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(54) Title: PROJECTION MEDIA THREE-DIMENSIONAL SIMULATION AND EXTRUSION

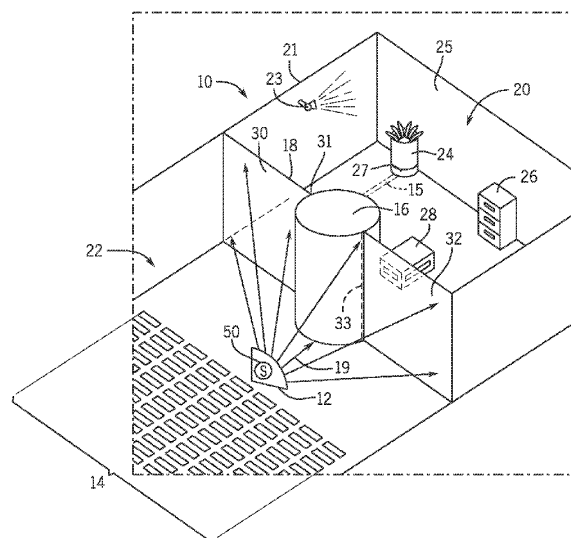


FIG. 1

(57) Abstract: A three-dimensional (3-D) projection system includes a projector configured to output a projection of light to simulate a 3-D object, an opaque surface configured to receive the projection of light to simulate a portion of the 3-D object on the opaque surface, and a translucent scrim disposed at a boundary of the opaque surface and configured to receive the projection of light to simulate an extension of the 3-D object away from and beyond the boundary of the opaque surface.

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