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Gutierrez Novelo

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(54) **3D VIDEOGAME SYSTEM**

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Related U.S. Application Data

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(51) **Int. Cl.**
A63F 9/24 (2006.01)

(52) **U.S. Cl.** **463/30**; 463/32; 463/34; 463/43; 273/461; 345/419; 345/539; 345/653; 345/654; 348/42; 348/47; 348/51

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See application file for complete search history.

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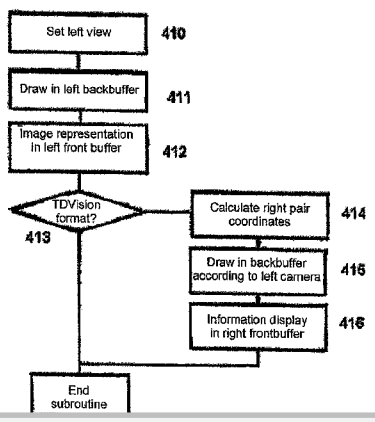
(57) **ABSTRACT**

A 3D videogame system capable of displaying a left-right sequences through a different, independent VGA or video channel, with a display device sharing a memory in an immerse manner. The system has a videogame engine controlling and validating the image perspectives, assigning textures, lighting, positions, movements and aspects associated with each object participating in the game; creates left and right backbuffers, creates images and presents the information in the frontbuffers. The system allows handling the information of data associated to the xyz coordinates of the object's image in real-time, increases the RAM for the left-right backbuffer, with the possibility to discriminate and take the corresponding backbuffer, whose information is sent to the frontbuffer or additional independent display device sharing a memory in an immerse manner.

19 Claims, 13 Drawing Sheets



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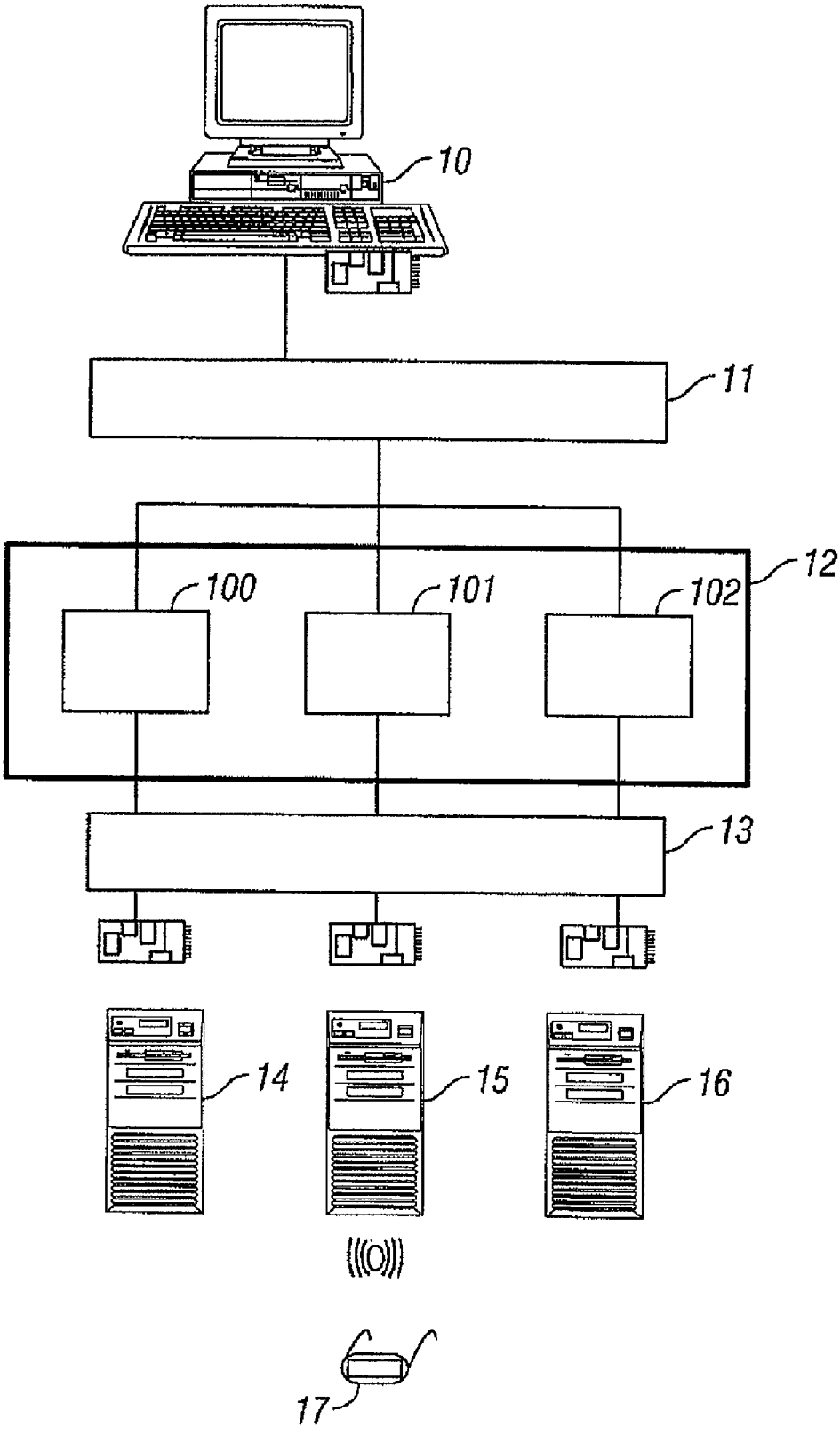

FIG. 1

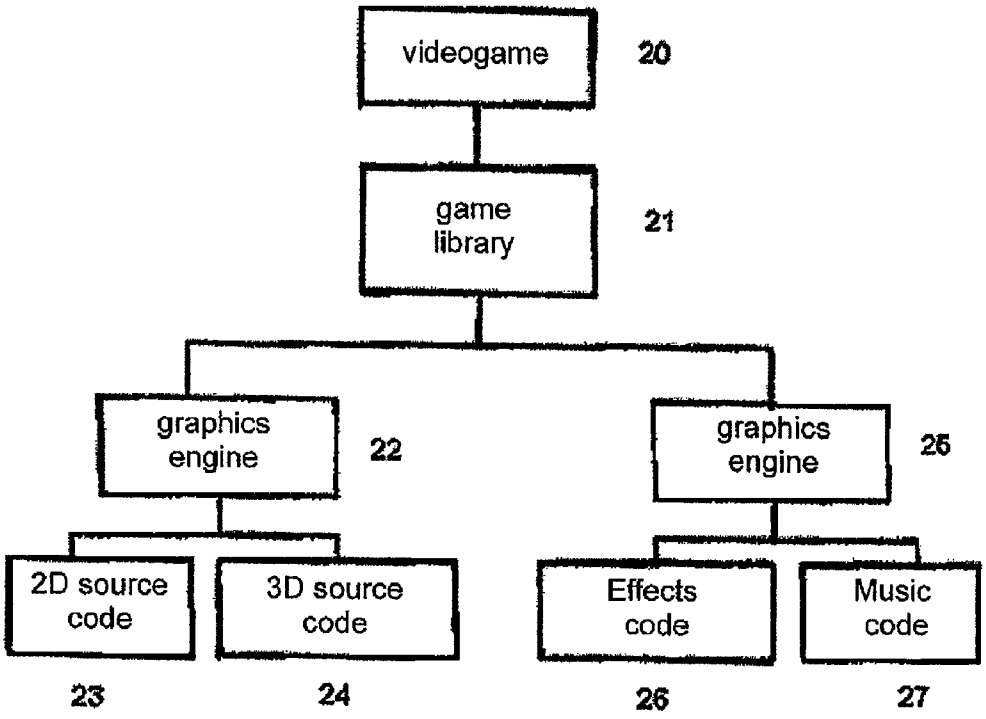

Fig. 2

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