Ergonomic non-spherical screen optimizations for simulation visual systems

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ABSTRACT

Spherical screen shapes have traditionally been very popular for simulation visual systems. They offer excellent field of view ranges combined with good ergonomics for the user. Alternative screen shapes typically offer other optimizations such as more compact footprint, increased resolution uniformity, improved projector pixel usage or system contrast and brightness optimizations but may compromise on ergonomics.

This paper aims at providing insights into ergonomic optimizations of screen shapes that can combine both enhanced performance of the screen beyond that of traditional spherical screen shapes while maintaining excellent ergonomics.

BIO

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Peter De Meerleer is the VP Strategic marketing and R&D for 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. 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 his 3 children.