or more two-dimensional images derived from a 3-D object in a three-dimensional gaming environment stored in the memory device on the gaming machine; and 4) displaying the one or more rendered two-dimensional images to the display device on the gaming machine. The game of chance may be 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 and a card game.

[0012] The 3-D gaming environment may comprise one or more 3-D object models where each 3-D object model is defined by a plurality of surface elements. A 3-D object model of a slot reel, a 3-D object model of a gaming machine and a 3-D object model of a casino are examples of 3-D object models which may be defined in a gaming environment. The position of the 3-D object models in the gaming environment may vary with time.

[0013] In particular embodiments, the method may include rendering in the 3-D gaming environment of one or more of the following items: i) a game outcome presentation for at least one of the games of chance, ii) a gaming machine maintenance operation, iii) a gaming machine operational feature, iv) an attract mode feature, v) a promotional feature, vi) casino information and vii) a bonus game presentation and capturing one or more of these items on the one or more two-dimensional images. The gaming machine operational feature may be 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.

[0014] In other embodiments, a three-dimensional position of the 3-D object and a rate of movement of the 3-D object may be time varying. In addition, the three-dimensional position of the 3-D object may change at least one of continuously, non-continuously and combinations thereof. Also, the method may include receiving an input signal to change the three-dimensional position of the 3-D object where the three-dimensional position of the 3-D object is changed to enlarge a feature in the 3-D gaming environment displayed on the display device.

[0015] In yet other embodiments, the method may include one or more of a) displaying simultaneously a portion of a rendered two-dimensional image on a first display device on the gaming machine and the portion of the rendered two-dimensional image on a second display device on the gaming machine, b) displaying simultaneously a first portion of a rendered two-dimensional image on a first display device on the gaming machine and a second portion of the rendered two-dimensional image on a second display device on the gaming machine and c) displaying simultaneously a rendered two-dimensional image on a display device on a first gaming machine and the rendered two-dimensional image on a display device on a second gaming machine.

[0016] The method may also include one or more of 1) receiving an input signal to initiate one or more games of chance, 2) receiving a wager for a first game and receiving a wager for a second game; and rendering a game outcome presentation for the first game and the second game in the gaming environment, 3) receiving one or more input signals containing information used to play the game of chance and 4) receiving one or more input signals containing information used to select a 3-D gaming environment for the game of chance.

[0017] Another aspect of the present invention provides a method of generating a game of chance played on a gaming machine. The method may be generally characterized as including: 1) selecting one or more game events in a game of chance that are represented visually on the gaming machine; 2) generating a visual storyboard for each game event; 3) generating one or more 3-D gaming environments designed or configured to present the visual storyboard for each game event; 4) filming each visual storyboard in the one or more 3-D gaming environments using a virtual camera; and 5) rendering a sequence of 2-D images derived from 3-D objects in the one or more 3-D gaming environments where a 3-D position of each 3-D object in the sequence of 2-D images is defined by a position of virtual camera in the one or more 3-D gaming environment. A sequence of positions of the virtual camera in the one or more 3-D gaming environments used to film the visual storyboard may be pre-selected or the sequence of positions of the virtual camera may be controlled by a player operating the gaming machine. The sequence of 2-D images filmed in the one or more gaming environments may be displayed on a display device on the gaming machine.

[0018] Another aspect of the present invention provides a gaming machine. The gaming machine may be characterized as including: 1) a master gaming controller designed or configured to control one or more games of chance played on the gaming machine; 2) 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; 3) game logic designed for rendering one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments and, 4) one or more display devices for displaying the game outcome presentations using the one or more two-dimensional images. The game of chance may be selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video blackjack game, a bingo game and a card game.

[0019] In particular embodiments, the game logic may be designed or configured to draw in the gaming environment one or more of the following items i) a plurality of the game outcome presentations, ii) a gaming machine maintenance operation, a gaming machine operational feature, iii) an attract mode feature, iv) a promotional feature, v) casino information and vi) a bonus game presentation. These items may be captured on the one or more rendered two-dimensional images.

[0020] The gaming machine may include an input mechanism, such as a key pad, a touch screen, a mouse, a joy stick, a microphone and a track ball, designed or configured to receive an input signal used to change a three-dimensional position of the3-D object. The three-dimensional position of the 3-D object may be changed to enlarge a feature in the 3-D gaming environment displayed on the one or more display devices. The gaming machine may also include 1) 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, 2) a geometry processing unit, separate