13. A gaming apparatus as defined in claim 1, wherein the graphics primitives in the three dimensional (3D) space corresponding to the at least one payline define at least one 3D object in the 3D space.

14. A gaming apparatus as defined in claim 1, wherein the controller is configured to generate movement of the at least one payline in the 3D space.

15. A gaming apparatus as defined in claim 14, wherein the movement of the at least one payline in the 3D space includes rotating the payline.

16. A gaming apparatus as defined in claim 14, wherein the movement of the at least one payline in the 3D space includes oscillating the payline.

17. A gaming apparatus as defined in claim 1, wherein the controller is configured to scale the at least one payline in at least one dimension in the 3D space.

18. A gaming apparatus as defined in claim 1, wherein the controller is configured to map at least one texture to at least a portion of the graphical three dimensional representation corresponding to the at least one payline.

19. A gaming apparatus as defined in claim 18, wherein the at least one texture includes a video.

20. A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to the display unit and the value input device, the controller comprising a microprocessor and a memory operatively coupled to the microprocessor,

the controller being configured to allow a person to make a wager;

the controller being configured to generate a game graphic on a first plane in a three dimensional (3D) graphics space,

the controller being configured to generate at least one payline in the 3D graphics space between the first plane and a viewpoint,

the controller being configured to generate display data for the display unit, the display data corresponding to the viewpoint in the 3D graphics space and including data corresponding to one or more images of the game graphic and the payline,

the controller being configured to determine, after the display data has been displayed, a value payout associated with an outcome of the game represented by the display data.

21. A gaming apparatus as defined in claim 20, wherein the display unit includes a two dimensional (2D) display, and wherein the display data includes 2D display data.

22. A gaming apparatus as defined in claim 20, wherein the display unit includes a three dimensional (3D) display, and wherein the display data includes 3D display data.

23. A gaming apparatus as defined in claim 20, wherein the controller further comprises a graphics processor separate from the microprocessor, the graphics processor operatively coupled to the microprocessor.

24. A gaming apparatus as defined in claim 23, wherein the microprocessor is configured to convert a three dimensional view from the viewpoint in the three dimensional graphics space into a two dimensional (2D) view, and wherein the graphics processor is configured to convert the 2D view into the display data.

25. A gaming apparatus as defined in claim 23, wherein the game graphic and the payline in the three dimensional (3D) graphics space comprise a plurality of graphics primitives,

wherein the microprocessor is configured to provide indications of at least some of the graphics primitives to the graphics processor, and wherein the graphics processor is configured to convert a 3D view from the viewpoint into the display data.

26. A gaming apparatus as defined in claim 25, wherein the graphics processor is configured to convert the three dimensional view into a two dimensional (2D) view, and to convert the 2D view into the display data.

27. A gaming apparatus as defined in claim 1, wherein the controller is configured to generate movement of the at least one payline in the 3D space.

28. A gaming apparatus as defined in claim 27, wherein the movement of the at least one payline in the 3D space includes rotating the payline.

29. A gaming apparatus as defined in claim 27, wherein the movement of the at least one payline in the 3D space includes oscillating the payline.

30. A gaming apparatus as defined in claim 27, wherein the controller is configured to scale the at least one payline in at least one dimension in the 3D space.

31. A gaming apparatus as defined in claim 20, wherein the controller is configured to map at least one texture to at least a portion of the at least one payline in the three dimensional graphics space.

32. A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to the display unit and the value input device, the controller comprising a microprocessor and a memory operatively coupled to the microprocessor,

the controller being configured to generate a representation of a game in a three dimensional (3D) graphics space,

the controller being configured to allow a person to make a wager,

the controller being configured to allow a person to make a payline selection,

the controller being configured to define payline reference points in the 3D graphics space,

the controller being configured to generate, based on the payline reference points, a representation of a payline in the 3D graphics space,

the controller being configured to convert a view of the representation game and the representation of the payline in the 3D graphics space into display data for display on the display unit,

the controller being configured to determine a value payout associated with an outcome of the slots game, and