



Contribution ID: 108

Type: Poster

Application of Unity for detector modeling in BESIII

Tuesday, 25 October 2022 11:00 (30 minutes)

Detector modeling and visualization are essential in the life cycle of a High Energy Physics (HEP) experiment. Unity is a professional multi-media creation software that has the advantages of rich visualization effects and easy deployment on various platforms. In this work, we applied the method of detector transformation to convert the BESIII detector description from the offline software framework into the 3D detector modeling in Unity. By matching the geometric units with detector identifiers, the new event display system based on Unity can be developed for BESIII. The potential for further application development into virtual reality will also be introduced.

Significance

References

Experiment context, if any

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Session Classification: Poster session with coffee break

Track Classification: Track 1: Computing Technology for Physics Research