

What's Up **MAK**

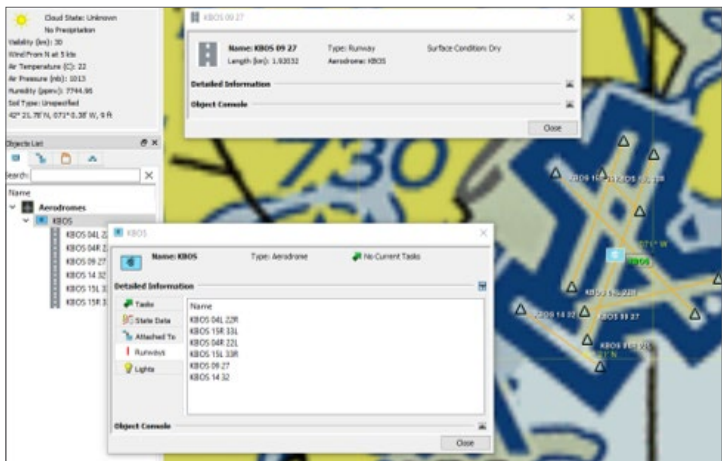
September 2021



MAK ONE: Planet Earth's "Digital Twin" for Training and Experimentation

Building a synthetic environment detailed enough for individual training and robust enough to match the complexity of our operational environment requires a new approach, a broader vision of how we create our simulation environments. The MAK ONE Synthetic Environment, a simulation model of the world and its inhabitants, meets this vision. This "Digital Twin" of planet Earth provides the context for multi-domain training and experimentation.

[Learn more about Planet Earth's "Digital Twin"...](#)



Starting a new thread: Aerodromes coming to the MAK ONE Fall 2021 release

At MAK, we often look at our releases as a tapestry, where each thread represents some set of features that are closely related to others. The threads spend some time at the surface to paint a particular color, and then sometimes disappear in the tapestry only to resurface some later time in a future release. In the MAK One Fall 2021 releases, specifically in VR-Forces 4.10, we are introducing a brand new thread — Aerodromes.



The Scalability Challenge and Simulation Scalability Study Group

The Simulation Interoperability Standards Organization (SISO) is hosting its 2021 Virtual SIMposium later this month. MAK's own Matt Figueroa, Len Granowetter, and Bob Holcomb have been selected to present a SimBrief at the event, titled "The Scalability Challenge and Simulation Scalability Study Group". Read the abstract and join us!



MAKER Spotlight: Chris Davenport

The upcoming Fall 2021 Release of MAK ONE comes with tons of great new content — from Stryker ICVs to the F-22 Raptor. Chris Davenport, our Content Manager at MAK, is one of the MAKers responsible for that content; he spends his time overseeing the 3D models and integrating them into VR-Forces so that they look amazing and work flawlessly for our customers... keep reading to learn more about Chris!

MAK *is hiring!*

Got the skills? Know the perfect person?
[Check out our open positions.](#)