

relative size of each character, xi) adjusting pixels defining a text character and xii) and adjusting texels defining a text character.

39. The method of claim 1, further comprising:

prior to rendering the one or more two dimensional images,

generating one or more font textures wherein each font texture comprises a plurality of characters and

loading the one or more font textures to a first memory device on the gaming machine.

40. The method of claim 1, further comprising:

rendering the textual information in the 3-D gaming environment for one or more of i) a game outcome presentation for the game of chance, ii) a gaming maintenance operation, iii) an attract mode feature, iv) a promotional feature, v) casino information, vi) bonus game presentation and capturing the textual information on the one or more two-dimensional images.

41. The method of claim 1, wherein the gaming environment comprises 3-D text object models each defined by a plurality of surface elements.

42. The method of claim 41, wherein the surface elements are used to generate a 3-D geometric font.

43. The method of claim 1, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game.

44. The method of claim 1, further comprising:

displaying a menu of games of chance available on the gaming machine;

receiving one or more inputs signals containing information used to select one or more of games of chance listed on said menu.

45. The method of claim 1, further comprising:

generating an animated surface texture in the 3-D gaming environment.

46. The method of claim 45, wherein the animated surface texture is a movie.

47. The method of claim 1, further comprising:

storing one or more of the rendered two-dimensional images to a memory device located on the gaming machine.

48. The method of claim 47, wherein the stored two-dimensional images are used to provide a game history.

49. The method of claim 1, further comprising:

loading one or more font textures to a font library in the memory device on the gaming machine.

50. The method of claim 1, wherein the 3-D graphical rendering system is compatible with OpenGL.

51. A method of providing textual information for a gaming machine that is operable i) to receive cash or indicia of credit for a wager on a game of chance and ii) to output cash or an indicia of credit as an award for the game of chance where the gaming machine comprises a master gaming controller, a display device, a memory device and a 3-D graphical rendering system, the method comprising:

generating a font texture comprising a plurality of characters drawn in a particular font style, said font texture comprising;

one or more font parameters for defining global characteristics of the plurality of characteristics in the font texture;

one or more character parameters for defining characteristics of each character;

determining a text string comprising a plurality of characters;

determining a text page surface for guiding a placement of the plurality of characters in a 3-D gaming environment;

for each character in the text string,

sizing a 3-D object for the character using the font parameters and character parameters;

mapping a texture of the character from the font texture to the 3-D object;

placing each 3-D object on the text page surface;

applying one or more typesetting rules to the 3-D objects for improving a visual quality of the text string rendered from the 3-D objects;

rendering the text string using the 3-D graphical rendering system.

52. The method of claim 51, further comprising: displaying the rendered text string on the display device.

53. The method of claim 51, wherein the 3-D graphical rendering system is compatible with OpenGL.

54. The method of claim 51, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game.

55. The method of claim 1, further comprising:

storing one or more generated font textures in a font library in the memory device on the gaming machine.

56. The method of claim 55, wherein the font library further comprises a plurality of font textures with the same font style and different font parameters or character parameters.

57. The method of claim 55, wherein the font library further comprises a plurality of font textures with different font styles.

58. The method of claim 51, wherein the text string is rendered to convey textual information for one or more of i) a game outcome presentation for the game of chance, ii) a gaming maintenance operation, iii) an attract mode feature, iv) a promotional feature, v) casino information, vi) bonus game presentation and capturing the textual information on the one or more two-dimensional images.

59. The method of claim 51, wherein the text string is rendered to convey textual information from one or more of 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 game history, a player tracking service, a drink menu and a snack menu.

60. The method of claim of **51**, wherein the typesetting rules are for one or more of i) adjusting a spacing between