

16. The method of claim 1, wherein a first 3-D object of the one or more 3-D objects is at least one of a 2-D rectangle or a box in the 3-D gaming environment and the portion of the indices is drawn on at least one surface of the rectangle or the box.

17. The method of claim 1, wherein a first 3-D object of the one or more 3-D objects is at least one of a portion of a cylinder or a curved 2-D surface and the portion of the indices is drawn on at least one surface of the cylinder portion or the curved 2-D surface.

18. The method of claim 1, wherein each index in the portion of the indices is displayed sequentially over time in a plurality of rendered 2-D images that are displayed sequentially over time.

19. The method of claim 1, wherein each of the plurality of rendered 2-D images comprise a subset of a total number of indices in the portion of the indices.

20. The method of claim 1, wherein sequences of indices is displayed repetitively such that when an end of the sequence of indices is reached a next index that is displayed is a first index in the sequence of indices.

21. The method of claim 1, further comprising:

generating the portion indices from the sequence of indices wherein the portion of indices comprises at least one of i) a number of indices in the sequence of indices prior to the randomly selected index, ii) a number of indices after the randomly selected index in the sequence of indices and iii) combinations thereof.

22. The method of claim 1, wherein a number of indices in the portion of indices are constant for each game of chance that is generated.

23. The method of claim 1, wherein a number of indices in the portion of indices varies for each game of chance that is generated.

24. The method of claim 1, wherein the portion of indices comprises:

a first index from the sequence of indices; and

the randomly selected index from the sequence of indices wherein the portion of indices that are drawn include all of the indices between the first index and the randomly selected index in the sequence of indices.

25. The method of claim 24, wherein the first index from the sequence of indices is determined from a previous game of chance generated on the game of chance.

26. The method of claim 1, wherein the portion of indices comprises:

a first index from the sequence of indices; and

the randomly selected index from the sequence of indices wherein the portion of indices that are drawn include a subset of the indices between the first index and the randomly selected index in the sequence of indices.

27. The method of claim 26, wherein the first index from the sequence of indices is determined from a previous game of chance generated on the game of chance.

28. The method of claim 1, further comprising:

receiving an input signal from a first input device on the gaming machine wherein the input signal provides information for altering the game outcome presentation for the game of chance.

29. The method of claim 28, wherein the input signal is for one of stopping or starting the motion of the one or more 3-D objects.

30. The method of claim 28, wherein the input signal is for altering a motion of the one or more 3-D objects.

31. The method of claim 1, further comprising:

applying motions to a plurality of 3-D objects in the 3-D gaming environment wherein the motion of each 3-D object begins at an object source.

32. The method of claim 31, wherein a position of the object source in the 3-D gaming environment changes in time.

33. The method of claim 31, wherein a motion of first 3-D object originates at a first object source and a motion of a second 3-D object originates at a second object source at a different position from the first object source.

34. The method of claim 1, further comprising:

applying motions to a plurality of 3-D objects in the 3-D gaming environments wherein two or more objects are capable of colliding.

35. The method of claim 1, further comprising:

detecting a collision between two or more 3-D objects in the 3-D gaming environment.

36. The method of claim 1, further comprising:

determining the award of indicia of credit using the one or more randomly selected indices wherein the gaming machine is capable of the award of the indicia of credit via the output device.

37. The method of claim 1, further comprising:

rendering a bonus game presentation in the 3-D gaming environment and capturing the bonus game presentation on the one or more two-dimensional images.

38. The method of claim 1, further comprising:

receiving an input signal to initiate one or more games of chance.

39. In a gaming machine including a master gaming controller, a display device and a memory device, a method of generating a game of chance, the method comprising:

receiving a wager for the game of chance controlled by the master gaming controller on the gaming machine wherein the gaming machine is capable of receiving indicia of credit for the wager from an input device coupled to the gaming machine and outputting indicia of credit from an output device coupled to the gaming machine;

determining randomly a final state on each of a plurality of virtual reel strips;

for each virtual reel strip,

a) determining a sequence of symbols to display from the virtual reel strip wherein each of the sequence of symbols comprises at least one of i) a number of symbols prior to the final state on the virtual reel strip; ii) a number of symbols after the final state on the virtual reel strip; or iii) combinations thereof;

b) drawing the sequence of symbols over time on a surface defined in a 3-D gaming environment;

rendering a plurality of two-dimensional (2-D) images comprising the surfaces drawn with the symbols from