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Technologies for Synthetic Environments: Hardware-in-the-Loop Testing XV

James A. Buford, Jr.
Robert Lee Murrer, Jr.
Editors

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Introduction

Beyond this page you will find the proceedings of the 15th conference of Technologies for Synthetic Environments: Hardware-in-the-Loop Testing. Our goal with this conference is to provide a broad spectrum of areas dealing with the science and art of hardware-in-the-loop simulation and testing.

In these proceedings you will find a refreshing variety of papers from flight motion simulator control schemes and test facility requirements, to innovations in scene generation, to infrared projector technology and characterization. Work continues with promising advancements in LED and photonic crystals for the next generation infrared projectors while GPU-based techniques emerge as an effective tool to bolster PC scene generation. Meanwhile, development continues on emitter arrays as they remain the standard in dynamic infrared scene projection.

We are eternally thankful to the authors and presenters who face competing interests for their time increasing demands of release authority. Many thanks also to Kathryn Stevens who was the motor behind the pleadings and urgings as deadlines came and went; without her support, this conference would not have been possible.

James A. Buford, Jr.
Robert Lee Murrer, Jr.