

IMAGE 2007 TECHNICAL PAPERS INDEX

LOCATING A PAPER: For your convenience, within this Index papers are gathered into the Paper Sessions 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 Paper Sessions below for which it would be relevant, 2) once the paper is located find the Primary Author in the Bookmarks side panel and "click" on the Primary Author's name to go directly to the paper.

DISPLAYS Chair: Mr. Terry Linn—FlightSafety International
Rendering high quality lightpoints on fixed matrix displays - Lloyd
Critical Use of Images in Knowledge-Based Dissemination & Learning Sys. - Moore
Impact of motion-induced blur on out-the-window visual system performance - Sweet
A novel high-speed current-mode videotransmitter for sim. env -Tang
JSF integrated concepts for image generation & visual performance sim -Wallace
Application avatars in display design to suppt spatial awareness extreme flight -Weber
Auto calibration of multi-proj fixed matrix displays using machine vision sys -Wright

ENVIRONMENTAL MODELING Chair: Mr. Ronald Magee—SAIC
Very high-detail depictions of forests in virtual environments - Bitter
Environmental data cube distributing realistic weather - Everitt
Interactive crowds with artificial intelligence to improve urban modeling - Hooper
Introduction to standard/rapid database generation capability (STDGC) - Johnson
Creating common moving models - Kochmann
Automating the generation of urban details - McKeown

GROUND VEHICLE SIMULATION Chair: Mr. Larry Cathey—Ford Research
HMI testing for active safety using ford virttex driving simulator - Bloomer
Effect of display configuration on training value of novice driver simulators - Allen
A methodology for parametrically generating road databases - Latham
Use of virtual 3d-landscapes for emergency driver-training - Randt

MARINE SIMULATION Chair: Mr. Steve Fisch—MarineSafety
An Open Programming Architecture for Modeling Ocean Waves - Lachman
Shoreline/terrain geometry, less for more - Lynch
Bridge Sim Req. Bridge Team Tng Force Protect, Escort & Maritime Interdict Ops - Miller

SENSOR & PC SIMULATION Chair: Mr. Stephen Gersuk—Quantum3D
I24: Reconstruct thermal emissions on GPU using an indexed texture format - Davidson
Changing nature of sensor source data - Spencer
Next gen. visualization tool for mission planning, briefing, & review - Guibert