

Towards Infinity

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ABSTRACT

This paper attempts to establish the time line between the End Users and the Regulatory Authorities, and the use of collimated (near infinity) display systems in flight simulation. Collimation is well understood, but taking this into the world of flight simulation involved many year of development and overcoming many hurdles. The paper effectively starts in the mid 1960's and progresses through the years addressing both the "simulation suppliers", the End Users both commercial and military and the Regulatory Authorities to today. The paper will not address the advances in visual image generation except where necessary as it can be considered that display systems are stand alone devices that require an image source.

BIO

John M Bastow

My career in simulation started after 7 years with the UK Ministry of Defence and then joining General Precision Systems Ltd – part of the GPI group – in 1966. During the period 1966 to 1998 I essentially worked for the same company but under many different owners ending up with Thomson training and Simulation. During this same period I was a project/programme engineer involved in the updating of military analogue simulators for the RAF, then into sales/marketing and senior programme management and the world of visual systems. In 1998 I joined SEOS Displays (now part of Rockwell Collins) as a Business Development Manager until retiring January 2013. Today I still have an interest in the simulation industry and in particular visual display systems.