

October 2021

What's Up **MAK**



Introducing the Fall 2021 Release of MAK ONE!

We're excited to introduce the Fall 2021 release of MAK ONE, a whole-world synthetic environment where you can simulate at any scale, from individual training to multi-domain operations in any of the warfighting domains.

This release showcases a number of new and continuing threads of the MAK ONE suite. From atmospheric fidelity, new domain-specific views, improved load balancing capabilities, hundreds of new models and more, we're excited to share it all with you.

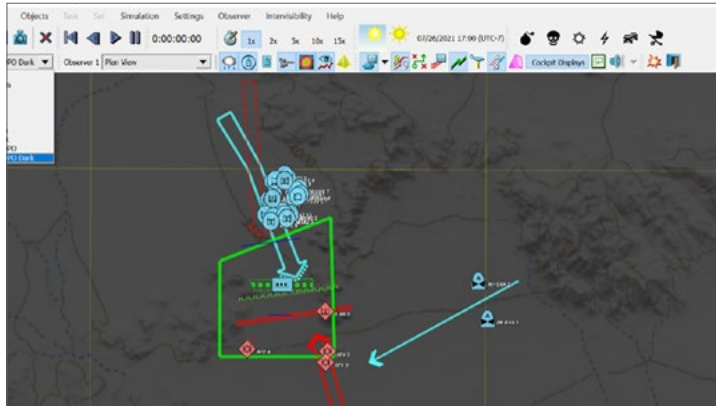
[Get the full scoop on the Fall 2021 MAK ONE Release!](#)

MAK *live!*

Our next seminar is October 19 —
register today!

The MAK ONE Roadmap with Jim Kogler

Join us for a MAK ONE Roadmap seminar with Jim Kogler, MAK's VP of Products. You'll hear highlights from the Fall 2021 MAK ONE Release and get a look at what's to come on the road ahead. We are hosting the event in three time zones — register for the one (or more!) that best suits your schedule.



Tech Tip: Creating domain-specific 2D map views in VR-Forces

By controlling layers within your terrain definition, you can have 2D map views that are specific to each simulation domain. Take a look at this tech tip from Dan Brockway that includes saved views for three domains — Air, Land, and Sea — to help you see more possibilities on how to manage your VR-Forces scenarios.



MAKER Spotlight: Mariam Ben-Neticha

We're excited to introduce Mariam as our MAKer Spotlight for the month of October. A software engineer on the VR-Forces team, Mariam plays a key role in feature development, bug squashing, and support system tracking and management. One of the most recent features she's worked on comes to VR-Forces 4.10 in our MAK ONE Fall 2021 release: air-to-air refueling!

MAK *is hiring!*

Got the skills? Know the perfect person?
Check out our open positions.