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 convert two-dimensional image data into three-dimensional image data by correcting for at least one of the following distortions: 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

said controller being programmed to translate one or more pixels of said two-dimensional image data if said distortion comprises image distortion,

said controller being programmed to vary the size of one or more pixels of said two-dimensional image data if said distortion comprises image distortion,

said controller being programmed to adjust the brightness of one or more pixels of said two-dimensional image data if said distortion comprises brightness distortion,

said controller being programmed to adjust the color of one or more pixels of said two-dimensional image data if said distortion comprises color aberrations,

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

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

4. A gaming apparatus as defined in claim 3, wherein said non-planar, three-dimensional display screen comprises an inner surface and an outer surface, and wherein said non-planar, three-dimensional video image is projected on said inner surface and viewed by said person on said inner surface.

5. 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 capable of displaying said 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 convert two-dimensional image data into three-dimensional image data,

said controller being programmed to cause a non-planar, three-dimensional video image representing a game to be generated on said display unit from said three-dimensional image data, said non-planar, three-dimensional video image representing one of the following games: video poker, video blackjack, video slots, video keno or video bingo,

said non-planar, three-dimensional video image comprising an image of at least five playing cards if said game comprises video poker,

said non-planar, three-dimensional video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said non-planar, three-dimensional video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said non-planar, three-dimensional video image comprising an image of a plurality of keno numbers if said game comprises video keno,

said non-planar, three-dimensional video image comprising an image of a bingo grid if said game comprises video bingo, and

said controller being programmed to determine a value payout associated with an outcome of said game.

6. A gaming apparatus as defined in claim 5, wherein said display unit further comprises a light engine capable of producing light in ranges of about 600-650 nanometers, 500-550 nanometers and 440-490 nanometers.

7. A gaming apparatus as defined in claim 5, wherein said display unit further comprises a projection lens assembly capable of projecting said non-planar, three-dimensional video image onto said non-planar, three-dimensional display screen.

8. A gaming apparatus as defined in claim 5, wherein said non-planar, three-dimensional display screen comprises the shape of a dome.

9. A gaming apparatus as defined in claim 5, wherein said non-planar, three-dimensional display screen comprises a shape of a human face and wherein said controller is programmed to cause a non-planar, three-dimensional video image of a face to be generated on said non-planar, three dimensional display screen.

10. A gaming apparatus as defined in claim 5, wherein said non-planar, three-dimensional display screen comprises a shape of a half-cylinder.

11. A gaming apparatus as defined in claim 5, wherein said non-planar, three-dimensional display screen comprises an inner surface and an outer surface, and wherein said non-planar, three-dimensional video image is projected on said inner surface and viewed by said person on said outer surface.

12. A gaming apparatus as defined in claim 5, wherein said non-planar, three-dimensional display screen comprises an inner surface and an outer surface, and wherein said non-planar, three-dimensional video image is projected on said inner surface and viewed by said person on said inner surface.