LIST OF PUBLICATIONS

Journal articles:

Managing level of detail in virtual environments: a perceptual framework. M. Reddy, B.A. Watson, N. Walker & L.F. Hodges. Accepted for publication in *Presence: Teleoperators and Virtual Environments*.

An evaluation of level of detail degradation in head-mounted display peripheries. B.A. Watson, N. Walker, L.F. Hodges & M. Reddy. Accepted for publication in *Presence: Teleoperators and Virtual Environments*.

A virtual airplane for fear of flying therapy. L.F. Hodges, B.O. Rothbaum, B.A. Watson, G.D. Kessler, & D. Opdyke. Accepted for publication at *IEEE Computer Graphics & Applications*, (November, 1996).

Virtual reality exposure therapy in the treatment of fear of flying: a case report. B.O. Rothbaum, L.F. Hodges, B.A. Watson, G.D. Kessler & D. Opdyke. *Behavioral Research Therapy*, 34, 5/6 (1996), 477-481.

Virtual reality in Japan. B.A. Watson. *Presence: Teleoperators and Virtual Environments*, Vol. 3:1 (1994), pp. 1-18.

A fast scan-conversion algorithm for quadratic functions. L.F. Hodges and B.A. Watson. *Journal of Theoretical Graphics and Computing*, 2,2 (1989), 4-13.

Conference publications:

Effectiveness of spatial level of detail degradation in the periphery of head-mounted displays. B.A. Watson, N. Walker, L.F. Hodges. *CHI '96 Conference Companion* (Vancouver, April, 1996), 227-228.

A virtual airplane for fear of flying therapy. L.F. Hodges, B.O. Rothbaum, B.A. Watson, G.D. Kessler, & D. Opdyke. *Proc. VRAIS '96, IEEE Virtual Reality Annual Symposium* (San Jose, April, 1996), 86-93.

A user study evaluating level of detail degradation in the periphery of head-mounted displays. B.A. Watson, N. Walker & L.F. Hodges. *Proc. FIVE '95, Framework for Interactive Virtual Environments Conference* (London, December, 1995), 203-212.

Using texture maps to correct for optical distortion in head-mounted displays. B. A. Watson and L.F. Hodges. *Proc. VRAIS '95, IEEE Virtual Reality Annual Symposium* (Research Triangle Park, March, 1995), 172-178.

Fast distortion correction for head-mounted displays. B.A. Watson and L.F. Hodges. *Proc. 14th IMACS Conference on Computation and Applied Mathematics*, 2 (Atlanta, 1994), 989-992.

Fast algorithms for rendering cubic curves. B.A. Watson and L.F. Hodges. *Proc. Graphics Interface* (Vancouver, May, 1992), 19-28. (Full paper reviewed, 29% acceptance rate).

A fast algorithm for rendering quadratic curves on raster displays. B.A. Watson and L.F. Hodges. *Proc. 27th Annual SE ACM Conference* (Atlanta, 1989), pp. 160-165 . (This paper was awarded a $500.00 prize by Scientific Application International Corporation in a student paper competition.)

Conference presentations:

The technology of virtual reality graded exposure (VRGE). B.A. Watson. Presentation at the *INFOBIUM 96* seminar (Univ. Minho, Portugal, October, 1996).

Finding the target for level of detail management: how does frame rate affect users of virtual environments? B.A. Watson, N. Walker, M.W. Ribarsky, V.A. Spaulding & A. Worden. Technical sketch at the *SIGGRAPH 1996 Conference* (New Orleans, August, 1996).

A user study evaluating level of detail degradation in the periphery of head-mounted displays. B.A. Watson, N. Walker & L.F. Hodges. Technical sketch at the *SIGGRAPH 1995 Conference* (Los Angeles, August, 1995).

Under review:

Evaluation of the effects of frame time variation on VR task performance. B.A. Watson, V. Spaulding, N. Walker & M.W. Ribarsky. Under review at *VRAIS '97, IEEE Virtual Reality Annual Symposium* (Albequerque, April, 1997).

Effectiveness of peripheral level of detail degradation when used with head-mounted displays. B.A. Watson, N. Walker, L.F. Hodges & A. Worden. Under review at *ACM Trans. on Computer-Human Interaction*.