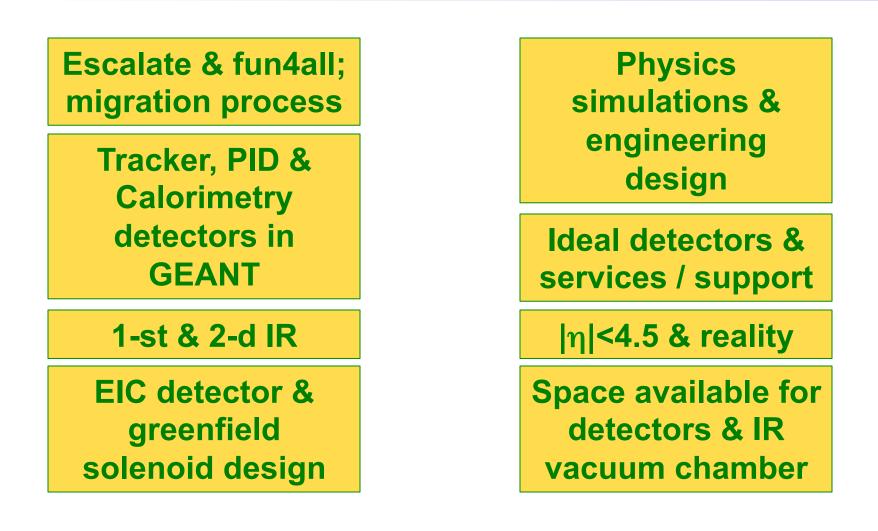
# EIC Toy Model: what is it all about

#### • A tool to model & generate EIC Central Detector "templates" in a way:

- the new geometries (models) can be generated "quickly" ...
- ... and represented instantly in a WYSIWYG fashion
- the sub-detector "container objects" are guaranteed to not overlap either with each other or with the IR vacuum chamber elements
- technically they can be imported in GEANT frameworks in a consistent way and used as wrappers to the "real" sub-detectors
- they can be exported in a CAD format to be used in the engineering design of the detector support structures and / or laying out services
- Repository: <u>https://github.com/eic/EicToyModel</u>
  - a pretty detailed README
  - example ROOT scripts
  - a standalone GEANT example
  - detailed API description
  - Currently neither g4e nor fun4all examples available

## EIC Toy Model: what is it all about



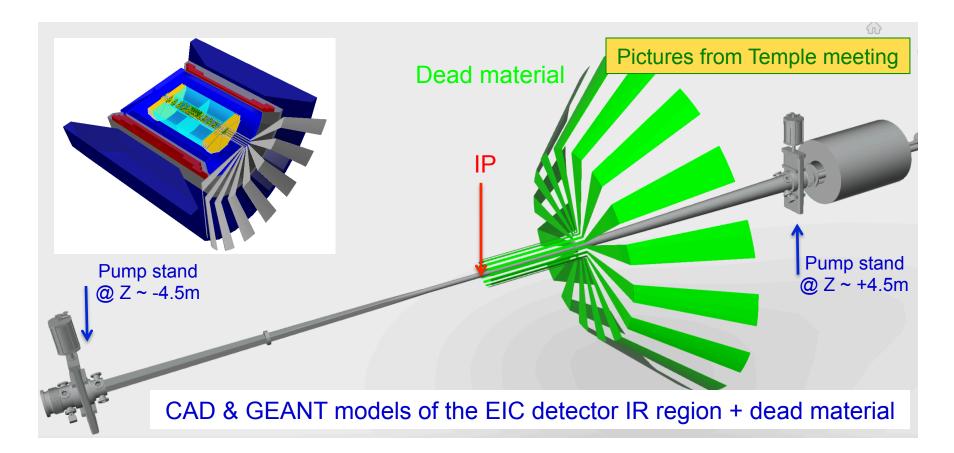
• One can easily identify a number of places with a lack of sync at this early stage

Some of them can seemingly be addressed in a more or less consistent way

## Recent progress and TODO list

- Polyhedra export in CAD format implemented
- A better understanding of limitations in other ingredient codes:
  - Visualization of boolean shapes in GEANT is as bad as in ROOT ...
  - ... and VecGeom does not look like a remedy either
- Possible EicRoot geometry import: GDML or TGeo?
  - VGM can not handle TGeo assembly import
- Validation in the official YR frameworks is critically missing
- Services and dead material interface: no progress since Temple
- Cmake, ROOT versions, etc

### Services



- Barrel-to-endcap cracks (support, services):
  - Obviously affect the available space for the detectors
  - Should be configurable, accumulating services from / to "inner" detectors
  - No progress since Temple; almost the first item on the TODO list