

John Ray Broussard

Photographer
Ex-Multimedia Programmer, Ex-Naval Architect
Maritime New Media, Inc.

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Work Experience

1995–Present - Maritime New Media, Inc. New Orleans, LA

President and Industrial/Corporate Photographer

Ray is a still & time lapse photographer and focuses on the marine industry.

Until recently, Ray also created interactive CDs & Web sites. Ray was a very early adopter of QuickTime VR. Ray uses off-the-shelf mainstream multi-media technologies to produce Web sites, CDs, kiosks and presentations. Ray is particularly skilled at programming well-designed content using Director (Shockwave), Flash, QuickTime (& QuickTime VR), PHP, MySQL & and of course HTML. Ray has been programming since 1982 (started in FORTRAN 77), began multimedia programming in 1989 (HyperCard) and has been developing photographic virtual reality & photo documentation projects since 1995. Ray produced his first "PhotoShip CD" of the tug DARLEEN BISSO in 1995 utilizing SuperCard. In 1996, Ray first used QuickTime VR and Director to create his first multi-platform PhotoShip CD of an offshore tug. That same year, he also created a photoVR tour of three offshore service vessels being overhauled in a shipyard. He has since created three extensive photographic virtual reality tours of offshore service vessels and one limited tour with extensive linked photo documentation of a big push boat that burnt, sank and was refloated. Ray's Photographic VR tours of marine vessels have been successfully used in court as demonstrative evidence. Ray has also developed numerous photo VR projects for other industries, including, a photo VR tour of a land based casino, a museum, a bed & breakfast, a couple of hotels, restaurants, a few conventions, a beach condo, a hyperbaric medical unit, a portion of the New Orleans French Quarter and CBD, Mardi Gras parades and scenes, parks, cemeteries, and miscellaneous music and cultural events. Ray has also developed multimedia projects, which had no relation to Photo VR, for a large variety of clients. Ray developed a State Meeting Planner CD for WHERE Magazine and the State of Louisiana, a football place kicker training CD, "Click to Kick", for ex-New Orleans Saint Doug Brien, a "car design kiosk" that helps sell wheels and tires, two "enhanced" CDs for Basin Street Records' recording artists Irvin Mayfield and Kermit Ruffins, and a substance abuse prevention game. Ray has also developed a wide variety of Web sites including a standardized test preparation game, numerous Web Photographic VR tour sites as well as a few sites with complex backend databases. Ray also has accepted long-term assignments to perform construction progress photography and maintain the corresponding online database of photographs for their new ship construction projects.

Aside from the typical long list of software tools used in multimedia production, Ray has also worked on projects involving CAD, databases, office productivity software, naval architecture calculations and simulations, data acquisition and statistical analysis and animation.

See some of Ray's work samples at his Web site's www.PhotographicVR.com & www.MaritimeNewMedia.com

1990-1996 - US Navy's SUPSHIP New Orleans

Naval Architect (Weights and Stability - civilian)

Ray was responsible for almost all engineering issues and events related to stability, weight and drydockings for almost all ships and crafts being built for the US Government at all of the commercial shipyards between Gulfport, MS and Brownsville, TX. Ray also participated on numerous management teams usually as the computer expert creating custom management tools or as the one who was able to crunch and present corporate numbers better than any other computer geek within hundreds of miles. While at SUPSHIP, Ray designed and maintained a few engineering department databases. Ray submitted beneficial suggestions for the Navy to develop equipment and maintenance databases linked to photographic virtual reality (rather than 3d CAD) for existing vessels in the fleet. Some of the projects Ray was involved with: USCG Polar Icebreaker Healy, SWATH T-AGOS, T-AGS 45, LCACs, LSDs, TAOs, AOEs, PCFs, as well as dozens of classes of small boats. Ray participated in many sea trials. The Navy sent Ray to Helsinki to observe the USCG Healy's ice breaking performance model trials. Ray served as government representative on over 80 inclinings and weighings and as civilian engineer for at least 40 drydock evolutions. Ray was no longer at SUPSHIP, was not consulted and not even present when people were injured during the side launch of the USCG Healy,

1986-1990 US Navy's David Taylor Model Basin, Bethesda, MD

Naval Architect (Senior Project Manager - civilian)
Seakeeping Division of the Hydrodynamics Department

This was a really neat job. As a naval architect and test engineer, Ray was blessed with the opportunity to play a variety of roles on ship seakeeping experiments, model tests and research projects including project management of two small projects. He gained extensive experience in FORTRAN programming, instrumentation and computer based data acquisition and statistical analysis of ship motions and waves. While at DTMB, Ray first learned to use CAD programs and created his first engineering animations on the job in Bethesda. Ray became proficient in the use of mini computers based on a variety of operating systems. 'We used lots of classic minis made by Interdata, VAX (PDP-11), Perkin Elmer and Concurrent.' Also while at DTMB, as a hobby, Ray developed a set of spreadsheets and macros that automated the KT over J² method of propeller design, as well as a series of spreadsheets for predicting planing boat hull form performance and seakeeping characteristics and another set that helped automate scantling design. DTMB also sent Ray on the "Scientist to Sea" program aboard an LSD on a training deployment where Ray actively participated in an amphibious beach assault. Aside from a few surface effect ships and planning boats, Ray spent most of his time at David Taylor working the SWATH T-AGOS 19 and 23 projects.

1976 – 1986 Various jobs:

- deckhand aboard offshore service vessels
- operator aboard offshore production platforms
- instrument man on land survey crew
- cook in New Orleans seafood restaurant
- assistant bid estimator for major dredging contractor
- engineering student

Education

University of New Orleans

B.Sc. Engineering, 1986
Naval Architecture and Marine Engineering
(an ABET Accredited 4 Year University Program)

Bethencourt School of Art

1968-1972
studied charcoal, oil, acrylic, composition and color

Continuing Education

Ray frequently took classes and training seminars while working for the Navy. Ray took everything from Seakeeping from John Dahlzell at GWU to advanced Fortran to contract administration, a series of AutoCAD courses and dozens of other topics. Ray was also responsible for presenting training to other government engineers on the topics of safe drydock evolutions and ship weight control and stability.

As owner and sole employee of Maritime New Media, Ray has taken a less traditional approach to continuing education. He is a very active participant in a number of Internet mail lists within his areas of expertise and interests. Ray frequently works through online tutorials and studies online documentation for a variety of technologies. Ray occasionally attends trade shows and seminars, but feels these pursuits are almost a waste of time and money compared to what can be learned online 24/7.

Related Skills

Ray is well versed in the following technologies: Director/ShockWave, Flash, PHP, MySQL, QuickTime, QuickTime VR, Dreamweaver, HTML, Premier, PhotoShop, Freehand, Illustrator, Cleaner, Fireworks, SoundEdit 16, QTVR Authoring Studio, Toast, Microangelo, DeBabelizer, Excel, Word, FileMaker Pro, LiveStage Pro, architectural photography, physics, naval architecture, math, Mac OS, DOS, Windows, Unix. Ray is very interested in getting back up to speed in a 3d environment such as NewTek's Lightwave, Maya or even 3D Studio Max.

Organizations where Ray is a Member:

- ACM SIGGRAPH (ex-member)
- Mensa (still a member)
- International QuickTime VR Association (until 2003)
- SNAME & ASNE (From 1985 - 2001)
- OMSA (1997 & 1998)
- Louisiana Engineering Society
- cannot remember paying dues recently...

Ray is also the founder and list moderator for the Admiralty-Law email list at:
www.PhotographicVR.com/admiralty-law/

Publications

Broussard, J.R., R. Lewis, J. Lesko, "An Investigation to Improve the SWATH Wetdeck Slam Rate Prediction Method," David Taylor Research Center Report No. DTRC/SHD-1294-12 (November 1989).

Broussard, J.R., C. Wagner, R. Latorre, "Development of the UNO-Seakeep P.C. Program for Planing Hull Seakeeping Estimation," Proceedings of the 21st American Towing Tank Conference, Washington, DC (August 1986).

Presentations

October 1995
"Multimedia in the Maritime Industry"
Presented before the Central Gulf Section of the American Society of Naval Engineers

December 1996
"Photographic Documentation Software as an Engineering Tool"
Presented at the Marine Technology Symposium at the 1996 International Work Boat Show

February 2000
"Photographic Virtual Reality in the Marine Industry"
Presented to the New Orleans Section of the American Welding Society

Self portrait of Ray:

