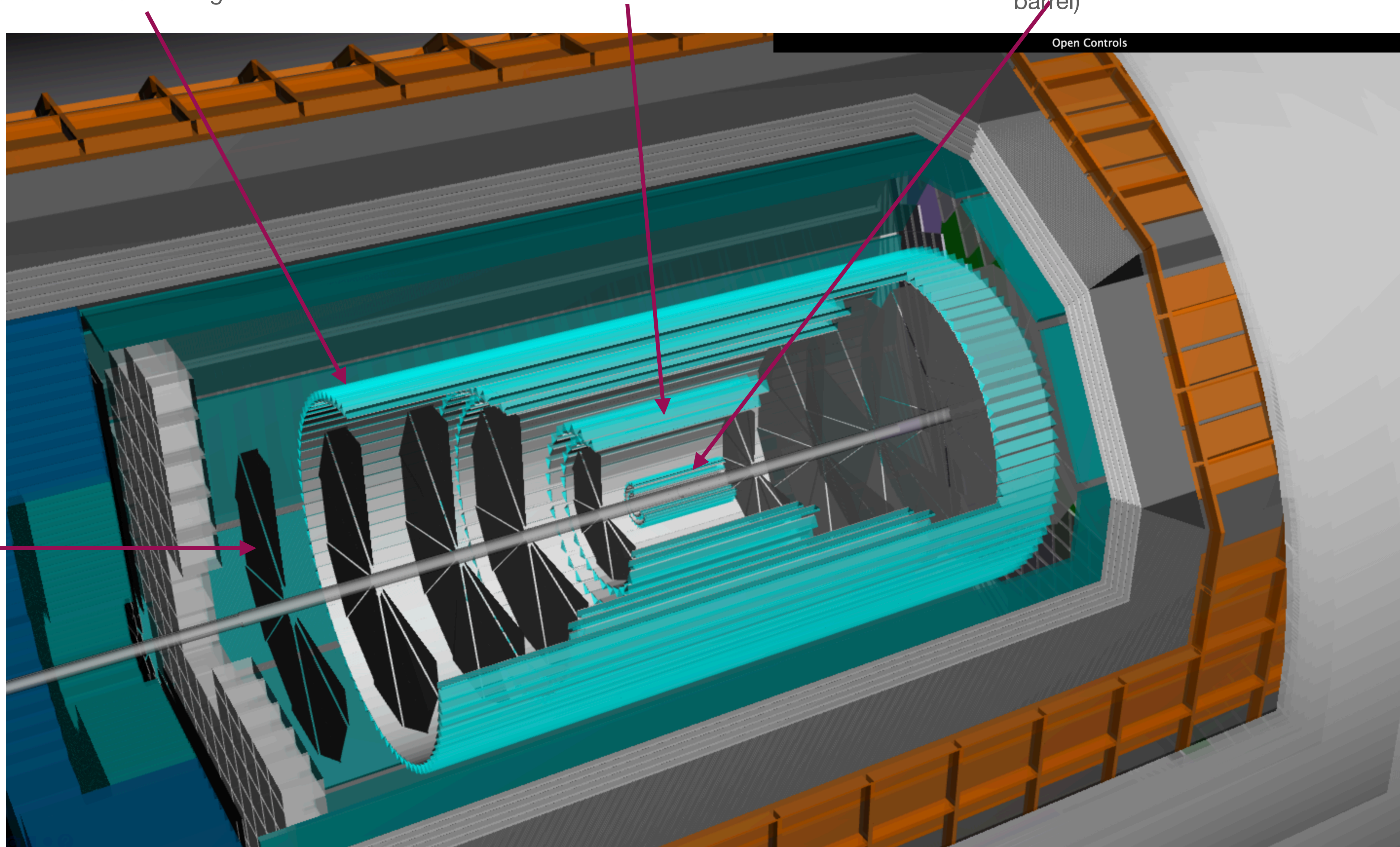


Geometry based off Rey's implementation (5-disk all-silicon version)

Outer layer is LGAD. This is **NOT** part of the 0-0-0 configuration.

Barrel layers implemented as staves with triangular (average) support, based off ITS2 TDR. **This needs validation.** Fully parametrized so dimensions can be changed trivially

Vertex layers should be changed to cylindrical silicon? (currently similar staves to rest of barrel)



Silicon disks are implemented as ~triangular pieces with a thin sensitive layer and thicker average material backing. It would be nice to have someone that knows the design to look at this.