AUGMENTED REALITY SYSTEM FOR AN AMUSEMENT RIDE

ABSTRACT

An augmented reality system (22) for an amusement ride (10) includes a facial recognition sensor (24) that detects a guest's face, a skeletal recognition sensor (26) that detects a guest's body, a presence sensor (28) that detects a guest's presence, and a controller (40). The controller (40) includes a processor (42) and a memory (44). The controller (40) is configured to generate an augmented reality animation based on a first signal indicative of the guest's presence received from the presence sensor (28). In response to receiving a second signal indicative of the guest's body from the skeletal recognition sensor (26), the controller (40) is configured to update the augmented reality animation based on the guest's body. Further, in response to receiving a third signal indicative of the guest's face from the facial recognition sensor (24), the controller (40) is configured to update the augmented reality animation based on the guest's face.

FIG. 2