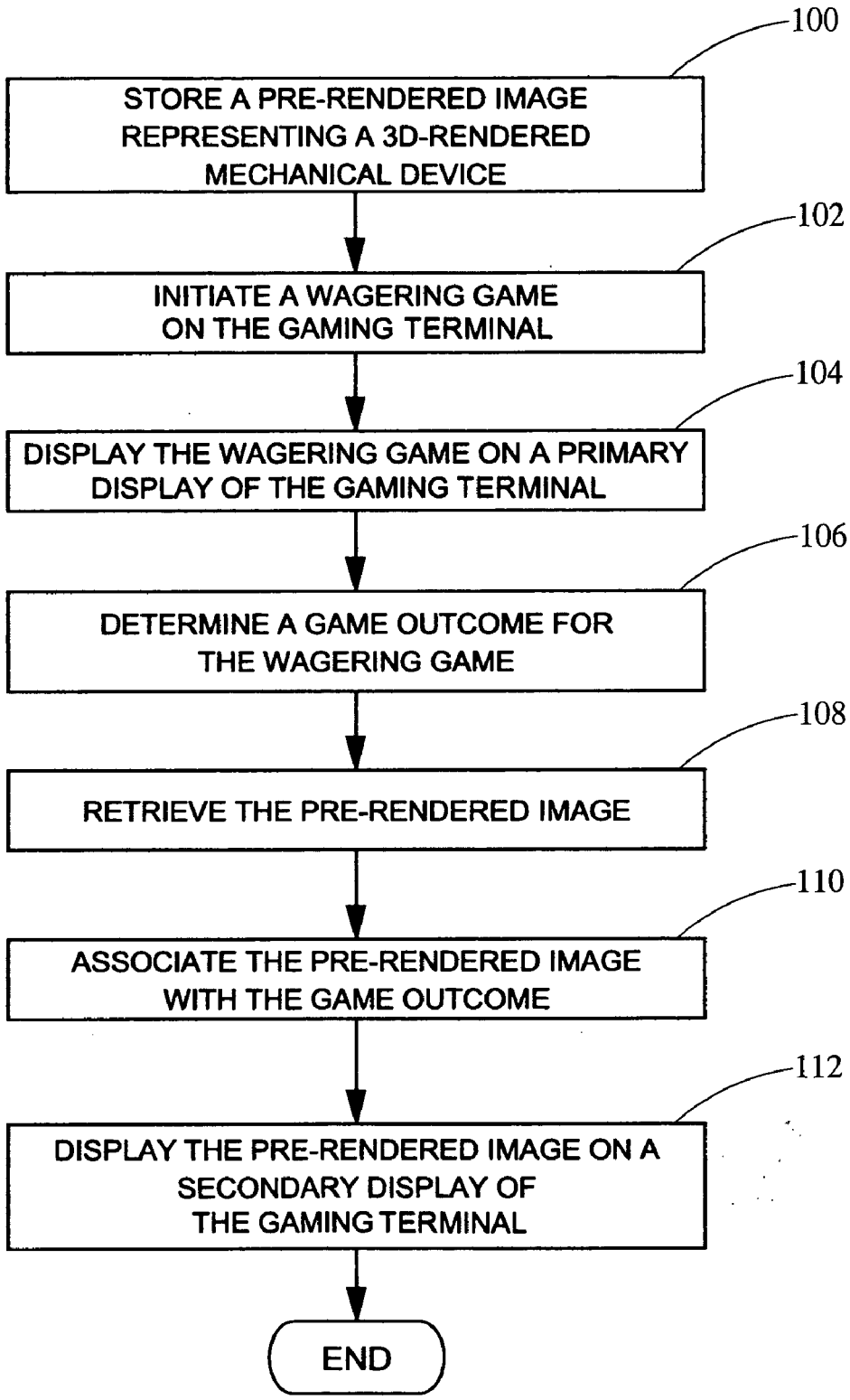
100
STORE A PRE-RENDERED IMAGE REPRESENTING A 3D-RENDERED MECHANICAL DEVICE
102
INITIATE A WAGERING GAME ON THE GAMING TERMINAL
104
DISPLAY THE WAGERING GAME ON A PRIMARY DISPLAY OF THE GAMING TERMINAL
106
DETERMINE A GAME OUTCOME FOR THE WAGERING GAME
108
RETRIEVE THE PRE-RENDERED IMAGE
110
ASSOCIATE THE PRE-RENDERED IMAGE WITH THE GAME OUTCOME
112
DISPLAY THE PRE-RENDERED IMAGE ON A SECONDARY DISPLAY OF THE GAMING TERMINAL
END

Fig. 7