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Event Visualization with Unity in BESIII experiment

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In the realm of high-energy physics experiments, the ability of software to visualize data plays a pivotal role. It supports the design of detectors, aids in data processing, and enhances the potential to refine physics analysis. The integration of complex detector geometry and structures, using formats such as GDML or ROOT, into systems like Unity for 3D modeling is a key aspect of this process. This research employs Unity to render BESIII spectrometer and events in three-dimensional animated format. Such visual representations of events effectively demonstrate the particle collisions and trajectory interactions with the detector. The development of the visualization system for event displays through software not only improves physics analysis, but also encourages cross-disciplinary applications and contributes to educational initiatives.

Alternate track

I read the instructions above

Yes

Authors: LI, Jingshu (Sun Yat-Sen University (CN)); YOU, Zhengyun (Sun Yat-Sen University (CN))

Presenter: LI, Jingshu (Sun Yat-Sen University (CN))

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