MONDAY, 4 JUNE

1400 DMO COMMON WEATHER WORKSHOP
Chair: Steve Stephens (Sponsor: AFRL/RHAS)

DISPLAY SYSTEMS PAPERS
Chair: Robert Clodfelter, Barco

1600 *An Operationally Based Vision Assessment Simulator for Domes*, John Archdeacon, NASA

1625 *Optimizing the stability of multi-channel simulation systems*, Lutz Nehrhoff von Holderberg, Barco NV (presenter: Peter De Meerleer, Barco NV)

1650 *120 Hz - the New 60 for Flight Simulation?*, Barbara Sweet, NASA

1800 **WELCOMING RECEPTION**
to   Hosted by: BARCO
1900 Conference Building – South Foyer

TUESDAY, 5 JUNE

0800 WELCOME & INTRODUCTIONS
Eric Monroe, President & Founder
The IMAGE Society

David Janke, Conference Chairman
Barco Prime Host

0815 KEYNOTE ADDRESS
Steve Leyland, Senior V.P. & General Manager,
Control Rooms & Simulation Division, Barco Inc.

DISPLAY SYSTEMS PAPERS (continued)
Chair: Robert Clodfelter, Barco

0900 *System considerations in the design of head-mounted displays*, Yuval Boger, Sensics (presenter: Ben Mall, Sensics)

0925 *Absolute Re-Alignment for Multi-Channel Display Solutions in Training*, Steven Ooms, Barco NV

0950 *Finally, Glass Mirror Technology that is Reliable, Cost Effective & Versatile*, Justin Knaplund, FlightSafety

1015 BEVERAGE BREAK

1030 *Effect of Stereopsis, Collimation & Head Coupling on Distance*, Charles Lloyd, Visual Performance.

1055 **DMO PANEL DISCUSSION** (Sponsor: CAE)
Moderator: Philippe Perey, CAE
Rob Ingalls, HQ USAF-Air Combat Command
Tony Marton, USA-PEO STRI
Steve Stephens, USAF-Air Force Research Lab.

1200 LUNCH BREAK

ENVIRONMENT MODELING PAPERS
Chair: Jay Bollinger, U.S. Air Force Research Lab

1330 *A Review of Pilot Mathematical Modeling Techniques & their Application to Determining the Effect of Visual System Parameters on Pilot Behavior*, Frank Cardullo, State University of New York

1355 *Geo Texture Volume Mapping: a GPU based algorithm for multiple texture draping over 3D terrain* Marco Donarelli, Selex Galileo

1420 *Combat Air Force Distributed Mission Operations: Visual Requirements for Daily Training*, Walter Johnson, USAF-ACC, Langley AFB

1445 *USAF Simulator Database Requirements, Quality Metrics & Production Enhancements* Amos Kent, U.S. Air Force Research Laboratory

1510 *Correlated terrain for serious games: Achieving interoperability across diverse runtime environments* David McKeown, TerraSim

1530 OPENFLIGHT USER GROUP MEETING
Chair: Steve Thompson (Sponsor: Presagis)

1700 DINNER BREAK

1900 COURSE A: *Simulation Display Systems, What Should I Care About?* Instructor: Paul Lyon, Barco

WEDNESDAY, 6 JUNE

HOST PRESENTATIONS
0800 Christie Digital–David Kanahele
0820 VDC Display Systems–David Rushton
0840 TerraSim–David McKeown
0900 projectiondesign–Dan Czajkowski
0920 FlightSafety–Dan Myers
0940 Presagis–Kenny Hebert
1000 CAE–Philippe Perey
1020 Barco–Scott Baughman

1040 BEVERAGE BREAK

1100 US MILITARY TRAINING REQUIREMENTS PANEL DISCUSSION (Sponsor: FlightSafety)
Moderator: Bob McGahan, FlightSafety
Mark Adducchio, USAF-AESG/EN Sim. Sys. Group
Walter Johnson, HQ USAF-Air Combat Command
Tony Marton, USA-PEO STRI

1200 EXHIBIT HALL
Buffet Luncheon hosted by Barco
1700 Exhibit hall Open to Public
1730 Closes

1900 COURSE B: *Some Thoughts on Designing & Understanding Visual Systems*
Instructor: Robert Clodfelter, Barco

THURSDAY, 7 JUNE

GROUND VEHICLE SIMULATION PAPERS
Chair: R. Wade Allen, Systems Technology

0800 *A Method for Enhancing Vehicle Testing with Virtual Scenes,* Ed Bachelder, Systems Technology

0825 *Rendering Night Driving Scenes for Driving Simulation,* John Grant, Systems Technology

0850 *Modern Rendering Techniques for High-Quality Simulation,* Bob Kuehne, Blue Newt Software

0915 *A Simulator Sickness Case Study on the NADS,* Chris Schwarz, National Advanced Driving Simulator

0940 BEVERAGE BREAK

GROUND FORCES TRAINING PAPERS
Chair: R. Wade Allen, Systems Technology

1000 *Delivering Next-Gen Urban Combat Training Systems* Fred Dorosh, Havok

1025 *Automatic annotation of urban environments to support pattern of life behaviors* Daniel Hershey, TerraSim

DISPLAY SYSTEMS I PAPERS
Chair: Art Banman, VDC Display Systems

1050 *Apache Block III Primary Flight Display Design Experiment,* Ed Adams, Camber

1115 *The EGG - Edgeless Graphics Geometry for Immersive Environments*, Gordon Harris, Christie

1140 *Per-Pixel Brightness Uniformity in Complex Multi-Projector Displays*, Christopher Jaynes, Mersive Tech.

1205 LUNCH BREAK

1330 *Solid state LED illumination for projection systems* Oyvind Svensen, projectiondesign

1355 *Real Image Dual Eye Point Displays,* Ed Quinn, Lockheed Martin

1420 *Automated Evaluation Framework for Image Display Quality* Ruigang Yang, University of Kentucky

1500 IDEAS DISPLAY RESEARCH MEETING
Chair: Charles Lloyd, Visual Performance

1700 ADJOURN