# DATABASE DESIGN & NETWORKED SIMULATION SIMULATIONS SIG

**Chair:** Ms. Rita Simons—US Army PEOSTRI

- USAF DMO Visualization Standard: Dwyer—USAF
- MIP - Mapping the World: Lagace—CAE
- Facets® OpenFlight To CDB— A First Look At CDB: Oliver—Quantum3D

# DISPLAYS SIG

**Chair:** Mr. Terry Linn—FlightSafety International

- Design of See-Through Head-Mounted Display Based on Reflective Microdisplay: Bablani—NVIS
- System Considerations for Large FOV Eye-Limiting Resolution Display System: Kraemer—Rockwell Collins
- A User-Focused Evaluation Method for Assessment of Head-Mounted Display Tech.: Lattanzio—Boeing Tng Sys & Services
- Motion Picture Response Time a Metric for Dyn Image Qual in Projected Displays: Streid—Lockheed Martin Simulation
- Visual Display Systems for Advanced Aircraft Training Devices: Wallace—Lockheed Martin Simulation

# ENVIRONMENTAL MODELING SIG

**Chair:** Mr. Ronald Magee—SAIC

- Geospatial Perpetual Motion: Finding Hidden Info in Existing Geospatial DBs: Bitters—Univ. of West Florida
- Orthorectification: Description, Applications, & Recent Advances: Gordon—CLI
- Dynamic Terrain Modification Using a Correction Algorithm: Latham—CGSD Corporation

# GROUND VEHICLE SIMULATION SIG

**Chair:** Mr. Larry Cathey—Ford Research & Innovation Center

- Sensor Functionality for Ground Vehicle Simulation Authoring: Mollenhauer—Realtime Technologies

# IMAGE GENERATION TECHNOLOGIES SIG

**Chair:** Mr. Brian Holmes—Alion Science & Technology

- Making the Leap from Calligraphic Displays: Ferranti—Alion Science & Tech
- Real-Time Terrain Generation on Linux: Jackson—Concurrent Computer
- Rendering World Wide Data on the Fly: Lewis—Rockwell Collins

# MARINE SIMULATION SIG

**Chair:** Mr. Steve Fisch—MarineSafety

- A Look Down Ship Bridge Simulator for Docking Training Exercises: Boyd—Display Solutions
- A Practical Merger of the Virtual & Working Environments: Hardy—LANTEC Marine
- Simulation of Rescue Boat Operations: Ponomarev—Transas Ltd.
- Laser Based Night Vision Training for Maritime Simulators: Randt—Rheinmetall Def Electronics

# PC SIMULATION SIG

**Chair:** Mr. Graham Upton—Diamond Visionics

- Asynchronous Continuous LOD & Texture Mapping for Large-Scale Terrain: Kuck—D&S Consultants
- Real-Time Terrain Modification Using Cultural & Feature Data: Pendrys—Diamond Visionics
- GPU-Based Wave Simulation: Woodard—Diamond Visionics

# SENSOR SIG

**Chair:** Mr. Tim Palmer—Quantum3D

- Automatic Feature Extraction with LIDAR Sensors: Bernstein—Technology Service Corp.
- Advanced Algorithms & GPU Techniques for Improved Radar Simulation: Blasband—JRM Technologies
- A Comprehensive Technology for Material Classification of RGB, Multispectral & Hyperspectral Imagery: Moulton—JRM Technologies
- NPSI - Materials & Metadata for Portable Sensor Simulation Databases: Smith—NAVAIR