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Visualizing BESIII Events with Unity

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In high-energy physics experiments, the software's visualization capabilities are crucial, aiding in detector design, assisting with offline data processing, offering potential for improving physics analysis, among other benefits. Detailed detector geometries and architectures, formatted in GDML or ROOT, are integrated into platforms like Unity for three-dimensional modeling. In this study, based on the BESIII spectrometer, Unity is utilized to display BESIII events in three-dimensional and even animated formats. This method of event display vividly illustrates the collision and tracks of particles within the detector. Utilizing this event display system instances through software facilitates improved analysis, fosters interdisciplinary applications, and expands into the realm of education.

Significance

References

Experiment context, if any

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