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I/ITSEC Booth #1313

**MÄK STEALTH DEMONSTRATES STEALTH SUPPORT OF  
BLUEBERRY 3D MODULE FOR DYNAMICALLY GENERATED,  
RICH, DETAILED TERRAIN  
MÄK Stealth's Redesign Using MultiGen-Paradigm's Vega Prime Gives  
Users Access to Third Party Modules**

I/ITSEC, ORLANDO, Fla., December 1, 2003 – MÄK Technologies, the world's leading supplier of distributed simulation software, announced the ability to use the Blueberry3D Development Environment for Vega Prime in the MÄK Stealth 3D viewer to depict dynamically generated, rich, detailed terrain. By generating terrain polygons and features like trees, rocks and brush on the fly and only when needed, the Blueberry3D technology provides unparalleled realism in the Stealth while allowing real-time frame rates. The MÄK Stealth's recent redesign, using MultiGen-Paradigm's Vega Prime development environment, allows Stealth users to take advantage of third party plug-in modules, like Blueberry3D's Development Environment for Vega Prime and Terrain Editor for Creator Terrain Studio. MÄK will be demonstrating this new functionality in their I/ITSEC booth #1313.

"The majority of our clients saw from the outset that Blueberry3D was perfect for the SAF/CGF community, in fact our first client, BAE Systems immediately integrated our development environment with that of VR-Forces," said Rune Thyselius, chief executive officer, STVRS. "We're very pleased to be cooperating with MÄK Technologies and feel that Blueberry3D can bring new capabilities to

- more -

**MÄK STEALTH USES BLUEBERRY 3D, VEGA PRIME**

their products. This complements perfectly our existing, successful partnership with MultiGen-Paradigm, in bringing new value to our clients.”

“Our collaborative relationship with STVRS and MAK allows us to extend and strengthen our support of the visual simulation community by providing our customers with the ability to add increased realism and views,” said Sandeep Divekar, CEO at MultiGen-Paradigm. “By working closely with these partners, we are taking full advantage of the standards-based and extensible architecture of our products to meet the specific needs of battlespace visualization applications”

“Our companies’ combined effort to leverage interoperability to develop a complete solution, built with three best-of-breed, standards-based, COTS components, illustrates how an open-market business model provides the best bang for the buck for users,” said Warren Katz, MÄK Technologies’ chief operating officer. “The innovative technology of each independent product enriches the whole.”

Blueberry3D brings advanced fractal mathematics and procedural geometry to Vega Prime and Creator Terrain Studio. The ability to create geometrical shapes procedurally only when needed allows incredibly complex and detailed terrain databases to be built in a very short time span. The system consists of two main components - Blueberry3D Terrain Editor which consists of three plugin modules to Creator Terrain Studio and the Blueberry3D Development Environment that uses Vega Prime’s VSG (Vega Scene Graph).

A full LynX Prime user interface and C++ API makes it easy to add Blueberry3D content to any Vega Prime application. Compatibility with other third party products ensures access to a wide range of optional features.

- more -

## Page 3

### **MÄK STEALTH USES BLUEBERRY 3D, VEGA PRIME**

The Stealth, a vital tool for distributed simulations, provides a three dimensional view of the virtual battlefield. It is an essential component of an after action review system. The MÄK Stealth excels at visualizing non-visual information like fire and detonation lines, trajectory histories, sensor volumes, and entity labels. The latest release of the MÄK Stealth also boasts a redesigned user interface for easier navigation through the eleven different viewing modes the Stealth provides. Other new features include mouse navigation, dockable toolbars, environmental effects and echelon view.

Vega Prime is an extendible, cross-platform, commercial-off-the-shelf (COTS) C++ development environment that includes MultiGen-Paradigm's advanced low-level scene graph VSGas well as a high level abstraction API, delivering a wide range of scalable and customizable features designed for visual simulation, sensor simulation, simulation based training, and urban simulation.

Creator Terrain Studio delivers a unique set of 3D scene creation, geometry/texture creation tools and workflow management focused on the production of large-area realtime 3D terrain databases. Creator Terrain Studio is the industry's only solution that captures the workflow process and catalogs metadata based on MultiGen-Paradigm's MetaFlight schema, which facilitates shorter development and production cycles and enables the reuse of data.

MÄK's tools and toolkits include:

- VR-Link® – The world's leading simulation networking toolkit
- MÄK VR-Forces – The complete simulation toolkit
- MÄK Stealth – 3D information station for the networked virtual battle

- more -

**Page 4**

## **MÄK STEALTH USES BLUEBERRY 3D, VEGA PRIME**

- MÄK Data Logger – Recording and review system
- MÄK PVD – Interactive real-time tactical map
- MÄK RTI– The high performance RTI
- MÄK Gateway – DIS to HLA translator

### **Pricing and Availability**

The MÄK Stealth is currently available for Windows® 2000® and XP and Linux. An Irix version will be available soon. For additional information or pricing, please contact the MÄK sales department at [info@mak.com](mailto:info@mak.com) or 1.67.876.8085 x2.

Blueberry3D Terrain Editor v1.1 for Creator Terrain Studio and Blueberry3D Development Environment v1.1 for Vega Prime are currently available for Microsoft® Windows® 2000 Professional and XP. For pricing information, contact your local MultiGen-Paradigm sales representative or distributor <http://www.multigen-paradigm.com/contact>.

Vega Prime 1.2 is currently available for Microsoft® Windows® XP Professional and 2000 Professional, Sun Microsystems Solaris™ Operating Environment and Red Hat 8.0 Linux users. Creator Terrain Studio 1.1 is currently available for Microsoft® Windows® XP Professional and 2000 Professional. For pricing and upgrade information, contact your local sales representative or distributor or visit [www.multigen-paradigm.com](http://www.multigen-paradigm.com) for further information.

### **About Sjoland & Thyselius Virtual Reality Systems**

STVRS AB was formed in 2000 to create new applications for the realtime simulations and training industry. Sjoland & Thyselius has been deeply involved in the simulation community since 1989, where STVRS was created in order to

- more -

**Page 5**

## **MÄK STEALTH USES BLUEBERRY 3D, VEGA PRIME**

productize technologies, which have been developed from government contracts. STVRS is based in Stockholm, Sweden.

### **About MultiGen-Paradigm**

MultiGen-Paradigm, Inc. leads the industry in providing commercial-off-the-shelf, realtime 3D simulation software tools and solutions to interactively create and run visual and sensor simulation, simulation-based training, urban simulation and 3D GIS visualization applications. Further information about MultiGen-Paradigm and its products and services can be found on the World Wide Web at [www.multigen-paradigm.com](http://www.multigen-paradigm.com).

### **About MÄK Technologies**

MÄK Technologies develops software to link, simulate and visualize the virtual world. We create tools and toolkits for distributed simulations, develop PC-based military tactical trainers, craft custom solutions, and research and develop the latest simulation technologies. We build commercial off the shelf simulation software that is flexible, portable and supported. Whether you choose our best-selling networking toolkit, VR-Link or our computer generated forces toolkit, VR-Forces, you have purchased a product backed by the industry's leading distributed simulation experts. Our worldwide customers include ITT Industries, Boeing, Lockheed Martin, Raytheon, Tenix, Dassault and BAE. Please call 617.876.8085 or visit [www.mak.com](http://www.mak.com) for more information.

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