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Detector and Event Visualization in JUNO

Multiple visualization methods have been implemented in the Jiangmen Underground Neutrino Observatory (JUNO) experiment and its satellite experiment JUNO-TAO. These methods include event display software developed based on ROOT and Unity. The former is developed based on the JUNO offline software system and ROOT EVE, which provides an intuitive way for users to observe the detector geometry, connect with the online DAQ system for monitoring, tune the reconstruction algorithm, and analyze the physics events. The latter is event display software developed based on Unity, which offers better display effects, local operation, and multi-platform support. This report will introduce the design framework and effects of the event display software of JUNO, list the advantages of each, and introduce the future development of JUNO visualization methods, including visualization based on Phoenix and VR.

Significance

References

Experiment context, if any

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