CLAIMS:

~~1.~~ 1. An interactive energy effect system, the interactive energy effect system comprising:

one or more sensors configured to generate a signal indicative of a position of a user-associated object;

a system controller configured to receive the signal and configured to:

generate first instructions and second instructions based on the signal;

transmit the first instructions to an energy emission system to cause the energy emission system to reposition and activate an energy emitter; and

transmit the second instructions to a multi-layer display system to cause the multi-layer display system to move towards or away from the user-associated object.

~~2.~~ 2. The interactive energy effect system of ~~-~~ claim 1, wherein the one or more sensors comprise image sensors, radio frequency sensors, optical sensors, or any combination thereof.

~~3.~~ 3. The interactive energy effect system of ~~-~~ claim 1, wherein the energy emitter comprises a plasma gun or a Tesla coil gun.

~~4.~~ 4. The interactive energy effect system of ~~–~~ claim 3, wherein the first instructions comprise instructions to set a focus of emitted energy, set an intensity of the emitted energy, set a color of the emitted energy, or any combination thereof.

~~5.~~ 5. The interactive energy effect system of ~~-~~ claim 1, wherein the user-associated object comprises an RFID tag, retroreflective marker, optical transmitter, or any combination thereof.

~~6.~~ 6. The interactive energy effect system of ~~-~~ claim 5, wherein the user-associated object wirelessly communicates position data and user information to the one or more sensors.

~~7.~~ 7. The interactive energy effect system of ~~-~~ claim 1, wherein the multi-layer display system comprises an interior metal layer or sheet.

~~8.~~ 8. The interactive energy effect system of ~~-~~ claim 1, wherein the user-associated object comprises a wand.

9. A method of operating an interactive energy effect system, the method comprising:
receiving, via a system controller, user-associated object position data;
~~9.~~ generating, via the system controller, instructions based on the position data;
~~data;~~

receiving the instructions at a movement controller;

directing movement of an energy emitter based on the instructions; ~~directing an emission of energy from the energy emitter based on the~~ directing an emission of energy from the energy emitter based on the instructions;
receiving, via an additional movement controller, the instructions; and
directing, via the additional movement controller, movement of a multi-~~-~~layer display system to intercept the emission of energy at a predetermined location based on the position data.

~~10.~~ 10. The method of ~~-~~ claim 9, wherein the multi-layer display system comprises an exterior layer, an intermediate layer, and an interior layer.

~~11.~~ 11. The method of ~~-~~ claim 9, wherein the multi-layer display system can display user status, battle feedback, and any combination thereof.

~~12.~~ 12. The method of ~~claim~~ claim 9, wherein an intermediate layer of the multi-layer display system is composed of a metal material.

~~13.~~ 13. The method of ~~claim~~ claim 12, wherein the multi-layer display system can contain selectively conductive metal regions.

~~14.~~ 14. The method of ~~claim~~ claim 9, wherein the energy emitter can move laterally along a track.

~~15.~~ 15. An ~~interactive energy effect system, the interactive energy effect~~ system comprising:

an energy emitter;

a display system; and

a system controller configured to:

receive, from one or more position sensors, position data of a user or a user-associated object;

generate first instructions to orient the energy emitter relative to the display system based on the position data;

receive updated position data of the user or the user-associated object via the position sensors, wherein the updated position data is indicative of a motion pattern performed by the user or by the user-associated object;

identify the motion pattern in the position data; and

generate second instructions based on the identified motion pattern to cause the display system to move towards the user-associated object or away from the user-associated object.

~~16.~~ 16. The system of ~~claim~~ claim 15, wherein the first instructions cause the energy emitter to emit energy having a particular color.

~~17.~~ 17. The system of ~~claim~~ claim 15, wherein the first instructions cause the energy emitter to move in a lateral direction or in an orbital motion along a track.

~~18.~~ 18. The system of ~~claim~~ claim 15, wherein the second instructions cause the display system to move in an up or down direction relative to the energy emitter.

~~19.~~ 19. The system of ~~claim~~ claim 15, wherein the second instructions cause the display system to display media content based on the identified motion pattern.

~~20.~~ 20. The system of ~~claim~~ claim 19, wherein media content is selected based on a comparison of the identified motion pattern to a preset motion pattern to determine an accuracy of the identified motion pattern.

21. An interactive energy effect system, comprising:

one or more sensors configured to generate a signal indicative of a user gesture;

a system controller configured to receive the signal and configured to:

generate instructions based on the signal;

cause an energy emission system to reposition and activate an energy emitter based on the instructions; and

cause a multi-layer display system to move towards or away from the energy emitter based on the instructions.

22. The interactive energy effect system of claim 21, wherein the one or more sensors comprise image sensors, radio frequency sensors, optical sensors, or any combination thereof.

23. The interactive energy effect system of claim 21, wherein the one or more sensors comprise a camera.

24. The interactive energy effect system of claim 21, wherein the energy emitter comprises a plasma gun or a Tesla coil gun.

25. The interactive energy effect system of claim 21, wherein the multi-layer display system comprises an interior metal layer or sheet.

26. The interactive energy effect system of claim 21, wherein the instructions comprise instructions to set a focus of emitted energy, set an intensity of the emitted energy, set a color of the emitted energy, or any combination thereof.

27. The interactive energy effect system of claim 21, wherein the user gesture comprises a hand motion.

28. The interactive energy effect system of claim 21, wherein the energy emitter is positioned proximate to a designated user area.

29. The interactive energy effect system of claim 28, further comprising a transparent barrier or a transmissive barrier between the energy emitter and the designated user area.

30. The interactive energy effect system of claim 21, wherein the energy emitter is positioned to align with a user's hand based on the signal.

31. An interactive energy effect system, comprising:

an energy emitter;

a display system; and

a system controller configured to:

receive, from one or more sensors, sensor data indicative of a user gesture comprising a motion pattern;

identify the motion pattern based on the sensor data; and

generate instructions to orient or activate the energy emitter based on the identified motion pattern.

32. The system of claim 31, wherein the instructions activate the energy emitter to emit energy having a particular color.

33. The system of claim 31, wherein the instructions cause the energy emitter to move in a lateral direction or in an orbital motion along a track.

34. The system of claim 31, wherein the instructions cause the energy emitter to orient to be aligned with a user hand.

35. The system of claim 31, wherein the instructions cause the display system to move towards the energy emitter based on the identified motion pattern.

36. The system of claim 35, wherein the instructions cause the display system to move in an up or down direction relative to the energy emitter.

37. The system of claim 31, wherein the instructions cause the display system to display media content based on the identified motion pattern.

38. The system of claim 37, wherein the media content is selected based on a comparison of the identified motion pattern to a preset motion pattern to determine an accuracy of the identified motion pattern.

39. A method of operating an interactive energy effect system, the method comprising:
receiving, via a system controller, sensor data indicative of a hand gesture of a user;
generating, via the system controller, instructions based on the sensor data;
receiving the instructions at a movement controller;
directing movement of an energy emitter based on the instructions; and
activating emission of energy from the energy emitter based on the instructions.

40. The method of claim 39, comprising:
receiving, via an additional movement controller, the instructions; and
causing, via the additional movement controller, movement of a multi- layer display system to intercept the emission of energy at a predetermined location based on the sensor data.