

What's Up

MAK

June 2021



The MAK Legion Advantage:

Scalable, deployable anywhere, and backed by MAK's 30 years of interoperability experience

This 6-minute video explores the benefits of choosing MAK Legion to implement your scalable simulation framework. From Legion's innovative client-server model, to its Data Store Library's object-oriented interface, to its deploy-anywhere flexibility, MAK Legion implements a supported simulation framework that can scale to simulate millions of entities.

[Watch the video and experience the MAK Legion advantage!](#)



MAK Earth presents: The Guam Terrain

MAK Earth now includes increased resolution for the Island of Guam and the surrounding waters (bathymetry) and islands. So if you're simulating operations in the Western Pacific Rim and need to stage assets on US territory, check out our Guam terrain.



Tech Tip: Configuring specular reflections to add realism

This month we'll cover how to configure your environment to make scenarios richer and more realistic by adding specular reflections to inland water. Since inland water terrain is usually just a flat area of elevation with an image of water, adding specular reflections increase realism and provides an important visual cue for aircraft.



MAKER Spotlight: Paul Zimmons

Say hello to Paul Zimmons, MAK's Senior Graphics Programmer on the VR-Vantage team. A MAKer since 2014, Paul is responsible for creating, debugging, and optimizing many of the features in VR-Vantage that make it look amazing.

MAK's June "Wallpaper of the Month" is here -

Download yours today!

