Claims

1. A playing surface, the playing surface comprising a first phosphorescent material capable of absorbing energy at a first exposure wavelength according to a pattern and of emitting light at a first emission wavelength following irradiation to generate a first set of markings on the surface, and a second phosphorescent material capable of absorbing energy at a second exposure wavelength according to a pattern and of emitting light at a second emission wavelength following irradiation to generate a second set of markings on the surface, wherein the first exposure wavelength and the second exposure wavelength are different and wherein the first emission wavelength and the second emission wavelength are different.

2. The playing surface of claim 1, wherein the material is capable of absorbing radiation at predetermined wavelength, and is capable of emitting visible light in a delayed manner following exposure to the radiation.

3. The playing surface of any preceding claim, wherein the phosphorescent material is provided within the surface material.

4. The playing surface of any preceding claim, wherein exposure of the surface to the radiation causes the surface to show markings that correspond to markings for use in an activity, game or sport.

5. The playing surface of any preceding claim, wherein the playing surface comprises a plurality of phosphorescent materials.

6. A system for generating markings on a playing surface, the system comprising:

a playing surface comprising at least two phosphorescent materials; and

a display device for exposing, irradiating or illuminating areas of the surface where markings are intended to be visible during use, at a first exposure wavelength to generate a first set of markings on the surface, wherein the display device is configured to generate, project and/or illuminate an electromagnetic radiation at the first exposure wavelength on the surface to render the first set of markings invisible and to expose, irradiate or illuminate areas of the surface where markings are intended to be visible during use, at a second exposure wavelength, to generate a second set of markings according to a pattern corresponding to characteristics of a second activity, game or sport.

7. The system of claim 6, wherein the display device is configured to generate, project and/or illuminate the electromagnetic radiation on the playing surface, according to a pattern corresponding to characteristics of a first activity, game or sport.

8. A method for generating markings on a playing surface, the method comprising:

providing a playing surface comprising at least two phosphorescent materials; and

exposing, irradiating or illuminating areas of the surface where markings are intended to be visible during use, at a first exposure wavelength to generate a first set of markings on the surface

generating, projecting and/or illuminating an electromagnetic radiation at the first exposure wavelength on the surface according to a pattern corresponding to

characteristics of a first activity, game or sport to render the first set of markings invisible

exposing, irradiating or illuminating areas of the surface where markings are intended to be visible during use, at a second exposure wavelength, to generate a second set of markings according to and/or corresponding to characteristics of a second activity, game or sport.

9. The method of claim 8, comprising exposing the surface to the electromagnetic radiation selected from ultraviolet (UV) light, infrared (IR) light, laser light, or visible light.