

Lectures Notes on Optical Design using Zemax

Lecture 3 Fundamental Concepts in

Optical Design



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Content

- İşık Modelleri
- Dalga Cephesi ve Işın
- Optik Eksen
- Optik Açıklık
- Kırılma Indisi
- Optik Yol Uzunluğu
- Fermat İlkesi
- Yanıma Yasası
- Snell Kırılma Yasası
- Toplam İç Yansıma
- Odak Uzaklığı
- Sayısal Açıklık
- F-sayısı (f/#)
- Görüş Alanı
- Durak ve Açıklıklar
- Uç ve Baş Işınlar
- Kırınım

Light Models Wavefront and Ray **Optical Axis Clear Aperture Refractive Index Optical Path Length** Fermat's Principle Law of Reflection Snell Law of Refraction **Total Internal Reflection** Focal Length (EFL) Numerical Aperture (NA) F-number (f/#) Field Of View (FOV) Stop and Pupils Marginal and Chief Rays Diffraction

Light Models and Interaction of Optical Photons with Matter

Light is the portion of electromagnetic radiation that is visible to the human eye and is an energy propagating in space as photons.

Model	Field of Science	Descriotion
Wave	Electromagnetics	Ligth is an electromagnetic wave
Ray	Geometrical Optics	Light travels in a fixed direction called ray
Photon	Physical Optics	Light is a particle carrying momentum



Ray and Wavefront

- The propagation of waves can be described by wavefronts.
- In 1D plane wave equation is: $\psi(x,t) = A\sin(kx \omega t) = Ae^{i(kx \omega t)}$

In 3D plane wave equation is: $\psi(\mathbf{r}, t) = A\sin(\mathbf{k} \cdot \mathbf{r} - \omega t) = Ae^{i(\mathbf{k} \cdot \mathbf{r} - \omega t)}$

- Wavefront is the surface across which the phase is constant.
- The path of a point on a wavefront is called a light **ray**.
- Rays are <u>perpendicular</u> to wavefronts.



Amplitude:	A
Wave number:	$k = 2\pi/\lambda$
Frequency:	$\omega = 2\pi f$
Phase:	$\varphi = kx - \omega t$

Geometrical Optics

The field of Geometric Optics involves the study of the propagation of light with the assumption that:

the light travels in a fixed direction in a straight line called ray.

- Rays are defined to propagate in a rectilinear path as they travel in a <u>homogeneous</u> medium.
- Rays bend (and may split in two) at the interface between two dissimilar media.
- Rays may curve in a medium where the refractive index changes.
- Rays may be absorbed and reflected.

Optical Axis

In an optical system, the direction of ray propagation passing through the center of optical components are called the **optical axis**.

Direction is usually selected in +z axis.



Clear Aperture

- It is the limited opening of a lens for the light collection.
- It is not the mechanical aperture. Clear aperture is a few mm less than mechanical diameter of the lens.



Index of Refraction (Refractive Index)

In optics, the refractive index of an optical medium is a dimensionless number that gives the indication of the light bending ability of that medium. It is defined as:

$$n = \frac{c}{v}$$

c = speed of light in vacuum v = speed of light in optical medium For optical glasses n > 1.

 White light contains many wavelengths (colors). Each color will refract in different direction in a lens. That is, index of refraction is function of wavelength,

$$n=n(\lambda)$$

• Variation of index with wavelength is called the **dispersion**. It is evaluated as:

dispersion
$$\equiv \frac{dn}{d\lambda}$$



Abbe Number

If a white light falls on prism, each color deviate a different direction due to dispersion, Figure 4.10. As a dispersion measure, three reference colors (called Fraunhoffer F,d,C lines^T) are defined as follows:

Table 4.2: Fraunhoffer F, d, C lines (wavelengths) and corresponding colors

Name	Wavelength	Color
\mathbf{F}	486.1 nm	Blue
D	$589.2~\mathrm{nm}$	Yellow
\mathbf{C}	$656.3 \mathrm{~nm}$	Red



Figure 4.10: Dispersion of a prism.

Abbe value of a glass is defined as:

$$V = \frac{n_D - 1}{n_F - n_C}$$
(4.22)

Using the dispersion curve in Figure 4.9, the Abbe value of BK7 can be found as $V_{BK7} \approx 64.2$. See also https://refractiveindex.info.

¹These colors are observed first in the absorption band of the Sun spectra.

Optical Path Length

Optical Path Length for a light beam is defined as follows:

 $OPL = index \text{ of refraction} \times \text{ path travelled by light}$ = $n \ s$

If there are a number of mediums then

$$OPL = n_1 s_1 + n_2 s_2 + \dots + n_k s_k = \sum_{i=1}^k n_i s_i$$
(4.13)

Finally, if the medium consists of continues materials then:

$$OPL = \int n(s)ds \tag{4.14}$$

Distance traveled in time t by light in optical medium, whose index of refraction is n, is

s = vt

or time traveled by light in the same medium

$$t = \frac{s}{v} = \frac{s}{c/n} = \frac{ns}{c} = \frac{OPL}{c}$$
(4.15)

Fermat's Principle

Fermat's Principle of Least Time states that:

light takes the path which requires the shortest time.

Fermat's principle is related to optimum time. That is, Fermat's principle is equivalently related to optimum OPL since t = OPL/c. Therefore, last form of the Fermat's principle can be written as:

light travels in medium such that its total optical path length is optimum.

Reflection

The law of reflection: $\theta_i = \theta_r$





Refraction

- The refractive index determines how much the path of light is bent, or refracted, when entering an optical material.
- The rule for a refraction for a ray is described by Snell's law:

 $n_1 \sin \theta_1 = n_2 \sin \theta_2$

 Snell's law can be derived from Fermat's Principle.



Snell's Law in 3D

$$\mathbf{t} = \sqrt{1 - \mu^2 \left[1 - (\mathbf{n} \cdot \mathbf{i})^2\right]} \, \mathbf{n} + \mu \left[\mathbf{i} - (\mathbf{n} \cdot \mathbf{i}) \, \mathbf{n}
ight]$$

 $(\mathbf{i} + \mathbf{r}) \cdot \mathbf{n} = 0$

$$\mu = n_1 / n_2$$

- i = incident ray (vector)
- t = transmitted ray (vector)
- **r** = reflected ray (voctor)
- $\mathbf{n} = \frac{\nabla f}{|\nabla f|} = \text{surface normal vector}$ f = f(x, y, z) c = 0i.e. $f = x^2 + y^2 + (z 5)^2 144 = 0$



Total Internal Reflection (TIR)

TIR happens when a ray strikes a medium boundary at an angle larger than a particular critical angle given by:



Focal Length

- The focal length (f) of an optical system is a measure of how strongly the system converges or diverges light.
- Inverse of focal length is called the **optical power** (P).

$$P = 1/f$$

SI unit of focal length is meter, m.
 SI unit of power is diopter, D = 1 / m



Numerical Aperture

The numerical aperture is simply the sine of the half cone angle coming from the axial object point. *This term is one of important the system parameter in microscope designs*.

Numerical aperture is defined as: $NA = n_0 \sin(\theta)$ n_0 is index of medium (usually $n_0 = 1$) the NA is the sine of the limiting ray angle θ light from infinity focal length

Focal length implies light from infinity

F-number (f/#)

Paraxial f/#:
$$f/# = \frac{f}{D} = \frac{\text{Effective Focal Length}}{\text{Entrance Pupil Diameter}}$$

Working f/#:
$$W = \frac{1}{2NA} = \frac{1}{2n_0 \sin(\theta)}$$

 $\frac{W}{1}$ $\frac{NA}{0.5}$
 $\frac{1}{1.5}$ $\frac{0.3333}{0.25}$
 $\frac{4}{8}$ $\frac{0.125}{0.0625}$

NOTES:

> If the angle θ is small, definitions are equivalent.

> In application, we usually use paraxial f/#.

F-Number vs Depth of Field





Field of View (FOV)

It defines angle 'seen' by an optical system. The sensor size and focal length of the lens determines FOV:

$$FOV = 2\tan^{-1}\left(\frac{H/2}{f}\right)$$



We will use the following notation:

FOV = Full Field of View FOV/2 = SFOV = Semi Field of View

e.g:
$$FOV = 20^{\circ}$$
 (FOV $\equiv \pm 10^{\circ}$)
SFOV = 10°.

Example 1:

if sensor size is H = 5 mm and focal length is f = 50 mm, then

$$FOV = 2 \tan^{-1}\left(\frac{5/2}{50}\right) = 5.7^{\circ}$$

Example 2:

In same applications, FOV is defined in terms of distance units. For instance, *«the field of view can be expressed as 350 m at a distance of 2 km».* What is angular FOV?

$$FOV = 2\tan^{-1}\left(\frac{350/2}{2000}\right) = 10^{\circ}$$



FOV and Size of Image

The **scale** of the image formed <u>in the focal plane</u> of an optical system can be geometrically determined. When the object is seen at the angle *FOV*, it forms an image of height *s*:

$$s = f \tan(FOV/2)$$



Numerical example:

 $f = 17 \text{ mm} \text{ and } FOV = 0.5^{\circ} => s = 0.074 \text{ mm}.$

Basic Parameters in an Optical System



Stops and Pupils

- Aperture Stop (AS): controls number of rays from object to image plane.
- Field Stop (FS): do or do not obstruct rays entirely.
- Enterance pupil (EnP): The image of the aperture stop as seen from object space is called the Entrance Pupil (EnP) of the system.
 For telescopes or binoculars EnP = diameter of objective
- Exit pupil(ExP): The image of the aperture stop as seen from image space is known as the Exit Pupil (ExP) of the system.
 Exit Pupil of telescopes and microscopes are usually selected as the size of human pupil (~ 3-8 mm).

Fields 0, 2 and 4 degreess

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Marginal and Chief Rays

Marginal Ray: are rays from object and passing through the edge of AS. **Chief Ray:** are rays from object passing through the center of AS.



Diffraction

Diffraction is an effect resulting from the interaction of light wave with the sharp limiting edge or aperture of an optical system.



