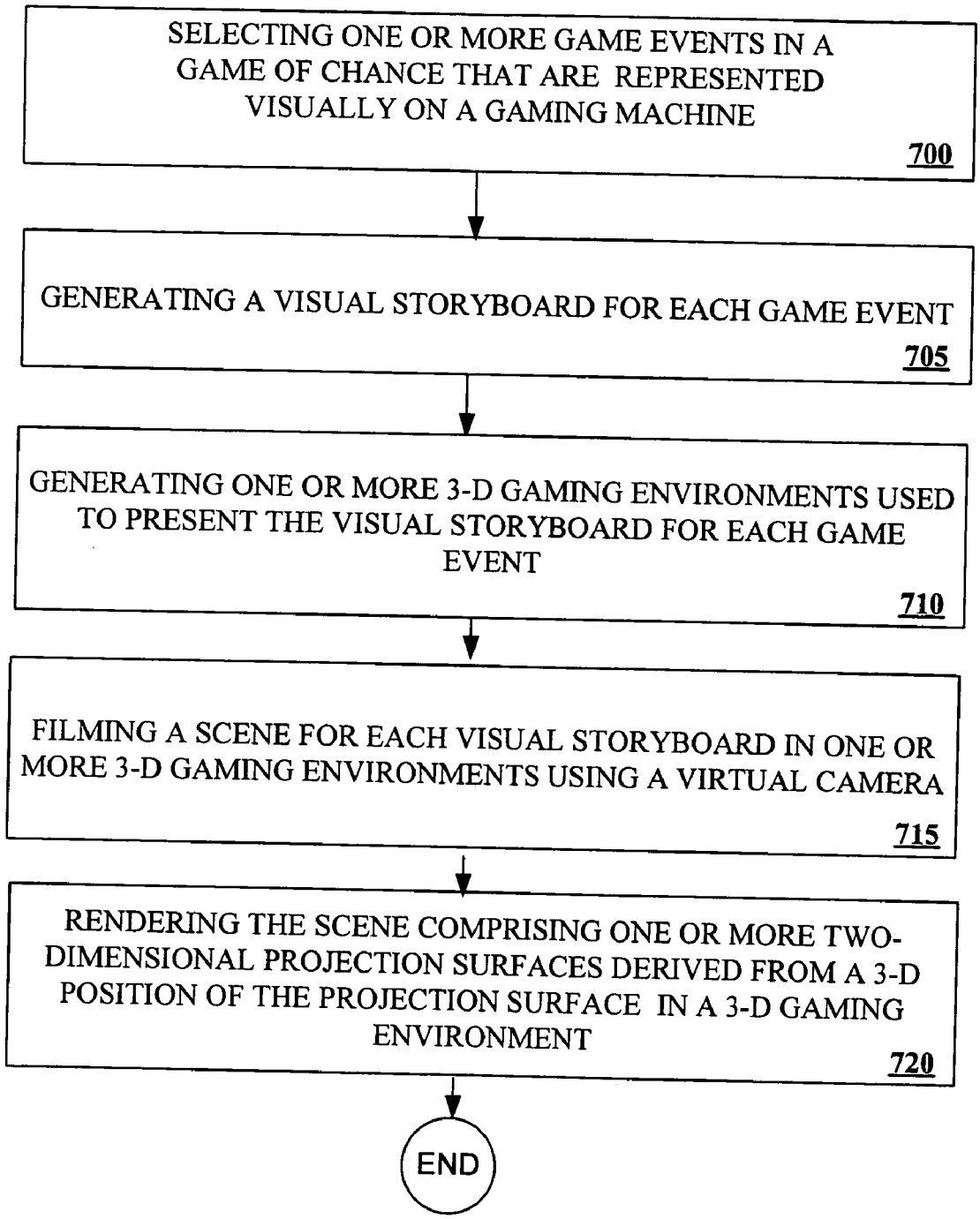
SELECTING ONE OR MORE GAME EVENTS IN A GAME OF CHANCE THAT ARE REPRESENTED VISUALLY ON A GAMING MACHINE
700
GENERATING A VISUAL STORYBOARD FOR EACH GAME EVENT
705
GENERATING ONE OR MORE 3-D GAMING ENVIRONMENTS USED TO PRESENT THE VISUAL STORYBOARD FOR EACH GAME EVENT
710
FILMING A SCENE FOR EACH VISUAL STORYBOARD IN ONE OR MORE 3-D GAMING ENVIRONMENTS USING A VIRTUAL CAMERA
715
RENDERING THE SCENE COMPRISING ONE OR MORE TWO-DIMENSIONAL PROJECTION SURFACES DERIVED FROM A 3-D POSITION OF THE PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT
720
END

FIGURE 3