MAK ONE
SYNTHETIC TRAINING ENVIRONMENT

VR-Forces GUI
Instructor Operator Station

VR-Forces
Sim Engines

VR-TheWorld
Serving OWT

VR-Vantage
After Action Review

VR-Engage
Ground Vehicle Simulator

VR-Engage
Multi-role Player Stations

VR-Engage
Flight Simulator

The Flexible Simulation Platform For All Domains

MAK ONE

The MAK Suite of products is an excellent example of the adage, *"The whole is greater than the sum of its parts."* Each MAK Product is designed to meet a particular need within our customer's simulation systems. But, used together, the benefits are compounded offering a great value to those who need a complete simulation system.

ROYAL AIR FORCE

Chosen by the UK MOD, to provide core technology for the Defence Operational Training Capability (Air) (DOTC(Air)) Core System and Services (DCS&S).
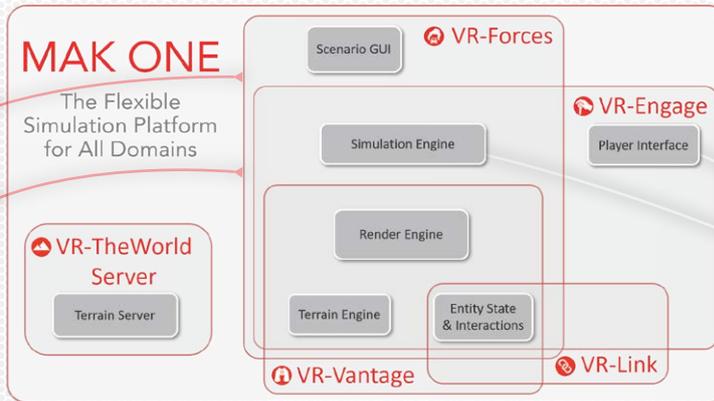
U.S.ARMY

Chosen by the US Army Synthetic Training Environment (STE) as best-of-breed technology to build the STE Common Synthetic Environment (CSE).

Get in touch at mktg.tss@stengg.com to schedule a demonstration. Visit www.mak.com to learn about the full suite of interoperable products. Let us help you Get Ahead of the Game!
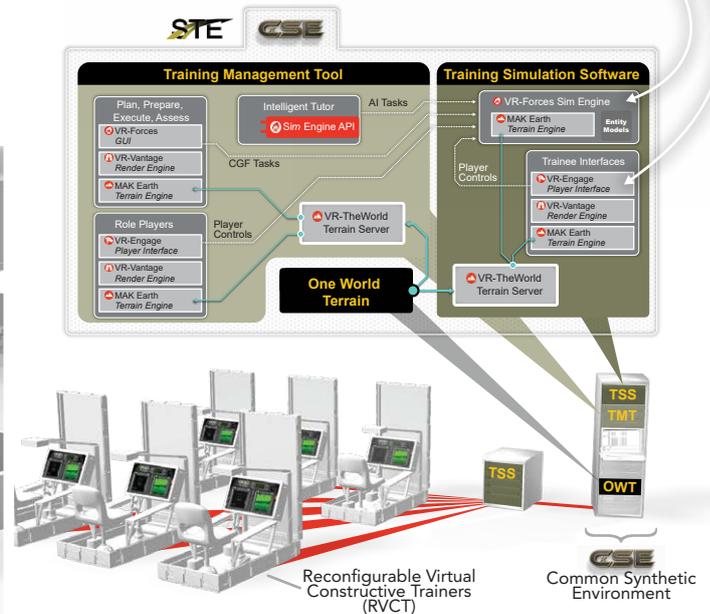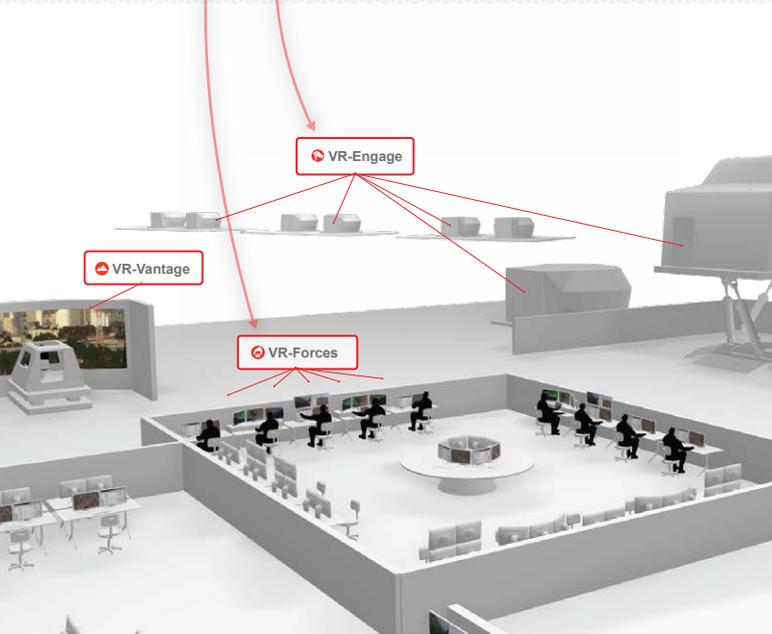
ST Engineering

MAK ONE Applications
Are used to build training and experimentation systems.

MAK ONE
The Flexible Simulation Platform for All Domains

VR-Forces
- Scenario GUI

VR-Engage
- Player Interface

Simulation Engine

Render Engine

Terrain Engine

Entity State & Interactions

VR-TheWorld Server
- Terrain Server

VR-Vantage

VR-Link

MAK ONE Capabilities
Are used to build custom applications that are then integrated into training and experimentation systems.

- VR-Engage
- VR-Vantage
- VR-Forces

STE · CSE

Training Management Tool

Plan, Prepare, Execute, Assess
- VR-Forces GUI
- VR-Vantage Render Engine
- MAK Earth Terrain Engine

Intelligent Tutor
- Sim Engine API

Role Players
- VR-Engage Player Interface
- VR-Vantage Render Engine
- MAK Earth Terrain Engine

AI Tasks

CGF Tasks

Player Controls

VR-TheWorld Terrain Server

One World Terrain

Training Simulation Software
- VR-Forces Sim Engine
- MAK Earth Terrain Engine — Entity Models

Player Controls

Trainee Interfaces
- VR-Engage Player Interface
- VR-Vantage Render Engine
- MAK Earth Terrain Engine

VR-TheWorld Terrain Server

TSS TMT
OWT
TSS

Reconfigurable Virtual Constructive Trainers (RVCT)

Common Synthetic Environment

MAK ONE Applications in this Example

VR-Forces provides the common CGF, using powerful AI that gives operators complete control over the setup and conduct of the training exercise.

VR-Engage provides Fully Immersive & Semi Immersive Collective Trainers for multiple training and instructor support roles, including dismounted infantry soldiers, drivers, gunners, JTACS, paratroopers, police officers, and pilots.

VR-Vantage IG immerses you in rich, beautiful first-person out-the-window visuals. And VR-Vantage Stealth provides a superior visual understanding of your simulation.

VR-Link enables custom applications to easily participate in the simulation.

WebLVC extends the reach of the simulation to the point of need using web apps and mobile devices.

MAK ONE Capabilities in this Example

Simulation Engine — Simulates Entity Behaviors — vehicles, human characters, and interactions in all domains: Air, Land, Sea, & Space.

Simulation GUI — Provides a graphical user interface that allows operators to plan, prepare, and execute simulation exercises.

Player Interface — Connects simulation hardware to create training stations and role players.

Render Engine — Renders the virtual world as 3D full-motion video.

Terrain Engine — Generates correlated 3D terrain with all the attributes necessary for both the Render Engine and the Simulation Engine.

Terrain Server — Streams a world of geographic data to the Terrain Engines, One World Terrain Ready.

Entity State & Interactions — Scalable solution to connect simulators and share the simulation activity.

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