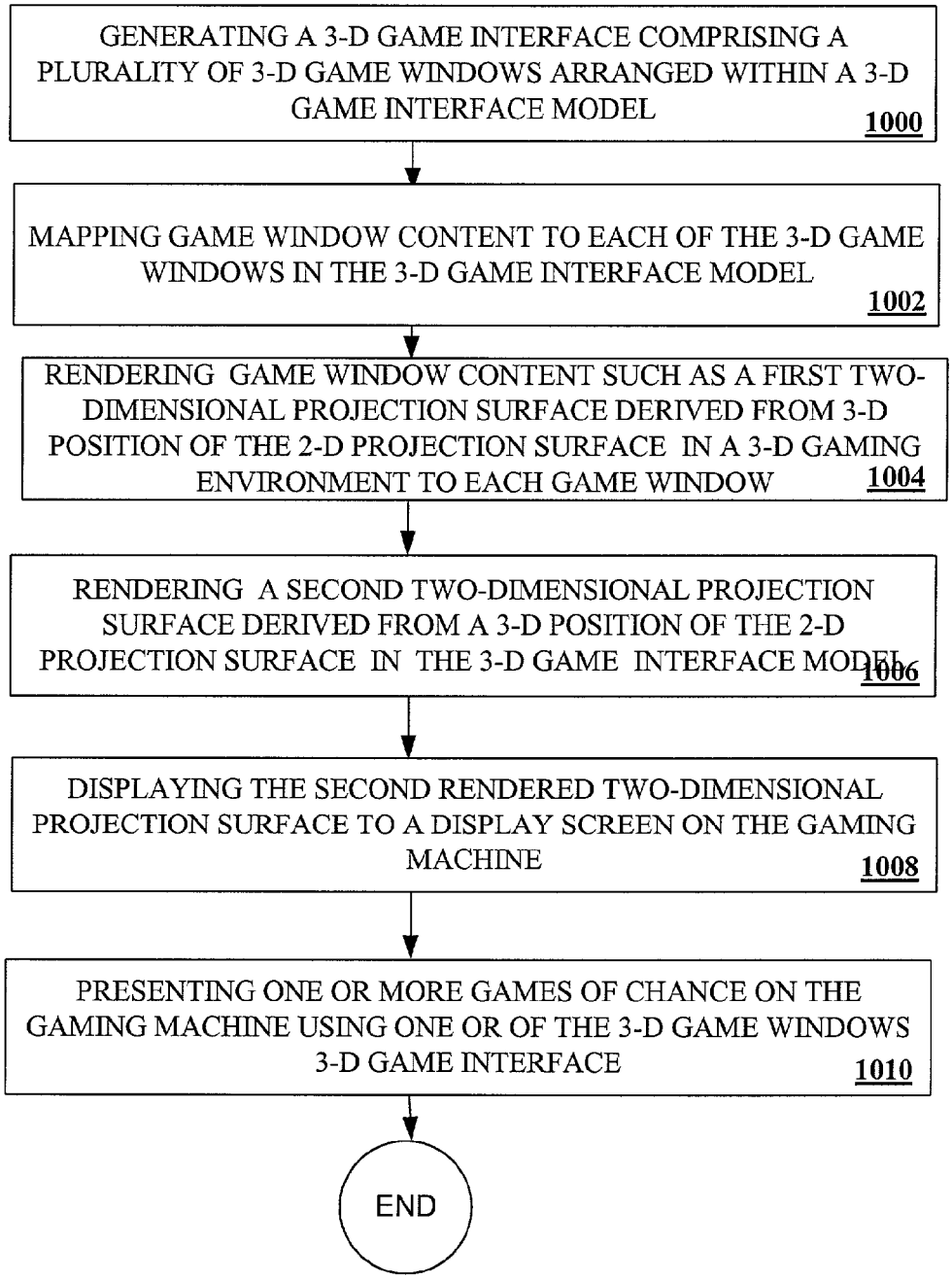
GENERATING A 3-D GAME INTERFACE COMPRISING A PLURALITY OF 3-D GAME WINDOWS ARRANGED WITHIN A 3-D GAME INTERFACE MODEL
1000
MAPPING GAME WINDOW CONTENT TO EACH OF THE 3-D GAME WINDOWS IN THE 3-D GAME INTERFACE MODEL
1002
RENDERING GAME WINDOW CONTENT SUCH AS A FIRST TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM 3-D POSITION OF THE 2-D PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT TO EACH GAME WINDOW
1004
RENDERING A SECOND TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM A 3-D POSITION OF THE 2-D PROJECTION SURFACE IN THE 3-D GAME INTERFACE MODEL
1006
DISPLAYING THE SECOND RENDERED TWO-DIMENSIONAL PROJECTION SURFACE TO A DISPLAY SCREEN ON THE GAMING MACHINE
1008
PRESENTING ONE OR MORE GAMES OF CHANCE ON THE GAMING MACHINE USING ONE OR OF THE 3-D GAME WINDOWS 3-D GAME INTERFACE
1010
END

FIGURE 10