INTERACTIVE DEVICE OF AN ATTRACTION SYSTEM

Abstract

A wearable device for an attraction system 50 includes a display 94, a projector 130 oriented at a first oblique angle with respect to the display 94 and configured to project an image onto the display 94, and a microphone 98 oriented at a second oblique angle with respect to the display 94. The microphone 98 is configured to receive audio waves deflecting off the display 94.

FIG.1