

DEMO MENU

I/ITSEC 2025 | BOOTHS #1221 AND #1123

MAK ONE MULTI-DOMAIN SYNTHETIC ENVIRONMENT

MAK ONE comes with everything you need to do exactly what you need, including models and systems ready to use and configured to run in a tested and proven simulation environment via DIS & HLA. Experience the following integrated MAK ONE demonstrations at booth 1221.

MAK ONE AIR & NAVAL OPS

Experience how MAK ONE can seamlessly support multi-domain operations experienced from the perspective of major maritime offensive in support of ground operations. For everything from subsurface to space, see how VR-Forces can replicate full kill chain operations utilizing space, cyber, rotary wing, fixed wing, drone swarms, and CCA assets in single, all-inclusive scenario.

MAK ONE TACTICAL DATA LINK

More than just Link16, CogSim's suite of TDL products now allows VR-Forces integration into both live and synthetic Link 16, ATAK, AIS, ASR, and Networked Enables Weapons (NEW) capabilities. This allows a more robust C2 picture for both air and ground C2 systems and provides a gateway into full LVC training operations.

MAK ONE GROUND OPS

Execute close-combat multi-crew ground vehicle and infantry operations—including new drone capabilities—in dense, procedurally generated forests. This Collective Training exercise highlights VR-Forces as a CGF and IOS and VR-Engage's extensive capabilities as a multi-role virtual simulator, while also demonstrating the flexibility to seamlessly integrate with a third-party motion platform.

THE MAK ONE SUITE—À LA CARTE

At booth 1221, allow MAK's expert engineers to give you an in-depth look at the MAK ONE products, and how you can customize and extend MAK ONE to meet your simulation and training goals.

VR-ENGAGE

Multi-Role Virtual Simulator

VR-FORCES

Multi-domain Simulation Engine, IOS, CGF, Intelligent Agents

VR-VANTAGE, SENSORFX, RFVIEW® FOR MAK ONE

2D & 3D OTW, Sensor, SAR, & COP Visualization

VR-THEWORLD, MAK EARTH

Whole-world Terrain Server, Terrain Engine

VR-LINK, VR-EXCHANGE, MAK RTI

LVC & C4I Interoperability

SOLUTIONS BUILT ON MAK ONE

Experience the delicacy of solutions based on MAK ONE at booth #1123.

VR-FORCES FOR WARGAMING WITH MARS AFTER ACTION REVIEW

Investigate the unique ORBATs (Orders of Battle) and alternative doctrines of two countries in a simulated wargame of an invasion in this aggregate-level scenario. The choice of doctrine directly impacts the outcome, offering insights into strategic planning and decision-making. Use VR-Forces' ORBAT editor and Sync Matrix to establish precise wargaming conditions and simulate engaging scenarios.

Enhance decision-making and improve performance with ST Engineering's Mission Analytics and Review System (MARS), designed to provide comprehensive after-action reviews with session recordings for briefing/debriefing and real-time video analytics for training and operations.

IMMERSIVE DRONE TRAINING WITH FPV DRONE SIMULATOR

Take control of MAK's First Person View (FPV) Drone Simulator and see how it delivers realistic unmanned system training. Rehearse missions over detailed global terrain, practice surveillance, maneuvering, and targeting, and build skills without risking equipment or personnel. MAK's FPV Drone Simulator integrates real FPV headsets and physical drone controllers with a virtual quadcopter simulated by VR-Engage—fooling the hardware into thinking it's communicating with a real drone.

NICO AI FOR CONSTRUCTIVE SIMULATION

Explore how MAK uses AI to make constructive simulations smarter and easier to use. Our NICO AI demo shows how VR-Forces scenarios and plans can be AI-generated directly from text inputs or natural language. AI-powered agents inside the MAK ONE environment can interact naturally with human trainees, replacing live role players with voice-driven intelligent crewmates.

SCALABLE SIMULATION & ANALYTICS WITH CERVUS' FORGE

See how Cervus' Forge platform and MAK's VR-Forces accelerate experimentation and decision-making. Play out complex VR-Forces scenarios faster than real time while Forge's Hive analytics engine pulls data from the simulation to deliver instant insights. Developed for the British Army, this demo shows how to scale scenarios, improve robustness, assess outcomes on the fly and at scale, and quickly move from scenario to analysis.

AGIL® COUNTER UNMANNED AERIAL SYSTEMS SIMULATION SYSTEM

The AI-enabled AGIL® Counter Unmanned Aerial System (C-UAS) Simulation System by ST Engineering Training & Simulation offers an advanced, integrated training solution designed to prepare teams for real-world challenges. The AI-assisted simulation provides realistic training in decision-making, tactical employment and rules of engagement in both known and uncertain threat scenarios. The system seamlessly integrates all critical elements of C-UAS operations, providing a holistic and immersive training experience. From tactical decision-making and drone pilotage to detection, targeting, and neutralization, we build crucial skills and enhance operational readiness across the entire spectrum of C-UAS engagement.

The system is powered by MAK ONE, including VR-Forces, VR-Link, RTI and VR Vantage.

FORWARD OBSERVER TRAINING WITH MAK FIRES

MAK FIRES is a focused training application built on the MAK ONE platform. MAK FIRES enables instructors to train soldiers to identify targets, adjust fire, then fire for effect. Trainees can communicate with instructors, or practice on their own by speaking to our simulated FDC. No soldiers stand idly by - every student in a MAK FIRES classroom can call the mission using their tablet. It's portable and efficient training for all soldiers.