

- environment stored in the memory device on the gaming machine wherein at least one of the 3-D objects is a 3-D text object adapted for conveying textual information; and
- displaying the one or more rendered two-dimensional images to the display device on the gaming machine.
2. The method of claim 1, wherein a text string comprising one or more alphanumeric characters is mapped to the 3-D text object.
 3. The method of claim 2, wherein the 3-D text object is configured to convey at least one of the alphanumeric characters in the text string.
 4. The method of claim 1, further comprising:
 - mapping textures with patterns of alphanumeric characters to the 3-D text object to convey the textual information.
 5. The method of claim 1, further comprising:
 - modeling the 3-D text object in a shape of an alphanumeric character to convey the textual information.
 6. The method of claim 5, wherein the shape of the alphanumeric character is defined by a plurality of parameterized curves.
 7. The method of claim 1, wherein the 3-D gaming environment comprises a plurality of 3-D text objects.
 8. The method of claim 1, further comprising:
 - scaling the 3-D text object for conveying the textual information by a scaling factor.
 9. The method of claim 8, wherein the 3-D gaming environment comprises two or more 3-D text objects and wherein the gaming machine is operable to apply a different scale factor to each of the two or more 3-D text objects.
 10. The method of claim 8, wherein the scaling factor varies as a function of time.
 11. The method of claim 8, wherein the 3-D text object is scaled in less three of its dimensions.
 12. The method of claim 8, wherein the gaming machine is operable to apply a different scale factor to each of the three dimensions of the 3-D text object.
 13. The method of claim 8, wherein a plurality of 3-D text objects are scaled to fit to a bounding surface.
 14. The method of claim 13, wherein a shape of the bounding surface changes as a function of time.
 15. The method of claim 13, wherein the bounding surface is a planar surface.
 16. The method of claim 8 wherein the 3-D text object is scaled using mip mapping.
 17. The method of claim 1, further comprising:
 - positioning each of the 3-D objects in the 3-D gaming environment.
 18. The method of claim 17, wherein the position of one or more of the 3-D objects changes as a function of time.
 19. The method of claim 1, wherein a plurality of 3-D text objects are positioned along a straight line in the 3-D gaming environment.
 20. The method of claim 1, wherein a plurality of 3-D text objects are positioned along two or more parallel lines in the 3-D gaming environment.
 21. The method of claim 17, wherein a plurality of 3-D text objects are positioned along a 3-D curve in the 3-D gaming environment.
 22. The method of claim 1, further comprising:
 - guiding a placement of the 3-D text objects using a text page surface.
 23. The method of claim 22, wherein one or more of a shape of the text page surface, a position of the text page surface or an orientation of the text page surface changes as a function of time.
 24. The method of claim 22, wherein a shape of the text page surface is a planar rectangle.
 25. The method of claim 22, wherein a shape of the text page surface is a planar multisided polygon.
 26. The method of claim 22, wherein a shape of the text page surface is a 3-D surface.
 27. The method of claim 22, wherein the text page surface is invisible.
 28. The method of claim 22, further comprising applying one or more of a static texture, an animated texture or combinations thereof to the text page surface.
 29. The method of claim 22, further comprising clipping a portion of a first 3-D text object that extends beyond a boundary defined by the text page surface.
 30. The method of claim 22, further comprising scaling the 3-D text object to fit within boundaries defined by the text page surface.
 31. The method of claim 1, further comprising:
 - orientating an angular position of each of the 3-D text objects in the 3-D gaming environment.
 32. The method of claim 31, wherein the angular position of each the 3-D text objects vary as a function of time.
 33. The method of claim 31, wherein the angular positions of each the 3-D text objects are oriented so that one surface of the 3-D text objects is aligned with a slope or a normal of a curved line or a curved surface in the 3-D gaming environment.
 34. The method of claim 1, wherein a shape of the 3-D text objects change as a function of time.
 35. The method of claim 1, wherein the textual information conveyed by the 3-D text objects is information from one or more of a game of chance, a bonus game, an advertisement, news, stock quotes, electronic mail, a web page, a message service, a locator service or a hotel/casino service, a movie, a musical selection, a casino promotion, a broadcast event, a maintenance operation, a player tracking service, a drink menu and a snack menu.
 36. The method of claim 1, wherein a text string comprising a plurality of alphanumeric characters is mapped to a plurality of 3-D text objects and wherein each of the 3-D text objects conveys the textual information for one of the alphanumeric characters in the text string.
 37. The method of claim 36, further comprising:
 - applying one or more typesetting rules for improving a quality of the textual information rendered from the plurality of 3-D text objects representing the text string.
 38. The method of claim of 37, wherein the typesetting rules are for one or more of i) adjusting a spacing between the characters, ii) adjusting color weights of the characters, iii) justifying the text string, iv) centering the characters, v) adjusting dimensions of strokes defining the characters, vi) aligning the characters with a baseline, vii), positioning the text string to two or more lines, viii) adjusting the spacing between two or more lines of text, ix) adjusting the vertical or horizontal alignment of the characters, x) adjusting a