

What is claimed is:

1. A gaming apparatus adapted to display at least one randomly selected outcome from a plurality of outcomes in response to receiving wager inputs from a player, comprising a display in a top box area of said gaming apparatus, said display adapted to display at least one 3D-rendered image of a mechanical device.

2. The gaming apparatus of claim 1, further comprising a primary display, the at least one randomly selected outcome being displayed on said primary display.

3. The gaming apparatus of claim 1, wherein the at least one randomly selected outcome is displayed on said display in said top box area.

4. The gaming apparatus of claim 1, further comprising a communications interface coupled to the display, the communications interface being adapted to receive data indicative of the at least one randomly selected outcome.

5. The gaming apparatus of claim 4, wherein the communications interface is wireless.

6. The gaming apparatus of claim 4, wherein the communications interface is coupled to a gaming network.

7. The gaming apparatus of claim 1, wherein the at least one 3D-rendered image is stored on a remote apparatus communicatively coupled to the gaming apparatus.

8. The gaming apparatus of claim 1 further comprising a storage device, the at least one 3D-rendered image being stored on said storage device.

9. The gaming apparatus of claim 1, wherein the at least one randomly selected outcome is determined by a remote apparatus communicatively coupled to the gaming apparatus.

10. The gaming apparatus of claim 1, wherein the at least one 3D-rendered image is pre-rendered.

11. The gaming apparatus of claim 10, further comprising a digital video recorder adapted to store the pre-rendered at least one 3D-rendered image.

12. The gaming apparatus of claim 1, wherein the at least one 3D-rendered image is rendered in real time.

13. The gaming apparatus of claim 1, wherein the mechanical device is a mechanical bonus indicator.

14. The gaming apparatus of claim 1, wherein said display is a plasma display.

15. The gaming apparatus of claim 1, wherein said at least one 3D-rendered image is an animation employing a motion blur effect.

16. The gaming apparatus of claim 1, wherein said at least one 3D-rendered image is an animation employing a frame-blending effect.

17. The gaming apparatus of claim 1, wherein said at least one 3D-rendered image is an animation employing a fading effect.

18. The gaming apparatus of claim 1, wherein said at least one 3D-rendered image is an animation that appears to morph said mechanical device.

19. The gaming apparatus of claim 1, wherein said at least one 3D-rendered image is an animation that causes said mechanical device to disappear and reappear.

20. A method of displaying at least one 3D-rendered image on a gaming apparatus comprising:

selecting at least one randomly selected outcome from a plurality of outcomes in response to receiving wager inputs from a player;

rendering a 3D representation of a mechanical device to form at least one 3D-rendered image of said mechanical device; and

displaying said at least one 3D-rendered image on a display in a top box area of said gaming apparatus.

21. The method of claim 20, further comprising storing said at least one 3D-rendered image.

22. The method of claim 20, wherein the rendering is carried out substantially in real time.

23. The method of claim 20, further comprising associating said at least one 3D-rendered image with said outcome.

24. The method of claim 20, wherein the rendering is carried out remote from the gaming apparatus.

25. The method of claim 20, further comprising downloading said at least one 3D-rendered image to said gaming apparatus.

26. The method of claim 20, further comprising:

presenting the player with at least two bonus game selections;

responsive to said presenting, receiving a signal indicative of the player's selection; and

selecting said at least one 3D-rendered image based on the player's selection.

27. The method of claim 20, further comprising outputting to said display an analog video signal representative of said at least one 3D-rendered image.

28. The method of claim 20, further comprising animating said at least one 3D-rendered image to form an animation.

29. The method of claim 28, further comprising storing said animation as video data and converting said video data to an analog video signal.

30. The method of claim 28, wherein said animation employs a special effect.

31. The method of claim 20, further comprising storing said at least one 3D-rendered image on a digital video recorder.

32. A gaming apparatus having a top box area, comprising:

a primary display adapted to display at least one randomly selected outcome from a plurality of outcomes in response to receiving wager inputs from a player of said gaming apparatus;

a secondary display in the top box area of said gaming apparatus, said secondary display being adapted to display at least one 3D-rendered image of a mechanical device; and

a communications interface adapted to receive data indicative of the at least one randomly selected outcome.

33. The gaming apparatus of claim 32, wherein said secondary display is a plasma display

34. The gaming apparatus of claim 32, wherein said secondary display is a lenticular display.

35. The gaming apparatus of claim 32, wherein said mechanical device is selected from the group consisting of a stator, a wheel, a flipping tile, a mechanical die, and a mechanical reel.

36. The gaming apparatus of claim 32, further comprising a non-flat structural frame disposed about at least a portion of the periphery of said secondary display.