VMC Geometries

VMC Workshop
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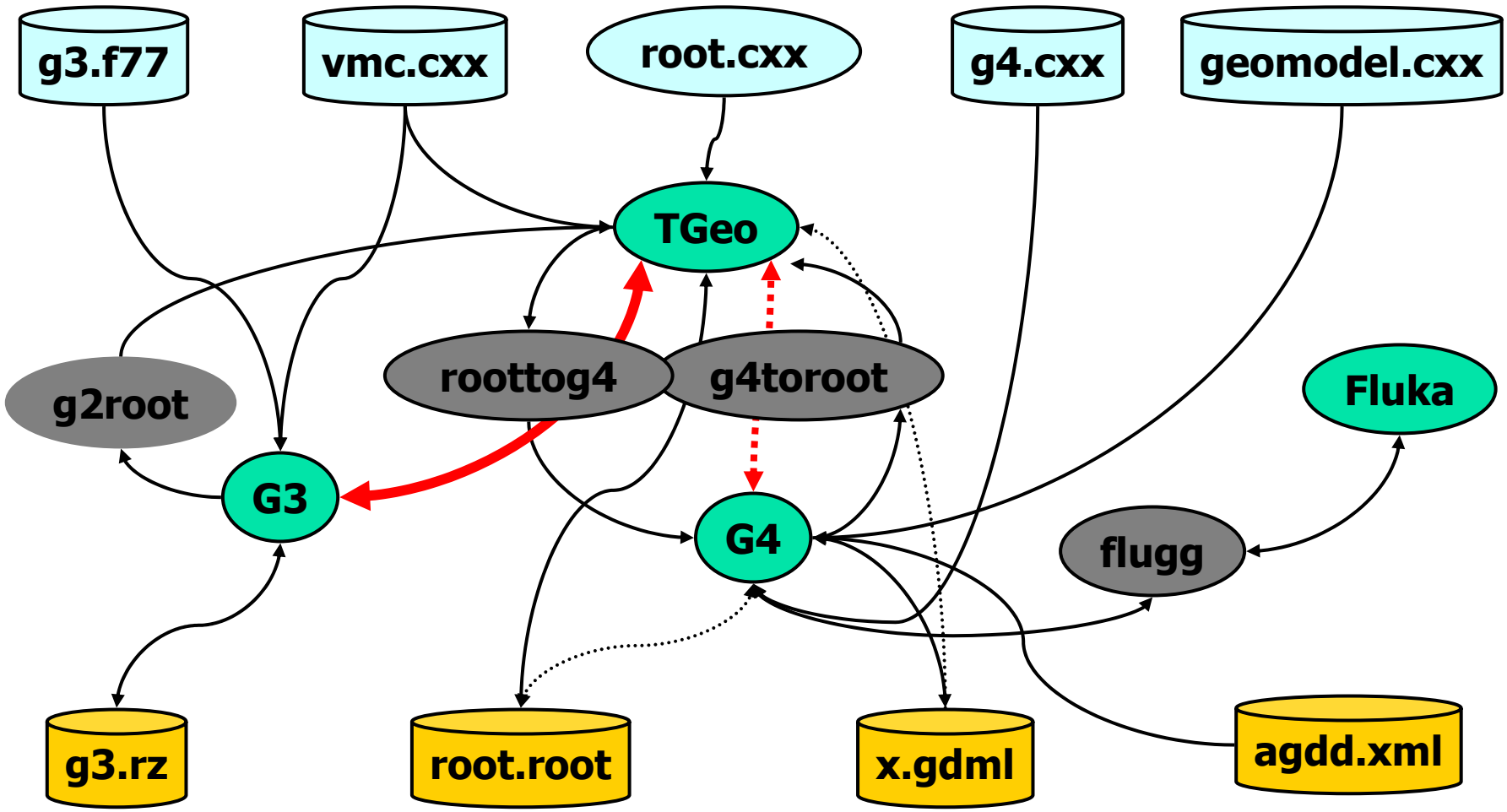
Motivation

- Discuss existing interfaces
- What is missing
- Is TGeo complete?
- Our current work with visualisation
  - OpenGL based
  - Viewing track trajectories and calorimeters
  - Viewing dynamic particles
- Illustration with demos

Interfaces


g3.f77
vmc.cxx
root.cxx
g4.cxx
geomodel.cxx
TGeo
g2root
roottog4
g4toroot
Fluka
G3
G4
flugg
g3.rz
root.root
x.gdml
agdd.xml

OpenGL / X3D / pad viewers

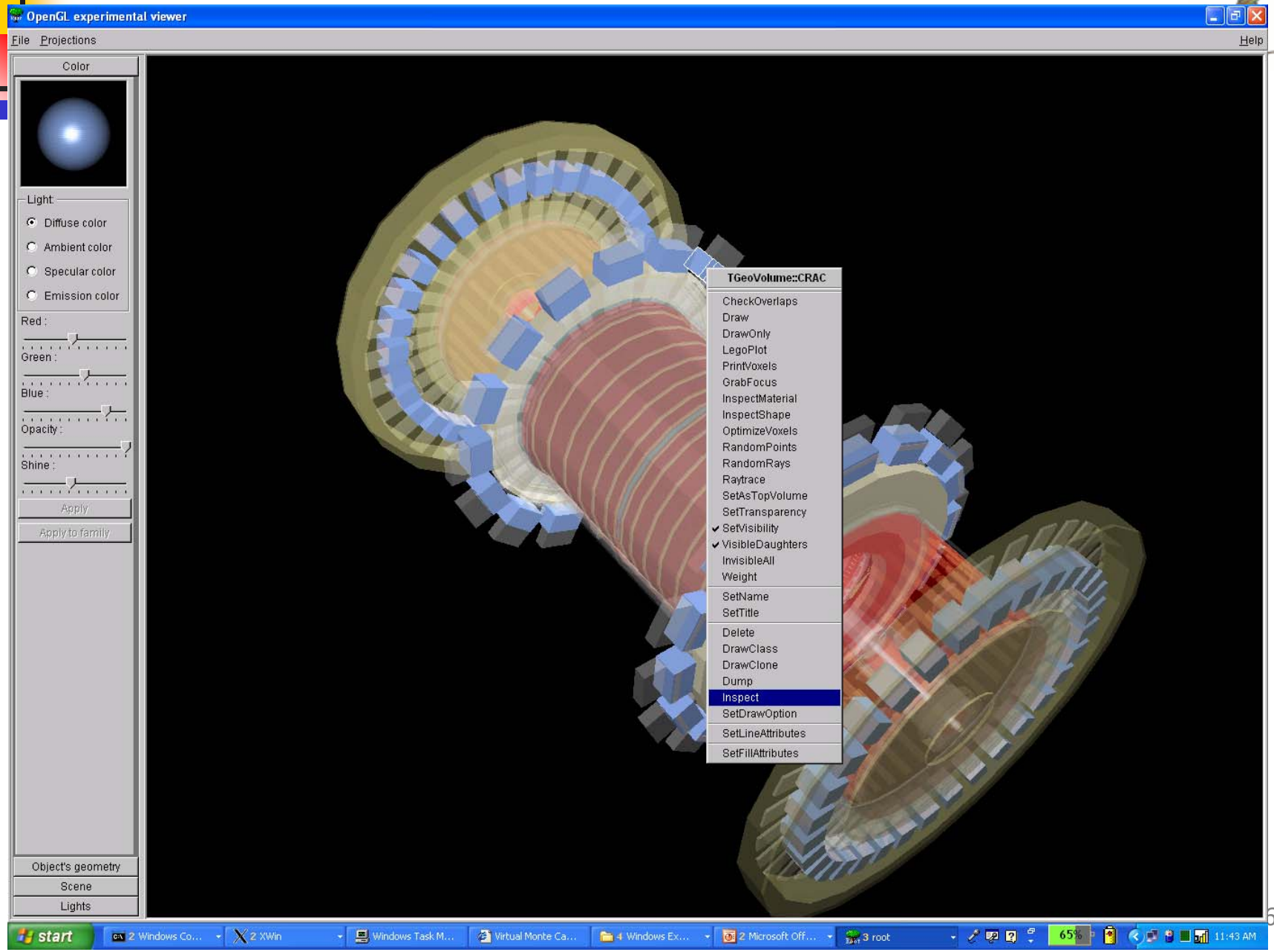
- TPad viewer: low quality graphics: quick debug and inspection
- X3D viewer: frozen development
- OpenGL: main direction for
  - Detector visualization
    - With projections
    - Cuts
  - Track visualization
    - Static trajectories
    - Dynamic particles

Select OpenGL as default

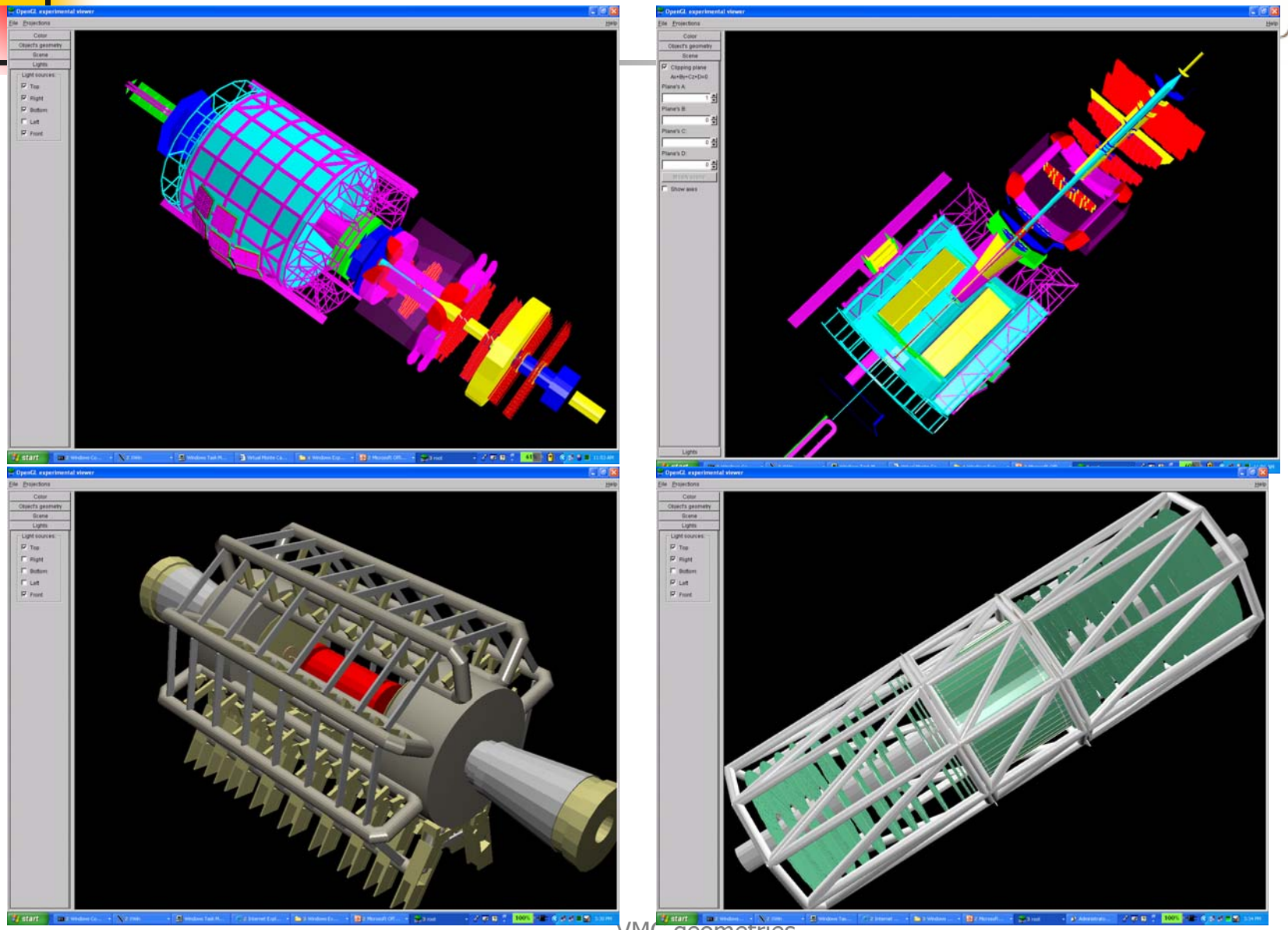
- In your system.rootrc (or .rootrc) file

```
# Default 3d Viewer.
# By default 3-D views are shown in the pad,
# if the next line is activated, the default viewer will be OpenGL.
Viewer3D.DefaultDrawOption:   ogl
```

TViewerOpenGL



TViewerOpenGL



TViewerOpenGL