

PUBLICATIONS

Books and Book Chapters

- Carlson, W. *Between the Rivers: The Story of Grandview Heights and Marble Cliff*. Infinity Publishing, 2005. 136 pages. ISBN 0-7414-2748-6
- S.B. Grissom, W.E. Carlson and G. Perlman. "Tablet-Based Valuator: A Comparison of Virtual Buttons and Hand Gestures for Interactive Computer Graphics," *Advances in Human Factors & Ergonomics, VIZA-Work with Computers: Organizational, Management, Stress and Health Aspects*, ed. Garriel Salvendy and Michael J. Smith, Elsevier, Amsterdam, 1989, pp. 476-483.
- Carlson, W. *3D Modeling and Database Construction, CG&CAD/CAM Curriculum Research and Development Group*, Tokyo, Japan, August, 1988, 74 pages.
- Carlson, W. "Computer Graphics," in *For All Practical Purposes - Introduction to Contemporary Mathematics*, edited by Solomon Garfunkle and Lynn Steen, W.H. Freeman & Co, NY, January, 1988, Chapter 21, pp. 395-413.

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- Stredney, Don, Yagel, Roni, Carlson, Wayne, Moeller Torsten, Shih PW, and Mark Fontana. "Assessing User Proficiency Through Virtual Simulations," Proceedings of RESNA '97, annual meeting of the Rehabilitation Engineering and Assistive Technology Society of North America, Pittsburgh, Pennsylvania, June 20-24, 1997, pp 366-368.
- Scheepers, Ferdi, Richard Parent, Wayne Carlson, and Stephen May. "[Anatomy-based Modeling of the Human Musculature](#)," SIGGRAPH 97 Conference Proceedings, January, 1997.
- David Y. Yun, Hong-Mei C. Garcia, Seong K. Mun, James E. Rogers, Walid G. Tohme, Wayne E. Carlson, Stephen May, and Roni Yagel. "Three Dimensional Volume Visualization in Remote Radiation Treatment Planning", Proceedings of the IS&T/SPIE Symposium on Electronic Imaging: Science and Technology, Visual Data Exploration and Analysis III, The International Society for Optical Engineering, IS&T/SPIE Proc. 2656, February, 1996.
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- Stredney Don, Carlson Wayne, Swan JE, and Blostein Beth. "The Determination of Wheelchair User Proficiency and Environmental Accessibility Through Virtual Simulation," *Proceedings of the Conference on Virtual Reality and Persons with Disabilities*, San Francisco, June, 1994.
- David S. Ebert, Wayne E. Carlson and Richard E. Parent. "Solid Spaces and Inverse Particle Systems for Controlling the Animation of Gases and Fluids," *The Visual Computer*, V10, #2, November, 1993.
- Rosenblum, Rob, Wayne Carlson, and Ed Tripp. "[Simulating the Structure and Dynamics of Human Hair: Modelling, Rendering and Animation](#)," *The Journal of Visualization and Computer Animation (Special Issue on Facial Animation)*, V2, #4, October, 1992, pp141-148.
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- Wayne Carlson and R. E. Rosenblum . "[The Use of RGB Image Properties to Determine Optimal Compression Formats](#)," OSU-CISRC-2/89-TR7, The Ohio State University, Department of Computer and Information Science, 1989.
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