

Event Display in JUNO Experiment

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The current event display module is based on the ROOT EVE package in Jiangmen Underground Neutrino Observatory (JUNO). we use Unity, a multiplatform game engine, to improve its performance and make it available in different platform. Compared with ROOT, Unity can give a more vivid demonstration of high energy physics experiments and it can be transplanted into another platform easily. We build a tool for event display in JUNO with Unity. It provides us an intuitive way to observe the detector model, the particle trajectory and the hit time distribution.

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