

[0032] FIGS. 10A and 10B are a perspective view and a side view, respectively, of an OLED display device for use in the display region of the gaming machine in accordance with yet another embodiment of the invention;

[0033] FIGS. 11A and 11B illustrate other types of image enhancements that can be obtained by the various embodiments of the present invention;

[0034] FIGS. 12A and 12B are a perspective view and a side view, respectively, of a multi-unit display device for use in the display region of the gaming machine in accordance with yet another embodiment of the invention;

[0035] FIG. 13 is a perspective view of the display region of the gaming machine in accordance with yet another embodiment of the invention;

[0036] FIG. 14 is a perspective view of an OLED display device overlaying a standard mechanical reel strip in accordance with another embodiment of the present invention;

[0037] FIGS. 15A and 15B are a side view and a perspective view, respectively, of the display region of the gaming machine in accordance with a further embodiment of the present invention;

[0038] FIG. 16 is a side view of the display region of the gaming machine in accordance with yet another embodiment of the present invention;

[0039] FIG. 17 is a side view of the display region of the gaming machine in accordance with yet a further embodiment of the present invention;

[0040] FIG. 18 is a perspective view of a typical gaming environment having a plurality of gaming machine banks;

[0041] FIG. 19A, 19B and 19C are different views of one gaming machine allowing for adjustments based on a player's position within the typical gaming environment of FIG. 18;

[0042] FIGS. 20A, 20B and 20C illustrate variations to the images of the reels strips produced by the video device in response to changes in the gaming environment surrounding the gaming machine of FIG. 19; and

[0043] FIG. 21 illustrates variations to the images of the reels strips produced by the video device that replicate typical imperfections located on a mechanical reel strip.

[0044] FIG. 22 is a side view of the display region of a gaming machine in accordance with yet a further embodiment of the invention.

[0045] FIG. 23 is a perspective view of a rotatable mechanical structure of a gaming machine in accordance with embodiments of the invention.

[0046] FIG. 24 is a side view and perspective view of a display region of a gaming machine in accordance with embodiments of the invention.

[0047] FIG. 25 is a side view of a display region of a gaming machine in accordance with another embodiment of the invention.

[0048] FIG. 26 is a side view of a display region of a gaming machine in accordance with yet a further embodiment of the invention.

[0049] FIG. 27 illustrates a perspective view for a floating screen assembly in accordance with embodiments of the invention.

[0050] FIGS. 28A and 28B illustrate a side view and a top view of a floating screen assembly in accordance with embodiments of the invention.

[0051] FIG. 29 illustrates a perspective view of a plurality of floating screen assemblies in accordance with embodiments of the invention.

#### DESCRIPTION OF ILLUSTRATIVE EMBODIMENTS

[0052] While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail preferred embodiments of the invention with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the broad aspect of the invention to the embodiments illustrated.

[0053] Referring to FIG. 1a, a gaming machine 10 is used in gaming establishments such as casinos. With regard to the present invention, the gaming machine 10 may be any type of gaming machine and may have varying structures and methods of operation. For example, the gaming machine 10 may be an electromechanical gaming machine configured to play mechanical slots, or it may be an electronic gaming machine configured to play a video casino game, such as blackjack, slots, keno, poker, blackjack, roulette, etc.

[0054] The gaming machine 10 comprises a housing 12 and includes input devices, including a value input device 18 and a player input device 24. For output the gaming machine 10 includes a primary display 14 for displaying information about the basic wagering game. The primary display 14 can also display information about a bonus wagering game and a progressive wagering game. The gaming machine 10 may also include a secondary display 16 for displaying game events, game outcomes, and/or signage information. While these typical components found in the gaming machine 10 are described below, it should be understood that numerous other elements may exist and may be used in any number of combinations to create various forms of a gaming machine 10.

[0055] The value input device 18 may be provided in many forms, individually or in combination, and is preferably located on the front of the housing 12. The value input device 18 receives currency and/or credits that are inserted by a player. The value input device 18 may include a coin acceptor 20 for receiving coin currency (see FIG. 1a). Alternatively, or in addition, the value input device 18 may include a bill acceptor 22 for receiving paper currency. Furthermore, the value input device 18 may include a ticket reader, or barcode scanner, for reading information stored on a credit ticket, a card, or other tangible portable credit storage device. The credit ticket or card may also authorize access to a central account, which can transfer money to the gaming machine 10.

[0056] The player input device 24 comprises a plurality of push buttons 26 on a button panel for operating the gaming machine 10. In addition, or alternatively, the player input device 24 may comprise a touch screen 28 mounted by adhesive, tape, or the like over the primary display 14 and/or