

Course A: *Simulation Display Systems, What Should I Care About?*

Course Level: Basic

Instructor: Paul Lyon, Barco Simulation

COURSE CONTENT: This course will help you to avoid disappointing display system choices and negative training. Current industry display issues will be discussed, including: eye-limited resolution, collimation, screens and projection technology.

This course will include:

- How to communicate better about displays and avoid the “big disappointment.”
- Implications of requiring eye-limited resolution
- Does image collimation really help me?
- Is front projection better than rear projection?
- The projection screen, friend or foe?
- What projector technology is right for me? How to decide?
- Eye-limited resolution visual system designs
- Automatic alignment
- True cost of ownership
- Display technology roadmap
- Display latency and its impacts

WHO SHOULD ATTEND: Professionals involved in the use, management, specification, design and/or maintenance of visual systems.

KNOWLEDGE & SKILLS TO BE ATTAINED: This course gives the participant a chance to refresh their knowledge about vocabulary, formulae, technologies and display system trends. The course will also bring the participant current with today's industry issues.

TUTOR'S VITA:

Paul C. Lyon has been part of the Simulation and Training business for over 30 years. He is currently with Barco Simulation as their Director of Products and Solutions. Mr. Lyon is recognized world-wide as an expert in visual system technology and is well known throughout the defense industry. He is currently involved in educating simulation professional about new technology and how it can be applied to improve training. Mr. Lyon has a Bachelors and Masters degree in electrical engineering from the University of Utah. Paul is a member of The IMAGE Society.