

gaming environments and to capture the gaming machine operation feature on the one or more two-dimensional images.

60. The gaming machine of claim 59, wherein the gaming machine operational feature is selected from the group consisting of inserting a player tracking card in a card reader on the gaming machine, entering an identification code on the gaming machine, pressing an input button on the gaming machine, inserting a printed ticket in a bill validator on the gaming machine, displaying an electronic fund transfer transaction, displaying an alternate video presentation, using an electronic key with a gaming device connected to the gaming machine..

61. The gaming machine of claim 56, further comprising:

game logic designed or configured to draw attract mode features in the one or more 3-D gaming environment and to capture the attract mode features on the one or more two-dimensional images.

62. The gaming machine of claim 56, further comprising:

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

63. The gaming machine of claim 56, further comprising:

game logic designed or configured to draw casino information in the one or more 3-D gaming environments and to capture the casino information on the one or more two-dimensional images.

64. The gaming machine of claim 56, further comprising:

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

65. The gaming machine of claim 56, wherein a three-dimensional position of the 3-D object is time varying.

66. The gaming machine of claim 65, wherein a rate of movement of the three-dimensional position of the 3-D object is time varying.

67. The gaming machine of claim 65, wherein the three-dimensional position of the 3-D object changes at least one of continuously, non-continuously and combinations thereof.

68. The gaming machine of claim 56, further comprising:

an input mechanism designed or configured to receive an input signal used to change a three-dimensional position of 3-D object.

69. The gaming machine of claim 68, wherein the input mechanism is selected from the group consisting of a key pad, a touch screen, a mouse, a joy stick, a microphone and a track ball.

70. The gaming machine of claim 68, wherein the three-dimensional position of the 3-D object is changed to enlarge a feature in the 3-D gaming environment displayed on said one or more display devices.

71. The gaming machine of claim 56, further comprising:

an input mechanism designed or configured to receive one or more input signals containing information used to select a 3-D gaming environment for the game outcome presentation of a game of chance.

72. The gaming machine of claim 56, further comprising:

a graphical processing unit, separate from said master gaming controller, designed or configured to execute the graphical operations used to render one or more two-dimensional images derived from the 3-D object in the 3-D gaming environment.

73. The gaming machine of claim 56, further comprising:

a first display device designed or configured to display a rendered two-dimensional image from a first gaming environment and a second display device designed or configured to display simultaneously a rendered two-dimensional image from a second gaming environment.

74. The gaming machine of claim 56, further comprising:

a network interface board designed or configured to allow the master gaming controller to communicate with a remote display device.

75. The gaming machine of claim 74, wherein said rendered one or more two-dimensional images are displayed on the remote display device.

76. The gaming machine of claim 74, wherein the master gaming controller communicates with the remote display device via at least one of a local area network, a wide area network and the Internet.

77. The gaming machine of claim 56, 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.

78. The gaming machine of claim 56, wherein the game of chance is multiple hands of a card game presented simultaneously.

79. The gaming machine of claim 56, wherein the multiple hands of the card game are between 1 hand of poker to 1000 hands of poker.

80. The gaming machine of claim 56, further comprising:

an input mechanism designed or configured to receive an input signal used to change a three-dimensional position of the 3-D object in the three-dimensional gaming environment.

81. The gaming machine of claim 56, further comprising:

game logic for rendering a two-dimensional image derived from a 3-D object in a 3-D game interface model stored in a memory device on the gaming machine wherein the 3-D game interface model comprises a plurality of 3-D game windows modeled on one or more 3-D surfaces in the 3-D game interface model.

82. The gaming machine of claim 81, wherein game window content is rendered in each of the plurality of 3-D game windows and the game window content is selected from the group consisting 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

83. The gaming machine of claim 56, further comprising:

game logic for determining the selection of input buttons modeled in a 3-D gaming environment.