

**77.** The gaming machine of claim 75, wherein the game of chance is a video slot game.

**78.** The gaming machine of claim 75, further comprising: information for generating geometry of the one or more virtual slot reels in the 3-D gaming environment.

**79.** The gaming machine of claim 78, wherein the geometry is one of a flat strip or a curved strip.

**80.** The gaming machine of claim 78, further comprising: one or more virtual reel strips for mapping symbols to the one or more virtual slot reels.

**81.** The gaming machine of claim 80, further comprising: game logic for generating a sequence of symbols from the virtual reel strips as a function of time in the 3-D gaming environment and for rendering 2-D images from the 3-D gaming environment comprising the sequence of symbols.

**82.** The gaming machine of claim 75, further comprising: game logic for generating a motion of the one or more virtual slot reels in the 3-D gaming environment wherein, when a sequence of 2-D images capturing one or more the virtual slot reels at various positions in the 3-D gaming environment is viewed on the display screen, the virtual slot reels appear to move on the display screen.

**83.** The gaming machine of claim 82, wherein the symbols on each virtual slot reel appear to move along a straight

line from the top of the display screen to the bottom of display screen.

**84.** The gaming machine of claim 75, further comprising:

an input mechanism designed or configured to receive an input signal used to change one of a position or a movement of the one or more virtual slot reels in the 3-D gaming environment.

**85.** The gaming machine of claim 84, wherein the input mechanism is selected from the group consisting of a key pad, a touch screen, a mouse, a joy stick, a microphone and a track ball.

**86.** The gaming machine of claim 75, wherein **3** virtual slot reels and their motions are modeled in the 3-D gaming environment.

**87.** The gaming machine of claim 75, wherein **5** virtual slot reels and their motions are modeled in the 3-D gaming environment.

**88.** The gaming machine of claim 75, further comprising:

a graphical processing unit, separate from said master gaming controller, designed or configured to execute the graphical operations used to render one or more two-dimensional images derived from the 3-D gaming environment.

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