CLAIMS:

1. A dual-surfaced mirror system for a mirror wedge illusion, the dual-surfaced mirror system comprising:

a first surface of a first mirror portion and a second surface of a second mirror portion joined at an apex edge of a dual-surfaced mirror,

wherein the dual-surfaced mirror comprises:

a reflective material layer;

a thin transparent layer overlaying a front surface of the reflective material layer;

a dark mask layer overlaying a back surface of the reflective material layer; and

a support layer coupled to the dark mask layer.

2. The dual-surfaced mirror system of claim 1, wherein the thin transparent layer comprises a vacuum-sputtered glass layer.

3. The dual-surfaced mirror system of claim 1, wherein the reflective material layer comprises silver and the dark mask layer comprises a black mask layer.

4. The dual-surfaced mirror system of claim 1, wherein the thin transparent layer is between 0.06 and 0.09 millimeters thick.

5. The dual-surfaced mirror system of claim 1, wherein the reflective material layer, thin transparent layer and dark mask layer are each respectively continuous over a bevel or cut in the support layer.

6. The dual-surfaced mirror system of claim 1, comprising an actuatable prop positioned at the apex edge of the dual-surfaced mirror and coupled with control lines that extend through the dual-surfaced mirror.

7. The dual-surfaced mirror system of claim 6, wherein the actuatable prop comprises an animated figure and the control lines are configured to provide signals for actuation of the animated figure from an automation controller.

8. The dual-surfaced mirror system of claim 1, wherein the first surface and the second surface join to define a portion of an acute prism.

9. A mirror wedge system, comprising:

a first mirror portion defining a first trapezoidal wall of a mirror wedge;

a second mirror portion defining a second trapezoidal wall of the mirror wedge; and

an apex of the mirror wedge at which the first mirror portion and the second mirror portion join, wherein the first mirror portion and the second mirror portion each comprise a dual-surfaced mirror including:

a reflective material layer;

a thin transparent layer overlaying a front surface of the reflective material layer;

a dark mask layer overlaying a back surface of the reflective material layer; and

a support layer coupled to the dark mask layer.

10. The mirror wedge system of claim 9, comprising:

a plurality of walls arranged as faces of a portion of an n-gon prism, wherein a back of the mirror wedge is coupled to at least one wall of the plurality of walls, and wherein the mirror wedge is configured to reflect at least a portion of walls of the plurality of walls.

11. The mirror wedge system of claim 10, wherein a width of the back of the mirror wedge is approximately equal to a width of the at least one wall of the plurality of walls.

12. The mirror wedge system of claim 10, wherein the mirror wedge further comprises an opening along the apex and the opening is configured to receive a structure configured to support an animated prop.

13. The mirror wedge system of claim 9, wherein the thin transparent layer comprises a vacuum sputtered glass layer.

14. The mirror wedge system of claim 9, wherein the thin transparent layer is continuous across the apex.

15. A mirror wedge illusion system, comprising:

a plurality of walls arranged as faces of a portion of an n-gon prism, wherein the plurality of walls comprises front surfaces that cooperate to define a concavity of the portion of the n-gon prism; and

a mirror wedge extending from a portion of the front surfaces into the concavity and toward an apex edge of the mirror wedge, the mirror wedge comprising:

a first mirror side and a second mirror side coupled together at the apex edge, wherein each of the first mirror side and the second mirror side comprises:

a reflective material layer;

a thin glass layer overlaying a front surface of the reflective material layer;

a dark mask layer overlaying a back surface of the reflective material layer; and

a support layer coupled to the dark mask layer, wherein the mirror wedge is configured to reflect a portion of the plurality of walls to provide an illusion of the mirror wedge being a part of the plurality of walls.

16. The mirror wedge illusion system of claim 15, wherein the n-gon prism is at least a 10-gon prism.

17. The mirror wedge illusion system of claim 15, wherein the thin glass layer and the reflective material layer are continuous across the apex edge.

18. The mirror wedge illusion system of claim 15, comprising an animated prop coupled to a support extending through an opening proximate the apex edge.

19. The mirror wedge illusion system of claim 18, wherein a height of the apex edge of the mirror wedge is longer than a height of the animated prop.

20. A dual-surfaced mirror system for a mirror wedge illusion, the dual-surfaced mirror system comprising:

a reflective material layer;

a thin transparent layer overlaying a front surface of the reflective material layer, wherein the thin transparent layer comprises a vacuum-sputtered glass layer;

a dark mask layer overlaying a back surface of the reflective material layer; and

a support layer coupled to the dark mask layer.