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The Virtual Geometry Model

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The Virtual Geometry Model (VGM) is a geometry conversion tool, currently providing conversion between Geant4 and ROOT TGeo geometry models. Its design allows the inclusion of another geometry model by implementing a single sub-module instead of writing bilateral converters for all already supported models.
The VGM was last presented at CHEP in 2008 and since then it has been under continuous maintenance and development, following the evolutions of the supported geometry models and adapting to different use cases. Being integrated in Geant4 VMC for the support of TGeo geometry definition with Geant4 native geometry navigation or the support of Geant4 geometry definition with Geant3 TGeo navigation, it is used in large experimental frameworks, such as FairRoot or ALICE O2.
In this presentation, we will give an update on the tool architecture, implementation and supported features, user examples, testing and documentation. We will also present the tool build system, distribution and releases policy. Finally, we will discuss the possibilities of using the tool for verification of user geometries.

Consider for promotion

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