

12. The gaming machine of claim 10, wherein the three-dimensional position of the 3-D object changes at least one of continuously, non-continuously and combinations thereof.

13. The gaming machine of claim 1, further comprising:

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

14. The gaming machine of claim 13, 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.

15. The gaming machine of claim 13, 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.

16. The gaming machine of claim 1, 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.

17. The gaming machine of claim 1, 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.

18. The gaming machine of claim 1, 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.

19. The gaming machine of claim 1, further comprising:

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

20. The gaming machine of claim 19, wherein said rendered one or more two-dimensional images are displayed on the remote display device.

21. The gaming machine of claim 19, 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.

22. The gaming machine of claim 1, 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.

23. The gaming machine of claim 1, wherein the game of chance is multiple hands of a card game presented simultaneously.

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

25. The gaming machine of claim 1, 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.

26. The gaming machine of claim 1, 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.

27. The gaming machine of claim 26, 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.

28. The gaming machine of claim 1, further comprising:

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

29. The gaming machine of claim 1, further comprising:

a plurality of display devices wherein each display device is designed to display simultaneously a portion of a rendered two-dimensional image.

30. The gaming machine of claim 29, wherein video feeds for each of the plurality of display devices is provided from a single video card.

31. The gaming machine of claim 1, further comprising:

gaming logic for commanding a remote gaming device to render one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments stored on the remote gaming device and to display said rendered one or more two-dimensional images on a display located on the remote gaming device.

32. The gaming machine of claim 1, further comprising:

a multi-headed video card.

33. The gaming machine of claim 32, wherein a first head on the multi-headed video is used to render one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments and a second head on the multi-head video card is used to render one or more two-dimensional images derived from a 3-D object in at least one of the 3-D gaming environments.

34. The gaming machine of claim 33, wherein

rendered two-dimensional images from the first head and rendered two-dimensional images from the second head are displayed simultaneously on the same display.

35. The gaming machine of claim 33, wherein

rendered two-dimensional images from the first head are displayed on a first display and rendered two-dimensional images from the second head are displayed simultaneously on a second display.