

# 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: Art Banman, VDC

***Dual view tandem simulator prototype***

*Gordon Harris, Christie Digital Systems USA*

***Current developments in fold mirrors***

*Justin Knaplund, FlightSafety*

***Towards an objective and affordable metric of display system resolution***

*Charles Lloyd, Visual Performance LLC*

***Absolute accuracy in automated alignment systems: a 3D solution to a 3D problem***

*Richard Pray, RPA Electronic Solutions, Inc.*

***High performance mirrors for high definition systems***

*Harry Streid, Boeing Training Systems Visual IPT*

***Computational visualization: creating realism without dropping frames!***

*Doug Traill, Nvidia*

## DISPLAY SYSTEMS II

Chair: Clodfelter/Andersen, Barco

***Contrast improvement technologies for LCoS projectors***

*Peter De Meerleer, Barco NV*

***World's largest collimated display - on motion!***

*Justin Knaplund, FlightSafety*

***Projection system designed for night vision simulations***

*Oyvind Svensen, Barco*

***Choosing your Poison: Optimizing Simulator Visual System Selection as a Function of Operational Tasks***

*Barbara Sweet, NASA Ames Research Center*

## **ENVIRONMENT MODELING**

Chair: Jay Bollinger, Bell Aerospace & Technologies

### ***Real-time visual-to-infrared image generation,***

Uri Bernstein, Technology Service Corp.

### ***New visual requirements for naval bridge and ship-handling simulators***

Serge Cote , Directorate of Maritime Ship Systems, Department of National Defence, Canada

### ***Correlated weather in CAF DMO***

Vincent Irizarry, Boeing (ctr. to Wafighter Readiness Division, AFRL)

### ***Rationalizing source data: tailoring geospatial data for advanced distributed simulation,***

David McKeown, TerraSim

### ***From game worlds to "serious" game worlds: geo referencing game engine data, there and back again***

Jorge L. Rosado Ortiz, Ball Aerospace & Tech. (ctr. to Wafighter Readiness Division, AFRL)

### ***COTS Image Generation Immersive Systems: Design, Acceptance & Production: A Tough Experience,***

William Paone, Boeing

## **GROUND VEHICLE & FORCES SIMULATION**

Chair: Wade Allen, Systems Technology

### ***Enabling dynamics during environmental generation to support correlated simulations***

Daniel Hershey, TerraSim

### ***Leveraging multi-core processors for run-time scene generation***

Tim Woodard, Diamond Visionics

### ***A graphics system for low cost driving simulation***

John Grant, Systems Technology

## **VISION SCIENCE**

Chair: Frank Cardullo, State University of New York

### ***Relating standardized visual perception measures to simulator visual system performance***

Mary K. Kaiser, NASA Ames Research Center

### ***Vection: what is it & can a simulator visual system induce the phenomenon?***

Frank Cardullo, State University of New York - Binghamton