

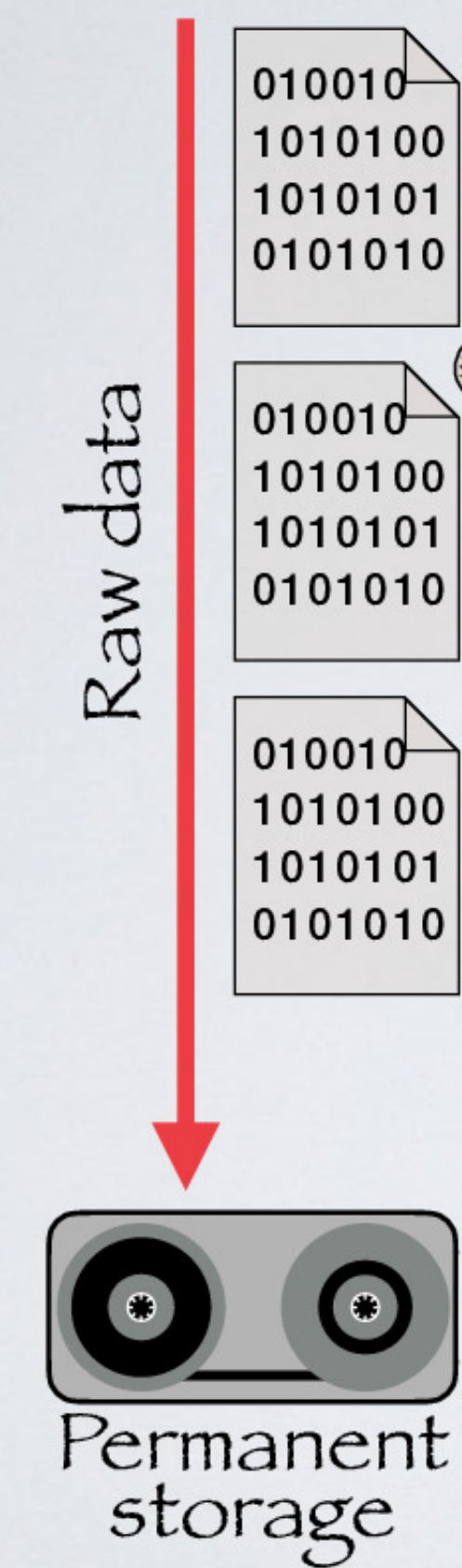
EVENTS VISUALISATION IN ALICE

CURRENT STATUS AND STRATEGY FOR RUN 3

HIGHLIGHTS

Jeremi Niedziela
Warsaw University of Technology, CERN

- **AliEve** (based on ROOT) currently being used in production.
- **Online Reconstruction** and Storage Manager used in production.
- Online screenshots in **ALICE LIVE**.
- Data and geometry **converters**.
- **Total Event Display** (Unity - game engine) for future outreach event display.
- **External applications** possible (More than ALICE - augmented reality visits, exhibitions, ...) thanks to data and geometry converters and Total Event Display.
- Some changes required for **Run 3** but general scheme stays the same:
 - ♦ Starting from reconstructed Time Frame.
 - ♦ Manager has to deal with new data types.
 - ♦ AliEve must be able to visualise new data types.
 - ♦ Data converter should be adapted to new data types.
 - ♦ New geometry has to be prepared.
 - ♦ Geometry converter should be tested with the new geometry.
 - ♦ Distinction between events in CTFs not so obvious.



Raw data

Reco
machine

Reconstructed
data

AlíEve

 Screenshot

ALICE LIVE

Shift Crew Physicists

Manager

- +Exhibitions
- +MoreThanALICE

Total Event Display



Data converter
Geometry converter