CLAIMS:

1. A system for providing an augmented reality, a virtual reality, and/or a mixed reality experience to a user, wherein the user views a real-world environment through a first display (16) and a second display (82), the system comprising:

a wearable visualization device (14) comprising the first display (16), wherein the first display (16) is configured to display a first layer of virtual features;

a fixed visualization device (80) comprising the second display (82), wherein the second display (82) is configured to display a second layer of virtual features; and

a processor (26) configured to generate the first layer of virtual features and the second layer of virtual features, and wherein the processor (26) is configured to operatively communicate with the wearable visualization device (14) and the fixed (80) visualization device via communication features (38) of the system to temporally and spatially coordinate presentation of the first layer of virtual features and the second layer of virtual features.

2. The system of claim 1, wherein the first display (16) is a transparent or semi-transparent display and is configured to enable the user, when wearing the wearable visualization (14) device, to view the second display (82) through the first display (16).

3. The system of claim 2, further comprising a passenger ride vehicle (86) configured to traverse a path during a ride in an amusement park and wherein the second display (82) is a transparent or substantially transparent display and is further configured to be opaque when energized, thereby providing an illusion that a cabin of the passenger ride vehicle (86) is enclosed by solid walls.

4. The system of claim 1, wherein the second display (82) comprises a transparent light emitting diode display or a transparent organic light emitting diode display.

5. The system of claim 1, further comprising a passenger ride vehicle (86) configured to traverse a path during a ride in an amusement park and wherein the second display (82) is coupled to the passenger ride vehicle (86).

6. The system of claim 1, wherein the processor (26) is configured to temporally and spatially coordinate the presentation of the first layer of virtual features and the second layer of virtual features with an element associated with an attraction at an amusement park.

7. The system of claim 5, wherein the first layer of virtual features comprises a virtual image of an object within a cabin of the passenger ride vehicle (86), and the second layer of virtual features comprises a virtual image of a feature on a window of the passenger ride vehicle (86).

8. The system of claim 5, wherein the first layer of virtual features comprises a virtual image of an object external to a cabin of the passenger ride vehicle (86).

9. The system of claim 1, comprising one or more cameras (34, 36) or sensors (124) configured to monitor the real-world environment to facilitate coordination of the presentation of the first layer of virtual features and the second layer of virtual features.

10. The system of claim 5, wherein the processor (26) is configured to temporally coordinate the presentation of the first and second layers of virtual features with ride effects during the ride by instructing the wearable (14) and fixed (80) visualizations device to overlay the first and second layers of virtual features at a predetermined time.

11. The system of claim 5, wherein the second display (82) is transparent or substantially transparent and wherein the second layer of virtual features comprise cracks, condensation, charring, rain drops, snow, or a combination thereof.

12. A method for providing an augmented reality, a virtual reality, and/or a mixed reality experience to a user, the method comprising:

generating, using a processor (26), a first layer of virtual features and a second layer of virtual features;

displaying at a first display time, in response to instructions from the processor (26), the first layer of virtual features on a first display (16), wherein the first display (16) is disposed within a wearable visualization device (14); and

displaying at a second display time, in response to instructions from the processor (26), the second layer of virtual features on a second display (82), wherein the second display (82) is disposed within a fixed visualization device (80) that is physically separate from the wearable visualization device (14); and

wherein the first display time and the second display time result in a temporally and spatially coordinated display of the first layer of virtual features and the second layer of virtual features.

13. The method of claim 12, wherein the second display (82) comprises a transparent display coupled to a passenger ride vehicle (86).

14. The method of claim 12, wherein the first display time and the second display time result in a coordinated display of the first layer of virtual features and the second layer of virtual features with a ride effect of a ride in an amusement park.

15. The method of claim 12, comprising receiving, at the processor (26), signals indicative of a real-world environment from one or more cameras or sensors, wherein the processor (26) utilizes the received signals to determine the first display time and the second display time to facilitate coordination of presentation of the first layer of virtual features and the second layer of virtual features with elements in the real-world environment.