

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 I

Chair: Mr. Art Banman—VDC Display Systems

Apache Block III Primary Flight Display Design Experiment

- Ed Adams, Camber Corporation

The EGG - Edgeless Graphics Geometry for Immersive Environments

- Gordon Harris, Christie Digital

Per-Pixel Brightness Uniformity in Complex Multi-Projector Displays

- Christopher Jaynes, Mersive Technologies

Real Image Dual Eye Point Displays

- Edward Quinn, Lockheed Martin

Solid State LED Illumination for Projection Systems

- Oyvind Svensen, projectiondesign

Automated Evaluation Framework for Image Display Quality

- Ruiqiang Yang, University of Kentucky

DISPLAY SYSTEMS II

Chair: Mr. Robert Clodfelter—Barco

An Operationally Based Vision Assessment Simulator for Domes

- John Archdeacon, NASA

System Considerations in the Design of Head-Mounted Displays

- Yuval Boger, Sensics (presenter: Ben Mall, Sensics)

Optimizing the stability of multi-channel simulation systems with LED illuminated projection systems

- Lutz Nehrhoff von Holderberg, Barco NV (presenter: Peter De Meerleer)

Finally, Glass Mirror Technology that is Reliable, Cost Effective & Versatile

- Justin Knaplund, FlightSafety

Effect of Stereopsis, Collimation, and Head Tracking on Air Refueling Boom Operator Performance

- Charles J. Lloyd, Visual Performance

Absolute Re-Alignment for Multi-Channel Display Solutions in Training
- Steven Ooms, Barco NV

120 Hz - the New 60 for Flight Simulation?
- Barbara Sweet, NASA Ames Research Center

ENVIRONMENT MODELING

Chair: Mr. Jay Bollinger—Air Force Research Laboratory

A Review of Pilot Mathematical Modeling Techniques and their Application to Determining the Effect of Visual System Parameters on Pilot Behavior
- Frank Cardullo, State University of New York

Geo Texture Volume Mapping: a GPU based algorithm for multiple texture draping over 3D terrain
- Marco Donarelli, Selex Galileo

Combat Air Force Distributed Mission Operations: Visual Requirements for Daily Training
- Walter Johnson, USAF-Air Combat Command, Langley AFB

Air Force Simulator Database Requirements, Quality Metrics, and Production Enhancements
- Amos Kent, Air Force Research Lab

Correlated Terrain for Serious Games: achieving interoperability across diverse runtime environments
- David McKeown, TerraSim

GROUND VEHICLE SIMULATION

Chair: Mr. R. Wade Allen—Systems Technology

A Method for Enhancing Vehicle Testing with Virtual Scenes
- Ed Bachelder, Systems Technology (presenter: Wade Allen)

Rendering Night Scenes for Driving Simulation
- John Grant, Systems Technology

Modern Rendering Techniques for High-Quality Simulation
- Bob Kuehne, Blue Newt Software

A Simulator Sickness Case Study on the NADS
- Chris Schwarz, National Advanced Driving Simulator

GROUND FORCES SIMULATION

Chair: Mr. R. Wade Allen—Systems Technology

Leveraging Game Technologies in Simulation Environments
- Fred Dorosh, Havok Inc.

Automatic Annotation of Urban Environments to Support Pattern of Life Behaviors
- Daniel Hershey, TerraSim Inc.