CLAIMS:

1. An animation system, comprising:

an animated figure;

at least one sensor; and

an animation controller comprising a processor and a memory, wherein the memory stores instructions executable by the processor, the instructions configured to cause the animation controller to:

receive shiny object detection data from the at least one sensor, the shiny object detection data indicating a shiny object type of a plurality of shiny object types;

determine an animation sequence of a plurality of animation sequences for the animated figure based on the shiny object detection data, wherein the animation sequence indicates acknowledgement of the shiny object type detected on or near a guest based on the shiny object detection data; and

transmit a control signal indicative of the animation sequence to cause the animated figure to execute the animation sequence.

2. The animation system of claim 1, comprising:

at least one camera configured to detect the guest via skeletal tracking, facial recognition, body recognition, or any combination thereof.

3. The animation system of claim 2, wherein the animation controller is configured to track and react to the guest closest in proximity to the animated figure.

4. The animation system of claim 3, wherein in response to the tracking and reacting to the guest closest in proximity to the animated figure, the animation controller is configured to disregard shiny objects detected on other guests.

5. The animation system of claim 2, wherein the animation controller is configured to select a shiny object based on the shiny object producing a stronger shiny signal comprising stronger metal detection or higher reflectivity.

6. The animation system of claim 1, wherein the shiny object detection data comprises data from at least one reflectivity sensor, magnetic field, infrared, optical, or inductive metal detection sensor, shape data from at least one camera, or any combination thereof.

7. The animation system of claim 1, wherein the control signal causes at least one actuator of the animated figure to actuate at least one feature of the animated figure to execute the animation sequence.

8. The animation system of claim 1, wherein the animation controller is configured to remap tracking and corresponding animations to a next-strongest shiny object signal-producing object within a predetermined range after a predetermined time period of tracking a guest.

9. The animation system of claim 8, wherein the animation controller is configured to change the animation sequence based on the remapped tracking of the next-strongest shiny object signal-producing object.

10. An animation system, comprising:

an animated figure comprising one or more actuators configured to actuate at least a portion of the animated figure;

at least one sensor; and

an animation controller comprising a processor and a memory, wherein the memory stores instructions executable by the processor, the instructions configured to cause the animation controller to:

receive shiny object detection data from the at least one sensor, the shiny object detection data indicating a shiny object type of a plurality of shiny object types;

determine an animation sequence of a plurality of animation sequences for the animated figure based on the shiny object detection data, wherein the animation sequence indicates acknowledgement of the shiny object type detected on a guest based on the shiny object detection data; and

transmit a control signal indicative of the animation sequence to cause the animated figure to activate the one or more actuators of the animated figure to execute the animation sequence.

11. The animation system of claim 10, wherein the one or more actuators comprise an electromechanical actuator.

12. The animation system of claim 10, wherein the one or more actuators comprise a linear actuator.

13. The animation system of claim 10, wherein the one or more actuators are coupled to a face of the animated figure, and wherein the control signal causes the animated figure to use the one or more actuators to adjust a facial feature of the face of the animated figure to execute the animation sequence.

14. The animation system of claim 10, wherein the animated figure further comprises a speaker, and wherein the speaker is configured to be activated as part of the animation sequence.

15. The animation system of claim 10, wherein the animated figure comprises a second processor and a second memory storing a library of the plurality of animation sequences, and wherein the control signal causes the memory to access the animation sequence from the library of the plurality of animation sequences.

16. The animation system of claim 10, wherein the animation controller is configured to receive guest detection data based on information from the at least one sensor.

17. The animation system of claim 16, wherein the animation controller is configured to detect the shiny object type on the guest based on the guest detection data and the shiny object detection data.

18. A method, comprising:

receiving shiny object detection data from one or more sensors configured to detect metal objects or shiny objects, the shiny object detection data indicating a metal object type of a plurality of metal object types or a shiny object type of a plurality of shiny object types;

determining a presence of the metal object type or the shiny object type on or near a guest based on the received shiny object detection data; and

sending a control signal to cause an animated figure to activate one or more actuators of the animated figure to execute an animation of a plurality of animations, the animation indicating acknowledgement of the presence of the metal object type or the shiny object type.

19. The method of claim 18, wherein the control signal causes the animated figure to activate the one or more actuators on a face of the animated figure to adjust one or more features of the face of the animated figure to be oriented towards or fixated on the metal object type or the shiny object type.

20. The method of claim 18, wherein the control signal causes the animated figure to activate the one or more actuators to move a body feature of the animated figure in conjunction with activating a speaker of the animated figure to execute the animation.