CLAIMS:

~~1.~~ 1. An image projection system, comprising:

a projection screen, wherein the projection screen is translucent or transparent;

a plurality of lenticules disposed on or in the projection screen; and

a projector configured to project a plurality of images onto the projection screen, wherein the plurality of images comprise a plurality of views of a scene, wherein the projector is configured to simultaneously project the plurality of images to generate a three-dimensional display of the scene~~.~~, wherein the plurality of images comprises a first plurality of images corresponding to a first frame and a second plurality of images corresponding to a second frame, and wherein the projector is configured to project the second plurality of images after projecting the first plurality of images to simulate movement within the scene.

~~2.~~ 2. The image projection system of ~~claim~~ claim 1, comprising a conical reflector configured to reflect the plurality of images from the projector onto the projection screen.

~~3.~~ 3. The image projection system of ~~claim~~ claim 2, wherein the conical reflector is located within an enclosed space formed by the projection screen.

~~4.~~ 4. The image projection system of ~~claim~~ claim 2, wherein the projector is configured to project the plurality of images from a position outside of an enclosed space formed by the projection screen.

~~5.~~ 5. The image projection system of ~~claim~~ claim 1, wherein the projection screen forms at least a partial cylinder.

~~6.~~ 6. The image projection system of ~~claim~~ claim 5, wherein the projection screen forms a full cylinder, and the three-dimensional display is viewable from 360 degrees around the projection screen.

~~7.~~ 7. The image projection system of ~~-~~ claim 1, wherein the projection screen is configured to be viewed from outside an enclosed space formed by the projection screen.

~~8. The image projection system of claim 1, wherein the plurality of images comprises a first plurality of images corresponding to a first frame and a second plurality of images corresponding to a second frame, and wherein the projector is configured to project the second plurality of images after projecting the first plurality of images to simulate movement within the scene.~~

~~The image projection system of~~

~~9.~~ 8. The image projection system of claim 1, wherein the plurality of lenticules are configured to shutter at least one image of the plurality of images when viewed from an individual viewing position.

~~10.~~ 9. The image projection system of ~~-~~ claim 1, wherein the three-dimensional display is autostereoscopic.

~~11.~~ 10. A system comprising:

a curved projection screen, wherein the curved projection screen is formed from a material having a light transmittance of at least 55%;

a projector configured to project ~~an interlaced image of~~ a plurality of renderings of a scene, wherein each rendering of the plurality of renderings corresponds to a viewing angle of the scene; and

a conical reflector configured to receive the projected ~~interlaced image~~plurality of renderings from the projector and reflect the ~~interlaced image~~plurality of renderings to the curved projection screen.

~~12.~~ 11. The system of ~~-~~ claim ~~11~~10, wherein the curved projection screen comprises a lenticular film configured to shutter the plurality of renderings.

~~13.~~ 12. The system of ~~-~~ claim ~~11~~10, wherein the conical reflector is configured to reflect the ~~interlaced image~~plurality of renderings about a circumference of the curved projection screen.

~~14.~~ 13. The system of ~~-~~ claim ~~13~~12, wherein the curved projection screen forms a partial cylinder.

~~15.~~ 14. The system of ~~-~~ claim ~~11~~10, wherein the curved projection screen is configured to at least partially surround a viewer.

~~16.~~ 15. The system of ~~-~~ claim ~~11~~10, comprising a controller configured to calibrate the ~~interlaced image~~plurality of renderings, wherein calibrating the ~~interlaced image~~plurality of renderings comprises compensating for a size of the curved projection screen or the conical reflector, compensating for a number of lenticules on or within the curved projection screen, compensating for a distance to a predetermined viewing location, or a combination thereof.

~~17.~~ 16. The system of ~~-~~ claim ~~11~~10, wherein the conical reflector is truncated.

~~18.~~ 17. A method of displaying three-dimensional content comprising:

determining one or more implementation factors corresponding to a three-dimensional display or an environment of the three-dimensional display;

calibrating a plurality of images corresponding to different views of a scene based at least in part on the one or more implementation factors;

outputting, via a light source, the calibrated plurality of images;

reflecting the calibrated plurality of images via a conical reflector; and

displaying the calibrated plurality of images on a curved projection screen, wherein the calibrated plurality of images are viewable through a plurality of lenticules disposed about the curved projection screen.

~~19.~~ 18. The method of ~~-~~ claim ~~18~~17, wherein the one or more implementation factors comprise an amount of the plurality of images, an amount of lenticules, a size of the curved projection screen, a distance between the curved projection screen and a viewing location, a geometry of the curved projection screen, a geometry of the conical reflector, a position of a projector relative to the curved projection screen or the conical reflector, or a combination thereof.

~~location, a geometry of the curved projection screen, conical reflector, or projector, or a combination thereof.~~

~~20.~~ 19. The method of ~~–~~ claim ~~18~~17, wherein outputting, via the light source, the calibrated plurality of images comprises projecting the calibrated plurality of images towards the conical reflector, wherein the calibrated plurality of images are stored in a memory prior to being projected.

20. The method of claim 17, wherein the determining is performed via a processor of a controller.