

Belle II Virtual Reality CAVE Implementation

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The Belle II experiment, based in Japan, is designed for the precise measurement of B and C meson as well as τ decays and is intended to play an important role in the search for physics beyond the Standard Model. To visualize the collected data, amongst other things, virtual reality (VR) applications are used within the collaboration. In addition to the already existing VR application which runs on a head-mounted display, an implementation for the cave automatic virtual environment (CAVE) has been created, where the CAVE is an immersive VR environment, in which projectors are directed to up to six walls of a room-sized cube. The application allows for the inspection of the Belle II detector itself, as well as the illustration of GEANT4 simulated (and data) events of the electron-positron collisions occurring at the SuperKEKB collider. The CAVE VR implementation is not only limited to the use within the Belle II collaboration, but is a helpful tool in outreach activities. The main concept, the implementation as well as the future plans for this application will be presented.

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