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What's Up MAK

It's Been a very Engaging Year!

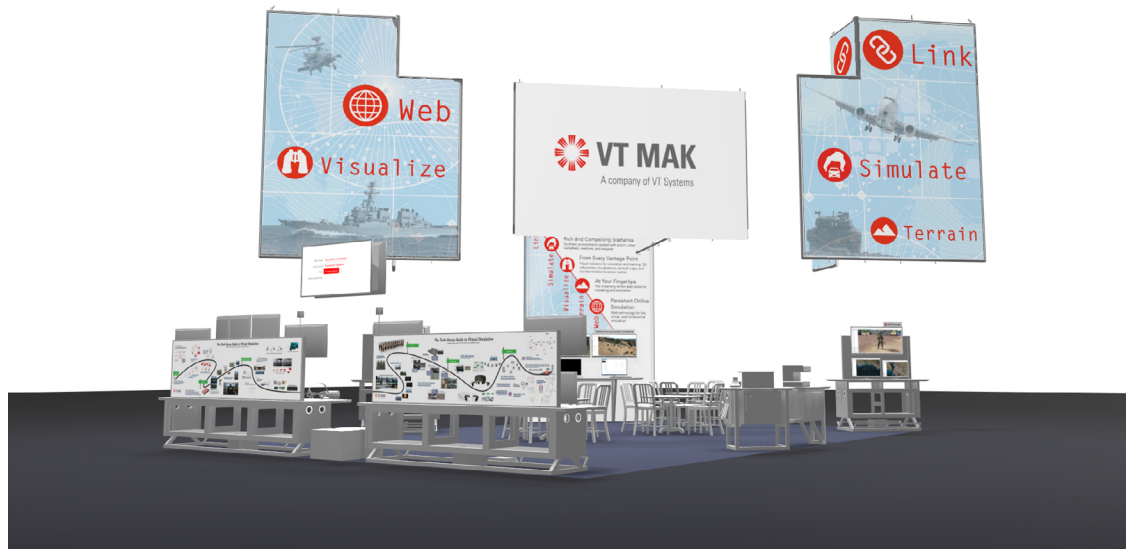
VR-Engage continues to build momentum at I/ITSEC!

This is the time to get a deal on WebLVC!

See how we're making it easier than ever to add WebLVC!

NewsMAKers

We highlight two new releases, look at some upcoming events, and announce new training dates!



It's been a very Engaging year!

VR-Engage, our new Multi-role Virtual Simulator, has been gaining momentum in the market ever since it was announced last year at I/ITSEC. This year, our official release was followed quickly with a major feature release and we're planning another update to VR-Engage before the end of the year. This breakneck pace is helping us keep up with customer demand. So far customers are using VR-Engage ...

- ... as the armored vehicle in a tactics simulator;
- ... to test and demonstrate high fidelity motion platforms;
- ... in an airport protection training system, in which they are enjoying the parachuting capability
- ... as a lightweight proxy for simulator facilities in a Distributed Mission Operations Center (DMOC) testbed;
- ... in homeland security applications for training at security checkpoints;
- ... as the host platforms in an Electronic Warfare Battle Lab;
- ... as the host platforms in distributed lab to test user interface designs, sensor model effectiveness, operational effects on the missions.



Come see VR-Engage in our expanded Training System Demonstrator at I/ITSEC (booth #1213), where it will be playing the roles of Driver, Gunner, Commander, Soldier, Police Officer, Pilot, Paratrooper and Forward Observer. We will show you how all the MAK products work cohesively to set up and manage the training scenario, simulate all the training roles, as well as record and present the results.



Click on the video above and take a tour through our I/ITSEC booth



Faster is Better

As I was reviewing our products for this I/ITSEC edition of What's Up MAK, one characteristic kept bubbling to the top — performance. We spend a lot of our R&D focusing on techniques and code enhancements that speed up, well... everything. Our Graphics and Art teams pay attention to the cutting edge of computer graphics so they can implement techniques that make optimal use of the GPU to create stunning visual scenes. We're looking forward to showing you major improvements in human character rendering, shadowing, ocean lighting, atmospherics, and terrain rendering. But performance is not just visual, we've increased the

number and complexity of entities you can simulate in VR-Forces, squeezing every last bit of performance out of the network.

Prettier is Better

Our Art team has been cranking out content. More and more 3D models, more and better types, shapes, and skins for human characters and even terrain databases. All MAK content is designed to look great and make efficient use of the computing and graphics resources. Come ask Petr to show you our growing content library.



Better is Better

This is the best version of VR-Forces ever! This year we've added many new capabilities (in addition to making everything about 50% faster). We added new modeling capabilities for aircraft missions, particularly simulations using electronic warfare (EW) systems. We upped the fidelity of entity behavior on the ground in support of first-person simulations and close up surveillance operations. And we continue to improve user interface and APIs to give users autonomous AI and fine grained control of the simulation.

DI-Guys are Everywhere

Long gone are the days when simulations were empty of human characters, now we have DI-Guys hiding behind cover points in VR-Forces, opposing our VR-Engage players in interactive skirmishes, and navigating around dynamically placed or destroyed terrain elements in VR-Vantage scenes. Don't forget that DI-Guy is a cross-vendor API that is integrated into many of the IG solutions around the industry.

We're all about Interoperability

Even though our link products are mature, stable, and super high performance, we keep adding features to make them more useful and usable. Come speak with Felix about your networking needs, and let him show you the new video recording capabilities, Link-16 interoperability, and improved WebLVC apps.

Creative terrain

Terrain is such an integral part of simulation... and our customers approach it in so many different ways. That's okay, we like to be terrain agile. This year we've added dynamic terrain to VR-Forces, not just the kind where objects are destroyed by enemy fire, but also a more creative ability. We've added the ability to dynamically place groups of 3D objects that integrate with the terrain in real time. Entities planning routes immediately plan around or take advantage of the new structures. We've also improved interoperability with other systems by building and validating support for CDB terrain. And we've dramatically improved our whole earth Procedural Terrain Engine so users can stream terrain from VR-The World Server or even add procedural detail to the CDB terrain. We look forward to showing you a whole world of terrain possibilities.



Solutions

We have so much more than just products, we've dedicated a station to show you how our products are used in Command Staff Training, Disaster/Incident Management, UAV Surveillance, and Operational Planning.

Operation Blended Warrior

This is the third year that the National Training & Simulation Association (NTSA) has sponsored the OBW special event at I/ITSEC. Every year, MAK has been there to contribute simulation entities to the distributed exercise involving over 50 organizations. And when any of those organizations needs help connecting their simulators to the network or translating protocols, MAK is there to help. This year MAK's VR-Vantage Stealth will be the primary 3D viewer in the OBW booth and MAK's VR-Exchange will be in the OBW booth serving as the primary bridge between DIS 6 and DIS 7 traffic, enabling participants to make use of the latest IEEE 1278.1-2012 standard and still interoperate with the systems running the legacy version.

Stop by our booth (#1213) and have Brian give you an inside look at the live exercise underway.

Around the Show Floor

Check out Digital Projection's booth where MAK's VR-Vantage IG will be lighting up three 4K channels at 60Hz. Scalable Display Technologies' edge blending is built into VR-Vantage. The

demo is running on RAVE Computers with NVIDIA GPUs and Sync cards.

Look for us in other booths around the show floor. Our technology is used by many of the show vendors, and we're working on a couple of exciting demos that we can't tell you about yet..

Outside the Show Floor

On Tuesday from 10:00-11:00 AM at the Rosen Centre (across the street from the convention center), we'll be hosting the first ever State of MAK meeting, a behind-the-scenes event open to all MAK customers. With company leadership as our guides, we'll examine MAK's perspective on the current market, and explore the future roadmap for how we see the development of upcoming MAK products. Attendees will walk away with a better understanding of MAK's positioning and can plan ahead to take advantage of not-yet-released developments we have in the works. CEO Dan Schimmel, VP of COTS Products Jim Kogler, and VP of Products and Solutions Len Granowetter will lead the talks. They'll also be available to answer any questions you have in a Q&A session at the conclusion of the proceedings.

We're also participating in the annual 5K Race while we're in Orlando! Want to join the MAK team and run the race with our squad? [Contact Danny Williams](#) to sign up and join the team!

It's a Good Time to be with MAK

We're pouring our energy into making products that serve your needs. And as always, we're a friendly and helpful bunch, so find time to stop by the MAK booth at I/ITSEC. Technology is advancing fast, and MAK is helping you Keep Ahead of the Game.

There's never been a better time to try out WebLVC!

Our Web products have seen a rapid pace of adoption by our customers! This holiday season, we want to give something back to those customers looking to add web applications to their simulation system.

From November through March, we are offering the newest, most popular version of WebLVC - which connects any number of web clients to a single DIS or HLA network - at a reduced price.

WebLVC is well-suited for simulation environments looking to add a web interface to their apps for specific roles, such as an instructor-operator station. WebLVC runs on a web browser, meaning it is lightweight enough for mobile devices and tablets.

For more information on this offer, [contact the sales team](#) and we'll be happy to help!

NewsMAKers

Customers can now sign up for new rounds of online and onsite trainings for December! [Check out the training page](#) to get the latest schedule, and catch up on any webinars you missed.

[RadarFX 1.3 has just been released!](#) Get the latest information on how we've made our radar simulation more realistic than ever before.

Come out and meet us at upcoming shows for Q1 2018! We'll be at [AUSA Global Force Symposium](#), [SIW](#), and the [Singapore Airshow](#)! Check out our [event calendar](#) to see what shows we're attending and what we'll be bringing.