

CLAIMS:

~~1. An augmented reality~~

~~1. A system for an amusement ~~ride~~, park attraction, the system comprising: a facial recognition sensor configured to detect a guest's face;~~

~~a skeletal recognition sensor configured to detect a guest's body;~~

~~a presence sensor configured to detect a guest's presence; and~~

~~a controller comprising a processor and a memory, wherein the controller is configured to:~~

~~generate an augmented reality animation based on a first signal indicative of the guest's presence received from the presence sensor;~~

~~in response to receiving a second signal indicative of the guest's body from the skeletal recognition sensor, update the augmented reality animation based on the guest's body; and~~

~~in response to receiving a third signal indicative of the guest's face from the facial recognition sensor, update the augmented reality animation based on the guest's face.~~

~~2. The augmented reality system of claim 1, wherein the augmented reality animation generated based on the first signal comprises an animation that mimics the guest's presence.~~

~~3. The augmented reality system of claim 1, wherein the augmented reality animation generated based on the guest's body comprises an animation that mimics movement of the guest's body.~~

~~4. The augmented reality system of claim 1, wherein the augmented reality animation generated based on the guest's face comprises an animation that mimics movement of guest's facial features.~~

5. ~~The augmented reality system of claim 1, wherein receiving the second signal or the third signal allows the guest to control the augmented reality animation.~~

6. ~~The augmented reality system of claim 1, wherein the presence sensor is disposed in a seat of the amusement ride.~~

7. ~~The augmented reality system of claim 1, wherein the skeletal recognition sensor and the facial recognition sensor are cameras.~~

8. ~~The augmented reality system of claim 7, wherein the controller provides the augmented reality animation to a display assembly~~ for viewing configured to be viewable by the guest, a guest of the amusement park attraction;

9. ~~An amusement ride system, comprising:
a ride vehicle positioned on a ride path and configured to carry a guest; a facial recognition sensor configured to detect the guest's face~~ the guest while the guest is in the amusement park attraction;

~~a skeletal recognition sensor configured to detect the guest's body;
a presence sensor configured to detect the guest's presence in the ride vehicle; and
a controller comprising a processor and a memory, wherein the controller is configured to:~~

~~generate an augmented reality animation based on a first signal indicative of the guest's presence received from the presence sensor;~~

~~in response to receiving a second signal indicative of the guest's body from the skeletal recognition sensor, update the augmented reality animation based on the guest's body; and~~

~~in response to receiving a third signal indicative of the guest's face from the facial recognition sensor, update the augmented reality animation based on the guest's face.~~

~~10.—The amusement ride system of claim 9, wherein the third signal indicative of the guest's face comprises an indication of the guest's facial features.~~

~~11.—The amusement ride system of claim 9, wherein the guest's presence comprises a position in the ride vehicle.~~

~~12.—The amusement ride system of claim 9, comprising a display assembly, wherein the controller is configured to provide the augmented reality animation to the display assembly for viewing by the guest.~~

~~13.—The amusement ride system of claim 12, wherein the controller is configured to update the augmented reality animation based on updated signals from the skeletal recognition sensor, the facial recognition sensor, or both.~~

~~14.—The amusement ride system of claim 9, wherein the facial recognition sensor comprises an RGB camera.~~

~~15.—A method for generating an augmented reality animation for an amusement ride, comprising:~~

~~receiving an indication of a guest's presence, and, in response to receiving the indication of the guest's presence, generating the augmented reality animation;~~

~~receiving an indication of a guest's body, and, in response to receiving the indication of a guest's body, updating the augmented reality animation; and~~

~~receiving an indication of a guest's face, and, in response to receiving the indication of a guest's face, updating the augmented reality animation.~~

~~16.—The method of claim 15, comprising displaying the augmented reality animation on a display assembly.~~

one or more sensors configured to generate signals indicative of movement of a body of the guest while the guest is within the amusement park attraction; and
a controller configured to:
instruct display of an animation on the display assembly in response to the ride vehicle being in a defined area in proximity of the display assembly;
receive the signals from the one or more sensors; and
adjust the animation based on the signals from the one or more sensors to cause the animation to be responsive to the movement of the body of the guest.

2. The system of claim 1, comprising one or more additional sensors configured to generate additional signals indicative of a presence of the guest in the ride vehicle, wherein the controller is configured to instruct the display of the animation on the display assembly in response to receipt of the additional signals indicative of the presence of the guest in the ride vehicle.

3. The system of claim 1, wherein the controller is configured to instruct display of a blank screen or a feature other than the animation while the ride vehicle is outside of the defined area.

4. The system of claim 1, comprising one or more additional sensors configured to generate additional signals indicative of a position of the guest in the ride vehicle, wherein the controller is configured to instruct the display of the animation on the display assembly in a manner that corresponds to the position of the guest in the ride vehicle.

5. The system of claim 1, wherein the signals are indicative of respective movement of a face of the guest, and the controller is configured to adjust the animation based on the signals to cause the animation to be responsive to the respective movement of the face of the guest.

6. The system of claim 1, wherein the animation comprises an animation body, and the controller is configured to adjust the animation by moving the animation body in a manner that mimics the movement of the body of the guest.

7. The system of claim 6, wherein the signals are indicative of the movement of arms of the body of the guest, and the controller is configured to adjust the animation by moving respective arms of the animation body in a manner that mimics the movement of the arms of the body of the guest.

8. The system of claim 1, wherein the display assembly is configured to be viewable by an additional guest of the amusement park attraction, the one or more sensors are configured to generate

the signals indicative of respective movement of a respective body of the additional guest while the additional guest is within the amusement park attraction, and the controller is configured to: instruct display of an additional animation on the display assembly; and

adjust the additional animation based on the signals from the one or more sensors to cause the additional animation to be responsive to the respective movement of the respective body of the additional guest.

9. The system of claim 1, wherein the controller is configured to receive an image of the guest and to instruct the display of the animation in combination with at least a first portion of the image on the display assembly.

10. A system for an amusement park attraction, the system comprising:

one or more sensors configured to generate signals indicative of:

movement of a guest while the guest is within a ride vehicle of the amusement park attraction; and

a position of the guest relative to the ride vehicle; and

a controller configured to:

receive the signals indicative of the movement of the guest and the position of the guest relative to the ride vehicle;

generate an animation that mimics the movement of the guest based on the signals and that represents the position of the guest relative to the ride vehicle; and

instruct display of the animation on a display assembly while the guest is within the ride vehicle of the amusement park attraction.

11. The system of claim 10, wherein the ride vehicle is configured to carry the guest along a ride path and in viewing proximity of the display assembly in the amusement park attraction.

12. The system of claim 10, wherein the signals are indicative of facial expressions of the guest, and the controller is configured to generate the animation that mimics the facial expressions of the guest based on the signals.

13. The system of claim 10, wherein the controller is configured to instruct the display of the animation on the display assembly while the ride vehicle is at a defined position in proximity of the display assembly and to instruct display of a blank screen or a feature other than the animation while the ride vehicle is not at the defined position.

14. A method of operating a system for an amusement park attraction, the method comprising:

detecting, using one or more sensors, movement of a guest while the guest is in the amusement park attraction;

receiving, at a controller, signals from the one or more sensors, wherein the signals are indicative of the movement of the guest;

generating, using the controller, an animation based on the signals such that the animation is responsive to the movement of the guest; and

instructing, using the controller, a display assembly to display the animation in response to the guest being in a defined area in proximity of the display assembly.

15. The method of claim 14, comprising carrying the guest in a ride vehicle through the amusement park attraction.

16. The method of claim 15, comprising ~~detecting the indication of the guest's presence with a presence sensor.~~

~~18. The method of claim 15, comprising detecting the indication of the guest's body with a skeletal recognition sensor.~~

~~19. The method of claim 15, comprising detecting the indication of the guest's face with a facial recognition sensor.~~

receiving, at the controller, an indication of a position of the ride vehicle within the amusement park attraction; and

determining, using the controller, that the guest is in the defined area based on the position of the ride vehicle within the amusement park attraction.

17. The method of claim 14, wherein detecting the movement of the guest comprises detecting the movement of arms of the guest such that the signals are indicative of the movement of the arms of the guest, and the method comprises generating the animation based on the signals such that the animation mimics the movement of the arms of the guest.

18. The method of claim 14, comprising instructing, using the controller, the display assembly to display a blank screen or a feature other than the animation while the guest is outside of the defined area in proximity of the display assembly subsequent to the guest being in the defined area in proximity of the display assembly.

19. The method of claim 14, comprising instructing, using the controller, the display assembly to display the animation such that the animation appears to be seated in a seat of a ride vehicle.

~~20.~~ 20. The method of claim 15, wherein updating 14, comprising:

detecting, using the augmented reality animation allows one or more sensors, a presence of the guest to control within a ride vehicle while the augmented reality guest is in the amusement park attraction;

receiving, at the controller, additional signals from the one or more sensors, wherein the additional signals are indicative of the presence of the guest within the ride vehicle; and

generating, using the controller, the animation based on the signals and the additional signals, such that the animation is responsive to the movement of the guest and appears to be seated in a seat of the ride vehicle as shown on the display assembly.