

## **PAPER TITLE**

## **PRIMARY AUTHOR**

## **ABSTRACT**

(500 words max)

**In recent years, multiple projectors and projector technologies (based on LCoS, DLP technology...) have been introduced that use half pixel shifting technologies to increase the perceived resolution of the projectors. Today, the benefits of these technologies may be somewhat controversial with both supporters and adversaries.**

**This paper aims at giving a neutral overview of the various projector technologies that use half pixel shifting technologies and explains how resolution enhanced half pixel shifted projected images compare to a native images with the same resolution without half pixel shift and to a native image with a higher native resolution inside a simulator. It will also do an attempt give best practices to implement these technologies in immersive visual systems.**

## **BIO**

## **PRIMARY AUTHOR**

Peter De Meerleer  
VP Strategic marketing and R&D  
Esterline Simulation Visual Systems

Peter De Meerleer is worldwide responsible for strategic marketing and R&D in Esterline Simulation Visual Systems. Peter started his career in 1994 in Barco developing projector products. In the following years, he headed multiple development programs for projectors and network centric collaboration products for a multitude of niche markets. Starting 2005 till 2014, Peter headed the international Strategic Marketing team of Barco Training & Simulation. From 2015 onwards, Peter joined the Esterline Company as part of the acquisition of the Simulation Visual Systems group where he today manages both the strategic marketing activities for Esterline's TREALITY branded simulation products and the worldwide R&D team of Esterline Simulation Visual Systems. He has been instrumental in Esterline's development of visualization products and systems and holds several patents. Peter has a Master of Science in Physics Engineering at the University of Ghent and he lives in Belgium with his wife and three children.