

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) 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~~ configured to project ~~projecting~~ images onto the user, wherein the images are visible to the user;
a single processor in communication with the display, the sensor, and the projector, wherein the single processor is configured to manipulate ~~manipulates~~ the images projected onto the user based on user location data from the sensor.

2. (Currently Amended) The immersive video system of claim 1, further comprising an entertainment engine in communication with the single processor, wherein the single processor manipulates the images projected onto the user based on data from the entertainment engine.

3. (Original) The immersive video system of claim 1, wherein the display is a stereoscopic display.

3. (Canceled)

4. (Original) The immersive video system of claim 1, wherein the sensor is a time of flight sensor.

5. (Original) The immersive video system of claim 1, further comprising multiple sensors that provide information about a user.

6. (Original) The immersive video system of claim 1, further comprising multiple displays.

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

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

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

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

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

13. (Currently Amended) A method for projecting images onto a user, the method comprising:

~~projecting images onto a display;~~

sensing information by a sensor about a user's location relative to ~~the~~ a display;

projecting by a projector images onto the user, wherein the images are visible to the user;

processing by a single processor the display, the sensor, and the projector information, and manipulating the images projected onto the user based on user location data.

14. (Currently Amended) An immersive video system comprising:

a display;

a sensor ~~that~~ configured to provide ~~provides~~ location information about a movable object;

a projector ~~capable of~~ configured to project ~~projecting~~ images onto the movable object;

a single processor ~~[[in]] configured to communicate communication~~ with the display, the sensor, and the projector, wherein the single processor is configured to manipulate ~~manipulates~~ the images projected onto the movable object based on a software engine driving the single processor.

15. (New) The immersive video system of claim 1, wherein the sensor provides a skeleton map of a user to the single processor.

16. (New) The immersive video system of claim 1, wherein the single processor is configured to display an object that is perceived to be common to the user and at least another user.

17. (New) The immersive video system of claim 1, wherein the projector is configured to provide a high resolution light.