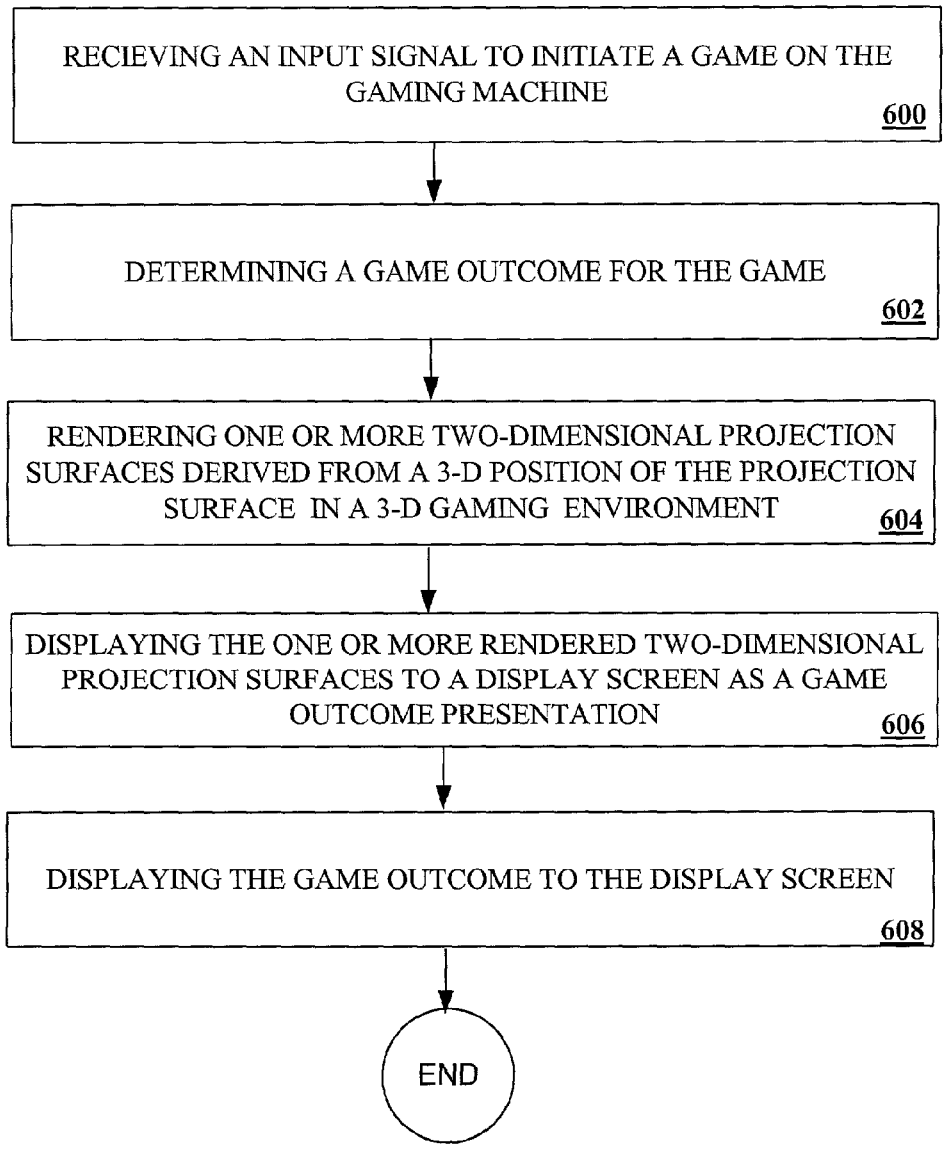
RECIEVING AN INPUT SIGNAL TO INITIATE A GAME ON THE GAMING MACHINE
600
DETERMINING A GAME OUTCOME FOR THE GAME
602
RENDERING ONE OR MORE TWO-DIMENSIONAL PROJECTION SURFACES DERIVED FROM A 3-D POSITION OF THE PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT
604
DISPLAYING THE ONE OR MORE RENDERED TWO-DIMENSIONAL PROJECTION SURFACES TO A DISPLAY SCREEN AS A GAME OUTCOME PRESENTATION
606
DISPLAYING THE GAME OUTCOME TO THE DISPLAY SCREEN
608
END

FIGURE 6