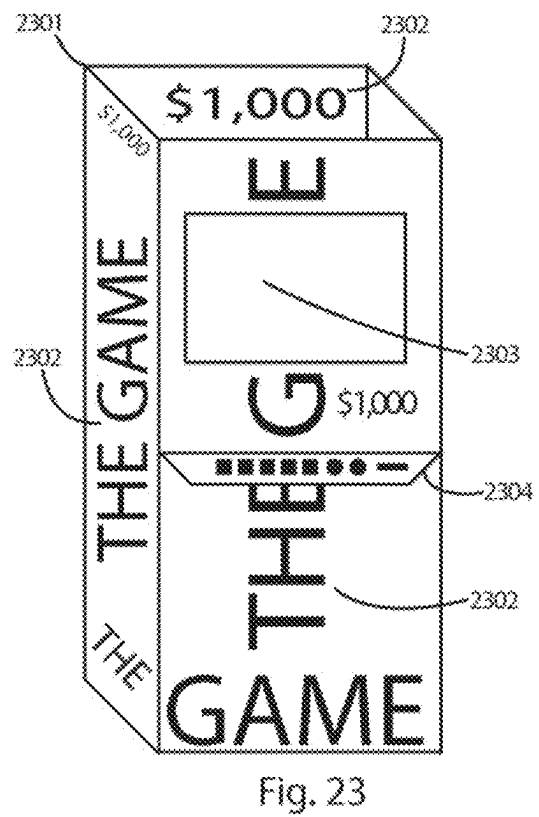
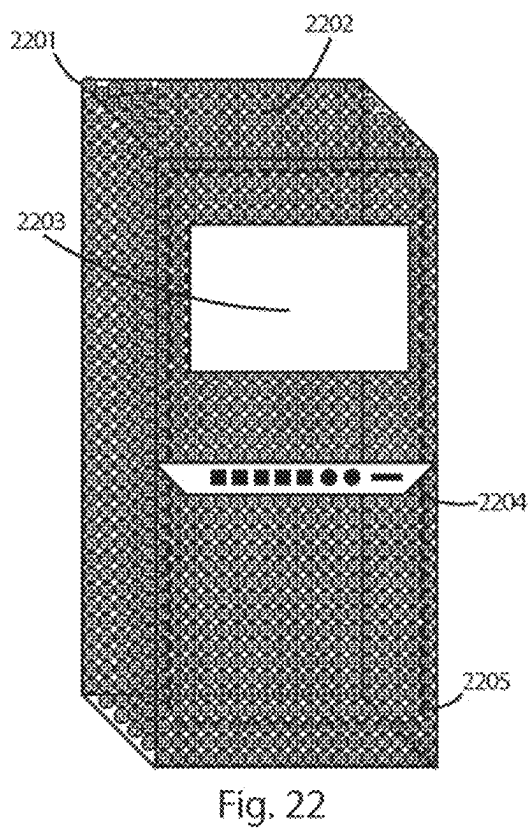
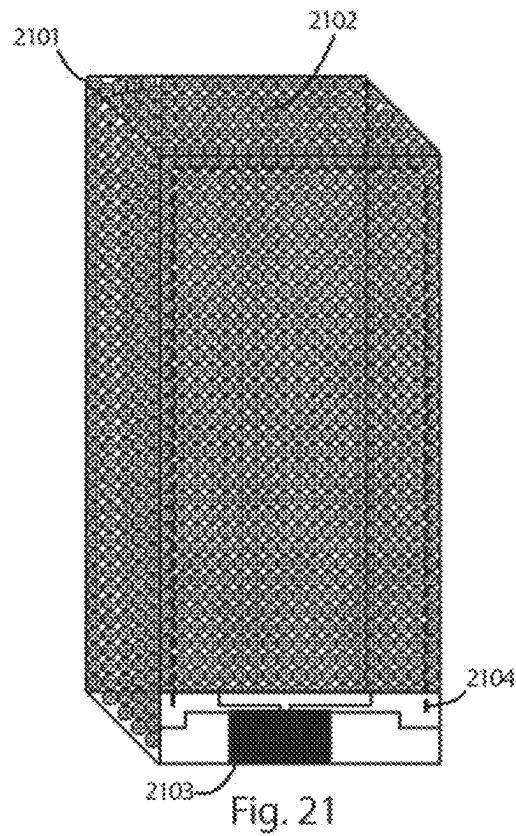


Fig. 17





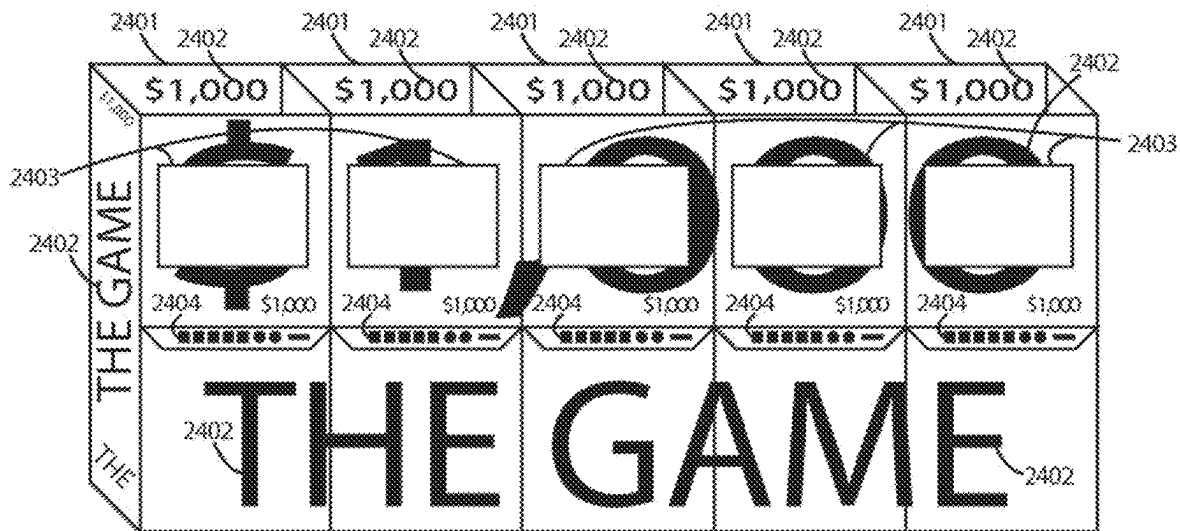


Fig. 24

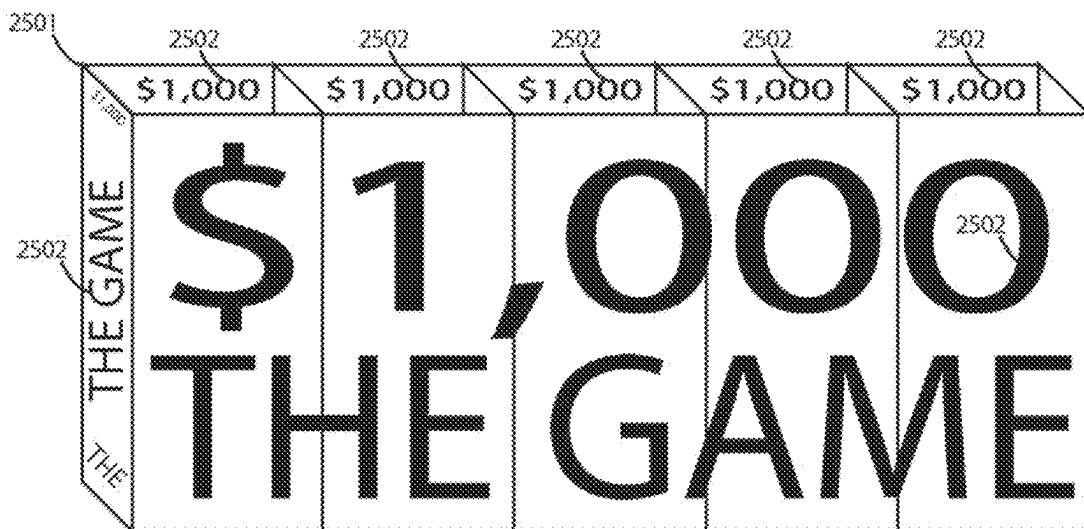
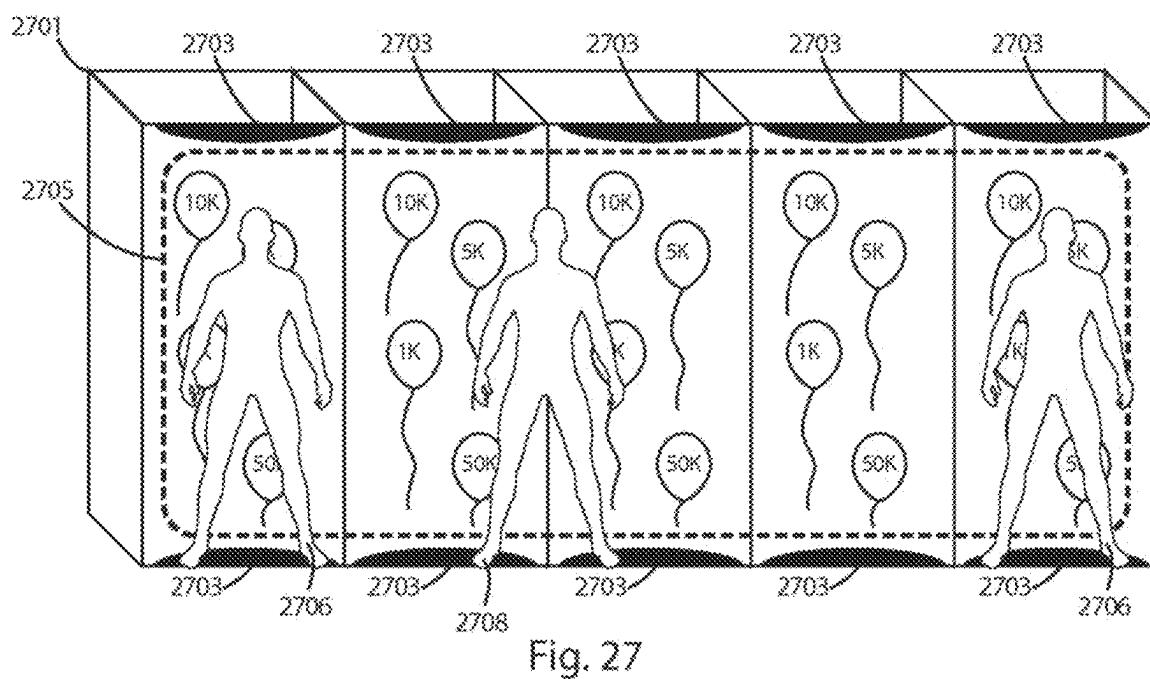
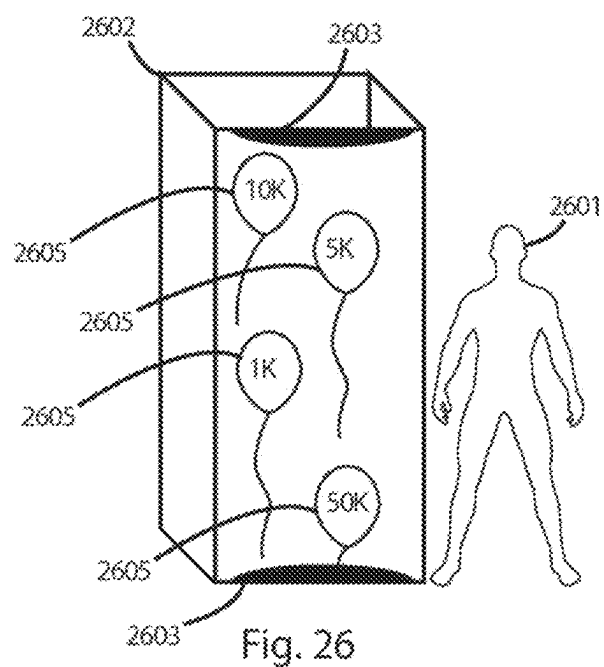


Fig. 25



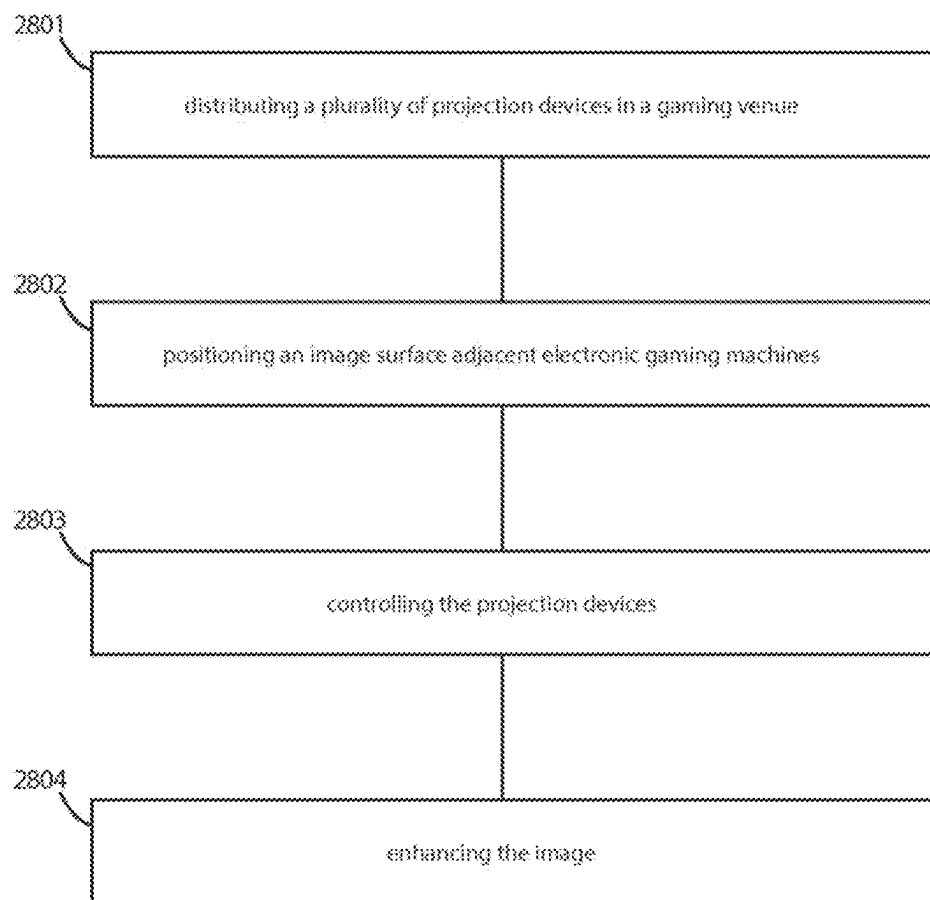


Fig. 28

1

GAMING VIDEO PROCESSING SYSTEM**CROSS-REFERENCE TO RELATED APPLICATION(S)**

The present application is a continuation of U.S. Ser. No. 16/536,168, filed Aug. 8, 2019, which is a continuation of U.S. Ser. No. 14/724,549, filed May 28, 2015 (now U.S. Pat. No. 10,474,311, issued Nov. 12, 2019), the entire disclosures of which are hereby expressly incorporated by reference.

TECHNICAL FIELD

The embodiments relate to video systems. More particularly, the embodiments relate to video mapping and processing systems to display or project images onto a surrounding environment. In still greater particularity, the embodiments relate to a video mapping system that displays or projects images in a gaming environment. By way of further characterization, but not by way of limitation thereto, the embodiments project casino content information relating to gaming activities onto a surrounding environment to enhance a player's gaming experience.

BACKGROUND OF THE INVENTION

Wagering has been popular for centuries. In more recent times, gaming establishments such as casinos have sought to improve the gaming experience for customers. Casinos and other gaming entities utilize various types of gaming machines such as slot machines, video poker machines and the like. The slot machine games in today's industry are becoming mundane and player participation could increase if the entire gaming environment was designed to be more exciting by improving the player's sensory experience. Improved visual imaging in particular could be very popular as a method to attract additional player activity in gaming establishments as existing gaming systems have limited display capabilities. Enhanced visual imaging could make such systems more engaging for the players and, in particular, for younger players who are accustomed to the competitive environment associated with interactive games played on the internet.

The financial success of a gaming establishment such as a casino is directly tied to its ability to attract customers. One effective method to attract additional players is to provide those players with a more exciting sensory experience. Such improvements enhance the experience for the players and provide the gaming establishment with a competitive advantage over other gaming establishments with more conventional gaming experiences. Audio-visual systems could be improved to make the game more engaging and interactive for the players, and to enhance the casino tournament atmosphere.

SUMMARY OF THE INVENTION

Embodiments disclosed herein solve the previously stated problems by creating an interactive and exciting environment with the use of a video projection mapping processor and server to project progressive jackpot information from the individual electronic gaming machines and a gaming network onto the walls surrounding the players. The disclosed systems build an engaging environment for the individual player and also create an interactive and competitive setting which captures the players' attention for longer periods of time.

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Embodiments disclosed herein allow for the information from the individual casino gaming signage to be consolidated into a server that is then projected onto the surrounding wall or environment using the video projection mapping processor/server and pixel manipulation techniques. In one embodiment, pixel manipulation and video projection mapping are used to transfer the currently displayed progressive jackpot information from the screens of slot machines or casino storage servers onto the surrounding environment creating a more interactive and engaging experience for the player. In other embodiments, various environments could be created in the gaming venue depending upon player identification, seasons of the year, particular holidays, or player preference.

The embodiments described herein also employ pixel cloning, scaling, movement, layering, and masking along with edge blending projectors to create the visual effects described herein by projecting information from the electronic gaming machine display or from casino servers to the projectors or LED (including OLED, LCD, CRT and plasma) video panels for display on the casino walls or other surrounding environment. Pixel projection mapping may also be used to make a feature or an object look like something else. In total, an audio-visual system simulates an alternate environment to make the gaming player feel as though he or she is transported into a unique environment which may enhance the player's experience.

Embodiments of the video mapping system can interface with the gaming network of the casino or on a stand-alone basis without interfacing with the casino network. Some embodiments include tournament slot machines, casino slot tournaments, and bingo and keno terminals as well as non-gaming machines such as ATM terminals. The system can also view a Dynamic Data Stream like xml via a TCP/IP gaming and a non-gaming network to display progressive gaming amounts, jackpot gaming amounts, or any other dynamic text stream the venue would like to display (i.e. birthdays or anniversaries associated with a player etc.).

BRIEF DESCRIPTION OF THE DRAWINGS

The disclosure will be readily understood by the following detailed description in conjunction with the accompanying drawings, wherein like reference numerals designate like structural elements, and in which:

FIG. 1 shows a top view of a gaming venue with one embodiment of a video projection system;

FIG. 2 shows a top view of a gaming venue with an alternate embodiment of a video projection system;

FIG. 3 is a block diagram of one embodiment of a video projection system architecture;

FIG. 4 shows a top view of a gaming venue with an alternate embodiment of a video projection system;

FIG. 5 is a schematic illustrating the architecture of one embodiment of a video projection system;

FIG. 6A is a side view of one embodiment of a video projection system;

FIG. 6B is a front view of one embodiment of a video projection system;

FIG. 7A is a side view of an alternate embodiment of a video projection system;

FIG. 7B is a front view of an alternate embodiment of a video projection system;

FIG. 8 is a front view of an image projected in a gaming environment;

FIG. 9 is a schematic of a projection control and management system;

FIG. 10 is a schematic of a projection control and management system including a gaming network;

FIG. 11A is a top view of one projection environment;

FIG. 11B is a front view of one projection environment;

FIG. 12A is a top view of an alternate projection environment;

FIG. 12B is a front view of an alternate projection environment;

FIG. 12C is a schematic of the projection system of FIG. 12A;

FIG. 13A is a top view of an alternate projection environment;

FIG. 13B is a front view of an alternate projection environment;

FIG. 14A is a top view of an alternate projection environment;

FIG. 14B is a front view of an alternate projection environment;

FIG. 15A is a top view of an holographic projection environment;

FIG. 15B is a front view of a holographic projection environment;

FIG. 16A is a schematic of a holographic projection system;

FIG. 16B is a front view of an alternate holographic projection system;

FIG. 17 is a side view of an alternate internal projection system;

FIG. 18 is a perspective view of an alternate embodiment of an internal projection system enclosing an electronic gaming machine;

FIG. 19 is a perspective view of an alternate embodiment of an internal projection system enclosing an electronic gaming machine and including input devices;

FIG. 20 is a perspective view of an alternate embodiment of an internal projection system enclosing an electronic gaming machine with an internally projected image;

FIG. 21 is a perspective view of an alternate embodiment of an internal projection system enclosing an electronic gaming machine and including video panels;

FIG. 22 is a perspective view of an alternate embodiment of an internal projection system enclosing an electronic gaming machine and including video panels and input devices;

FIG. 23 is a perspective view of an alternate embodiment of an internal projection system enclosing an electronic gaming machine with an internally projected image on video panels;

FIG. 24 is a front view of a an alternate embodiment of an internal projection system enclosing a bank of electronic gaming machines;

FIG. 25 is a rear view of a an alternate embodiment of an internal projection system projecting an image on a bank of electronic gaming machines;

FIG. 26 is a perspective view of an alternate embodiment of an internal projection system enclosing an electronic gaming machine and including motion, tracking and touch sensors and an image;

FIG. 27 is a is a front view of a an alternate embodiment of an internal projection system projecting an image on a bank of electronic gaming machines; and

FIG. 28 is a flow chart illustrating the operations for projecting and controlling a video mapping system.

DETAILED DESCRIPTION OF THE EMBODIMENT(S)

Reference will now be made in detail to representative embodiments illustrated in the accompanying drawings

wherein like reference numerals denote like structure throughout each of the various figures. It should be understood that the following descriptions are not intended to limit the embodiments to one preferred embodiment. To the contrary, it is intended to cover alternatives, modifications, and equivalents as can be included within the spirit and scope of the described embodiments as defined by the appended claims. These and other embodiments are discussed below with reference to FIGS. 1-28.

Referring to FIG. 1, a top view of a floor layout for a casino slot machine gaming venue is shown. A plurality of electronic gaming machines 100 are distributed in a venue which may be a room 102 including walls 103. A plurality of video projectors 101 may be located adjacent to electronic gaming machines 100. In some embodiments, video projectors 101 may be located in or on the ceiling or in or on the walls or the floor. Video projectors 101 may project images onto walls 103 or other projection surfaces as will be described below. Electronic gaming machines 100 may be located around the periphery of gaming room 102 and/or in banks 106 distributed around the floor of room 102. One or more audio speakers 107 may be located in various locations around the room such as in the corners of the room. These speakers may be located on the floor, ceiling or mounted on the walls 103. In some embodiments, displays 105 which may include display screens are located adjacent banks 106 to provide a casino operator with the opportunity to advertise or otherwise provide information to prospective or current gaming customers.

Electronic gaming machines 100 may each be connected to a gaming network 108 operated by the gaming establishment. In some embodiments, a touchscreen 104 may be included in, or adjacent to, room 102. This touchscreen is connected to the gaming establishment control network and allows monitoring of the projectors 101 and other components of the system for maintenance or various other functions. For example, an employee of the gaming establishment could vary the gaming scenario depending upon the desires of the gaming establishment or the gaming customers. While touchscreen 104 is shown in room 102, it should be understood that this control component may be hidden in a closet, above the ceiling, or otherwise screened from view of the gaming customers. The status of the system may be monitored and controlled through this device. For example, alerts may be provided to inform a manager that one or more of video projectors 101 is, or is about to become, defective. These alerts could be sent to a portable electronic device such as a smartphone by email or text and could also be sent to a pager. In some embodiments, different gaming themes may be presented by the projectors and sound system either in a timed schedule or in a manually selected manner depending upon the preference of the gaming customers and/or the casino operator.

Referring to FIG. 2, a top view of an alternate embodiment of a floor layout for a casino slot machine gaming venue is shown. A plurality of electronic gaming machines 200 are distributed in a venue such as a room or area 203 including walls 201. Walls 201 include light emitting diode (LED) or liquid crystal (LCD) or organic LED (OLED) or plasma or cathode ray tube (CRT) video display devices 202. Video display devices 202 are included in this embodiment in place of video projectors 101 from FIG. 1. Electronic gaming machines 200 may be located along walls 201 around the periphery of the gaming venue and/or in banks 206 distributed around the floor of the gaming venue. Video display devices 202 may be located adjacent banks 206 as well as on walls 201. One or more audio speakers 207 may

be located in various locations around the venue such as in the corners of the venue. These speakers may be located on the floor, ceiling or mounted on the walls **201**. In some embodiments, displays **205** which may include display screens are located adjacent banks **206** to provide a casino operator with the opportunity to advertise or otherwise provide information to prospective or current gaming customers.

The electronic gaming machines **200** may each be connected to a gaming network **208** operated by the gaming establishment. In some embodiments, a touchscreen **204** may be included in or adjacent to room **203**. This touchscreen is connected to the gaming establishment control network and allows monitoring of the video display devices **202** and other components of the system such as the audio system **207** for maintenance or various other functions. For example, an employee of the gaming establishment could vary the gaming scenario depending upon the desires of the gaming establishment or the gaming customers. While touchscreen **204** is shown in room **203** it should be understood that this control component may be hidden in a closet, above the ceiling, or otherwise located on the casino premises and screened from view of the gaming customers. The status of the system may be monitored and controlled through this touchscreen **204**. Touchscreen **204** could also be used for troubleshooting the system. Alerts may be provided by the system to a casino operator informing employees that one of more of video display devices **202** is, or is about to become, defective. These alerts could be sent to a portable electronic device such as a smartphone by email or text and could also be sent to a pager. In some embodiments, different gaming themes may be presented by the video display devices and the audio system either in a timed schedule or in a manually selected manner depending upon the preference of the casino operator.

Referring to FIG. 3, a block diagram illustrates the architecture of a video system **301** as shown in FIG. 1, for example. System **301** includes one or more electronic gaming machines **300** which may be a slot machine, video poker machine, keno machine, automated bingo machine or the like that is connected through gaming network **302** to a gaming server **303**. System **301** could also include a non-gaming electronic machine such as an ATM machine in place of an electronic gaming machine **301**. Gaming server **303** may be a gaming signage server/player which may be connected to a video projection mapping server/processor **304**. Server processor **304** takes the video output of the gaming signage server **303** and manipulates the video signal. This signal is then provided to multiple projectors **308** throughout the gaming venue to project the video signal other than of the game itself onto a surface visible in the gaming venue such as wall **103** of FIG. 1 or onto another projection surface as will be discussed below. The video projection with optional audio accompaniment is used to enhance the users overall experience. The video projection could also include a sporting event tape or live feed and the venue could be converted into a sports book type setting with various event projected and sports wagering on the electronic gaming machines.

In one embodiment, system **301** may include a master controller **309** which may include a process loop controller containing software to provide instructions to server processor **304** through a control network **310** and which may execute one or more applications or programs. Control device **309** may execute instructions and carry out operations associated with system **301** as are described herein. Processor **304** and control device **309** may include a

memory **305**. The memory **305** may include, but is not limited to, volatile storage such as random access memory, non-volatile storage such as read-only memory, flash memory, or any combination thereof. Memory **305** may contain computer-readable instructions, data structures, or program modules. System memory **305** may include a removable storage device and a non-removable storage device which are examples of computer storage media. Computer storage media may include RAM, ROM, electrically erasable read-only memory (EEPROM), flash memory or other memory technology, CD-ROM, digital versatile disks (DVD) or other optical storage, magnetic cassettes, magnetic tape, magnetic disk storage or other magnetic storage devices, or any other article of manufacture which can be used to store information and which can be accessed by the system **301**. The memory **305** may store an operating system **306** and one or more program modules suitable for running software applications. The operating system **306** may be configured to control system **301** and/or one or more software applications being executed by the operating system **306**.

Using instructions from device memory **305**, controller **309** may regulate the reception and manipulation of input and output data between components in system **301**. Controller **309** may be implemented in a computer chip or chips. Various architectures can be used for controller **309** such as microprocessors, application specific integrated circuits (ASIC's) and so forth. Controller **309** together with an operating system may execute computer code and manipulate data. The operating system may be a well-known system such as iOS, Windows, Unix or a special purpose operating system or other systems as are known in the art. Control device **309** may include memory capability to store the operating system and data. Control device **309** may also include application software to implement various functions associated with the system **301**. Control device **309** may be connected to server processor **304** though a control network **313** by connections **313**.

Embodiments of the system **301** may also be practiced in an electrical circuit. The electrical circuit may comprise discrete electronic elements, packaged or integrated electronic chips containing logic gates, a circuit utilizing a microprocessor, or on a single chip containing electronic elements or microprocessors. For example, one or more embodiments of the present disclosure may be practiced using a system-on-a-chip (SOC) onto which one or more of the components illustrated in FIG. 3 are integrated. Such a device may include one or more processing units, graphics units, communications units, system virtualization units and various application functionalities all of which may be integrated onto the chip substrate. The functionality described herein may be operated via application-specific logic integrated with other components of the system **301** on the single integrated circuit.

As also shown in FIG. 3, the system **301** may include one or more input devices such as touchscreen **307**. In some embodiments, the input devices may also include a keyboard, a mouse, a pen or stylus or a sound input device, in lieu of or in addition to a touch input device **307**. The system **301** may also include one or more output devices such as projectors **308** and one or more displays **311**. The output devices may also include one or more speakers **312** which are controlled through an audio digital signal processor **314** with the signals amplified by amplifier **315**. System **301** may also include one or more printers or other output devices. The system **301** may also include one or more communication connections **313** that facilitate communications with

various components of system **301**. Such communication connections **313** may include a RF transmitter, a receiver, and/or transceiver circuitry, universal serial bus (USB) communications, parallel ports and/or serial ports.

System **301** may include an audio system including speakers **312**, amplifiers **315** and digital signal processor **314** connected to gaming signage server **303**. The audio system may also be used to provide and receive audible signals from a gaming establishment player. For example, a microphone **316** may be used to receive audible input and provide it to audio signal processor **314**. In accordance with embodiments of the present disclosure, the microphone may also serve as an audio sensor to facilitate control of the audio visual system **301**. The system **301** may further include a video interface **317** including a facial recognition camera to record still images, video, and the like as will be discussed below.

In one or more embodiments, data and information generated or captured by the system **301** may be stored locally. Additionally or alternatively, the data may be stored on any number of storage media that may be accessed by the system using a wired connection or a wireless connection between the system and a remote computing device. Additionally, data and information may be readily transferred between computing devices for storage and use according to various data and information transfer and storage mediums including electronic mail and collaborative data and information sharing systems. For example, the database of a gaming establishment may contain player gaming information which the gaming establishment has collected as part of its player loyalty or wagering account programs. Player gaming information could include player preferences or a player's gaming history or other demographic information associated with a player.

Referring to FIG. 4, a top view of an alternate embodiment of a floor layout for a casino slot machine gaming venue is shown. A plurality of electronic gaming machines **400** are distributed in a venue which may be a room **402** including walls **403**. Room **402** may not be enclosed by four walls and may include only one, two, three or no walls. A plurality of video projectors **401** may be located in or on the ceiling or walls or floor above or below electronic gaming machines **400** or in another location on the casino premises and screened from view of the gaming customers. Video projectors **401** may project images onto walls **403** or other projection surfaces as will be described below. Electronic gaming machines **400** may be located around the periphery of gaming room **402** and/or in banks **406** distributed around the floor of room **402**. One or more audio speakers **407** may be located in various locations around the room such as in the corners of the room. These speakers may be located on the floor, ceiling or mounted on the walls **403**. In some embodiments, displays **405** which may include display screens or touchscreens like the way finding screens in some casinos are located adjacent banks **406** to provide a casino operator with the opportunity to advertise or otherwise provide information to prospective or current gaming customers.

Electronic gaming machines **400** may each be connected to a gaming network **408** operated by the gaming establishment. In some embodiments, a touchscreen **404** may be included in room **402**. This touchscreen is connected to the gaming establishment control network and allows monitoring of the projectors **401** and other components of the system for maintenance or various other functions. For example, an employee of the gaming establishment could vary the gaming environment scenario depending upon the desires of the

gaming establishment or the gaming customers in a location on the casino premises. For example, on certain holidays such New Year's Eve, a nostalgic or celebratory theme could be employed. While touchscreen **404** is shown in room **402** it should be understood that this control component may be hidden in an intermediate distribution frame (IDF) network closet or on racks with network equipment in a data center or otherwise screened from view of the gaming customers in a secured area. The status of the system may be monitored and controlled through this device. For example, alerts may be provided to inform a manager that one or more of video cameras **401** is or is about to become defective. These alerts may also be provided by text, email, pager or otherwise through a portable electronic device. In some embodiments, different gaming themes may be presented by the projectors and sound system either in a timed schedule or in a manually selected manner depending upon the preference of the gaming customers and/or the casino operator.

The embodiment shown in FIG. 4 also includes lights **408** and light emitting diode (LED) lights **409** which could also include LCD's, CRT's, plasma and OLED's. Lights **408** and LED **409** may be used in conjunction with projectors **401** or LED video panels to enhance the visual experience of a player. That is, light displays may be coordinated or added to video presentation from projectors **401**. Lights **408** and LED **409** may also be used to highlight a winning event on a particular electronic gaming machine **400** by shining one or more lights in the form of spotlights onto the winning player and or gaming machine **400** played by that player. Additional sensory devices including lights **408/409**, speakers **407** and displays **405** may be added to an entrance area **410** to further enhance a player's experience upon entry to the gaming room **402**. Facial recognition cameras **411** may be added to entry area **410** to determine when a customer enters the room **402** and who that customer is as recognized by the gaming establishment database. Other facial recognition cameras may also be located at other positions in room **402**. A radio frequency identification (RFID)/near field communication (NFC) controller **413** may also be included in room **402**.

Controller **413** allows two-way communication between a portable electronic device such as a smartphone or other hand-held device carried by a player and the gaming establishment network. It may also enable Bluetooth communication on the player's portable electronic device and pair it with the casino network. This may allow files to be shared if the player is registered with the gaming establishment database including using contactless payment systems for the player to fund wagering activity. NFC controller **413** can be used in contactless payment systems, similar to those used in credit cards and electronic ticket smartcards, and allow mobile payment to replace or supplement these systems. In some embodiments, marketing information may be provided to a guest of the casino based upon the guest demographics provided by the casino database. For example, if a guest is known to the casino network to prefer steak, an image of a two for one deal at the casino steakhouse may be displayed to that guest.

Referring to FIG. 5, a schematic of one embodiment of a system implementation **501** is shown. Electronic gaming devices **500** are connected through a gaming network, which in one embodiment is a gaming network **503** operated by the gaming establishment. Gaming establishment network **503** is part of the gaming establishment system **502** which also includes machines **500** and gaming device manufacturer logic systems **504**. When a winning or other desired event occurs on one of gaming machines **500** a trigger signal **505**

is generated by gaming machines and sent through the gaming network 503 to a process loop control translator 506 which in turn provides the trigger signal to a master processor 507. For example, in some embodiments, a jackpot winning on one of gaming machines 500 could trigger such a signal. The trigger signal 505 may be provided by the manufacturer of gaming machine itself as part of its control circuitry 504. This trigger signal is used by processor 507 to control various devices. The trigger signal could also be generated through the gaming network 503 to trigger video events as desired by the casino operator or as a result of detection of certain preferred players or other special events. Process translator 506 acts as a bridge between the gaming establishment system 502 and the master processor 507 and coordinates these systems. In another embodiment, master processor 507 may not be connected to a gaming establishment network and the video display may be one stored in master processor 507.

Referring again to FIG. 5, master processor 507 controls and monitors various devices associated with the audiovisual system including projectors 519 and the other components disclosed in the embodiment described in FIG. 5. In some embodiments, master controller 507 can be a programmable commercially available audiovisual server to control various video functions or it may be a custom server which employs various open source scripts which can be customized to provide video control. In one embodiment, master processor 507 receives input from a microphone 508. Thus, player voice or other audio signals may be received by the system. Master processor 507 is also connected to lighting controller 509 which also controls various lighting devices such as LED (which could also include LCD's, CRT's, plasma and OLED's) lighting 510 and theatrical lighting 511 which may distribute light rays to various desired locations. Master processor 507 also controls audio signals to speakers 512 through audio digital signal processor and amplifier 513 and smoke or haze generating apparatus 526. Master processor 507 is also connected to controller 514 which sends and receives signals from radio frequency identification (near field communication) device 515. Controller 514 is thus able to sense and provide information on gaming machine cards such as VIP type cards which may identify a player who is playing or adjacent one of gaming machines 500. Controller 514 may work in conjunction with facial recognition controller 516 connected to camera 517 to identify a player within sight of camera 516.

Referring again to FIG. 5, in addition to controlling and receiving input from the devices discussed above, master controller 507 is connected to video server processor 518 which controls the operation of video projector 519 and LED (LCD, CRT, plasma and OLED) display panel 520. Video processor 518 may also receive signals from gaming approved signage device 521 which is connected to gaming network 503. This allows the gaming establishment to provide additional video input to celebrate special events or other desired video displays.

Referring again to FIG. 5, in addition to gaming network 503 associated with gaming machines 500, gaming establishment system 502 also includes touchscreen 523, database 524 and information technology network 525. Network 525 may include control and audiovisual information technology. In operation, master controller 507 receives input from, and may provide information to, touchscreen 523, database 524 and information technology network 525. Input to and from touchscreen 523 may allow an employee of the gaming establishment to monitor the operation of the system and provide input thereto. For example, if one of

video projectors 519 or LED displays 520 is defective, this information may be provided on touchscreen 523 to allow the defective device to be repaired or replaced. The information could also be communicated by email or text message to an employee on a portable electronic device such as a smartphone or by an alert provided to a pager. Master controller 507 stores information about each of projectors 519 such that, if one of projectors 519 is replaced, the replacement projector is programmed to function identically to the one it replaced without any additional control programming of the new projector. Touchscreen 523 may also allow gaming establishment employee to input a desired audio and or video event into system 501 to be displayed as discussed herein.

Database 524 may contain hospitality information about gaming players such as a favorite type of game to be played on gaming machine 500 or the player's birthday or similar information. The database 524 and Information Technology (IT) network 525 may provide information from a customer resource management or control management system utilized by the gaming establishment. In conjunction with controller 514, a player's loyalty card information or a VIP slot machine card or other information associated with a player or a player's gaming experience preference may be supplied to master controller 307 to enhance the player's gaming experience. In one embodiment, a player's video preference may be included so that an outdoor scene or an action figure for example may be displayed by the audiovisual display system. In another embodiment, a player's favorite type of music may be played through audio system 512. The music or other audio program selected may be based upon various parameters of the players in the gaming area. For example the audiovisual display may be determined by the system depending upon the majority of player types in the area. If more players prefer pop music than jazz then that type of music and associated video may be presented.

Referring to FIG. 6A, a side view of the projection system for the embodiment of FIG. 1 is shown. Projectors 601 corresponding to projectors 101 of FIG. 1 in a room corresponding to room 102 project an image onto a surface which may be a wall 603 corresponding to wall 103 of FIG. 1. In other embodiments, an alternate surface 604 which may be a cloth, sheer screen, gatorboard, vinyl, or other opaque video screen may receive the image 605 from projectors 601. The electronic gaming machines 600 corresponding to gaming machines 100 in FIG. 1 provide input through the gaming network as described above to projectors 601 such that the image 605 projected onto surface 604 is coordinated and synchronized with the output of electronic gaming device 600 and a player may view the video graphics and presentation directly in front of him or her above electronic gaming machine 600.

Referring to FIG. 6B, a front view of the embodiment of FIG. 6A is shown. A player 606 stands in front of one 600A of gaming machines 600 with a view of surface 604. Image 605 which may display information regarding the progressive jackpot prize is projected onto surface 604 by one or more projectors 601. In this embodiment, the image from a particular gaming machine 600A is projected onto surface 604 such that, when player 606 wins, he or she is recognized. As discussed above, additional lighting and/or sounds may be associated with the video projection 605 and that lighting and sound may be used to recognize player 606 in the form of a spotlight or in the form of a player's image projected onto surface 604 directly adjacent to the electronic gaming machine 600A.

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In the embodiment of FIG. 6, surface 604 is a white cloth or spandex type of white material which may be suspended from ceiling supports 607 by wires 608 or other suspension means which may include a motorized system to dynamically raise and lower surface 604 as desired. The raising or lowering of the surface 604 may be controlled by the system controller. In other embodiments, image 605 may be projected directly onto wall 603. The video system may also use pixel cloning, scaling, movement, layering, and masking along with edge blending multiple projectors to conceal features in gaming venue room 602 such as column 609 as will be described further below.

Instead of using a video projector, LED or other video panel walls such as OLED, plasma, CRT, and LCD can be used to display the video information. Referring to FIG. 7A, a side view of the projection system for the embodiment of FIG. 2 is shown. LED video panels 702 corresponding to LED video display device's 202 of FIG. 2 in a room 703 corresponding to room 203 of FIG. 2. Walls 701 include light emitting diode (LED) or liquid crystal (LCD) video display devices 702 thereon. Electronic gaming machines 700 may be located along walls 701 around the periphery of the gaming venue and/or in banks such as 206 in FIG. 2 distributed around the floor of the gaming venue 703.

Referring to FIG. 7B, a front view of the embodiment of FIG. 7A is shown. A player 705 stands in front of one 700A of gaming machines 700 with a view of surface 704 which may include LED video panels 702. An image which may display information regarding the progressive jackpot prize is projected onto surface 704 through LED video panels 702. In this embodiment, the image from a particular gaming machine 700A is projected onto surface 704 such that, when player 705 wins, he or she is recognized by the system in the form of lights shining onto the player 705 of machine 700. A winning player's image may be projected onto surface 704 in some embodiments. As discussed above, additional lighting and/or sounds may be associated with the video projection on LED panels 702. In this embodiment, surface 704 may be a white cloth or spandex type of white material which may be suspended from ceiling supports 707 by wires 708 or other suspension means. This support system can be mechanized such that surface 704 may be raised or lowered from the view of player 705. In other embodiments, LED video panels 702 may be located directly on wall 701. The video system may also use pixel cloning, scaling, movement, layering, and masking as will be described further below to conceal features in gaming venue room 703 such as to hide column 709 which may also contain LED video panels 702. The video system may also be used by the gaming establishment in conjunction with an emergency evacuation or warning system to direct players to an exit or otherwise to various locations in or out of the gaming establishment.

As discussed above the embodiments described herein use pixel cloning, scaling, movement, layering, and masking along with edge blending projectors to create the visual effects described herein by projecting information from the electronic gaming machine display to the projectors of LED video panels for display on the casino walls. Pixel projection mapping may be used to make a feature or an object look like something else. For example, column 609 in FIG. 6B may be masked by projecting images on it to blend with background of casino room 602 in order to eliminate it from the view of player 606. The video projection 605 could use column 609 part of a projection surface or column 609 could be masked or layered by the video projection system to make it blend into the background and obscure it from view.

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As discussed above, the visual system described herein may use image manipulation and editing to enhance the player experience and contribute to creating the desired player atmosphere. Video programming techniques such as pixel cloning, pixel scaling, pixel movement, and pixel masking may be employed to enhance images associated with the system. Image or pixel scaling includes changing the size of one or more elements in an image. The digital image is resized, either larger or smaller. Individual pixels may become visible or jagged and techniques such as pixel averaging may be used to overcome this issue and even out the appearance of the original pixels. Pixel scaling algorithms may be used to upscale or downscale an image to appear smooth and sharp.

In another embodiment, image editing includes altering the images to enhance them. Vector graphic editors, raster graphic editors and three dimensional modelers may be used to enhance images to retouch, or modify images. Pixels can be changed as a group or individually to alter images. The image can be resized as in scaling as discussed above and images can be cropped to emphasize certain portions of the image. In cropping, an unwanted portion of an image may be discarded while the desired portion of the image may be retained and displayed in a high resolution format. For example, in some embodiments, a player's face may be projected onto a surface while the image of the remainder of his or her torso may be discarded. A digitally stored image may also be enhanced by software to make the image lighter or darker or to increase the contrast. Different forms and processes for image editing exist to sharpen, soften slice and combine images and to generate three dimensional images by merging or layering images. Image layering may use one layer as a background layer and to add image layers or portions of image layers. The image editing may also result in system efficiencies. For example, pixel cloning including multilayer images may allow for smaller file sizes rendered in real time rather than one complete image.

As discussed above with respect to FIG. 6, pixel or image masking may be used in the video system with pixel cloning, scaling, movement, layering, along with edge blending multiple projectors to conceal features in gaming venue room 602 such as column 609. Pixel mapping may also be used in some embodiments of the video system described herein. Pixel mapping is a technique which uses fixed pixels on a device such as an LED or LCD or OLED or plasma or CRT monitor to display an input image without scaling it and to avoid a loss of image quality which may otherwise occur by scaling artifacts in the image. Pixel mapping may also be used to create three dimensional effects such as holograms and images which may appear to be moving such as birds that may appear to fly across a gaming venue or other moving images. The use of image enhancement techniques such as pixel cloning, pixel scaling, pixel movement, and pixel masking will be illustrated further in the embodiments described below.

Referring to FIG. 8, one embodiment of a video system employing the video enhancement techniques described above is shown. An image 800, which includes information supplied by gaming network 802 through gaming signage server 801 is shown. Image 800 includes icons such as a star 803, trees 804, 805, 806 each of which also includes information about the type and size of the potential winning amount which may be claimed by the player upon winning the game. Image 800 is the same as image 800A which is shown on the face of one or more of the gaming machines 807 in the gaming venue. Image 800 may be transmitted and stored as described above through video projection mapping

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server **808** where video enhancing techniques such as pixel or image masking, pixel cloning, scaling, movement, and layering of image **800** may be accomplished.

Referring again to FIG. **8**, image **800** may be transmitted to projectors **809** in the gaming venue to be displayed on wall **810**. As described above, in some embodiments another projection surface may be used to cover wall **810** while, in other embodiments, LED (LCD, CRT, plasma and OLED) video panels may be used on wall **810** to present image **800A**. Image **800A** on wall **810** differs from image **800** that is displayed on electronic gaming machine **807**. Certain portions of the image **800** have been resized, emphasized, and duplicated (cloned) while other video enhancement techniques such as video mapping have been used to alter image **800** and the background of wall **810**. In some embodiments, image **800A** could be a live video feed or a video taken from gaming establishment signage. For example, in some embodiments, image **800A** could be a sporting or other event and wagering could occur on gaming machine **807** to simulate a sports book type of gaming venue.

Referring to FIG. **8**, image **800A** as displayed or shown on wall **810** includes images from image **800** on gaming machine **807** that have been enhanced and modified. Pixel modification has been used by server **808** to take star icon **803** from image **800** and both clone it into multiple stars **811** in image **800A** and scale it into different size stars **811** and **812**. In addition star **803** has been reproduced in image **800A**. In addition to star **803**, the icon **815** representing the progressive payout (\$100,000) for electronic gaming machines **807** is both enlarged **816** and reduced **817** in image **800A** by pixel scaling and presented in modified locations on the graphic **800A** by pixel cloning.

In the embodiment shown in FIG. **8**, wall **810** may be made to look like it is made from bricks **813** taken from image **800**. That is, in projected image **800A** on wall **810**, bricks **813** may be cloned from image **800** and made visible as columns in projected image **800A** on either side of white background **814**. Tree icons **804**, **805** and **806** in image **800** have also been cloned and scaled in image **800A**. Icon **805** has been reduced and relocated as icon **818** in image **800A**. Icon **805** has also been cloned as icon **819** and made to move left and right in image **800A** as indicated by arrows **820**. The addition of movement in the image **800A** also adds to player's visual experience. Movement in the form of three dimensional (3D) graphics could also be added to make icon **819** appear as a hologram. Icon **804** representing a single tree in image **800** has been cloned into two icons **821** and **822** in image **800A**. Icon **806** in image **800** has been cloned and scaled into large icon **824** and reproduced directly in front of player **825** to indicate that player **825** has won the progressive jackpot of \$10,000. A star icon **826** which was cloned and scaled from icon **803** in image **800** has also been added to tree icon **824**. In addition to image **800A** to highlight a winning player, in some embodiments, lights and sounds may be directed at player **825** to further highlight his or her winning event as discussed above with respect to FIGS. **1** and **2**.

Various video manipulation techniques may be used to reproduce the images described herein. For example, key stoning may be used to center a projector which is not in the middle of a screen. The image may be warped to fit the screen and may be accomplished by mechanically moving the projector or through the video master processor such as **507** in FIG. **5** or **808** in FIG. **8**. In addition, video layering may be used to project one image on top of another. For example, referring to FIG. **8**, tree images **804**, **805**, **806** may be layered onto brick background **813**. Similarly, stars **811**

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may be layered onto the image. This can be accomplished in master video processor **808**. Another technique which may be advantageously employed in some embodiments is projection or image blending. In this technique, images from multiple projectors **809** are overlapped onto a screen to provide a uniform image and eliminate the video image edge effects such as overlap and distortion associated with images from multiple projectors.

Referring to FIG. **9**, a schematic illustrates the projection control and management system. An audiovisual device **908** which may be a video projector, DVD player or similar device is connected via a connection **904**, which may include a Category 5 or 6 cable, an optical fiber cable, a coaxial cable, or a wireless connection (all hereinafter referred to as "two way connection"). Connection cable **904** may connect by Universal Serial Bus (USB), RS 232 serial port or other connection to a device monitor controller **905**. Controller **905** monitors the diagnostics for device **908** including storing data and monitoring various outputs of device **908** such as brightness, aspect ratio, color and the like. In some embodiments, device controller **905** may be connected through control network **903** (similar to control network **525** in FIG. **5**) to a process loop control master processor controller **901**. In some embodiments, controller **901** may be combined with controller **905**. Controller **905** is also connected to power controller **906** by two way connection **902** through network **903**. Power controller takes power from a power supply **900** and acts like a small power surge protector to monitor current to device **908** through supply cable **907**.

Referring to FIG. **10**, in one embodiment, the video control and projection system is shown with information technology network **1000** similar to network **525** described in FIG. **5** through which a touch screen **1004** similar to touchscreen **504** and master controller **1006** similar to controller **507** are connected by two way connections. Power monitor **1011** similar to monitor **906** in FIG. **9** provides and monitors power **1003** to video projectors **1002**. Gaming network **1005** and gaming signage server **1006** are connected by two way connections to video projection processor server **1007** which is connected through control network **1000** by two way connections to master processor controller **1006**. A device monitoring controller **1008** and video distribution controller **1009** are connected to video projectors **1002**. Controller **1008** is connected to controller **1006** and server **1007** through network **1000**. In some embodiments, controller **1008** is combined with controller **1009** to distribute and control the video feed to projectors **1002**. In another embodiment, controller **1009** could be eliminated and video projection processor server **1007** is connected directly to devices **1002**. The video control and projection system includes a projection surface **1010** onto which projectors **1002** may display an image **1011** which may be viewed by player **1012** who is playing electronic gaming machines **1013**.

Referring to FIG. **11A**, the video control and projection system described herein may be used to generate sounds and project images on other objects. In one embodiment shown in a view from above, video projectors **1101** may project an image onto an automobile **1103** which may be surrounded by gaming machines **1100**. In this embodiment, sounds may also be generated from speakers **1102** such that a player, not shown, may see car **1103** change colors and/or appear to be driving through a particular scenic background. In another embodiment, car or object **1103** could be wrapped in LED (including OLED, LCD, CRT and plasma) video panels and an image projected as described herein. In another embodi-

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ment, advertising could be projected onto car **1103**. In another embodiment, an auto racing event may be simulated with images projected onto automobile **1103** while racing engine sounds are broadcast from speakers **1102**. Referring to FIG. **11B**, a side view of the embodiment of FIG. **11A** is shown with a player **1104** viewing automobile **1103** from the side while playing electronic gaming machines **1100**. While an automobile **1103** is shown in this embodiment, in other embodiments other articles may be shown. For example a treasure chest may have images of money or gold coins or jewelry projected thereon.

Referring to FIG. **12A**, in another embodiment, a top view of video projectors **1201** in a control and projection system as described herein may be used to project an image onto a background surface **1205** which may be a curtain or a stack of boxes or a two or three dimensional action figure surrounded by electronic gaming machines **1200**. Image **1203** could also be projected onto the surface **1205** supported on moving carousels **1210**. Audio speakers **1202** may be used to simulate nature or other sounds associated with the image. Referring to FIG. **12B**, a side view of embodiment **12A** is shown. Image **1203** may be viewed by a player **1204** who is playing and wagering on electronic gaming machines **1200**. While image **1203** is shown as a tree in one embodiment, the image could be an image of an action figure or any other image.

Referring to FIG. **12C**, a schematic of the embodiment shown in FIG. **12A** includes one or more cameras **1217** which may provide location information for image **1203** on moving carousel **1210**. Cameras **1217** may work in conjunction with RFID or other location based device **1214** and sensors **1213** which may be infra-red nodes in one embodiment to provide carousel location information to controller **1215** such that image **1203** may continue to be projected onto the moving carousel **1210**. Master processor **1215** sends and receives signals from radio frequency identification (near field communication) device **1214** and is connected by hardwire or other connector **1216** to turntables **1210** and may control their movement in a circular direction **1212** or in a linear direction **1219** along a mechanical track **1218**. Thus, turntable **1210** may both rotate and translate to provide movement during projection of a video image thereon by cameras **1201**. In one embodiment, a three dimensional representation of an action figure may be used as background surface **1205** placed on carousel **1210** and image **1203** may be projected onto the action figure. The action figure could move along a bank of machines in a translational direction **1219** while rotating **1212**. In one embodiment, the moving carousel **1210** could stop in front of a winning player **1206** and the projected image could make the surface **1205** appear to move or gesture or point to a winning player **1206** on an adjacent gaming machine **1200** in a bank of gaming machines.

Referring to FIG. **13A**, in a top view of another embodiment of the video control and projection system described herein, electronic gaming machines **1300** surround a water vapor misting device **1303**. Projectors **1301** and speakers **1302** may be employed and controlled by the system to project an image **1306** shown in a side view in FIG. **13B**. Player **1305** may view image **1306** while playing electronic gaming machines **1300**. Image **1306** is projected onto water droplets **1304** generated by misting device **1303**. In another embodiment, misting device could be replaced by smoke and haze machine **526** and image **1306** could be projected onto the smoke or haze.

Referring to FIG. **14A**, in another embodiment, a top view of electronic gaming machines **1400** are shown in a bank

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surrounding a support structure **1402** which may be an optically transparent box like structure from which a semi-transparent material **1403** such as a sheer mesh material may be suspended. Video projectors **1403** and sound system **1404** provide audiovisual performances. For example, video could be displayed on material **1403** to create a visual effect which simulates a hologram. Referring to FIG. **14B**, a side view of the embodiment shown in FIG. **14A** is shown with mesh material **1403** suspended from support structure **1402**. An image **1405** of dollar signs (\$\$\$) is shown on material **1403**. Because material **1403** is semi-transparent, the effect of image **1405** may be holographic-like in visual perspective to a player **1406** in front of one of gaming machines **1400**.

Referring to FIG. **15A**, a top view of an alternate embodiment of the video control and projection system is shown with holographic projectors **1501** positioned adjacent to a bank electronic gaming machines **1500**. Audio system **1502** is also included in this embodiment. Holographic images may be generated from projectors **1501**. Holograms are three-dimensional images encoding light fields rather than of images formed by a lens. The holographic display itself is not an image. It consists of a random structure of varying light intensity, density or surface profile. Referring to FIG. **15B**, a side view of the embodiment shown in FIG. **15A** includes a holographic image **1503** in the form of dollar signs (\$\$\$) generated by holographic projectors **1501**. Image **1503** appears to be suspended in mid-air above gaming machines **1500** as viewed by player **1504**.

Referring to FIG. **16A**, in another embodiment of the video control and projection system, a holographic projector **1601** is connected to a holographic laser light processor/server **1602** and a video projection mapping processor/server **1603** to generate a holographic image **1604** of a dollar sign (\$). Referring to FIG. **16B** the holographic projector of FIG. **16A** is shown as employed with an electronic gaming machine **1600**. Holographic image **1604** is generated by holographic projectors as described in FIG. **16A** such that a player **1605** may view the holographic image **1604** above the gaming machine **1600**. As with the other embodiments, audio system **1606** may be employed with the video display.

Referring to FIG. **17**, in another embodiment the video control and projection system could be used to project images internally. In one embodiment, video projector **1701** may be enclosed by an optically transparent enclosure **1702** such that a player **1706** may view a video screen **1703** enclosed within enclosure **1702**. Video screen may include a rear projection screen in some embodiments while in other embodiments screen **1703** may be an LED screen and projector **1701** may be eliminated. Optically transparent surfaces **1704** and **1705** such as acrylic or other suitable films may optionally be included on either side of screen **1703** to protect it. In this embodiment, a conventional electronic gaming device may also be contained within enclosure **1702** as will be discussed below.

Referring to FIG. **18**, in another embodiment the video control and projection system projects images internally similar to FIG. **17**. In FIG. **18**, optically transparent enclosure **1801** includes one or more projectors **1802** which in one embodiment, may include one each at the top and bottom of enclosure **1801**. A conventional electronic gaming device **1803** shown in phantom is enclosed by enclosure **1801**. Projectors **1802** may display an image of gaming device **1803** onto enclosure **1801** such that a player (not shown) may play gaming device **1803** from outside enclosure **1801**. For example, sensors could be included on enclosure **1801** or enclosure **1801** could be a touchscreen. Gaming machine **1803** could be used as a bonus or special game which may

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be changed depending upon the application. That is, the image displayed on enclosure **1801** could be changed to simulate any type of environment or game depending upon player preference or upon the player identity and demographics as sensed by the video control and projection system as described herein. In one embodiment, conventional gaming device **1803** could include only the internal workings of the device and the housing of a conventional gaming machine may be removed or omitted and replaced by enclosure **1801**.

Referring to FIG. **19**, in an alternate embodiment, gaming machine **1903** is shown in cabinet **1901** as in FIG. **17** with one or more projectors **1902** contained therein. Enclosure **1901** may include a touchscreen **1906** and an input device **1905** such as a virtual keypad. A player could play electronic gaming device **1903** through one or both of touchscreen **1906** and/or keypad **1905**. One or more sensors **1907** may be included on enclosure **1901** to detect movement such that a player approaching enclosure to play electronic gaming device **1903** may activate the video projection onto enclosure **1901**. In one embodiment, gaming device **1903** could include only the internal workings of the device and the external housing of a conventional gaming machine may be removed or omitted and replaced by enclosure **1901**.

Referring to FIG. **20**, the device of FIG. **19** is shown with one or more images **2002** displayed thereon. An electronic gaming device and projectors (both not shown) may be included in enclosure **2001**. A player (not shown) may interact with the electronic gaming device through touchscreen **2004** and/or keypad **2005**.

Referring to FIG. **21**, in another embodiment, an enclosure **2101** similar to that of FIG. **17** is shown in another embodiment in which light emitting diode (LED) (including OLED, LCD, CRT and plasma) video panels **2102** are included on or inside enclosure **2101**. An electronic gaming device (not shown) may be contained within enclosure **2101** as shown in FIG. **18**. A video processor **2103** associated with the video control and projection system described herein may be connected to LED's **2102** to generate images on enclosure **2101**. In one embodiment, a conventional gaming device could include only the internal workings of the device and the housing of a conventional gaming machine may be removed or omitted and replaced by enclosure **2101**.

Referring to FIG. **22**, in another embodiment, an enclosure **2201** similar to enclosure **2101** in FIG. **21** includes a touchscreen **2202** and a keypad **2203**. Enclosure **2201** includes an electronic gaming machine (not shown) as described above. In one embodiment, a conventional gaming device could include only the internal workings of the device and the housing of a conventional gaming machine may be removed or omitted and replaced by enclosure **2201**.

Referring to FIG. **23**, as with FIG. **20**, images **2302** may be displayed on enclosure **2301** which includes the LED's as described above with respect to FIGS. **21** and **22**. A touchscreen **2303** and keypad **2304** or other input device may be used by a player to play the electronic gaming device contained within enclosure **2301**.

Referring to FIG. **24**, in an alternate embodiment, a plurality of enclosures **2401** such as those described above in FIGS. **17-23** may be placed side by side and the video control and projection system described herein may be used to coordinate the images **2402** on each of enclosures **2401** to project one image conveying a single theme. In this embodiment, the words "The Game" and dollar amount \$1000 are conveyed. A touchscreen **2403** and keypad **2404** on each enclosure allows a player to play the electronic gaming machine contained therein.

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Referring to FIG. **25**, the embodiment of FIG. **24** is shown with images **2502** displayed on the back of enclosures **2501** such that images **2502** convey one unified image. While the image shown is a gaming image, in another embodiment it could be a news or other live video feed or a concert or sporting event. In another embodiment, the video control and projection system described herein could mask the touchscreen **2503** and the keypad **2504** of FIG. **24** such that image **2502** could be displayed on the front of enclosures **2501** to convey the unified image.

Referring to FIG. **26**, in another embodiment, the rear projection system as described in FIGS. **17-21** and in particular FIG. **19**, is employed to generate an image on an enclosure **2602**. One or more motion tracking sensors **2603** which may be located on the top or bottom of enclosure as shown or in other locations on enclosure **2602** may be used to allow enclosure **2602** to function as an input device or touchscreen. Images **2605** may be stationary or moving as described herein with pixel movement and player **2601** may touch one of the images to select a bonus game or winning amount. The images may have different amounts as shown and move rapidly and the player may be required to touch one within a predetermined amount of time to receive that monetary or other prize. In lieu of sensors **2503**, a touch overlay could be provided on the surface of enclosure **2602** to function as a touchscreen such as touchscreen **1904** in FIG. **19**. In another embodiment, the player **2601** may touch an image which directs him or her to another electronic gaming device in the venue. This provides player **2601** with an opportunity to move about in the gaming venue and to play different games and may increase player interest and attention.

Referring to FIG. **27**, a perspective view of a plurality of devices as described in FIG. **26** is shown. In this embodiment, each of enclosures **2701** include images which are generated as described above and may be combined into a unified image **2705** as presented to one or more players **2706**. A player **2706** may play one electronic gaming machine **2701** and, upon winning or upon the occurrence of another event, may be prompted to move to an adjacent machine as represented by player **2708** to select one of moving images **2705** such as a moving balloon worth 10K (or 5K or 50K etc.) as described above. One or more motion tracking sensors **2703** which may be located on the top or bottom of enclosure as shown or in other locations on enclosure **2701** may be used to allow enclosure **2701** to function as an input device or touchscreen.

Referring to FIG. **28**, a flow chart of a method for generating an image in a gaming establishment venue begins with operation **2801** by distributing a plurality of projection devices in a gaming venue. The projection devices could include video projectors or light sources such as LED's, LCD's, CRT's, plasma and OLED's. In some embodiments, these projection devices may be located within electronic gaming devices. In operation **2802** an image surface such as a light reflecting surface is positioned in the gaming venue adjacent electronic gaming machines. The light reflecting surface may include liquid droplets, a wall of the gaming venue, a flexible cloth or other opaque surface and an object such as an automobile. In other embodiments the image surface may be a transparent housing containing the electronic gaming device so that the image transmitted through the housing conceals the electronic gaming device. In operation **2803**, the projection devices are controlled by a system which may include a controller processor connected to a gaming establishment network. The controller may determine which of a variety of images are projected based upon

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the electronic gaming devices or the player that is playing the devices. In operation **2804**, the image is enhanced by at least one of pixel cloning, image blending, pixel scaling, pixel movement, and pixel masking.

Because video output is taken from an approved electronic gaming device or from the gaming establishment network, it does not need to be approved by gaming commissions or regulators in those jurisdictions which have such regulations. Thus a new and enhanced player gaming experience is achieved using an image already approved by gaming jurisdictions and using advanced video and pixel manipulation inside a server system to produce that modified image. The disclosed embodiments use a video output from any gaming signage system in a gaming establishment and manipulate it to create a more enhanced player gaming experience. Because the embodiments use gaming approved signage systems, and only manipulating the video signal, no current or future gaming jurisdiction approved devices are necessary thus simplifying the implementation process for the embodiments disclosed herein.

The foregoing description, for purposes of explanation, used specific nomenclature to provide a thorough understanding of the described embodiments. However, it will be apparent to one skilled in the art that the specific details are not required in order to practice the described embodiments. Thus, the foregoing descriptions of the specific embodiments described herein are presented for purposes of illustration and description. They are not target to be exhaustive or to limit the embodiments to the precise forms disclosed. It will be apparent to one of ordinary skill in the art that many modifications and variations are possible in view of the above teachings.

What is claimed is:

1. A video system comprising:
 - an optically transparent enclosure;
 - an electronic gaming machine disposed within the enclosure;
 - a plurality of light sources to project a video or an image onto the enclosure;
 - an image control system connected to a gaming network associated with one of a gaming venue or a stored media database to select the video or the image to be projected;
 - a server processor connected to the plurality of light sources and the image control system to generate a plurality of control video feeds; and wherein the control video feeds employ pixel manipulation such that a completed image or a completed video is displayed by the plurality of light sources on the enclosure to conceal the electronic gaming machine.
2. The video system of claim 1 further comprising an audio system connected to the image control system.
3. The video system of claim 1 wherein the stored media database includes information associated with the player.
4. The video system of claim 1 wherein the plurality of light sources comprises at least one of LED's, LCD's, CRT's, plasma or OLED's.
5. The video system of claim 1 wherein the pixel manipulation further includes at least one of: pixel cloning, pixel scaling or pixel masking.
6. The video system of claim 1 further including a plurality of selected different videos and/or the selected different images at least partially layered over each other and a selected background video or a selected background image.
7. A video system comprising:
 - a plurality of optically transparent enclosures;

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a plurality of electronic gaming machines in a gaming venue, one of the electronic gaming machines being disposed in one of the enclosures;

a plurality of light sources to project a video or image on each of the enclosures;

an image control system connected to a gaming network associated with a gaming venue or a stored media database to select the video or image to be projected as a background video or a background image and at least one of a different video or a different image from at least one of the gaming network, a live video feed, a dynamic data stream, a three dimensional graphic, or the

stored media database;

at least one of the selected background video, the selected background image, the selected different video, or the different image coordinated with either the plurality of electronic gaming machines or the player of the at least one of the plurality of electronic gaming machines, or both;

a server processor connected to the plurality of light sources and the image control system to generate a plurality of control video feeds, wherein each of the plurality of control video feeds represents at least one of the selected background video, the selected background image, the selected different video, or the selected different image; and

the distributed plurality of control video feeds employing pixel manipulation such that a completed image or a completed video is displayed by the plurality of light sources on the enclosures to conceal the electronic gaming machines.

8. The video system of claim 7 wherein the plurality of light sources comprise at least one of LED's, LCD's, CRT's, plasma or OLED's.

9. The video system of claim 7 further comprising an audio system connected to the image control system.

10. The video system of claim 7 wherein the stored media database includes information associated with the player.

11. The video system of claim 7 wherein the pixel manipulation further includes at least one of: pixel cloning, pixel scaling or pixel masking.

12. The video system of claim 7 further including a plurality of selected different videos and/or the selected different images at least partially layered over each other and the selected background video or the selected background image.

13. A method for generating an image comprising the operations of:

providing an optically transparent enclosure surrounding an electronic gaming machine;

distributing a plurality of light sources around the enclosure to project a video or image on the enclosure;

selecting, by an image control system connected to a gaming network associated with a gaming venue or a stored media database, the video or image to be projected;

generating, by a server processor connected to the image control system, a plurality of control video feeds;

distributing the plurality of control video feeds employing pixel manipulation such that a completed image or a completed image is displayed; and

displaying, by the plurality of light sources, the completed video or the completed image on the enclosure to conceal the electronic gaming machine.

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14. The method of claim **13** wherein the pixel manipulation further includes at least one of: pixel cloning, pixel scaling or pixel masking.

15. The method of claim **13** including the operation of at least partially layering a plurality of selected different videos 5 and/or selected different images over each other, a selected background video, or a selected background image.

16. The method of claim **13** wherein the operation of displaying includes generating a holographic image.

17. The method of claim **13** further including the operation of sending an audio signal to and/or from the player. 10

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