

IMAGE 2002 TECHNICAL PRESENTATIONS

INDEX of PAPERS

LOCATING A PAPER: For your convenience, within this Index papers are gathered into the Special Interest Groups (SIGs) for which they were accepted for presentation. To maintain consistency and avoid confusion only the primary author is listed for each paper. Please be aware that the person who presented the paper at the conference may not be the paper's primary author. To locate a paper: 1) search for it in the Special Interest Groups (SIGs) below for which it would be relevant, 2) once the paper is located find the paper's primary author in the Bookmarks side panel and "click" on the author's name to go directly to the paper.

* Indicates this is a Discussion Topic - presentation slides included.

DISPLAYS SIG Chair: Mr. Harry Streid—Evans & Sutherland

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| The Effect of a Restricted Field of View on Head Movements..... | Allen | Naval Air Warfare Center |
| Bugeye - a Superior Visual System | Amery | Bugeye Technologies |
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ENVIRONMENTAL MODELING SIG Chair: Mr. Ronald L. Magee—National Imagery & Mapping Agency

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| The Advent of the Polygon to Raster Paradigm Shift* | Lagace | CAE |
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| Observations on the Construction of Virtual Cities | Pritchard | Emedia Digital Arts |
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GROUND VEHICLE SIMULATION SIG Chair: Dr. Richard A. Romano—Realtime Technologies

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| Simulating the Advanced Amphibious Assault Vehicle: A Case Study | Couvillion | Southwest Research Institute |
| Jaywalking in Virtual Reality: The Safety Ratio | Owen | Univ. of Canterbury |
| Integration a Motion Base into a CAVE Automatic Virtual Environment | Romano | Realtime Technologies |
| Algorithmic Visual Database & Scenario Definition for Driving Simulation* | Rosenthal | Systems Technology |
| Suitability Function Deployment - A Structured Approach to Value | Schmieder | Daimler Chrysler |

HUMAN INTERACTION & TRAINING TECHNOLOGIES SIG Chair: Dr. Bruce M. Perrin—The Boeing Company

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| A Web-Based Part-Task Simulation & Coll. Tng. Interface for Deep Submersible Vehicle | Jungclaus | Fraunhofer Res. Center |
| Trends in Ten Years of Immersive Virtual Environment Research | Lampton | US Army Research Institute |
| Scenario Based Training with Virtual Technologies & Environments | Lyons | Naval Air Warfare Center |
| Emerging Industrial Applications of Haptic Simulation* | McNeely | The Boeing Company |
| Investigating the Relationship Between Presence & Performance in Virtual Environments | Youngblut | Institute for Defense Analyses |

NETWORKED SIMULATION SIG Chair: Mr. Budimir Zvolanek—The Boeing Company

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| Dynamic Terrain - Past Experience, Current Abilities & Hopes for the Future | Lisle | SGI |
| Virtual Wargaming in Aviation Combined Arms Tactical Trainer | Schaefer | L-3 Link Sim & Tng. |
| A Business Approach to DoD Networked Simulation | Sieverding | ARINC |
| Coordinate Transformations for Networked Participants | Elking | The Boeing Company |

PC SIMULATION SIG Acting Chair: Mr. Budimir Zvolanek—The Boeing Company

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| A Low Cost Portable Port & Harbor Interactive Simulator - a PC Approach | Cox | SAIC |
| High Performance PC-Based Mission Functions | Holmes | Carmel Applied Technologies |
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SENSOR SIG Chair: Mr. Chris B. Blasband—CG2

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| Night Vision Stimulation on Large Collimated Display Systems | Lacy | FlightSafety International |
| What's Lacking in Real-Time Sensor Simulation Today?* | Moulton, J.R. | JRM Technologies |
| Utilizing Next Generation Graphics Hardware in Sensor Simulations* | Olson | CG2 |