

CLAIMS

What is claimed is:

1. An immersive video system comprising:
a display;
a sensor that provides information about a user's location relative to the display;
a projector capable of projecting images onto the user;
a processor in communication with the display, the sensor, and the projector,
wherein the processor manipulates the images projected onto the user based on user location data from the sensor.
2. The immersive video system of claim 1, further comprising an entertainment engine in communication with the processor, wherein the processor manipulates the images projected onto the user based on data from the entertainment engine.
3. The immersive video system of claim 1, wherein the display is a stereoscopic display.
3. The immersive video system of claim 1, wherein the sensor provides a skeleton map for a user to the processor.
4. The immersive video system of claim 1, wherein the sensor is a time of flight sensor.
5. The immersive video system of claim 1, further comprising multiple sensors that provide information about a user.
6. The immersive video system of claim 1, further comprising multiple displays.

7. The immersive video system of claim 1, further comprising multiple channels of sound.

8. The immersive video system of claim 1, further comprising floor panels that provide tactile feedback to the user.

9. The immersive video system of claim 1, further comprising a handheld device in communication with the processor, wherein the handheld device is used for user navigation.

10. The immersive video system of claim 1, wherein the handheld device is capable of use as a recording device for recording images from within the video system.

11. The immersive video system of claim 10, further comprising a storage mechanism for recording the recorded images.

12. The immersive video system of claim 1, further comprising a second user, wherein the processor manipulates the images projected onto the second user based on the second user's location data .

13. A method for projecting images onto a user, the method comprising:
projecting images onto a display;
sensing information about a user's location relative to the display;
projecting images onto the user;
processing the display, the sensor, and the projector information, and
manipulating the images projected onto the user based on user location data.

14. An immersive video system comprising:

a display;
a sensor that provides location information about a movable object;
a projector capable of projecting images onto the movable object;
a processor in communication with the display, the sensor, and the projector,
wherein the processor manipulates the images projected onto the movable object based
on a software engine driving the processor.