

What's Up **MAK**



September 2023

Standing the Test of Time with MAK ONE

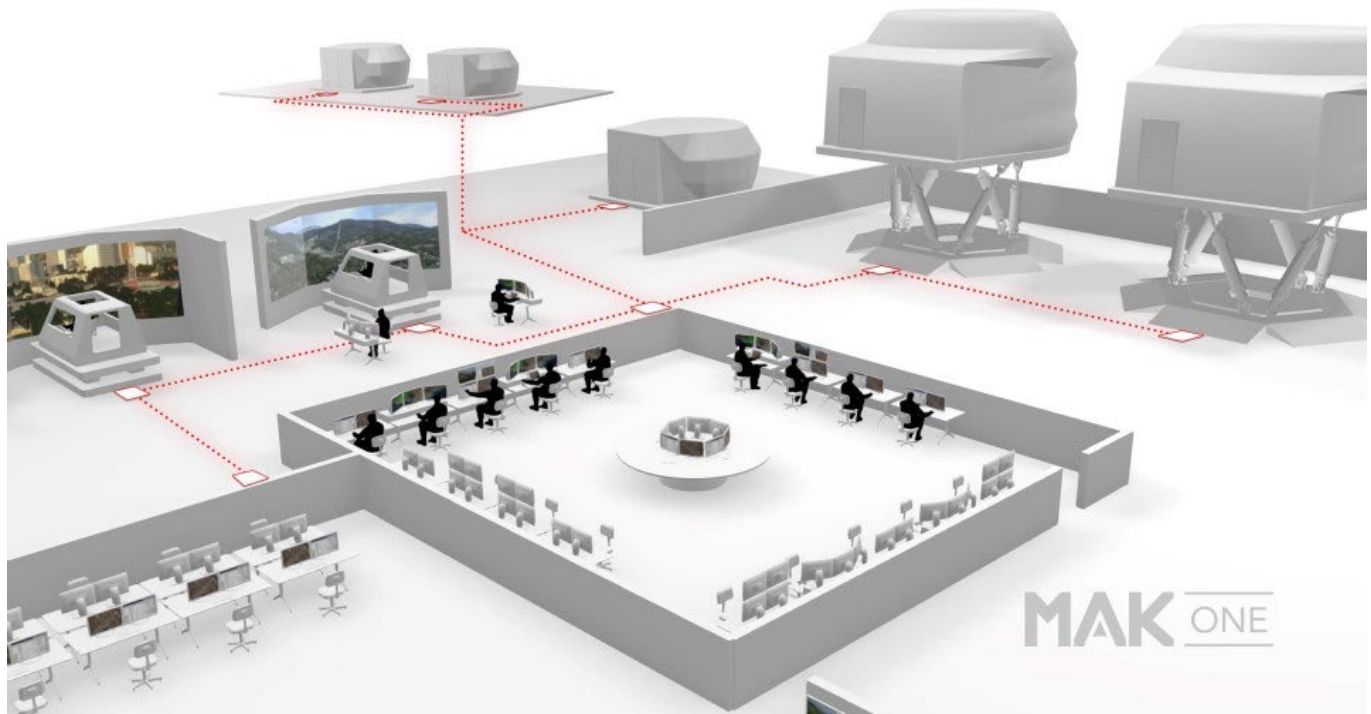
MAK has stood the test of time for more than thirty years. Our MAK ONE Commercial Off The Shelf (COTS) software platform has been accepted as the right approach for major simulation programs across the world.

We're proud of the many organizations and projects that have leaned on MAK ONE over the years and continue to put their trust in MAK and our network of international distributors. A few examples of collaboration with ST Engineering Antycip in Europe include:

- For more than 20 years, UK MoD's [Defence Academy Modelling and Simulation \(M&S\) program](#) has used the entire MAK ONE suite of simulation software to teach defense modeling and simulation to the next generation of postgraduates.
- Since 2011, ADOS Netherlands' (Rheinmetall) [Ground-Based Air Defense \(GBADS\) Training System](#) has relied on VR-Forces, VR-Vantage, the MAK RTI, and the MAK Data Logger.
- Since 2011, The Norwegian Defence Research Establishment (FFI) has used VR-Forces for [CST Experimentation and Research](#).

We continue to prove ourselves as the partner of choice to the newer programs and organizations who rely on best of breed technology to get the job done. Read the news articles below for a few of our most recent wins.

All these programs – both new and old – require MAK ONE to continue to stand the test of time. As great partners who continually explore innovative technologies, we're looking forward to the next 30 years and beyond in the Modeling, Simulation, & Training community.



MAK Technologies and ST Engineering Antycip, MAK's exclusive European distributor, celebrate supporting role in the RAF Gladiator Program!

MAK is proud to stand alongside ST Engineering Antycip to provide the Royal Air Force (RAF) with the MAK ONE suite of simulation software for the Gladiator Program, a new synthetic training system for the UK armed forces. This is a fantastic partnership led by Boeing Defence UK that is revolutionizing pilot training.

See Gladiator in action at an exclusive demonstration, hosted by the RAF and Boeing, for delegates headed to Defence and Security Equipment International (DSEI) exhibition in London next week.

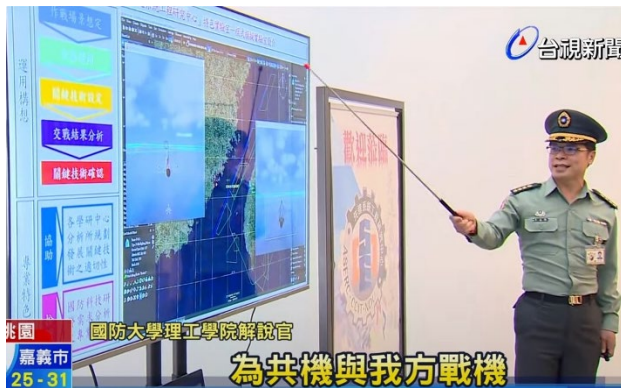
[Read ST Engineering Antycip's Press Release](#) about this exciting program!



MAK Technologies Awarded Immersive Training Environment Project Phase 2 Contract by United States Marine Corps

MAK recently announced that it has won a contract for the Immersive Training Environment (ITE) Project, Phase 2, by the United States Marine Corps (USMC). This project provides training that immerses Marines into realistic scenarios that combine live, virtual, and augmented reality, allowing them to practice, refine, and reinforce decision-making skills in challenging and realistic environments.

[Read the press release...](#)



CCIT Showcases MAK ONE-based Wargaming Scenarios to the President of Taiwan

The Chung Cheng Institute of Technology (CCIT) relies on MAK ONE to build realistic wargaming scenarios to help train warfighters' response to threats. In June 2023, the President of Taiwan, Tsai Ing-wen, visited the CCIT campus where she experienced a demonstration showing how CCIT's Advanced Systems Engineering Research Center (ASERC) uses MAK ONE-based simulation technology to carry out research and development of new weapon systems.

[Get the full story...](#)

All about VR-Engage!



Product Announcement: VR-Engage 2.0.3 has arrived!

This maintenance release includes some targeted new capabilities that are additive and/or low-impact, including a much more flexible system for configuring and deploying shoulder-fired weapons when engaged as a human character.

The most significant enhancement in VR-Engage 2.0.3 is a much more flexible system for configuring and deploying shoulder-fired weapons when engaged as a human character.

[Keep reading to learn more about what's new!](#)



Tech Tip: Configure VR-Engage with Accurate Vehicle Dynamics Based on Existing Models

MAK's VR-Engage virtual simulator application includes a built-in vehicle dynamics simulation, using Vortex, by CM Labs. Vortex is a mature and powerful COTS physics and dynamics engine that provides a simple authoring UI, allowing users to model at whatever fidelity is desired – including modeling of multi-axle drive and steering systems, dynamic loads, wheeled and tracked systems, physics of turrets and other parts, etc. However, the MAK ONE platform is also capable of using pre-existing dynamics models and external code that is not based on the Vortex physics engine.

[Here's how to configure VR-Engage with accurate vehicle dynamics based on an existing model.](#)



Lunch with MAK is back by popular demand!

Back in 2020 when COVID locked us all down to our homes, we kicked off our "Lunch with MAK" casual virtual meetings to bring some lighthearted camaraderie to a more lonely world. We had many months of great conversations and laughs, but after awhile, the world burned out on Zoom meetings and we paused Lunch with MAK.

Now, virtual meetings are a normal part of business life and from what we hear, there's appetite for more Lunch with MAK! We hope you'll join the MAK team for an interactive hour of discussion and interaction once a month for the next few months.

Save the dates!

- September 27 at 11:00am Eastern: Aggregate versus Entity-level simulation for Wargaming
- October 18 at 11:00am Eastern: All about Terrain. Has procedural terrain taken over, or is there a place for static terrains built with database generation tools?
- November 15 at 11:00am Eastern: MAK's I/ITSEC Preview (and what are you bringing to I/ITSEC?)
- December 6 at 11:00am Eastern: Post-I/ITSEC Learnings – What's new and exciting in the M&S world?

Our first topic for September 27 will be Aggregate versus Entity-level simulation for Wargaming. Join us to learn the differences between these two modeling approaches — and bring your experiences to the table to help us all know when to use each technique!

The best part? There's no stress to sign up or register. Just [save this Teams Virtual Appointment](#) link in your calendar and click it to enter the meeting lobby on September 27.

MAK Around the World

Here's where we'll be over the next few months:

- **DSEI**: September 12-15 in London, alongside ST Engineering Antycip, our exclusive European distributor
- **SISO SIMposium** (virtual): September 19-20
- **NATO CA2X2 Forum**: October 3-5 in Rome, Italy
- **AUSA Annual Meeting and Exhibition**: October 8-11 in Washington, D.C., alongside ST Engineering North America
- **I/ITSEC**: November 27 - December 1 in Orlando, Florida

Stay tuned to the [MAK Live/ Events](#) page for the latest on where we be! And if you'd prefer that we come to you for a private demo, [let us know](#).



MAK Technologies: Where Experience Meets Innovation

You know we've got the best software engineers in the business. But did you know that in addition to amazing coders, we've also got a team full of 3D artists, military veteran SMEs from every branch, and top simulation industry professionals? With the MAK team's combined experience, we've:

- Managed and delivered Modeling, Simulation & Training projects ranging from Combat Aviation to Synthetic Environment stimulation of C4I systems, to Project Control and Oversight.
- Designed and built terrain databases and highly detailed 3D models of military vehicles, munitions, and equipment.
- Managed projects, done audits, and proven ourselves as trustworthy partners in all aspects of training system development.
- Done everything from visual system upgrades, to integrating Operational Flight Packages (OFPs) into simulators, designed secure networks, to field support of simulation systems in-country and on live ranges.

This dynamic blend of expertise allows us to architect immersive military training and learning experiences that bring our customers' vision to life.

When you work with MAK, you're not just partnering with a company; you're teaming up with decades of hands-on experience. Let's build the future of military training together.

Want to join the MAK team? We are looking for a **Senior 3D Graphics Software Engineer** to join the MAK team. Is that you? Do you know someone who'd be the perfect fit? Let us know!

Psst.

Down here.

This "What's Up MAK" newsletter is our quarterly publication that rolls up our news, articles, and customer wins from the past few months.

If you want to follow our news as it happens, connect with us on [LinkedIn](#), [X](#), [Meta](#), and of course, [our MAK blog](#).