

Monday

Tuesday

Wednesday

Thursday

Friday



## Session 2 objectives

- Explain how to build a geometry:
  - Defining the materials composing it
  - Describing the key concepts to represent geometries in Geant4
  - Exposing the basic placement method
  - Exposing a first set of geometrical shapes (also called solids)
- Introduce how to control your application in the Qt graphical interface environment
- **Hands-on 2a** : make use of exposed notions to augment a geometry
- Expose the various documentation and aid sources
- Introduce the Geant4 User Interface (UI) philosophy
- Exposes structure of macro file commands and basic commands
- Explain how to make your application UI-sensitive
- **Hands-on 2b** : define visualization attributes for the volumes added in 2a