CLAIMS:

1. An amusement ride system, comprising:

a ride vehicle path, wherein a portion of the ride vehicle path includes a curve;

a carousel mechanism configured to rotate about a vertical axis, wherein the carousel mechanism comprises a plurality of objects fixed to the carousel mechanism, wherein the curve extends about at least a portion of a perimeter of the carousel mechanism; and

a controller configured to control a first actuator of the carousel mechanism and a second actuator of a ride vehicle on the path to coordinate a rotation speed of the carousel mechanism and a speed of the ride vehicle along the curve to provide a perception of travel speed to a rider of the vehicle that differs from the speed of the ride vehicle.

2. The amusement ride system of claim 1, comprising a tunnel enclosing the carousel mechanism and the portion of the ride vehicle path.

3. The amusement ride system of claim 2, wherein the tunnel comprises an opening defining an entrance to the tunnel and an exit of the tunnel.

4. The amusement ride system of claim 3, wherein the controller is configured to vary the rotation speed and the speed of the ride vehicle disproportionately while the ride vehicle is traversing the curve.

5. The amusement ride system of claim 2, comprising a projection system configured to project moving images onto one or more walls of the tunnel.

6. The amusement ride system of claim 1, wherein the plurality of objects is configured to rotate about the vertical axis and along a trajectory that is offset by a vertical distance from the portion of the ride vehicle path.

7. The amusement ride system of claim 1, wherein the plurality of objects are spaced around the perimeter of the carousel mechanism.

8. The amusement ride system of claim 1, wherein the controller is configured to actuate the second actuator to reduce the speed of the ride vehicle based on a position of the ride vehicle relative to the curve.

9. The amusement ride system of claim 1, comprising a wind generation system configured to blow air on the ride vehicle as the ride vehicle traverses the curve.

10. The amusement ride system of claim 9, wherein the controller is configured to actuate a fan of the wind generation system in coordination with the rotation speed of the carousel mechanism and the speed of the ride vehicle.

11. An amusement ride system, comprising:

a ride vehicle configured to travel along a vehicle ride path;

a treadmill system comprising a plurality of set pieces, wherein the treadmill system is configured to transition the plurality of set pieces along a treadmill path, wherein a portion of the treadmill path is aligned with and offset by a vertical distance from a portion of the vehicle ride path; and

a tunnel comprising a first end configured to receive the ride vehicle via the vehicle ride path and a second end defining an exit out of the tunnel via the vehicle ride path, wherein the tunnel is disposed about the portion of the vehicle ride path and the portion of the treadmill path.

12. The amusement ride system of claim 11, comprising a controller configured to control a first actuator of the treadmill system and a second actuator of the ride vehicle to coordinate a speed of the plurality of set pieces along the treadmill path and a speed of the ride vehicle as the ride vehicle travels through the tunnel.

13. The amusement ride system of claim 11, wherein the plurality of set pieces is fixed with respect to the treadmill system.

14. The amusement ride system of claim 11, wherein the treadmill system is configured to transition the plurality of set pieces between the first end and the second end along the treadmill path in a first direction opposite to a second direction along which the ride vehicle travels between the first end and the second end.

15. The amusement ride system of claim 11, wherein rotation of the plurality of set pieces along the treadmill path creates an illusion that the ride vehicle is traveling at a speed greater than an actual ground speed of the ride vehicle between the first end and the second end of the tunnel.

16. The amusement ride system of claim 11, wherein the transition of the plurality of set pieces along the treadmill path causes the plurality of set pieces to pass by, over, or around the ride vehicle as the ride vehicle travels through the tunnel.

17. The amusement ride system of claim 11, comprising a wind generation system configured to blow air on the ride vehicle as the ride vehicle travels through the tunnel.

18. The amusement ride system of claim 11, comprising a projection system configured to project moving images onto one or more walls of the tunnel.

19. A method for coordinating motion of amusement park components, the method comprising:

controlling, via control circuitry, motion of a ride vehicle along a vehicle ride path, wherein a portion of the vehicle ride path is enclosed by a tunnel having a length between a first end and a second end of the tunnel;

decelerating, via the control circuitry, the ride vehicle as the ride vehicle enters the tunnel via the first end of the tunnel as the ride vehicle is traveling along the vehicle ride path in a first direction; and

rotating, via the control circuitry, a treadmill of a treadmill system along a treadmill path as the ride vehicle enters the first end of the tunnel, wherein the treadmill supports a plurality of set pieces, and wherein the treadmill system is configured to rotate the plurality of set pieces along the treadmill path in a second direction opposite the first direction between the first end and the second end.

20. The method of claim 19, wherein rotating the treadmill causes the plurality of set pieces to proceed along the treadmill path and to pass by, over, or around the ride vehicle as the ride vehicle travels through the tunnel.