Visualizing BESIII Events with Unity

In high-energy physics experiments, visualization software is essential for tasks such as detector design, offline data processing, and enhancing physics analysis. Detailed detector geometries and architectures, formatted in GDML or ROOT, are integrated into platforms like Unity for three-dimensional modeling. In this study, focusing on the BESIII spectrometer, Unity is used to display BESIII events in both three-dimensional and animated formats. This approach vividly illustrates the collisions and tracks within the detector. Employing this event display system through software improves analysis, encourages interdisciplinary applications, and expands educational opportunities.

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