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

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- Display Autocalibration Beyond the CRT - Fernie, CAE
- A Camera-Based Perceptual Smoothness Framework for Multi-Projector Displays - Jaynes, Mersive Technologies

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- High Level Vis-IR Stimulated NVG Training - Burggraf, Rheinmetall Defence Electronics, Germany
- Visibility of Spatio-Temporal Dither Noise: Effects of Display Luminance, Pitch, & Frame Rate Lloyd, FlightSafety
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- A Method to Compensate for Display System Contrast Ratio Differences in Distributed Simulation - Sieverding, L-3 Communications
- Improved RVR Simulation Via High-Dynamic Range Rendering - Carter, FlightSafety
- Automatic Generation of Man-Made Lighting Models for Physics-Based Night Scenes - Mathia, Renaissance Sciences Corp.
- A Synthetic Environment Radiometry Engine for Environmental Modeling - Colbert, Renaissance Sciences Corp.
- A System for Increasing Visual Acuity & Accuracy of Relative Contrast Ratios in Visual Sim. - Chladny, Renaissance Sciences Corp.
- Challenges of Image Generator Platform Evolution - Daigle, CAE

ENVIRONMENT MODELING

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- Attack of the Intelligent Systems! - Tang, Student-EE Dept, UCLA
- A Case Study of Procedural Modeling of Geo-Typical Southern Afghanistan Terrain - Smelik, TNO Defence, The Netherlands
- Going Underground: Generation of Underground Structures for Virtual & Constructive Simulation - Giuliani, TerraSim
- Raw Data to Running Sys: Reducing Mission Rehersal & Tng. Appl. Prod. Timelines Using CDB Giannias, Presagis
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GROUND VEHICLE SIMULATION

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- Defeating the Authoring Bottleneck: Techniques for Quickly & Efficiently Populating Sim. Env. - Blank, DiGuy
- Design & Eval. of Collision Avoidance Interface for Warning Drivers of Cyclists on the Roadway - Atkins, Student-Western Transportation Institute- Montana State University
- A Simple Glare Device for Vision Impairment Studies - He, National Advanced Driving Simulator
- Evaluating Interactions of Task Relevance and Visual Attention in Driver Multitasking - Garrison, Student-Missippi State University
- Performance Benchmarks for a Driving Simulator Graphics Renderer - Allen, Systems Technology

MARITIME SIMULATION

Acting Chair: Mr. David Mckeown, TerraSim

Specular Reflectance of Water - Butrimas, Presagis

Advances in Night Simulation Display Technologies - Boyd, Display Solutions