Inaugural US Muon Collider Community Meeting

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Muon Detector Visualization in Unreal Engine

This presentation will describe recent efforts to visualize muon collider detector geometries and collision events with modern 3D game development tools, particularly Unreal Engine 5. The workflow from HEP-specific tools to industry standard formats will be described, and an interactive demo will be available.

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Presenter: LEE, Lawrence (University of Tennessee, Knoxville) **Session Classification:** Poster Session and Reception