

ent), and generate control data **1336** for all the above. Each micro-display module **1210, 1212, 1214** may receive 8 bits of the 24-bit corrected video signal **1342**. Each 8-bit portion corresponds to a particular RGB color and provides 256 levels of that corresponding color. Each micro-display module **1210, 1212, 1214** may further receive the corrected pixel address bits, which are generally the same for each module **1210, 1212, 1214** because each pixel includes color data corresponding to a red, green and blue component to display its image (even if an RGB component is set to zero). The micro-display drive **1360** may initially receive the corrected video data **1342** and the control data **1336**, and multiplex/duplex the data as needed for each micro-display module **1210, 1212, 1214**. For example, the micro-display drive **1360** may receive the corrected video data **1342** corresponding to the first 4x4 pixel block, copy that data for each micro-display module **1210, 1212, 1214**, apply color and brightness data specific to each micro-display module **1210, 1212, 1214**, etc. The three-dimensional video data may then be sent to its specific micro-display module **1210, 1212, 1214**. Although the micro-display modules **1210, 1212, 1214** may include a micro-display controller for frame buffering, timing and digital-to-analog conversion, some or all of these functions may be performed by the three-dimensional controller **107**.

#### Control

[0142] The components **52, 54, 56, 58, 66** of a gaming unit **20** may be detached from the three-dimensional display screen **1500**, and some may be bypassed altogether. For example, the control panel **66** may be replaced with a touch-sensitive, motion-sensitive or wireless controls. An image of the various buttons normally provided on the control panel **66** may be displayed on the three-dimensional display screen **1500**. The player may select a displayed button or otherwise initiate control by using a wireless device, such as a personal digital assistant, a cellular phone, a laptop computer, etc. Alternatively, a displayed button may be selected by touching the screen or motioning towards the button image with a hand or finger. Motion sensors may detect the motion of the hand or finger motioning towards the button image using infrared or radiowave sensors, which may signal the player's selection to the controller **100**. The use of a dome **1510** provides a z-axis or depth to a player's movements. Therefore, a controller **100** may be able to read not only the player's vertical and horizontal (e.g., left to right, up and down) position of the hand, but also the depth of the position of the hand to distinguish between regular movement and intentional movement to make a selection. Wireless sensors connected to the player's finger, hand, arm or body may likewise transmit motioning information to the controller **100**. Joysticks, a mouse and other controls of the like may also be used. The non-planar, three-dimensional images projected on the three-dimensional display screen **1500** may therefore be reactive to a player's movements, allowing interactivity between the player and a game or any other image provided.

What is claimed is:

1. A gaming apparatus, comprising:

a display unit capable of generating a non-planar, three-dimensional video image, said display unit comprising

first and second non-planar, three-dimensional display screens each capable of displaying a non-planar, three-dimensional video image;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

said controller being programmed to read a predetermined correction code comprising at least one of the following: an offset value, a correction value, a color value and a brightness value,

said controller being programmed to convert two-dimensional image data into three-dimensional image data by correcting for at least one of the following using said correction code: image distortion, brightness distortion and color aberrations when said two-dimensional image data is displayed on said non-planar, three-dimensional display screen as a video image, wherein said predetermined correction code is associated with correcting one or more pixels of said two-dimensional image data;

said controller being programmed to cause a first non-planar, three-dimensional video image to be generated on said first non-planar, three-dimensional display screen from said three-dimensional image data, said first non-planar, three-dimensional video image representing a game,

said controller being programmed to cause a second non-planar, three-dimensional video image to be generated on said second non-planar, three-dimensional display screen from said three-dimensional image data, said second non-planar, three-dimensional video image representing a bonus game,

said controller being programmed to determine, after said first non-planar, three-dimensional video image has been displayed, a value payout associated with an outcome of said game represented by said first three-dimensional video image,

said controller being programmed to determine, after said second non-planar, three-dimensional video image has been displayed, a value payout associated with an outcome of said bonus game represented by said second three-dimensional video image.

2. A gaming apparatus as defined in claim 1, wherein said first and second non-planar, three-dimensional display screens each comprise an inner surface and an outer surface, and wherein said first and second non-planar, three-dimensional video images are projected on said inner surfaces and viewed by said person on said outer surfaces.

3. A gaming apparatus, comprising:

a display unit capable of generating a non-planar, three-dimensional video image, said display unit comprising a non-planar, three-dimensional display screen in the shape of a dome and capable of displaying said non-planar, three-dimensional video image,

a value input device;