

TECHNICAL PAPER INDEX

LOCATING A PAPER: Within this Index papers are gathered into the Paper Sessions for which they were presented. 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.

DISPLAY SYSTEMS

Chair: Mr. Art Banman—VDC Display Systems

Comparative Performance of UHP, LED & IR-LED Solid State Projectors in NVG Stimulation

- Ken Boyd, Display Solutions

Towards Realistic Fast Jet Fighter Training

- Robert Clodfelter, Barco

Overcoming Electromagnetic Compatibility Challenges in Head Mounted Display Systems

- Jianyi Liu, Nvis

Relative Effects of 5 Display Design Variables on Aircraft Identification Range in Daylight

- Charles Lloyd, L-3 Com (presented by: Deke Joralmon)

A Model of the Relative Effects of Key Task and Display Design Parameters on Training Task Performance

- Charles Lloyd, L-3 Com

Aspects of High Dynamic Range Imaging on High Resolution Projection Systems

- Bart Maximus, Barco

DISTRIBUTED SENSING & VISUALIZATION

Chair: Mr. Budimir Zvolanek—Boeing (Acting: Mike Sieverding)

Dynamic Content Management for Visual Simulation

- Jean Daigle, CAE

GPU Raytracing for real-time sensor-band phenomenology modeling

- Christopher Fink, JRM Technologies

Augmented Visionics System: Real-Time Database Update from LIDAR Data

- Norah Link, CAE

ENVIRONMENT MODELING

Chair: Mr. John Woytus—Boeing

Automating the generation of large scale environments

- Daniel Hershey, TerraSim (presented by: Joshua Klein)

Making Databases Correlate

- Amos Kent, Air Force Research Lab

Missionland: The Creation of a Virtual Continent for Mission Simulation

- Arjan Lemmers, National Aerospace Lab NLR

Are Simulation Specific Formats Becoming Obsolete?

- Judith Pafford, Cogent3D

Building a Compact High-Fidelity Runtime Database Engine Layer by Layer

- Gregory Peele Jr., Applied Research Associates

Automatic Generation of Synthetic Natural Environments from LiDAR & Hyperspectral Source Data

- Michael Tarnowski, Applied Research Associates

Open Streaming Terrain For Modeling and Simulation

- Brett Wiesner, VT Mak

GROUND VEHICLE SIMULATION

Chair: Mr. R. Wade Allen—Systems Technology

The Effect of Driving Scenario Design on Novice Driver simulator Training

- R. Wade Allen, Systems Technology

Scripting Automation for a Graphical Scenario Authoring System

- David Heitbrink, National Advanced Driving Simulator

Batching Data for Modern Graphics Hardware

- Bob Kuehne, Blue Newt Software

Use of Immersive Modeling & Simulation in Support of Technology Insertion in Military Vehicles

- Alexander Reid, U.S. Army RDECOM-TARDEC

Eye Tracking in a COTS PC-based Driving Simulator: Implementation and Applications

- Chris Schwarz, National Advanced Driving Simulator