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(54) **VIRTUAL CAMERAS AND 3-D GAMING ENVIRONMENTS IN A GAMING MACHINE**

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(57) **ABSTRACT**

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A disclosed gaming machine provides method and apparatus for presenting a plurality of game outcome presentations derived from one or more virtual 3-D gaming environments stored on the gaming machine. While a game of chance is being played on the gaming machine, two-dimensional images derived from a three-dimensional object in the 3-D gaming environment may be rendered to a display screen on the gaming machine in real-time as part of the game outcome presentation. To add excitement to the game, a 3-D position of the 3-D object and other features of the 3-D gaming environment may be controlled by a game player. Nearly an unlimited variety of virtual objects, such as slot reels, gaming machines and casinos, may be modeled in the 3-D gaming environment.

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