CLAIMS:

1. A special effects communication system, comprising:

a camera system at a first location and configured to generate a first dataset based on one or more images or impressions of a first user, wherein the first user is present at the first location;

a special effects system comprising a controller configured to generate special effects ~~using~~based at least in part on controlling a component to manipulate a special effects material at the first location in response to one or more control signals; and

a control system communicatively coupled to the camera system and the special effects system, wherein the control system is configured to:

transmit the first dataset to a destination device;

receive a second dataset from the destination device or a stored dataset ~~based on~~, wherein the received second dataset comprises image data generated by a capture of one or more images or impressions of a second user present at a second location while the first user is present at the first location; ~~and~~

~~provide~~generate the one or more control signals based on the ~~received second dataset,~~ image data; and

transmit the one or more control signals ~~being~~to the controller based on the received second dataset, wherein the one or more control signals are configured to cause the ~~special effects system~~ controller to operate the component at the first location to generate the special effects to ~~present~~form a ~~likeness~~representative contour, based on the image data, of the second user ~~to~~from the ~~first user using~~manipulation of the special effects material.

2. The special effects communication system of claim 1, wherein the special effects material comprises fire, lasers, plasma, electricity, air, water, fog, putty, sand, flexible or shape forming material, or any combination thereof.

3. The special effects communication system of claim 1, wherein the special effects system displays the one or more images or impressions of the second user onto the special effects material to present ~~a likeness~~an additional image of the second user.

4. The special effects communication system of claim 3, wherein the special effects system generates a fog screen or a water screen onto which the one or more images or impressions of the second user are projected.

5. The special effects communication system of claim 1, wherein the special effects system forms the ~~likeness~~representative contour of the second user using the special effects material to present the ~~likeness~~representative contour of the second user, wherein the special effects material comprises fire, lasers, plasma, electricity, water, putty, sand, flexible or shape forming material, or any combination thereof.

6. The special effects communication system of claim 1, wherein the special effects system is configured to drive a physical manipulation of the special effects material that molds a three-dimensional ~~likeness~~image of the second user out of the special effects material.

7. The special effects communication system of claim 1, wherein the control system is configured to extract identifiable features in the one or more images or impressions of the second user from the received second dataset, and wherein the ~~likeness~~representative contour of the second user is based on the extracted identifiable features.

8. The special effects communication system of claim 7, wherein the control system is configured to manipulate or distort the extracted identifiable features based on a characteristic of the special effects material, and wherein the ~~likeness~~representative contour of the second user is based on the manipulated or distorted identifiable features.

9. The special effects communication system of claim 1, comprising an audio capture device at the first location configured to record and transmit audio data and its associated metadata corresponding to the first user, wherein the first ~~data set~~dataset comprises the audio data.

10. The special effects communication system of claim 1, wherein the first dataset is transmitted through a communication link, and wherein the control system is configured to:

detect the first user; and

establish the communication link with the destination device, a broadcast channel, or any combination thereof in response to detecting the first user.

11. A special effects communication system, comprising:

a camera system configured to capture one or more images or impressions of a first user at a first location;

communication circuitry configured to transmit a first dataset corresponding to the one or more images or impressions of the first user and to receive a second dataset from a destination device ~~corresponding to~~, wherein the received second dataset comprises image data generated by a capture of one or more images or impressions of a second user at a second location; and

a special effects system configured to generate one or more control signals based on the received second dataset to drive three-dimensional manipulation of a physical medium

to ~~present~~form a ~~likeness~~representative contour, based on the image data, of the second user from the three-dimensional manipulation of the physical medium.

12. The special effects communication system of claim 11, wherein the physical medium comprises fire, lasers, plasma, electricity, air, water, fog, putty, sand, flexible or shape forming material, or any combination thereof.

13. The special effects communication system of claim 11, comprising a sensor configured to detect a presence of the first user ~~and~~, wherein the special effects system is initiated in response to the presence of the first user and the received second dataset.

14. The special effects communication system of claim 13, wherein the sensor comprises a thermal sensor, a spatial sensor, an ultrasonic sensor, an infrared sensor, a pressure sensor, or any combination thereof.

15. The special effects communication system of claim 11, comprising the destination device, wherein the destination device comprises a second special effects system configured to generate special effects at the second location, and wherein the special effects are based on the first dataset and wherein the special effects are generated at least in part using a special effects material.

16. The special effects communication system of claim 15, wherein the physical medium is smoke or fog, and wherein the special effects comprises a heat effect, and wherein the special effects material comprises smoke or fog.

17. The special effects communication system of claim ~~11~~15, wherein the physical medium is fog or mist, and wherein the special effects comprise a cooling effect, and wherein the special effects material comprises mist or fog.

18. A method, comprising:

capturing a first dataset comprising first audio data and first image or impression data associated with a first location;

establishing a communication link with an origin device or broadcast channel;

transmitting the first dataset to the origin device;

receiving a second dataset while transmitting the first dataset, the received second dataset comprising second audio data and second image or impression data associated with a second location;

generating one or more control signals based at least in part on the received second dataset; and

~~and~~

~~driving~~transmitting the one or more control signals to a controller configured to drive a three-dimensional manipulation of a physical medium to form a representative contour, based on the received second dataset associated with the second location from the physical medium based at least in

part on the ~~generated~~ one or more control signals.

19. The method of claim 18, comprising:

detecting a first user;

receiving a selection of the origin device from a plurality of origin devices from the first user, wherein the selected origin device is one origin device of ~~a~~the plurality of origin devices; and

establishing the communication link based on the selection.

20. The method of claim 18, wherein the first dataset comprises additional sensor data used to drive a special effect at the origin device.

21. The method of claim 18, wherein the ~~generated~~ one or more control signals drive the three-dimensional manipulation of the physical medium to present a likeness at the first location of a user present at the second location.

22. The method of claim 21, wherein the received second dataset comprises additional sensor data used to track a position, orientation, movement, or any combination thereof associated with the user at the second ~~user~~location, and wherein the control signals are updated based on the additional sensor data.

23. The method of claim 18, comprising:

generating additional control signals based at least in part on the captured first dataset; and

generating special effects using a special effects material at the second location based on the generated additional control signals, wherein the special effects are generated at the second location during the three-dimensional manipulation of the physical medium at the first location.

24. The method of claim 18, comprising:

detecting an initiation input from the origin device;

receiving a selection of the origin device from a plurality of origin devices from a user at the first ~~user~~location, wherein the selected origin device is one origin device of ~~a~~the plurality of origin devices; and

establishing the communication link based on the selection.