

## CLAIMS

What is claimed is:

1. An immersive video system comprising:  
a first sensor that provides information about a user's location;  
a projector capable of projecting images onto the user;  
a processor in communication with the sensor, and the projector, wherein information about the user's location is used by the processor to generate a map regarding the user's location; and  
a second sensor that tracks the user's eye movements;  
wherein the processor manipulates the images projected onto the user based on user location data from the first sensor and eye movements from the second sensor.
2. The immersive video system of claim 1, wherein the second sensor tracks a user's facial movements.
3. The immersive video system of claim 1, further comprising a stereoscopic display and a camera, wherein the user engages the camera to take a photograph of the stereoscopic display.
4. The immersive video system of claim 3, wherein the stereoscopic display may be photographed from different angles.
5. The immersive video system of claim 1, wherein the processor directs the projector to project based on the user's eye movements.
6. 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.
7. The immersive video system of claim 1, wherein the first sensor provides a skeleton map for a user to the processor.

8. The immersive video system of claim 1, wherein the first sensor is a time of flight sensor.

10. The immersive video system of claim 1, further comprising multiple displays.

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

12. An immersive video system comprising:  
a first sensor that provides information about a user's location;  
a 3D display;  
a camera held by a user; and  
a processor that monitors the location of the user by tracking the sensor, wherein when the user moves, the user observes a 3D image generated by the 3D display from different perspectives, wherein the user can capture the 3D image on the camera from different perspectives.

13. The immersive video system of claim 12, wherein the second sensor tracks a user's facial movements.

14. The immersive video system of claim 12, wherein the processor directs the projector to project based on the user's eye movements.

15. The immersive video system of claim 12, 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.

16. The immersive video system of claim 12, wherein the sensor provides a skeleton map for a user to the processor.

17. The immersive video system of claim 12, wherein the camera is operated by an application, and the application is paired with the processor to assist in communication with the processor.

18. The immersive video system of claim 12, wherein the camera is located within a smartphone running an application in communication with a processor.