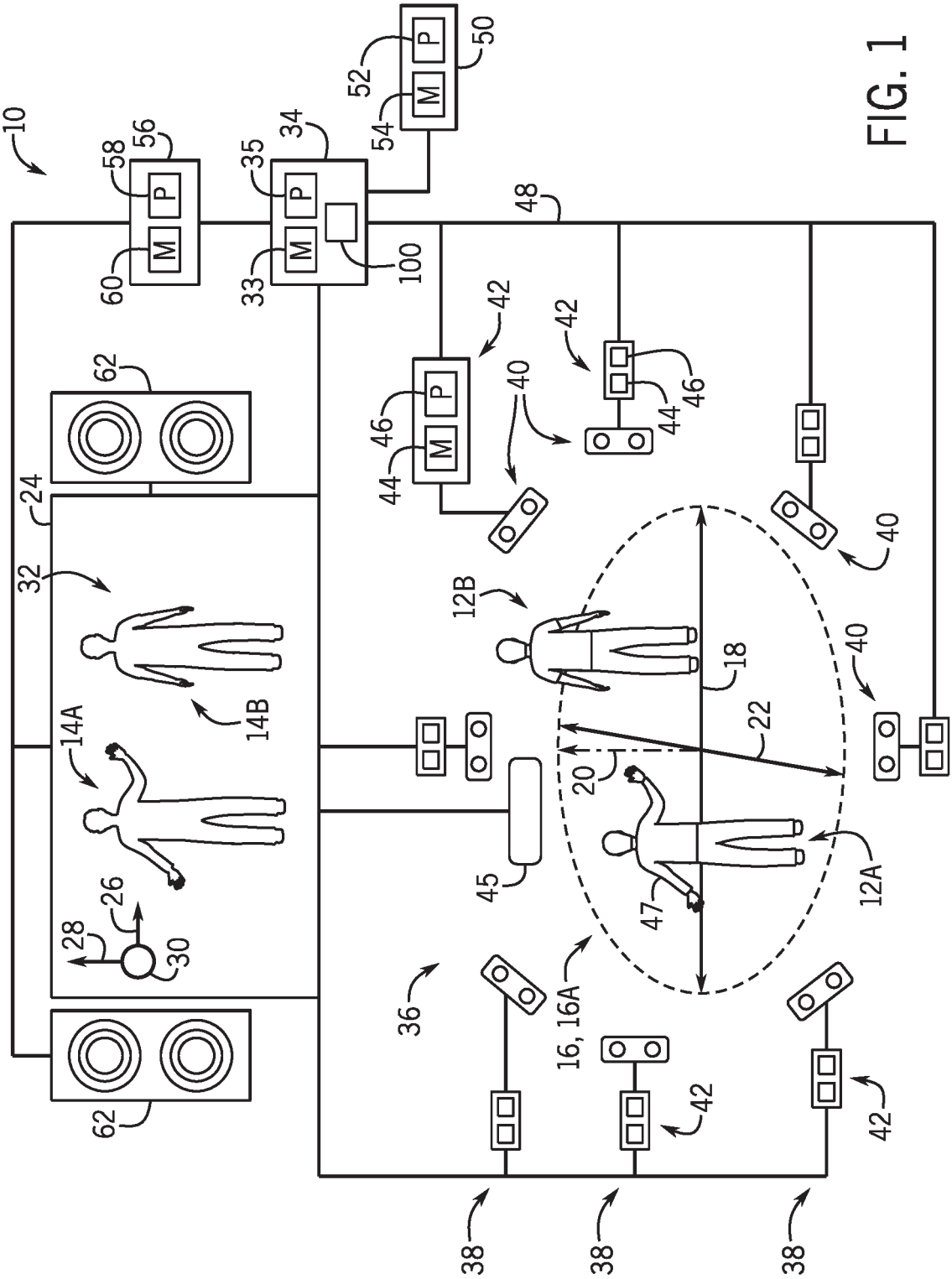

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FIG. 1

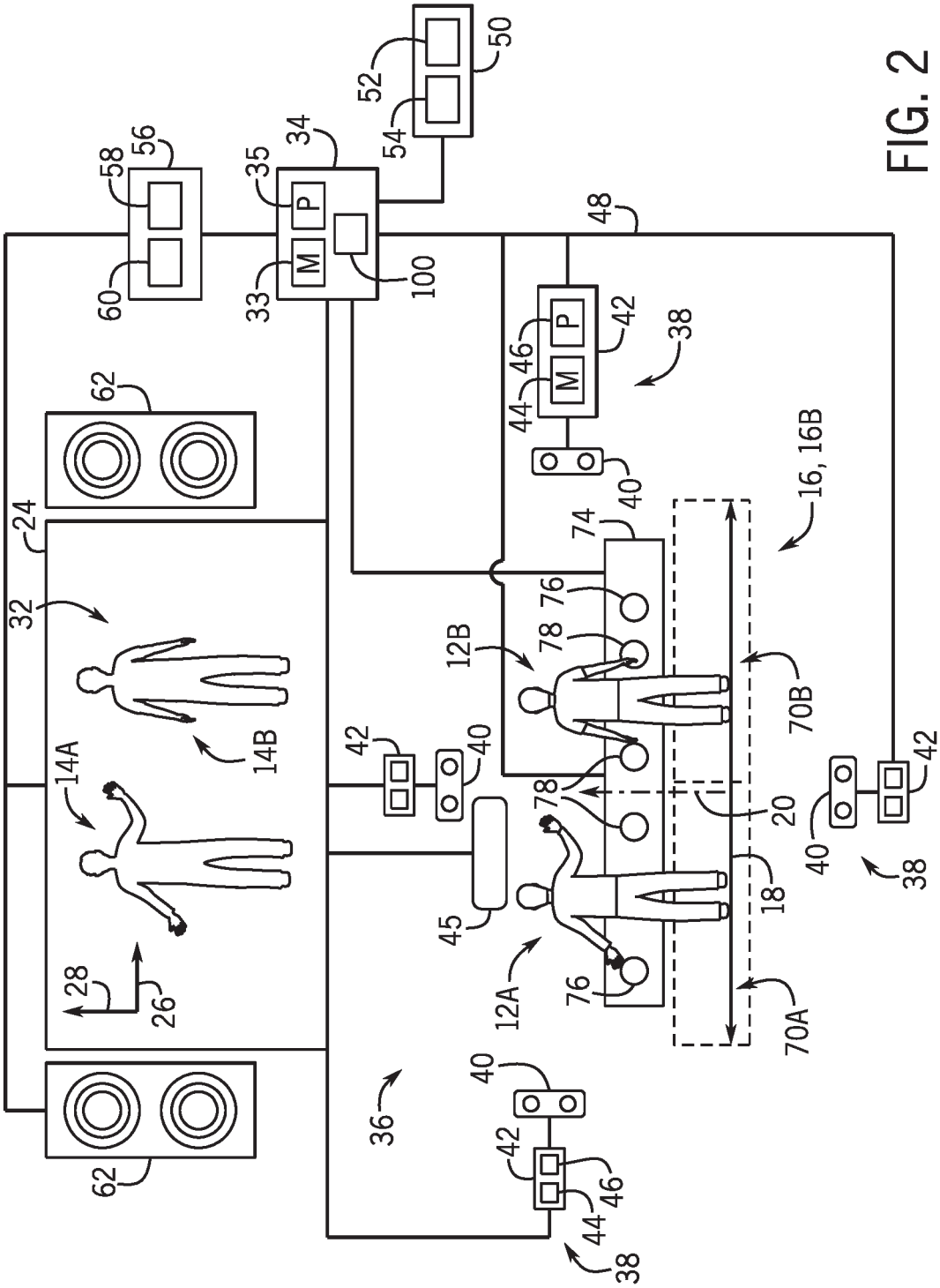

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FIG. 2

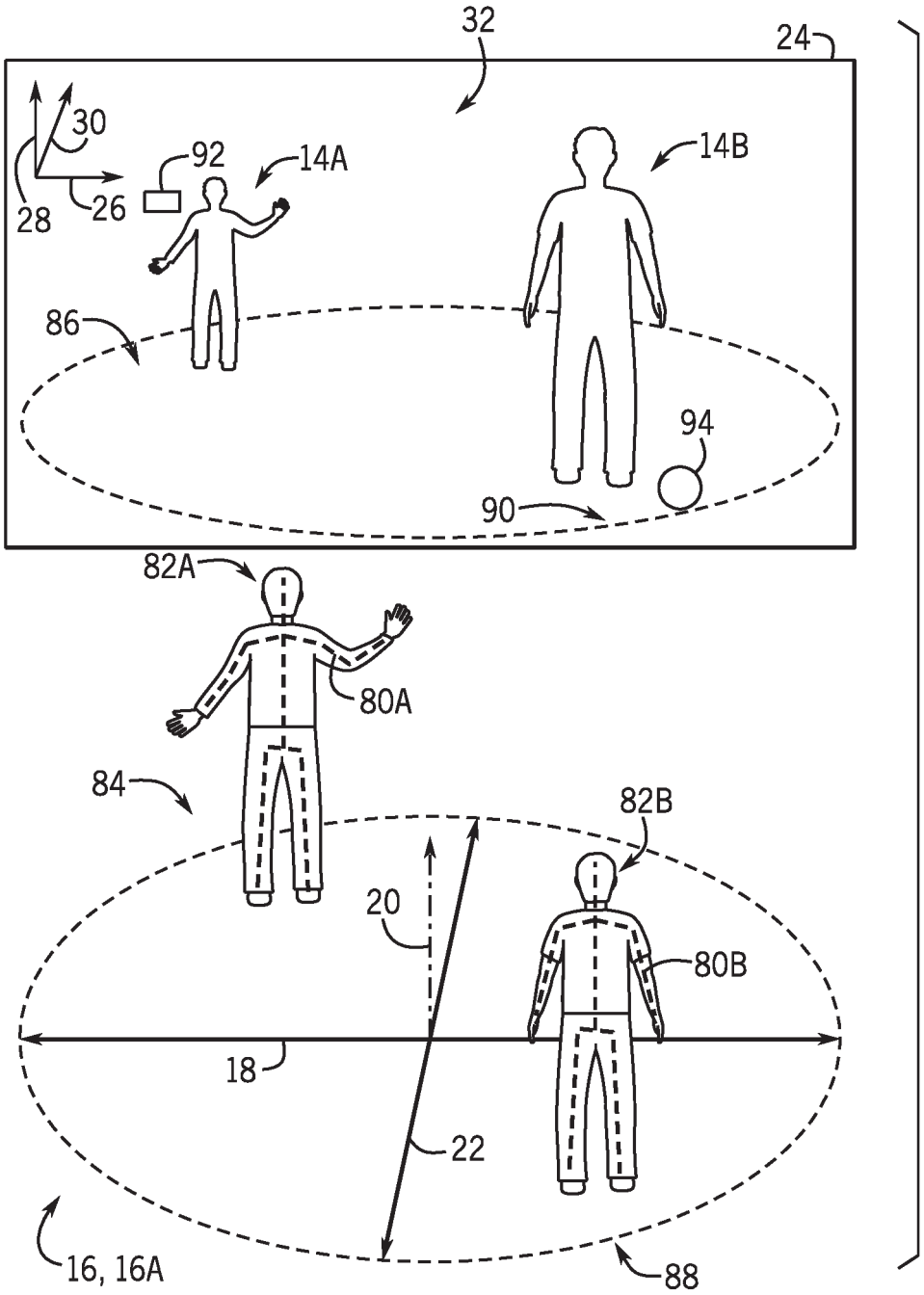

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FIG. 3

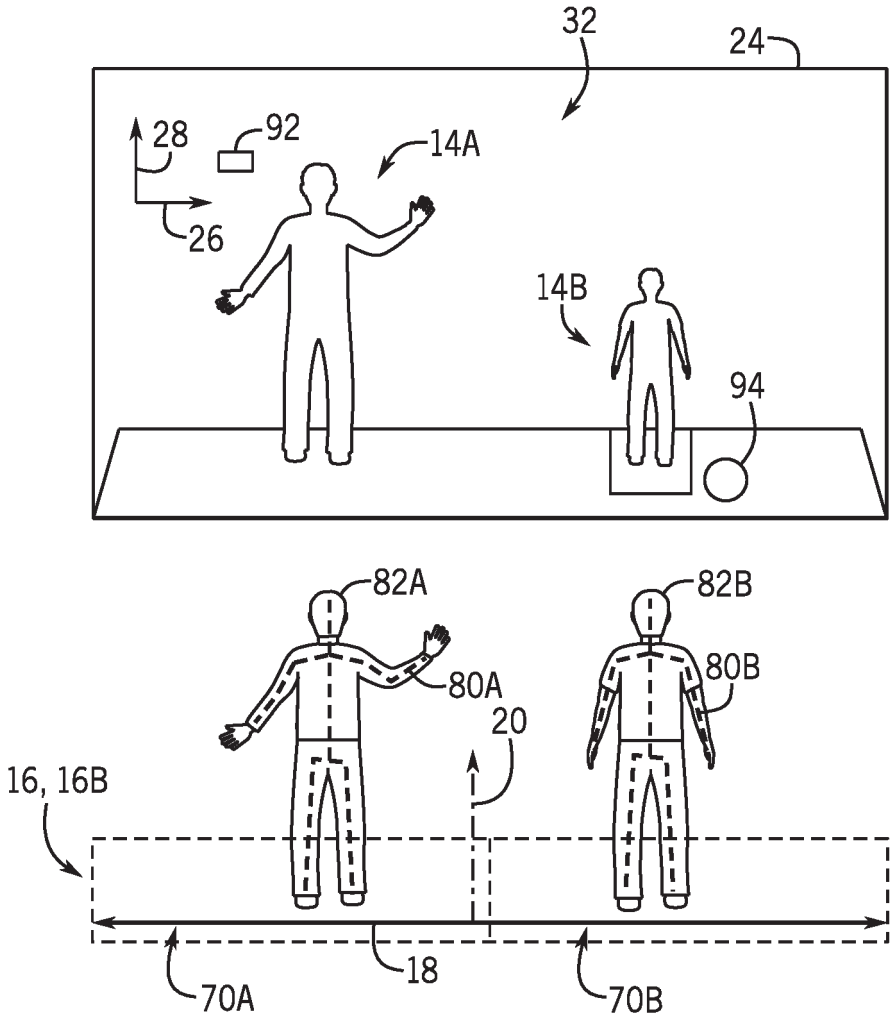


FIG. 4

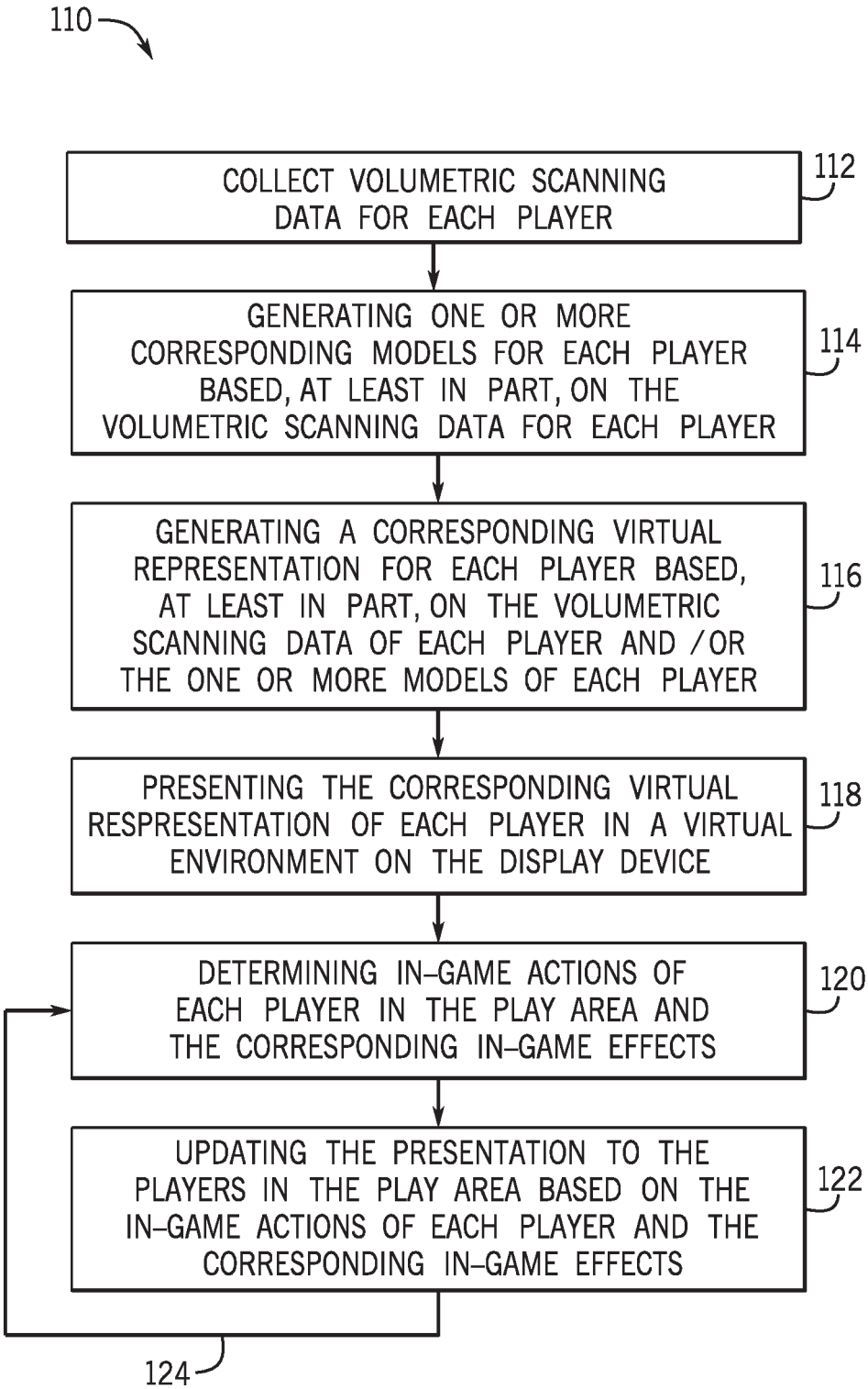

110
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112
GENERATING ONE OR MORE CORRESPONDING MODELS FOR EACH PLAYER BASED, AT LEAST IN PART, ON THE VOLUMETRIC SCANNING DATA FOR EACH PLAYER
114
GENERATING A CORRESPONDING VIRTUAL REPRESENTATION FOR EACH PLAYER BASED, AT LEAST IN PART, ON THE VOLUMETRIC SCANNING DATA OF EACH PLAYER AND /OR THE ONE OR MORE MODELS OF EACH PLAYER
116
PRESENTING THE CORRESPONDING VIRTUAL RESPRESENTATION OF EACH PLAYER IN A VIRTUAL ENVIRONMENT ON THE DISPLAY DEVICE
118
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120
UPDATING THE PRESENTATION TO THE PLAYERS IN THE PLAY AREA BASED ON THE IN-GAME ACTIONS OF EACH PLAYER AND THE CORRESPONDING IN-GAME EFFECTS
122
124

FIG. 5

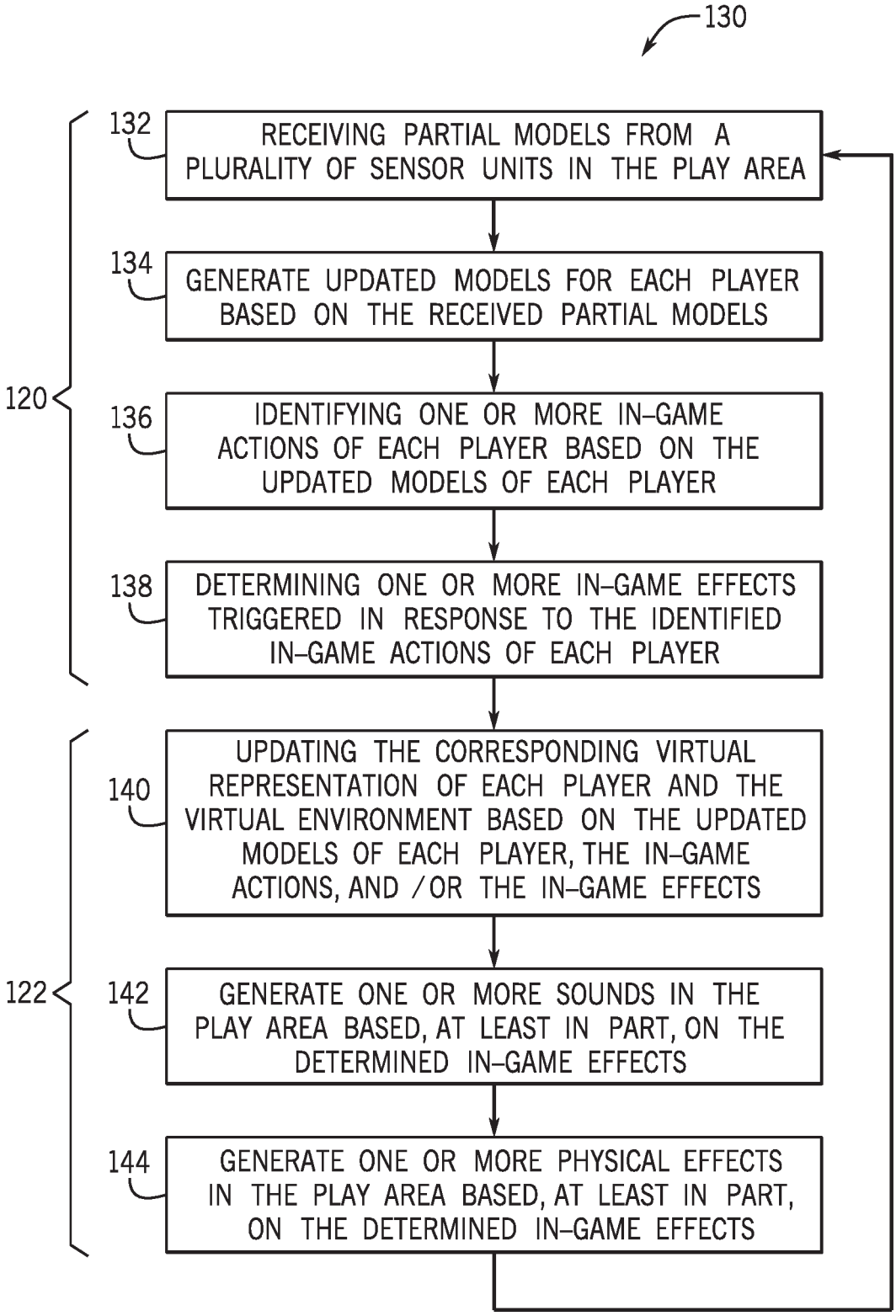

130
132
RECEIVING PARTIAL MODELS FROM A PLURALITY OF SENSOR UNITS IN THE PLAY AREA
134
GENERATE UPDATED MODELS FOR EACH PLAYER BASED ON THE RECEIVED PARTIAL MODELS
120
136
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138
DETERMINING ONE OR MORE IN-GAME EFFECTS TRIGGERED IN RESPONSE TO THE IDENTIFIED IN-GAME ACTIONS OF EACH PLAYER
140
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144
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FIG. 6