CLAIMS:

1. A wearable device for an attraction system, the wearable device comprising:

a display;

a projector oriented at a first oblique angle with respect to the display, wherein the projector is configured to project an image onto the display;

a microphone oriented at a second oblique angle with respect to the display, wherein the microphone is configured to receive audio waves deflecting off the display; and

a base comprising a base section, wherein:

the display extends off a first end of the base to form a gap between the base section and the display, and

the microphone is coupled to the base section and extends from the base section toward the display within the gap.

2. The wearable device of claim 1, wherein the microphone is a directional microphone.

3. The wearable device of claim 1, wherein the wearable device comprises a wearable component configured to enable a user to equip the wearable device.

4. The wearable device of claim 1, comprising a first screen and a second screen through which the projector projects the image onto the display, wherein the first screen and the second screen are offset from one another along a lateral axis of the wearable device, and the microphone is positioned between the first screen and the second screen.

5. The wearable device of claim 1, wherein the display comprises a lens having a concave profile.

6. The wearable device of claim 1, wherein the microphone and the projector are communicatively coupled to a control system configured to perform operations comprising:

receiving audio data from the microphone, wherein the audio data is based on the audio waves deflecting off the display;

analyzing characteristics of the audio data; and

filtering a subset of the audio data from the audio data received from the microphone based on the characteristics of the audio data.

7. The wearable device of claim 1, comprising an enclosure, wherein the projector and the microphone are at least partially positioned within the enclosure.

8. A wearable device for an attraction system, the wearable device comprising:

a wearable component; and

an interactive assembly configured to couple to the wearable component, wherein the interactive assembly comprises:

a projector configured to project an image;

a microphone configured to receive a voice input from a user of the wearable device;

a display, wherein the projector is oriented at a first oblique angle with respect to the display such that that the image projected by the projector is presented on the display, and the microphone is oriented at a second oblique angle with respect to the display such that the microphone is focused to receive audio waves deflecting off the display; and

a base comprising a base section, wherein:

the display extends off a first end of the base to form a gap between the base section and the display, and

the microphone is coupled to the base section and extends from the base section toward the display within the gap.

9. The wearable device of claim 8, wherein the wearable component comprises a headset.

10. The wearable device of claim 8, wherein the base is configured to couple the interactive assembly to the wearable component.

11. The wearable device of claim 10, wherein the base defines a housing, and at least a portion of the projector is disposed within the housing.

12. The wearable device of claim 11, wherein the base section defines a portion of the housing, the base section comprises an opening formed therethrough, the base comprises a screen spanning across the opening, and the projector is configured to project the image through the screen and onto the display.

13. The wearable device of claim 12, wherein the interactive assembly comprises a segment extending across the opening, and the microphone is coupled to the segment.

14. The wearable device of claim 13, wherein the segment comprises an aperture formed therethrough, and the microphone is inserted into the aperture.

15. The wearable device of claim 12, wherein the base comprises lateral sections extending from the base section, and the lateral sections are configured to couple to the wearable component.

16. An attraction system, comprising:

an interactive device comprising a display, a projector, a microphone, and a base comprising a base section, wherein the projector and the microphone are angled obliquely with respect to the display such that the projector is configured to project an image onto the display, the display extends off a first end of the base to form a gap between the base

section and the display, and the microphone is coupled to the base section and extends from the base section toward the display within the gap, and the microphone is configured to receive audio waves deflecting off the display; and

a controller communicatively coupled to the microphone and the projector of the interactive device, wherein the controller is configured to perform operations comprising: receiving audio data via the microphone; and

transmitting image data to the projector based on the audio data to cause the projector to project the image.

17. The attraction system of claim 16, wherein the audio data received via the microphone comprises the audio waves deflecting off the display, and the controller is configured perform operations comprising:
analyzing characteristics of the audio waves;
identifying a subset of the audio data based on the characteristics; and
filtering the subset of the audio data from the audio data received from the microphone.

18. The attraction system of claim 17, wherein the characteristics comprise an intensity of the audio waves, and the controller is configured to filter the subset of the audio data in response to determining the intensity associated with the subset of the audio data is below a threshold intensity.

19. The attraction system of claim 16, wherein the interactive device comprises a headset and an interactive assembly coupled to the headset, the interactive assembly comprising the display, the projector, and the microphone.

20. The wearable device of claim 1, wherein the base section comprises an opening formed therethrough, the wearable device comprises a segment extending across the opening, and the microphone is coupled to the segment.

21. A wearable device for an attraction system, the wearable device comprising:

a display;

a projector oriented at a first oblique angle with respect to the display, wherein the projector is configured to project an image onto the display;

a microphone oriented at a second oblique angle with respect to the display, wherein the microphone is configured to receive audio waves deflecting off the display; and

a first screen and a second screen through which the projector projects the image onto the display, wherein the first screen and the second screen are offset from one another along a lateral axis of the wearable device, and the microphone is positioned between the first screen and the second screen.