INTERACTIVE VIDEO GAME SYSTEM

ABSTRACT

[0053] An interactive video game system includes an array of volumetric sensors disposed around a play area and configured to collect respective volumetric data for each of a plurality of players. The system includes a controller communicatively coupled to the array of volumetric sensors. The controller is configured to: receive, from the array of volumetric sensors, respective volumetric data of each of the plurality of players; to combine the respective volumetric data of each of the plurality of players to generate at least one respective model for each of the plurality of players; to generate a respective virtual representation for each player of the plurality of players based, at least in part, on the generated at least one respective model of each player of the plurality of players; and to present the generated respective virtual representation of each player of the plurality of players in a virtual environment.

[Fig. 1]