



What's Up MAK

JUNE 2024

Get Deep with MAK:

A technical webinar series featuring the MAK ONE Ecosystem

Join us as we dive into the depths of the MAK ONE suite of simulation software and the MAK ONE Ecosystem of partner products and complementary technologies!

While we often highlight the breadth and comprehensiveness of MAK ONE, this webinar series will go deep into specific technical topics, showing exactly how you can tackle intricate simulation tasks and explore interesting simulation challenges using MAK ONE and the other software in the MAK Ecosystem. Our MAK experts and experts from within the MAK Ecosystem will guide you through advanced operations and practical applications, and you'll gain insights into how to use MAK ONE to achieve specific goals – from effectively using APIs, to creating plug-ins, to manipulating terrain files, and more.

Whether you're looking to enhance your existing MAK ONE workflows, learn more about complex simulation topics, or explore new possibilities altogether, this webinar series will give you a taste of just how deep you can go with MAK ONE.

Keep reading for a glimpse at our first three webinar topics...

Get Deep into Terrain with Brian Spaulding

Tuesday, July 2 | 10:30am EST and 8:00pm EDT

MAK's terrain expert, Brian Spaulding, is excited to dive into VR-TheWorld and show you how to augment a Whole World terrain with commonly available GIS data. Specifically, he'll walk through two topics: 1) how to upload high-resolution data to VR-TheWorld, and 2) how to edit a MAK Earth terrain configuration file to specify how that geographic data is transformed into a 3D model and prepared for immediate use in a MAK ONE synthetic environment. Brian will describe the pros and cons of alternative terrain approaches and shed light onto how your terrain choices affect the performance of both the terrain server and local simulations using the terrain.

Simulation Automation in VR-Forces and Beyond with Dr. Doug Reece

Tuesday, July 16 | 10:30am EST and 8:00pm EDT

MAK's simulation expert, Dr. Doug Reece, geeks out about automation. In this session, he'll tell you what he thinks the goals of automation are and what forms automation comes in. He'll also show you how VR-Forces supports complex, automated behaviors via behavior trees and more. Doug knows that there are lots of ways to address this topic and would enjoy hearing your ideas and lessons learned.

Tactical Data Link for VR-Forces with Murray Gamble, CogSim Technologies

Tuesday, July 30 | 10:30am EST and 8:00pm EDT

In this session, CogSim Technologies' Director of Engineering, Murray Gamble, will dive into the world of Tactical Data Links using CogSim's TDL plugin for MAK ONE applications. Murray will discuss generating standards-compliant TDL messages in VR-Forces and how CogSim plugins can be used for C2 and non-C2 simulation and role-playing applications. Murray will discuss how CogSim's TDL Gateway can bridge real-world TDL and the MAK environment to enable Live, Virtual, Constructive (LVC) TDL interoperability.

 ICYMI (IN CASE YOU MISSED IT)

**If you missed the MAK ONE 2024 Release Webinar,
we've got you covered.**

Download the webinar recording to hear Jim Kogler, MAK's VP of Products, outline all the new features and upgrades in the MAK ONE 2024 Release. You'll see that the MAK ONE synthetic environment now comes with even more built-in richness with higher simulation fidelity and key visualization enhancements and additions. Our continued focus on interoperability is baked into updates across the suite of products.

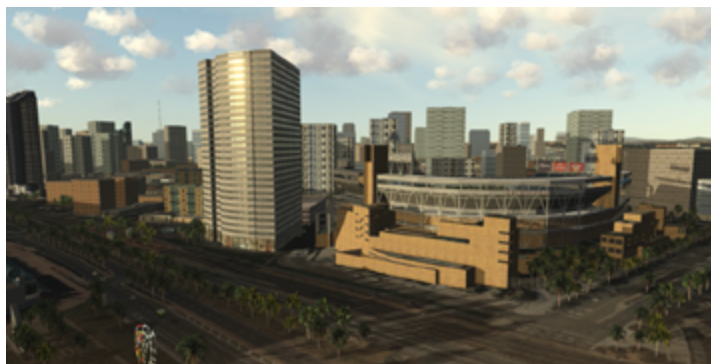
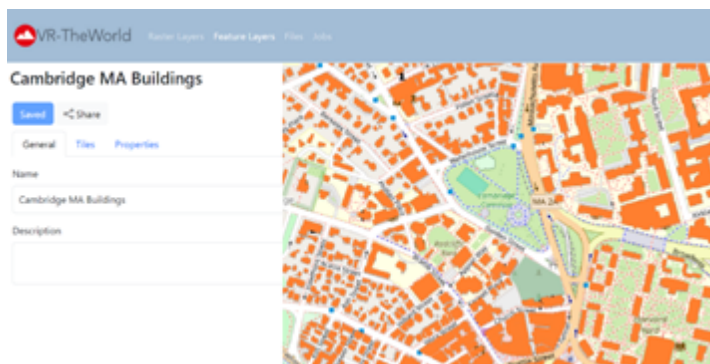
Watch the MAK ONE 2024 Release Webinar!



To celebrate the latest release of VR-TheWorld, here are five things everyone should know:

- **Its main job is to stream terrain data.** VR-TheWorld serves optimized terrain tiles, in any projection, using internet-standard protocols to client simulation applications. It can be hosted both in the cloud or on a local machine running Windows or Linux.
- **It's a tool to manage your source terrain data.** Not just a tile server, VR-TheWorld is a terrain data management tool to help users import, tile, and composite terrain elevation, imagery, and features on a global scale. The browser-based GUI lets you inspect your data, control the priority, and define which levels of detail each layer contributes to the simulation environment.
- **No waiting required.** As soon as geographic data is loaded onto VR-TheWorld, it is available to client applications. You can choose how much of your data to pre-tile to optimize for performance, but you don't have to wait. You can immediately use the data in your simulation environment.
- **VR-TheWorld comes with a world of terrain data.** This includes whole Earth base layers, high-resolution areas, and samples of interesting datasets. It is delivered on a 6TB disk drive with 2TB of layered source datasets, 2TB of pre-tiled layers, and 2TB free space for you to add your own datasets.
- **It fits nicely in the MAK ONE modular architecture.** VR-TheWorld can be the main source of terrain data for any number of MAK ONE applications, simultaneously. But it is not restricted to use by MAK ONE apps; it can also be used to serve web applications that run on mobile devices participating in correlated simulation environments.

If you're interested in learning more about this release of VR-TheWorld, or if you want to be on the list so you know exactly when new versions of products are released (spoiler alert: MAK ONE Infrastructure Tools are coming soon!), reach out to us at info@mak.com or sign up for our **MAK Product Announcement emails!**



If a picture is worth a thousand words, how much is a video worth? You be the judge!

We've been talking about the MAK ONE 2024 Release a lot lately — and for good reason! There is so much goodness built into this release of our suite of products. Now, instead of simply telling you more about it, we'd like to show you how MAK ONE comes to life through the following videos.



Experience the Beauty of MAK ONE

Beautiful visuals from the bottom of the ocean to the top of the atmosphere (and beyond) with MAK ONE!



Explore Command Staff Training in VR-Forces

Whether you're conducting an exercise, providing academic instruction, or managing a local crisis, simulation plays an important role in command and staff training. Watch this MAK ONE demo of a brigade-level exercise using VR-Forces.



Model the Information Battlespace

Watch as MAK's Chief Technology Officer, Len Granowetter, demonstrates how VR-Forces can be used in an information-rich simulation environment.

How it's done in MAK ONE: Sensor Operator Training

Sensor operators and aircraft pilots play a crucial role in providing intelligence and support during complex and potentially dangerous missions. They must have comprehensive expertise in managing the ground control station sensor system and have the tactical skills necessary for effective teamwork in unpredictable situations. MAK ONE meets the diverse training needs of Sensor Operators and Pilots...here's how.

Read our Sensor Operator use cases!



in SOCIAL CORNER

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