

What's Up MÄK

Pattern of Life - Up To 75% Off!

The Faster, Easier Way to Fill Your Simulation
with Realistic Background Vehicle and Pedestrian Traffic



Pattern of Life also works with maritime traffic

It's when your virtual environment is brimming with activity that it comes alive. Getting the kids to school on time, the ebb and flow of rush hour, the daily detour to your favorite sandwich shop – these are the kinds of patterns we find in our day-to-day lives. MÄK invites you to experience Pattern of Life, our exciting new capability added to the B-HAVE Module for VR-Forces. For a limited time, it is available for up to 75% off.

Let Pattern of Life give depth to your simulation. Many modern training tasks require rich virtual environments with enough realistic background noise that it is difficult to know where to focus in the simulation. There's no better way to test the trainee's ability to decipher the important from the routine than through a simulation buzzing with the hum of real life. With Pattern of Life, you compose your scenario at a higher level. You can now create time-variant flows of people and vehicles, in addition to plotting the locations and tasks of individual entities. The Pattern of Life GUI lets you manipulate patterns within the scenario – no programming required. Quickly create rich, complex, and realistic background traffic, whether it's people, road, maritime, air, or even animal traffic.

Pattern of Life takes advantage of the higher performance in B-HAVE 2.0. Small entities like people, can enter and leave buildings, go up and down stairs and ramps, realistically navigate around trees, fences, or other obstacles, and squeeze into tight spots and find places to hide. Larger entities like cars and trucks can prefer to navigate roadways or follow each other across-country, taking into account the ruggedness of the terrain to affect their mobility.

Yep - all this for up to 75% off.

To learn more about Pattern of Life, join us for our webinar on Thursday July 26, presented by Jim Kogler. Get the details on [page 2](#).

Download our **B-HAVE FAQ**, describing the capabilities in greater detail.



ACT FAST!

Our offer ends
September 25th.

Contact your MÄK
representative at
sales@mak.com for
more information.

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MÄKer Spotlight: Doug Reece

Principal Engineer, VR-Forces

Doug Reece is a Principal Engineer on the VR-Forces team. Although Doug has been with MÄK for less than a year, he has been developing semi-automated forces (SAF) software for almost 20 years. He's worked with so many different programs, it's hard to keep the acronyms straight...so here goes an attempt to list a few: Doug led the development of Computer Controlled Hostiles for the USMC's Team Target Engagement Simulator and DISAF for the Army's Dismounted Warrior Network program, and worked on OTBSAF and OneSAF as well. He has worked on a variety of programs for RDECOM, ONR, and DARPA that explored advanced modeling and simulation concepts for training and operational planning. Fun Fact: On a trip to Ft. Campbell to support simulation exercises, he had the honor of working with Michael Durant of Blackhawk Down fame.

Doug has a BS and MS in electrical engineering from Case Western Reserve University and a PhD in computer science from Carnegie Mellon University. His thesis topic concerned robot driving and traffic simulation. He has published numerous articles on behavior modeling, distributed simulation, training, and traffic simulation.

Outside of work, Doug and his wife are enjoying some free time now that both of their sons are away at college (one son is studying computer science at Carnegie Mellon...go figure). This winter they canoed some of the alligator and manatee infested waters near their home in Orlando. Doug was a Scoutmaster for about 7 years (and is still involved with Scouting), but finds it is more fun to camp with his wife than a troop of 12-year old boys. Doug also likes playing volleyball, riding his bike, going to sports car races, and listening to and playing music.



MÄK's Tech Tip by Petr Kyn: Terrain Resources

You have undoubtedly heard about Terrain Agility - the ability of MÄK products such as VR-Vantage and VR-Forces to load terrain data in a variety of formats. But if you do not have an in-house terrain specialist or just need generic terrain data for a large area, where can you get data? Here are a few resources:

- You can get good quality data for the United States from the United States Geological Survey: <http://seamless.usgs.gov/website/seamless/viewer.htm>
- For World data (quality and availability may vary) try: http://geoengine.nga.mil/geospatial/SW_TOOLS/NIMAMUSE/webinter/rast_roam.html
- If you live outside the U.S., it may be that your government provides GIS data also. Check your government's web site.
- Many U.S. states and local governments have GIS data freely available. For example, you can get Massachusetts data at: <http://www.mass.gov/mgis/massgis.htm>
- Finally, some universities have freely available GIS data.

MÄK Webinars

Quickly Creating Realistic Background Traffic in Your Simulation

Thursday, July 26, 2012; 1:00 - 2:00 pm EDT

Without a rich tapestry of people and vehicles, a simulated world can feel empty, unrealistic. But adding background vehicle and pedestrian traffic can be complicated and time-consuming, dropping off your to-do list when deadlines loom. This webinar will introduce you to MAK's Pattern of Life capability, which allows you to quickly fill your world with crowds of people and vehicles; background traffic that behaves in natural, life-like patterns. These patterns emulate children on their way to school in the morning, for example, or worker's vehicles leaving buildings during lunch.

Jim Kogler, MAK's Director of COTS Products, will discuss this new capability and show how patterns are developed with a simple GUI - allowing you to compose patterns to model human behavior, taking simulation conditions (like time of day) into account. By manipulating patterns in the scenario, you can create rich, complex, and realistic background traffic in minutes. He'll also show how this capability extends to air traffic, maritime traffic, and even random animal traffic. Join us to learn how Pattern of Life can enrich your simulation.

Can't join us? Registrants receive a link to download the recorded webinar.

Want to join us? To register for the Pattern of Life webinar, click [here](#).