CLAIMS

The invention claimed is:

1. A ride system, comprising:

a ride vehicle configured to receive a passenger and comprising a sensor configured to enable monitoring of the passenger;

electronic goggles configured to be worn by the passenger, wherein the electronic goggles comprise a display; and

a computer graphics generation system communicatively coupled to the electronic goggles and to the sensor of the ride vehicle, and configured to: determine a point of view of the passenger using data from at least the sensor of the ride vehicle; generate one or more virtual augmentations based at least on the determined point of view of the passenger; and transmit the one or more virtual augmentations to be displayed on the display of the electronic goggles.

2. The ride system of claim 1, wherein the sensor comprises a weight sensor, a mass sensor, a motion sensor, an ultrasonic sensor, or any combination thereof, configured to enable the computer graphics generation system to determine the point of view of the passenger.

3. The ride system of claim 1, wherein the sensor is configured to detect a position of the passenger within the ride vehicle.

4. The ride system of claim 1, wherein the computer graphics generation system is configured to generate the one or more virtual augmentations when the ride vehicle travels to a predetermined location, travels a predetermined distance, after a predetermined lapse of time, or any combination thereof, during a ride cycle.

5. The ride system of claim 4, comprising a rollercoaster including a track, and wherein the computer graphics generation system is configured to generate the one or more virtual augmentations when the ride vehicle travels to the predetermined location along the track, travels the predetermined distance along the track, after the predetermined lapse of time, or any combination thereof.

6. The ride system of claim 5, wherein the computer graphics generation system is configured to: derive an illumination map of the ride system, the track, and an environment surrounding the ride system for the ride cycle; and use the illumination map to introduce the one or more virtual augmentations at certain predetermined points as the ride vehicle moves along the track.

7. The ride system of claim 1, comprising a monitoring system having a camera communicatively coupled to the computer graphics generation system, wherein the computer graphics generation system is configured to identify a position, a location, an orientation, or any combination thereof, of the passenger and additional passengers in the ride vehicle using the camera.

8. The ride system of claim 7, wherein the computer graphics generation system is configured to constantly render the one or more virtual augmentations to reflect change in respective orientations, respective positions, respective points of view, respective motion, or any combination thereof, of the respective passengers.

9. The ride system of claim 1, wherein the electronic goggles are a part of headwear.

10. The ride system of claim 1, wherein the electronic goggles are a part of eyewear.

11. The ride system of claim 1, wherein the display of the electronic goggles is a see-through display.

12. A ride system, comprising:

a ride vehicle configured to receive a plurality of passengers;

a plurality of electronic goggles configured to be respectively worn by the plurality of passengers, wherein each electronic goggles of the plurality of electronic goggles comprises a display; a computer graphics generation system communicatively coupled to the plurality of electronic goggles and configured to generate virtual augmentations for display on the respective displays of the plurality of electronic goggles; and a monitoring system communicatively coupled to the computer graphics generation system and configured to supply orientation and position data of each passenger of the plurality of passengers, point of view data of each passenger of the plurality of passengers, or a combination thereof, to the computer graphics generation system; and wherein the computer graphics generation system is configured to determine respective points of view of each passenger of the plurality of passengers based on the orientation and position data, the point of view data, or the combination thereof, to generate the virtual augmentations based on the respective points of view, and to transmit the virtual augmentations to be displayed on the respective displays of the plurality of electronic goggles.

13. The ride system of claim 12, wherein the monitoring system comprises a camera communicatively coupled to the computer graphics generation system, wherein the computer graphics

generation system is configured to identify respective positions, locations, orientations, or any combination thereof, of the plurality of passengers using the camera.

14. The ride system of claim 12, wherein the computer graphics generation system is configured to constantly render the virtual augmentations to reflect change in respective orientations, respective positions, respective points of view, respective motion, or any combination thereof, of the plurality of passengers identified via the monitoring system.

15. The ride system of claim 12, wherein the monitoring system is configured to monitor physical attributes of the plurality of electronic goggles to determine respective orientations of the respective electronic goggles worn by each passenger of the plurality of passengers.

16. The ride system of claim 12, wherein the computer graphics generation system is configured to: receive an indication of a lighting, a contrast, a brightness, or a combination thereof, associated with a real world environment; and adjust the generated virtual augmentations to reflect the lighting, the contrast, the brightness, or the combination thereof, of the real world environment.

17. A method of providing a virtually augmented amusement park ride, comprising:

receiving real-time data via a computer graphics generation system, wherein receiving the real-time data comprises receiving data from a position sensor of a ride vehicle of an amusement park ride; determining a point of view of a ride passenger in the ride vehicle based at least on the data from the position sensor;

generating a virtual augmentation based at least on the point of view of the ride passenger; and transmitting the virtual augmentation to electronic goggles worn by the ride passenger during a cycle of the amusement park ride.

18. The method of claim 17, wherein receiving the real-time data comprises receiving data associated with an orientation of the ride passenger.

19. The method of claim 17, comprising generating the virtual augmentation when the ride vehicle travels to a predetermined location along a track, travels a predetermined distance along the track, after a predetermined lapse of time during the cycle of the amusement park ride, or any combination thereof.

20. The method of claim 17, comprising receiving an indication of a lighting, a contrast, a brightness, or a combination thereof, associated with a real world environment, and adjusting the

generated virtual augmentation to reflect the lighting, the contrast, the brightness, or the combination thereof, of the real world environment.