

ALICE in TEV

Libraries:

- Unity
- Vectrosity
- We use JSON/XML for data description
- Collada for geometry description

Problems:

- limited support for TEV
- no regular updates of TEV
- lacks physics-oriented features
- + multiplatform
- + TEV is experiment agnostic (to some extent)
- + big community and good support for Unity
- + nice modern appearance, nice animations
- + modular (can be used in other projects like Microcosm at CERN)

More than ALICE (Augmented Reality)

Libraries:

- Unity
- we plan to include TEV in it
- Vuforia
- JSON/XML for data description
- Collada for geometry description

* it's on the prototype level, we are still working on it

Wish list for ideal system

- Two applications for experts and public, sharing most of the code
- multiplatform (desktop, web, mobile...)
- based on widely used technologies
- core classes shared with other experiments:
 - geometry visualisation,
 - drawing of tracks, clusters, hits, calorimeter towers etc.
 - data transport functionalities
 - easy way to build GUI
 - physics-oriented features (tracks selection, cuts...)
 - reusability in external projects