CLAIMS:

1. An attraction system of an amusement park, the attraction system comprising:

a sensor configured to detect an activity of a user in an interactive attraction area, wherein the activity comprises movement of a reference object; and a controller, comprising one or more processors, wherein the one or more processors is configured to:

receive, from the sensor, an indication of the detected activity;

in response to receiving the indication, operate an interactive feature of the attraction area to produce a first effect;

in response to receiving the indication, initiate capture of a piece of digital media comprising a still image or video ~~e~~via a camera;

modify the piece of digital media based on the detected activity to include one or more augmented reality (AR) elements imposed over the still image or video;

store the modified piece of digital media;

mint a non-fungible token (NFT) associated with the modified piece of digital media; and

activate a special effect on the reference object based on the indication of the detected activity;

receiving one or more additional indications of the user performing additional activities to interact with the attraction area using the reference object; and

grant access to a virtual area in a game or application or a physical area of the interactive attraction area based on receiving the one or more indications and confirmation of the NFT being associated with the user.

2. The attraction system of claim 1, wherein the one or more processors is configured to identify the user and a media library associated with the user based on identification data detected by an identity sensor.

3. The attraction system of claim 2, wherein the identity sensor comprises a facial recognition camera, a radio-frequency identification (RFID) sensor, a motion characteristic sensor, or a combination thereof.

4. The attraction system of claim 2, wherein the one or more processors is configured to transmit the piece of digital media to the media library associated with the user based on capture of the piece of digital media.

5. The attraction system of claim 1, wherein the sensor is one of a plurality of sensors configured to detect the activity by monitoring a reference object associated with the user.

6. The attraction system of claim 5, wherein the reference object comprises an RFID chip storing data associated with an account of the user.

7. The attraction system of claim 5, wherein the sensor is configured to detect a signal emitted by a motion sensor of the reference object.

8. The attraction system of claim 1, wherein the piece of digital media comprises an image or video of the user performing the activity.

9. The attraction system of claim 8, wherein the one or more processors is configured to capture the piece of digital media by retrieving previously recorded data in response to detection of the activity by the sensor.

10. The attraction system of claim 9, wherein the activity comprises a gesture that correlates to a gesture template.

11. The attraction system of claim 1, wherein the one or more processors is configured to incorporate augmentation media into the piece of digital media.

12. A method for operating an attraction system of an amusement park, the method comprising:

receiving, via a sensor, an indication of a user of an attraction performing an activity, wherein the activity comprises interacting with an attraction area using a reference object;

in response to receiving the indication, operating an interactive feature of the attraction area to produce a first effect via a controller;

initiating, via a camera, capture of a piece of media representative of the user performing the activity and the first effect, wherein the piece of media comprises a still image or video;

incorporating, via the controller, augmentation media into the piece of media, wherein augmentation media comprises one or more augmented reality (AR) elements imposed over the still image or video;

storing the piece of media in a media library associated with the user;

receiving a user input indicating that the user would like to mint a non-fungible token (NFT) associated with the piece of media;

minting, via the controller, the NFT associated with the piece of media; and

activating a special effect on the reference object based on the indication of the activity;

receiving one or more additional indications of the user performing additional activities to interact with the attraction area using the reference object; and

granting the user access to a physical or virtual space based on receiving the one or more additional indications and the NFT being associated with the user.

13. The method of claim 12, comprising:

receiving, via the sensor, a second indication of the user performing the activity;

receiving a third indication that the user possesses the NFT; and

in response to receiving the second indication and the third indication, operating the interactive feature to produce a second effect via the controller, wherein the second effect is different than the first effect.

14. The method of claim 12, comprising generating the AR elements based on the activity.

15. The method of claim 14, comprising generating the AR elements to include a shape of a path defined by a gesture performed with the reference object as the activity.

16. The method of claim 12, wherein initiating capture of the piece of media comprises selecting media from previously recorded media.

17. An entertainment system, comprising:

a sensor configured to detect an activity of a user in an interactive attraction area, wherein the activity comprises movement of a reference object; and

a controller, comprising one or more processors, wherein the one or more processors is configured to:

receive, from the sensor, an indication of the user performing the activity;

in response to receiving the indication, initiate capture of a piece of digital media via a camera;

mint a non-fungible token (NFT) associated with the piece of digital media; and

authenticate the NFT in response to a request from a game system;

activate a special effect on the reference object based on the indication of the detected activity;

receive, from the sensor, a second indication of the user performing the activity; and

in response to receiving the second indication and the authenticated NFT, grant the user access to locked content in a game of the game system.

18. The entertainment system of claim 17, comprising the game system, wherein the game system comprises a gaming console communicatively coupled to the controller and wherein the game system is configured to enable additional content based on authentication of the NFT by the authenticator.

19. The attraction system of claim 1, wherein the one or more processors is configured to:

control a lighting system, a sound system, or a combination thereof to produce a first effect concurrently with capturing the piece of digital media.

20. The attraction system of claim 19, wherein the one or more processors is further configured to:

determine that the indication of the detected activity is associated with a movement of the reference object;

activate the first effect based on the determination; and

modify the piece of digital media with an overlaid shape based on the indication of the detected activity.