

at least one of a perspective view, a multiple perspective view, an orthographic view or combinations thereof.

**38.** The method of claim 1, further comprising:

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

**39.** The method of claim 38, wherein the animated surface texture is a movie.

**40.** The method of claim 1, wherein the game of chance is multiple hands of a card game presented simultaneously.

**41.** The method of claim 40, wherein the multiple hands of the card game are between 1 hand of poker to 1000 hands of poker.

**42.** The method of claim 1, further comprising:

rendering a first two-dimensional image derived from a three-object in a three-dimensional gaming environment stored in the memory device on the gaming machine;

rendering a second two-dimensional image derived from a three-dimensional object in the three-dimensional gaming environment stored in the memory device on the gaming machine;

combining the first two-dimensional image and the second two-dimensional image into a third image;

displaying the third two-dimensional image to the display device on the gaming machine.

**43.** 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.

**44.** The method of claim 43, wherein the stored two-dimensional images are used to provide a game history.

**45.** The method of claim 1, further comprising:

rendering a first two-dimensional image derived from a first three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine;

rendering a second two-dimensional image derived from a second three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine;

generating a sequence of two-dimensional images wherein the first rendered two-dimensional image appears to morph into the second rendered two-dimensional image during said sequence.

**46.** A method of generating a game of chance played on a gaming machine, the method comprising:

selecting one or more game events in a game of chance that are represented visually on the gaming machine;

generating a visual storyboard for each game event;

generating one or more 3-D gaming environments designed or configured to present the visual storyboard for each game event;

filming each visual storyboard in the one or more 3-D gaming environments using a virtual camera; and

rendering a sequence of 2-D images derived from 3-D objects in the one or more 3-D gaming environments

wherein the 3-D coordinates of each 3-D object in the sequence of images is defined by a position of virtual camera in the one or more 3-D gaming environments.

**47.** The method of claim 46, 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.

**48.** The method of claim 46, further comprising:

selecting a sequence of positions of the virtual camera in the one or more 3-D gaming environments used to film the visual storyboard.

**49.** The method of claim 48, wherein the sequence of positions of the virtual camera is controlled by a player operating the gaming machine.

**50.** The method of claim 46, further comprising:

displaying the sequence of 2-D images on a display device on the gaming machine.

**51.** The method of claim 46, wherein the one or more 3-D gaming environments comprise one or more 3-D object models and wherein each 3-D object model is defined by a plurality of surface elements.

**52.** The method of claim 51, wherein at least one of the 3-D object models is a 3-D model of a slot reel.

**53.** The method of claim 51, wherein at least one of the 3-D object models is a 3-D model of a gaming machine.

**54.** The method of claim 51, wherein the one or more 3-D object models is a 3-D model of a casino.

**55.** The method of claim 51, wherein the position of at least one of the 3-D object models is time varying.

**56.** A gaming machine comprising:

a master gaming controller designed or configured to control one or more games of chance played on the gaming machine;

one or more virtual three-dimensional 3-D gaming environments available for rendering a game outcome presentation for the one or more games of chance;

game logic for rendering one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments;

one or more display devices for displaying said game outcome presentations with said rendered one or more two-dimensional images.

**57.** The gaming machine of game **56**, further comprising:

game logic designed or configured to draw a plurality of the game outcome presentations in the one or more 3-D gaming environments and to capture two or more of the game outcome presentations on at least one of the two-dimensional images.

**58.** The gaming machine of game **56**, further comprising:

game logic designed or configured to draw a gaming machine maintenance operation in the one or more 3-D gaming environments and to capture the gaming machine maintenance operation on the one or more two-dimensional images.

**59.** The gaming machine of claim **56**, further comprising:

game logic designed or configured to draw a gaming machine operational feature in the one or more 3-D