

# DiRC Mirror Geometry Progress

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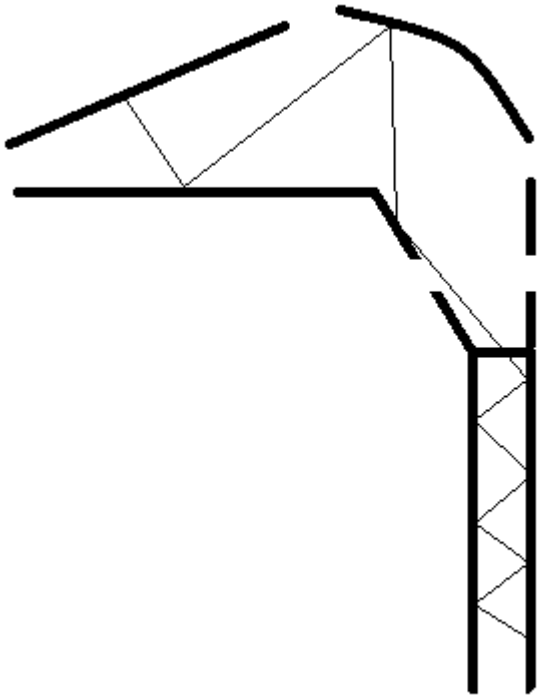
Justin Stevens

Baptiste Guegan

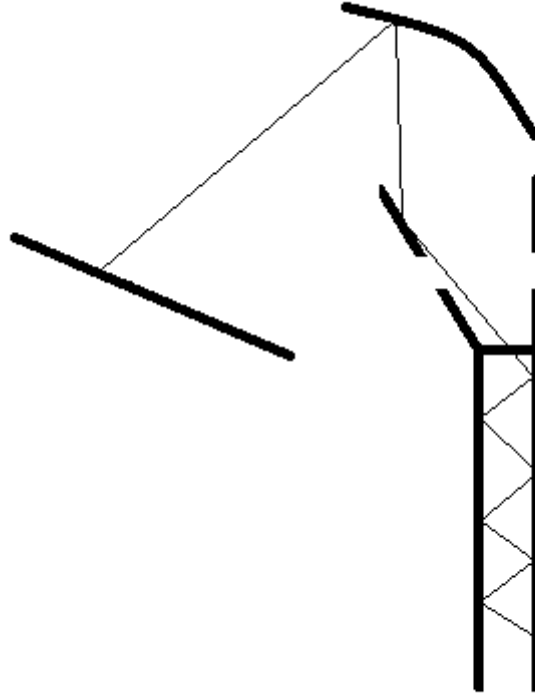
# Simulation method

- Use Goptical
- Simulate geometric surfaces and material properties (index of refraction)
- Generate rays in cone at random translation along bar depth and random phi along cone
- Rotate cone based on particle angle (perpendicular to bar in this case)

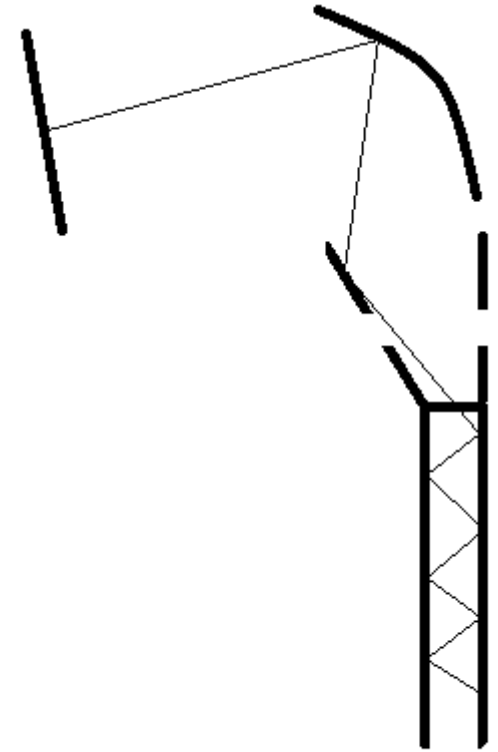
# Boxes



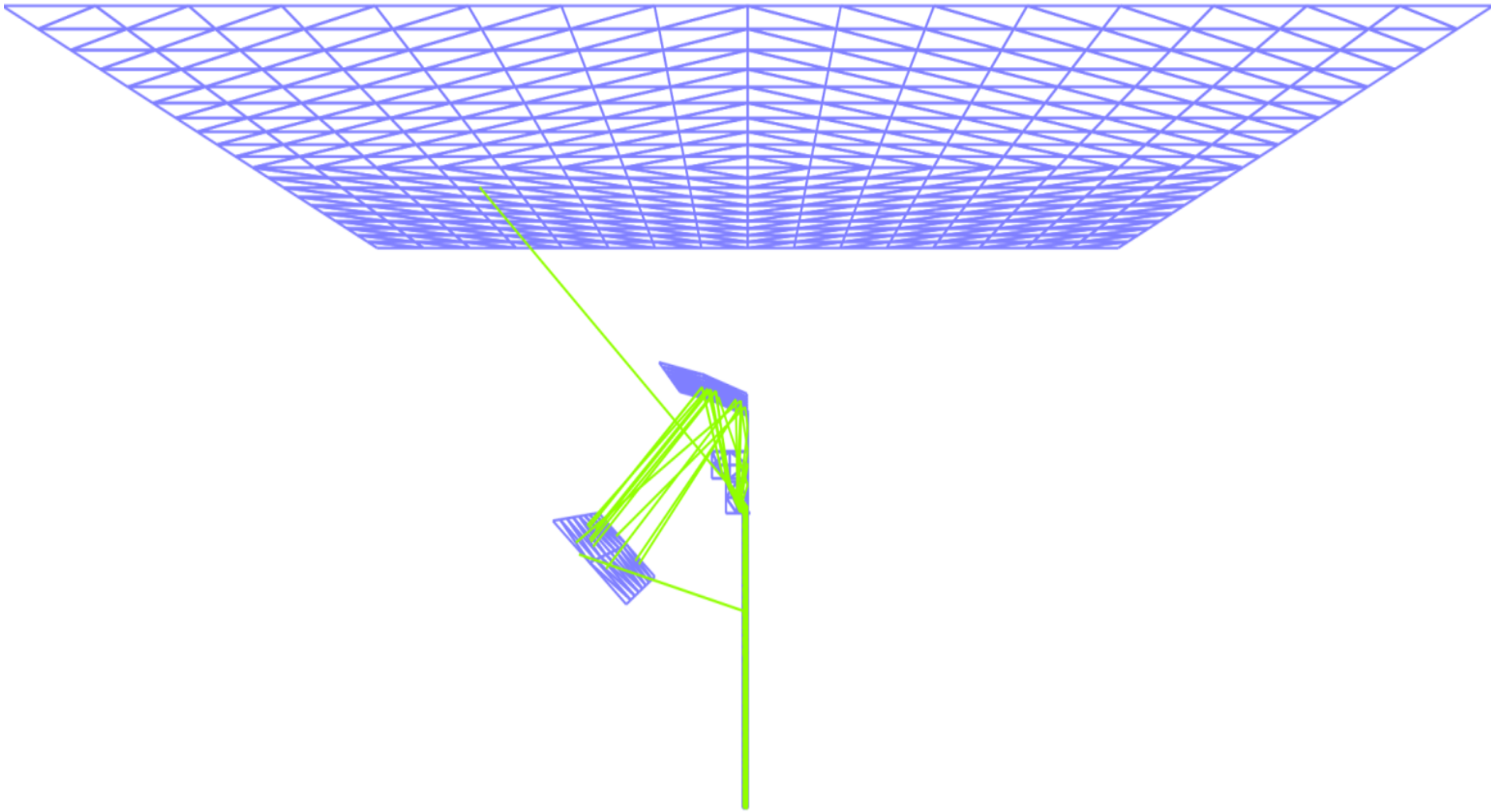
Old SLAC box geometry



Geometry being simulated now



Possible future geometry to reduce oil volume



Current Geometry

