

Interface to Unity for High Energy Physics detectors visualization

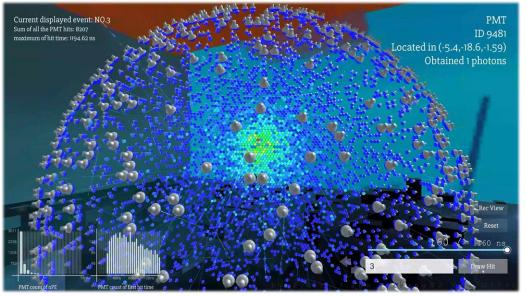
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Visualization requirements

- Detector design
- Detector construction & assembly
- Detector commissioning
- Experiment operation & maintenance
- Data quality monitoring
- ≻ Simulation & reconstruction
- ≻Event display
- > Physics analysis
- ➢ Education
- ➢ Outreach



JUNO event display - ELAINA

2018

26 Nov

[hq-qm

HEP Software Foundation Community White Paper Working Group – Visualization

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Visualization Technology from Industry



Unity is a professional video and game production engine, which can help to visualize HEP detectors.

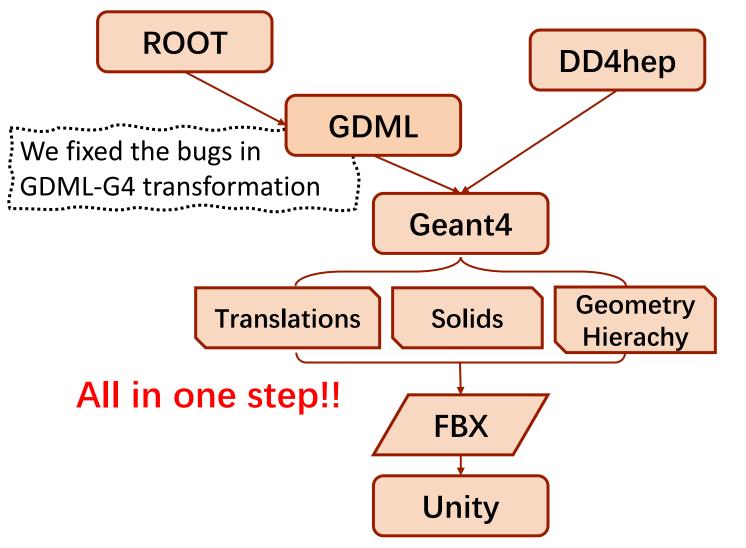




- Professional 3D software.
- Provide access to VR or AR.
- Supports more than 20 platforms.

A new method provided by this work





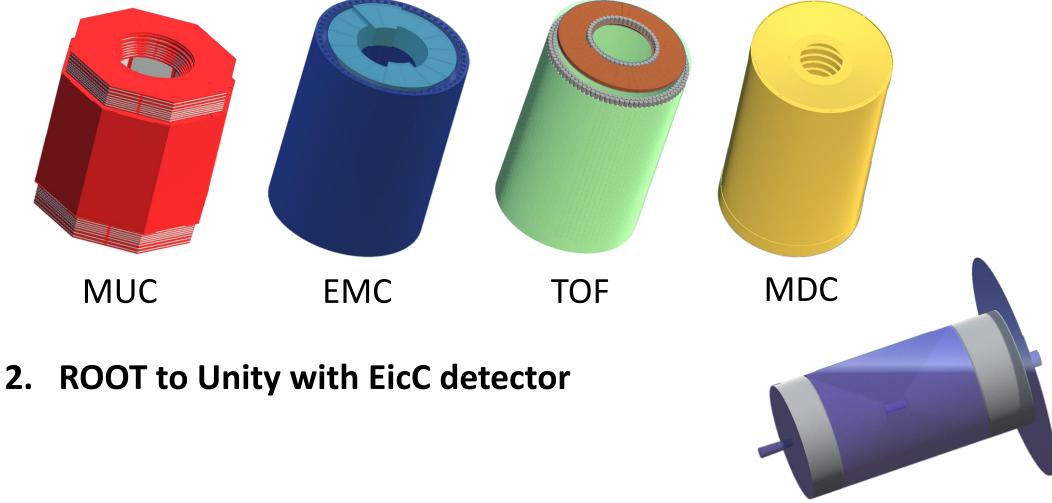
(develop based on HSF Geometry Writer)

- Maintain the unique identifier.
- Support self-defined shapes and geometry classes.
- Is able to assist all four detector descriptions.





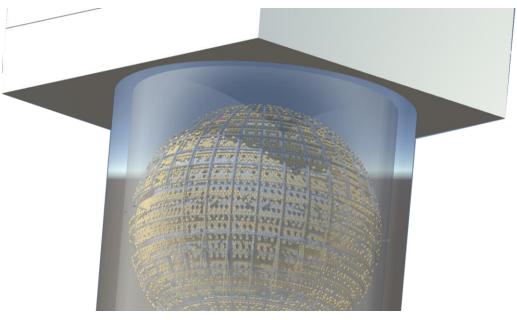
1. GDML to Unity with BESIII detector

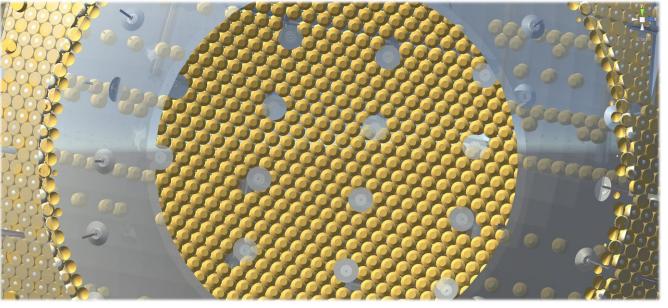






3. Geant4 to Unity with JUNO detector





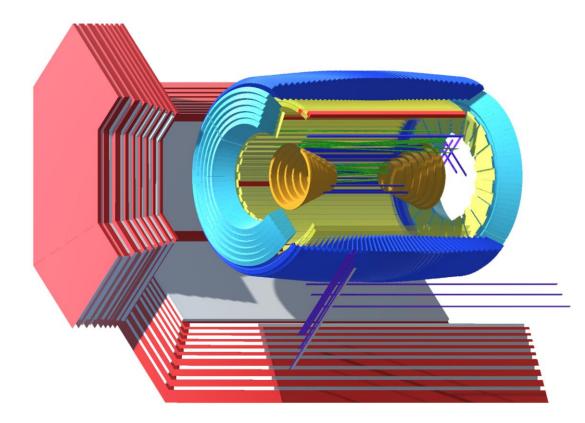
side view from outside of JUNO detector

Inner view of JUNO central detector





Event display, AR / VR





JUNO detector in VR



2024/3/15

Thank you for listening.

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