CLAIMS

1. A visual effects system, comprising:

a first display configured to display a first image, wherein the first display comprises a polarized filter on or in the first display;

a second display configured to display a second image, wherein the second display is not polarized, and wherein the second image is configured to be perceived by a guest as white light based on the second display not being polarized; and

a beam splitter positioned to enable the guest to view the first image through the beam splitter and a reflection of the second image via the beam splitter, wherein the reflection of the second image is configured to combine with the first image to cause the first image to be perceived by the guest as a brighter version of the first image.

2. The visual effects system of claim 1, comprising a controller communicatively coupled to the first display, the second display, or both, the controller configured to:

transmit first image data to the first display to cause the first display to display the first image; and

transmit second image data to the second display to cause the second display to display the second image.

3. The visual effects system of claim 1, comprising an additional polarized filter configured to polarize the second display.

4. The visual effects system of claim 3, wherein the polarized filter is oriented differently than the additional polarized filter.

5. The visual effects system of claim 3, wherein the polarized filter is oriented the same as the additional polarized filter.

6. The visual effects system of claim 3, wherein each of the polarized filter and the additional polarized filter comprise linear polarized filters, and the linear polarized filters are oriented orthogonally to each other.

7. The visual effects system of claim 3, wherein each of the polarized filter and the additional polarized filter comprise circular polarized filters, and the circular polarized filters are oriented with opposite handedness to each other.

8. The visual effects system of claim 3, wherein the additional polarized filter comprises eyewear or a polarization film.

9. The visual effects system of claim 8, wherein the additional polarized filter comprises the eyewear, and the eyewear comprises:

a frame;

a first lens and a second lens coupled to the frame; and

a lens polarized filter on the first lens.

10. The visual effects system of claim 9, wherein the eyewear comprises the lens polarized filter on the second lens.

11. The visual effects system of claim 9, wherein the second lens is not polarized.

12. The visual effects system of claim 1, wherein each of the first display and the second display comprises a two-dimensional display, a three-dimensional display, or a volumetric display.

13. The visual effects system of claim 1, wherein each of the first display and the second display comprises a liquid crystal display (LCD), a light emitting diode (LED) display, an organic light emitting diode (OLED) display, a micro LED display, or a transparent LCD display.

14. A visual effects system, comprising:

a first display configured to display a first image, wherein the first display comprises a polarized filter on or in the first display;

a second display configured to display a second image, wherein the second display is not polarized;

a beam splitter positioned to enable a guest to view the first image through the beam splitter and a reflection of the second image via the beam splitter at a first time; and

eyewear configured to be worn by the guest at a second time different than the first time, wherein the eyewear comprises a first lens comprising an additional polarized filter configured to cause the reflection of the second image to be perceived by the guest while blocking the first image from being perceived by the guest.

15. The visual effects system of claim 14, wherein the additional polarized filter is configured to be orthogonal relative to the polarized filter when the eyewear is properly worn by the guest.

16. The visual effects system of claim 15, wherein the eyewear comprises a second lens comprising the additional polarized filter.

17. The visual effects system of claim 15, comprising an additional eyewear configured to be worn at a third time different than the first time and the second time, wherein the eyewear comprises a second lens that is not polarized, and the eyewear enables the guest to view both the first image and the second image to create a three-dimensional image.

18. A method of operating a visual effects system, the method comprising:

generating, at a processor, image data for a first display and a second display;

instructing, via the processor, transmission of the image data to the first display and to the second display, wherein the first display is configured to display a first image based on the image data and the second display is configured to display a second image based on the image data;

reflecting, via a beam splitter, the second image toward the first display;

using a first polarization filter associated with the first display at a first time to enable visualization of the first image by a guest; and

placing a second polarization filter between the guest and the first display at a second time that is different than the first time to enable visualization of the second image by the guest without the visualization of the first image.

19. The method of claim 18, wherein using the first polarization filter at the first time enables visualization of the first image and the second image together as a combined image, wherein the second image is perceived as white light configured to cause the first image to be perceived by the guest as a brighter version of the first image.

20. The method of claim 18, wherein a respective orientation of the first polarization filter is orthogonal to a respective orientation of the second polarization filter, and wherein the second polarization filter is configured to cause the first display to be perceived by the guest as deactivated.