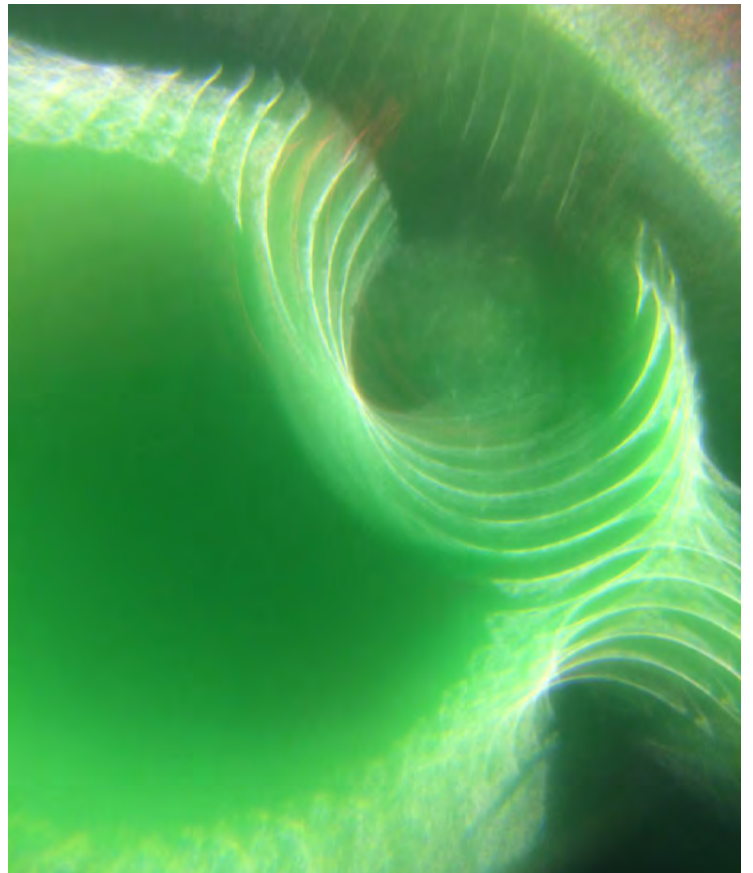
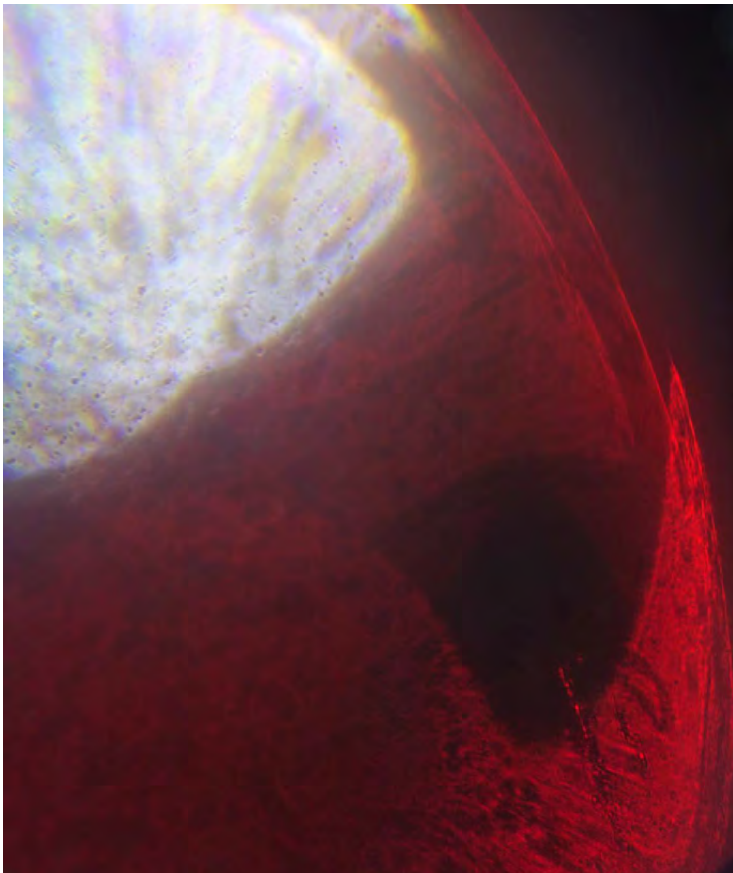
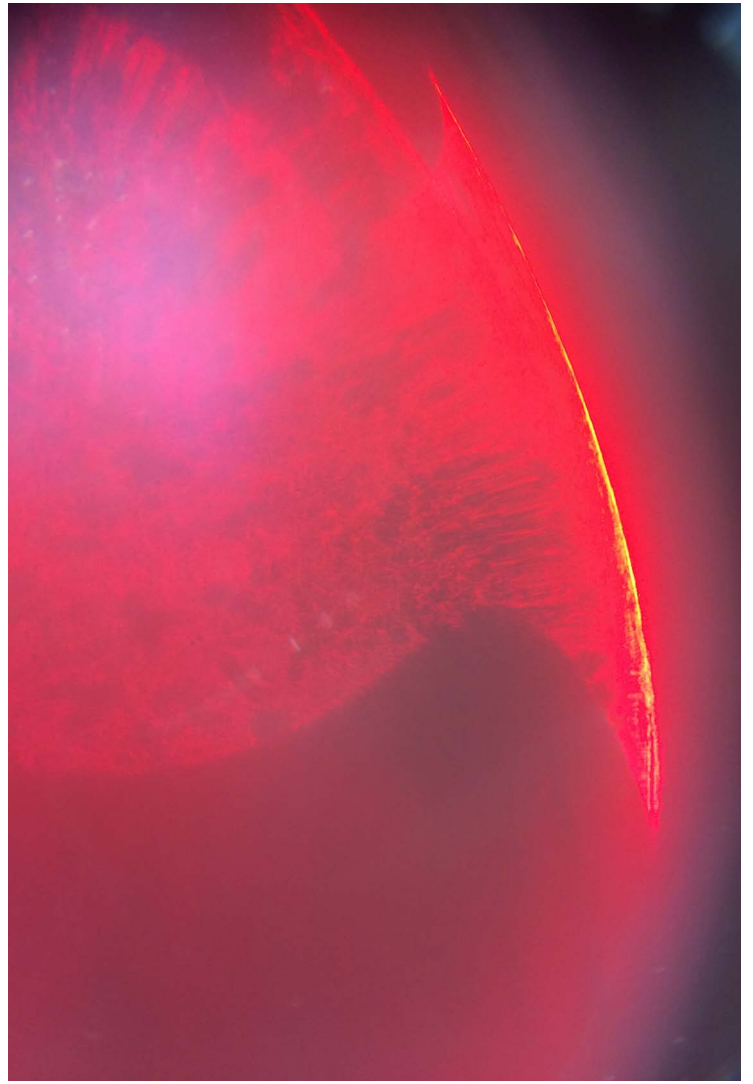
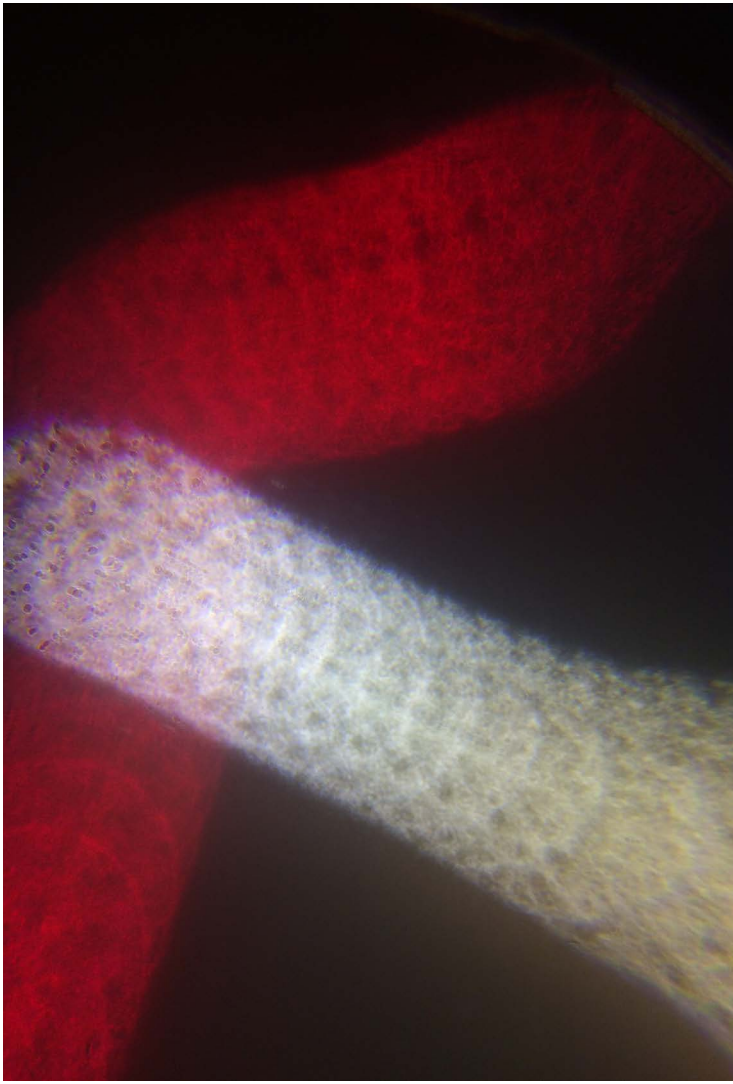
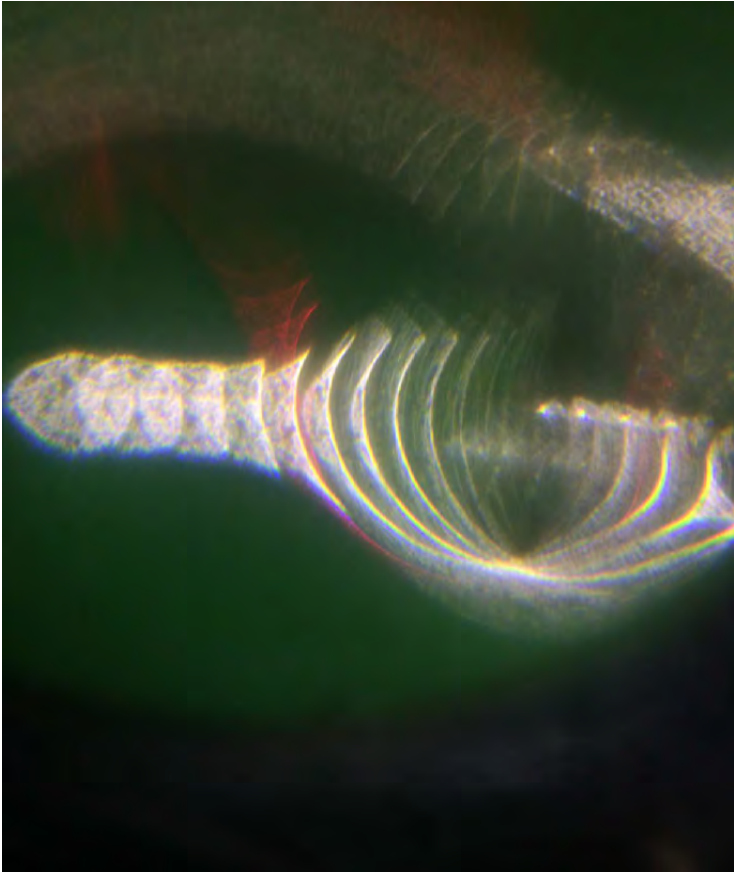
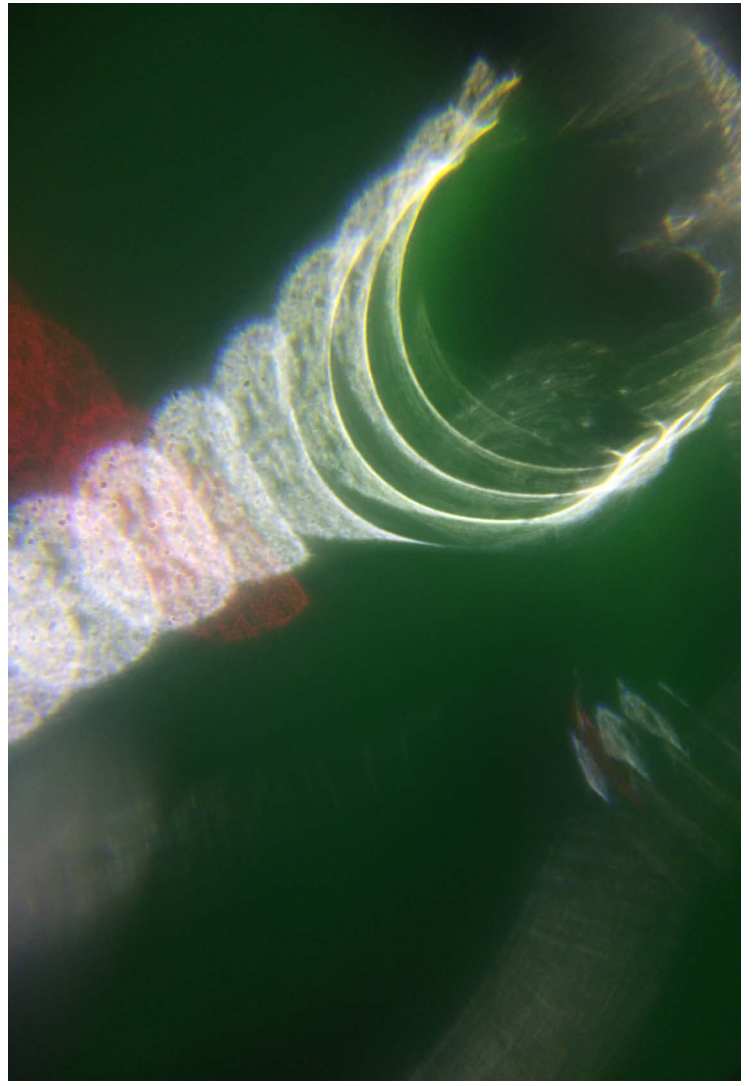
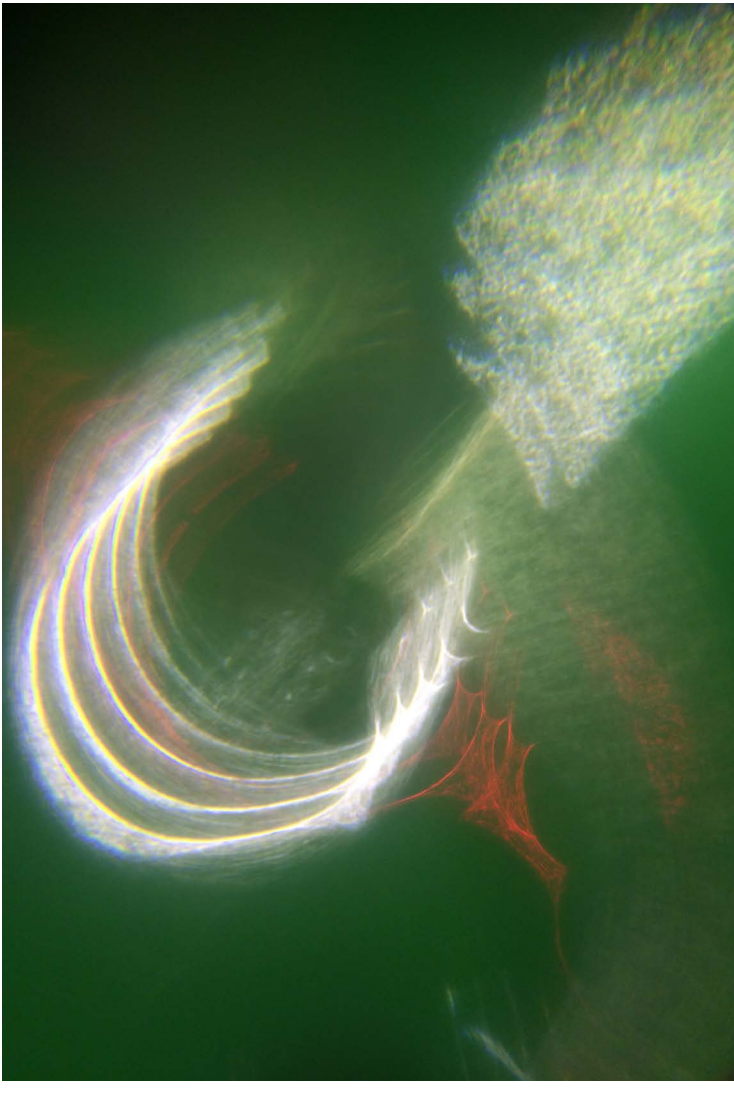


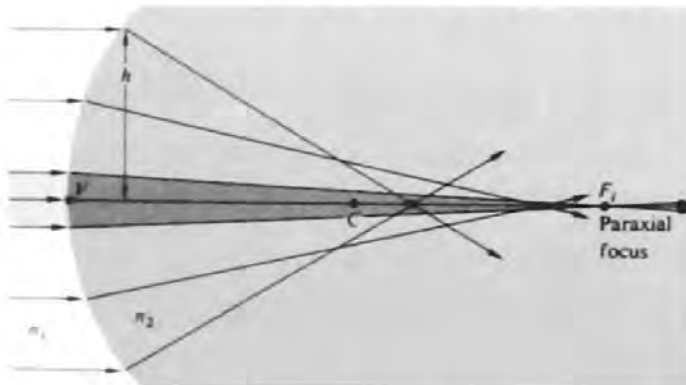
**EXPERIMENT WITH GLUE**



**COLORED PAPER / LED EXPERIMENTS**



# Spherical Aberration



Paraxial approximation:

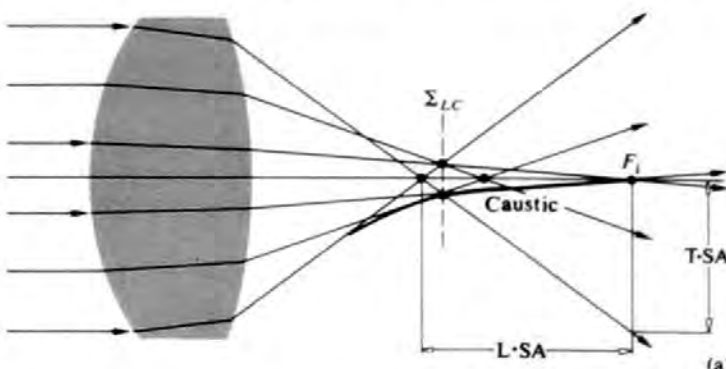
$$\frac{n_1}{s_o} + \frac{n_2}{s_i} = \frac{n_2 - n_1}{R}$$

Third order approximation:

$$\frac{n_1}{s_o} + \frac{n_2}{s_i} = \frac{n_2 - n_1}{R} + h^2 \left[ \frac{n_1}{2s_o} \left( \frac{1}{s_o} + \frac{1}{R} \right)^2 + \frac{n_2}{2s_i} \left( \frac{1}{R} - \frac{1}{s_i} \right)^2 \right]$$

Deviation from first-order theory

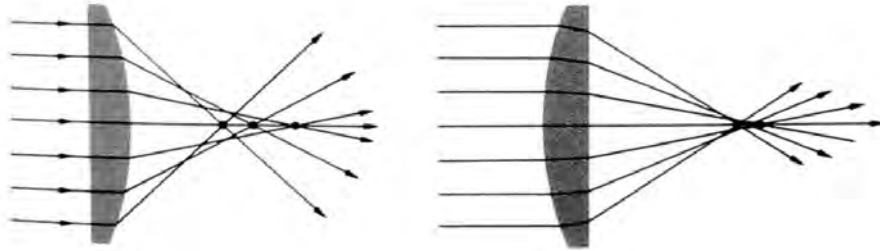
# Spherical Aberrations



- Longitudinal Spherical Aberration:  $L \cdot SA$ 
  - Image of an on-axis object is longitudinally stretched
  - Positive  $L \cdot SA$  means that marginal rays intersect the optical axis in front of  $F_i$  (paraxial focal point).
- Transverse Spherical Aberration:  $T \cdot SA$ 
  - Image of an on-axis object is blurred in the image plane
- Circle of least confusion:  $\Sigma_{LC}$ 
  - Smallest image blur

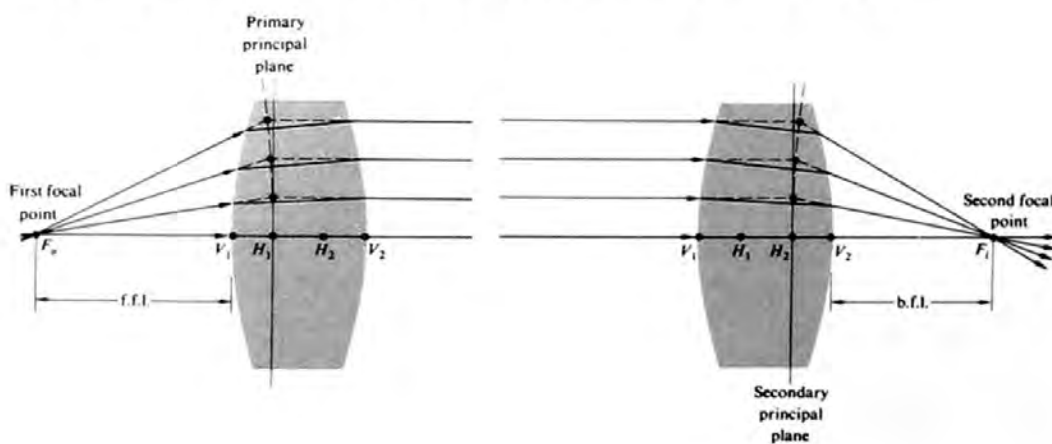
# Spherical Aberration

- In third-order optics, the orientation of the lenses does matter
- Spherical aberration depends on the lens arrangement:

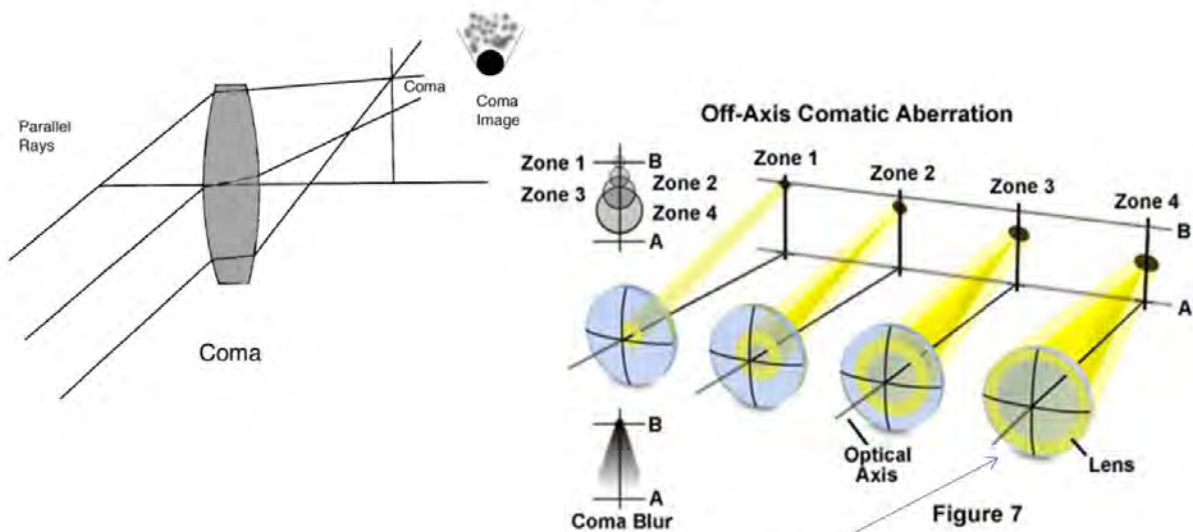


# Coma (comatic aberration)

- Principle planes are not flat – they are actually curved surfaces.
- Focal length is different for off-axis rays



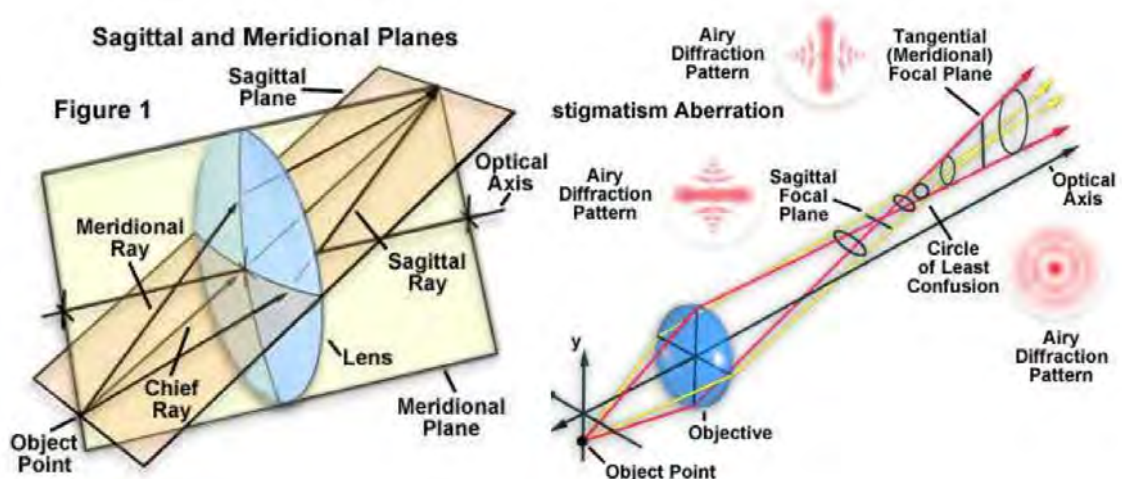
# Coma



- Negative coma: meridional rays focus closer to the principal axis

# Astigmatism

- Parallel rays from an off-axis object arrive in the plane of the lens in one direction, but not in a perpendicular direction:

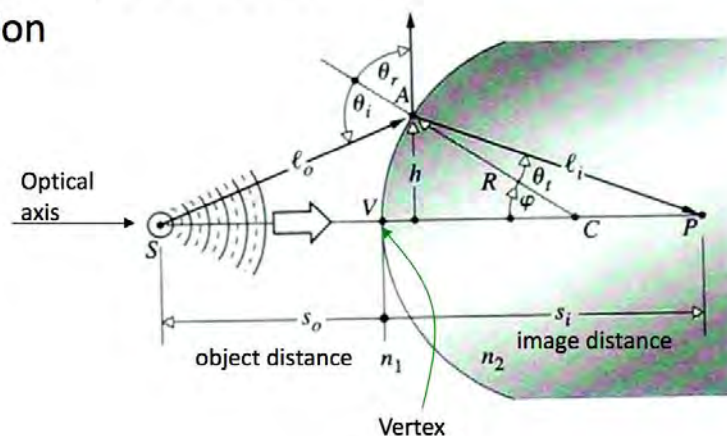


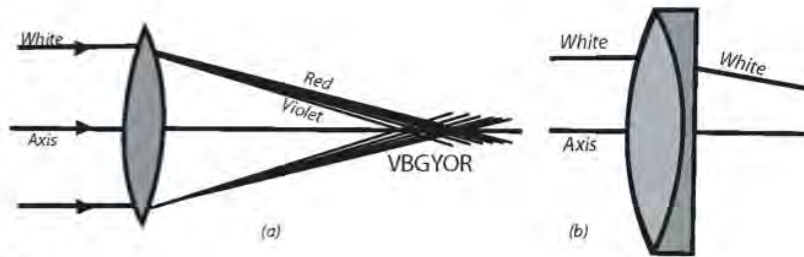
# Chromatic Aberration



## Aberrations

- Departure from the linear theory at third-order were classified into five types of **primary aberrations** by Phillip Ludwig Seidel (1821-1896):
  - Spherical aberration
  - Coma
  - Astigmatism
  - Field curvature
  - Distortion





**Chromatic Aberration**  
(aka dispersion)

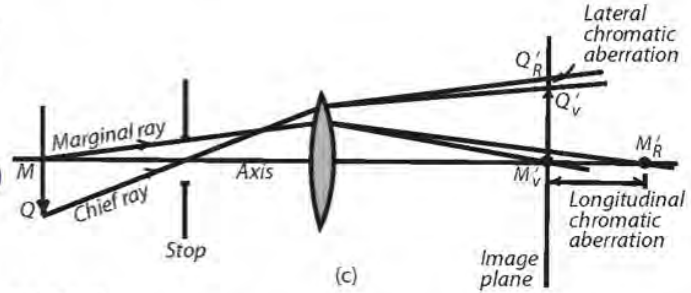


FIGURE 9X  
(a) Chromatic aberration of a single lens. (b) Achromatic doublet corrected for chromatic aberration. (c) Illustrating the difference between longitudinal chromatic aberration and lateral chromatic aberration.

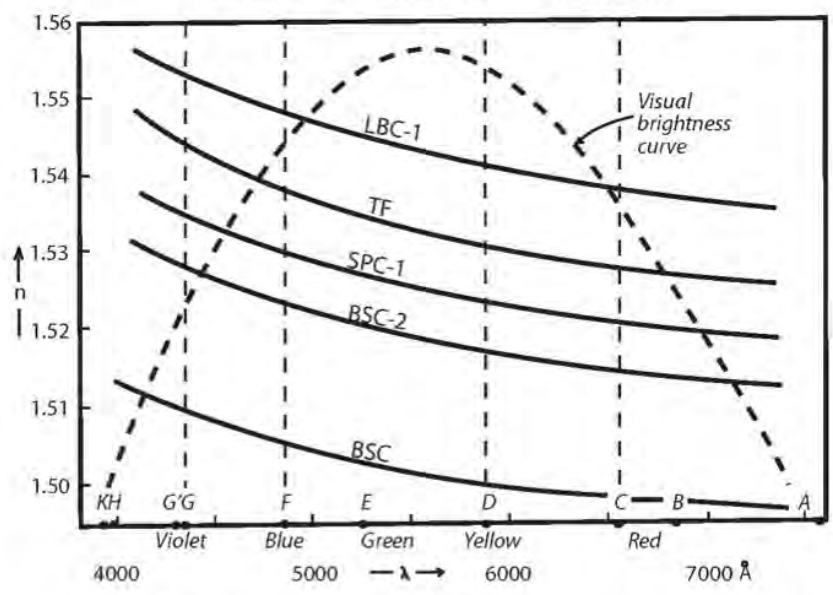
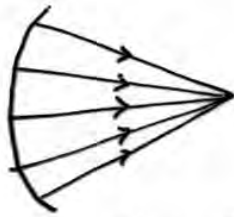


FIGURE 9Y  
Graphs of the refractive indices of several kinds of optical glass. These are called dispersion curves.

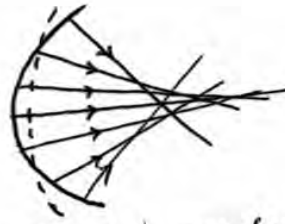


## Geometrical aberrations

- Deviation of the wavefront from its ideal spherical shape due to imperfect refraction by the optical elements



perfect spherical wavefront (focuses to a point)



aberrated wavefront does not come to a focus  
→ image is blurred

Optical elements (lenses, mirrors) produce perfect (non-aberrated) wavefronts only in the paraxial approximation (i.e., for angles of propagation near the optical axis).

At larger angles, 5 kinds of aberrations (called "Seidel" aberrations) occur

# Coma

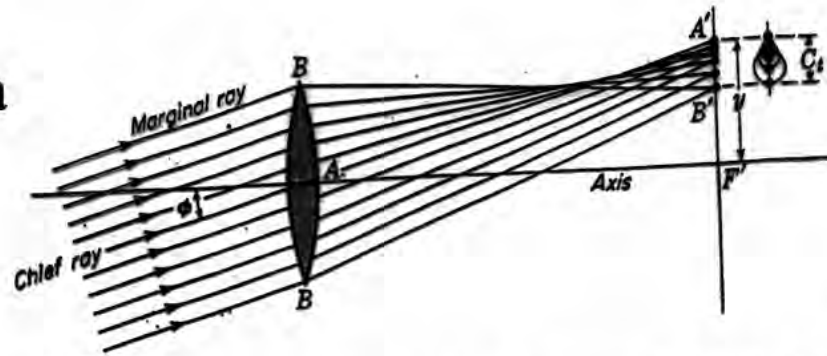


FIGURE 9I  
Coma, the second of the five monochromatic aberrations of a lens. Only the tangential fan of rays is shown.

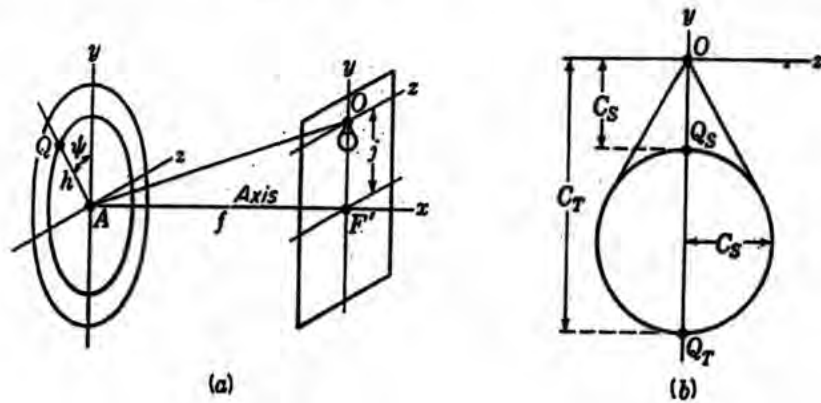


FIGURE 9K  
Geometry of coma, showing the relative magnitudes of sagittal and tangential magnifications.

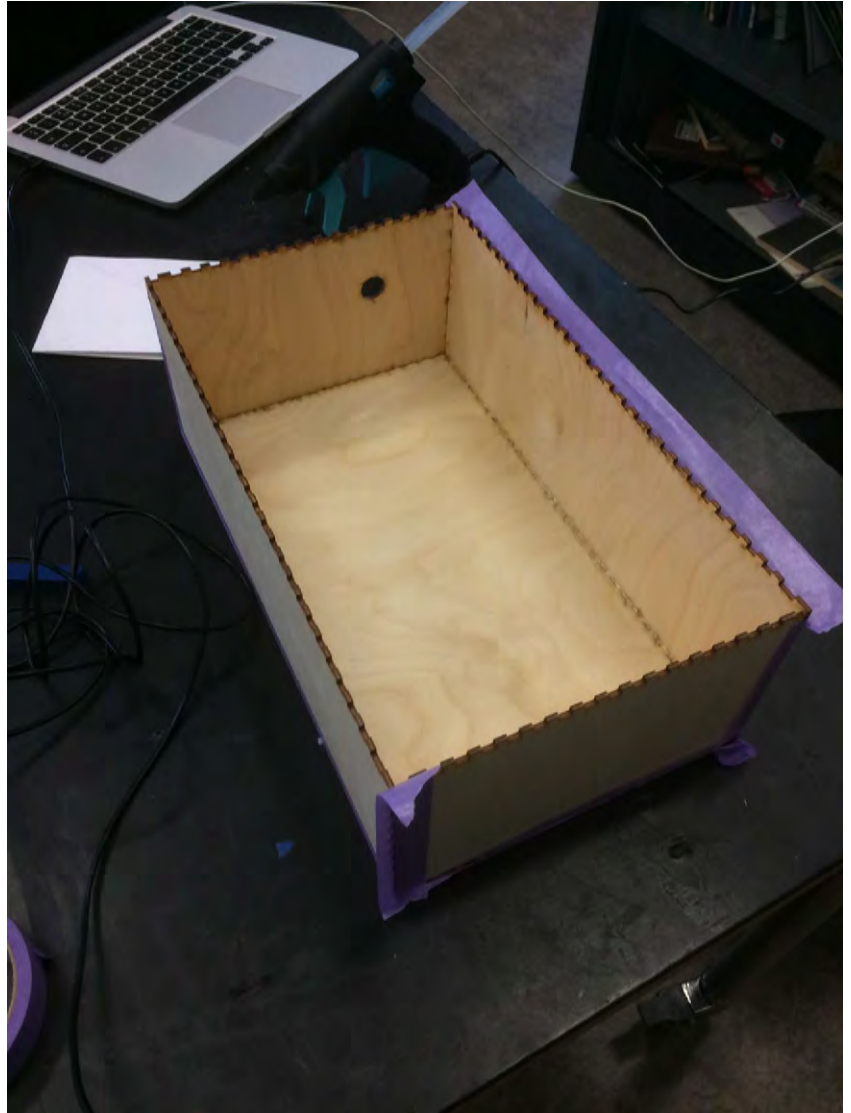
$$C_T = 3C_s$$

equation of comatic figure

$$y = C_s (2 + \cos 2\psi)$$

$$z = C_s \sin 2\psi$$

**The main issue is to create these images is I have to use both hands for the setup. To Create better imagery I have to Incorporate direct lenses together.**



## Case Dimensions

Units

Millimeters

Box Width

120

Box Height

350

Box Depth

200

Are these inside dimensions or outside dimensions?

Outside

Inside

Material Thickness

3mm

Custom Material Thickness

Edge Joints

Flat

Finger

T-Slot



Tab Width

3 - 24 millimeters



## Case Preview

Drag to rotate case. Double-click a face to cut holes and engrave text.

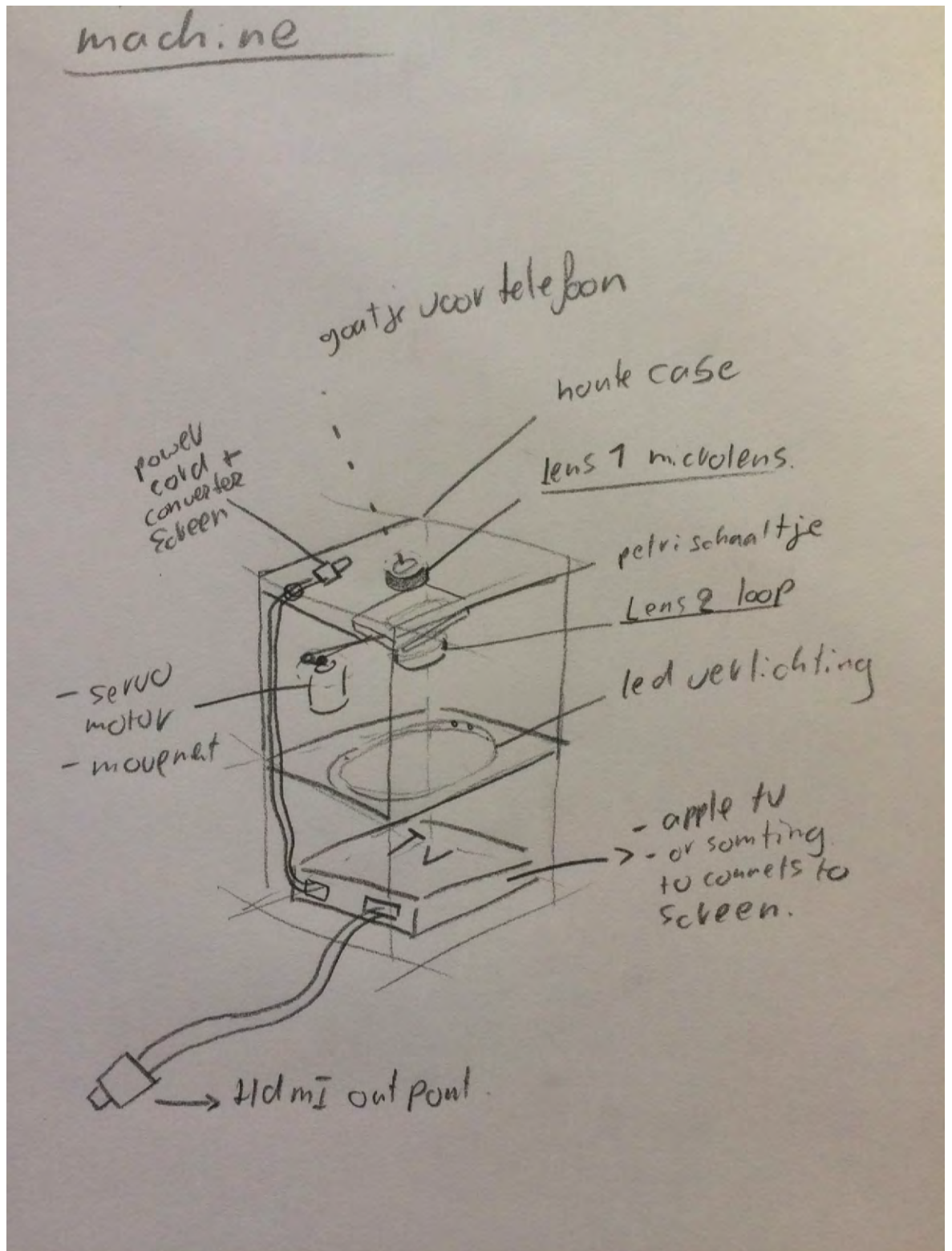


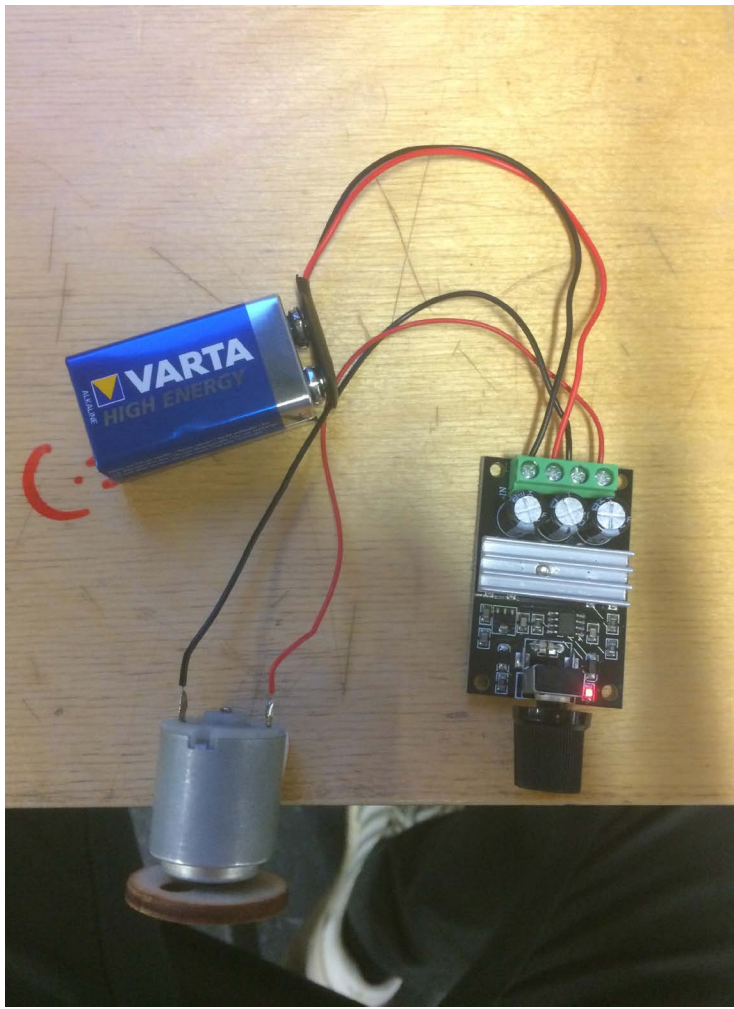
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**Defining the optimal height for the Lens setup is tricky.**

**To test this the first box will be a height of 35cm which is more than I used in the other images.**

# THE BLUE PRINT PLAN FOR THE BOX



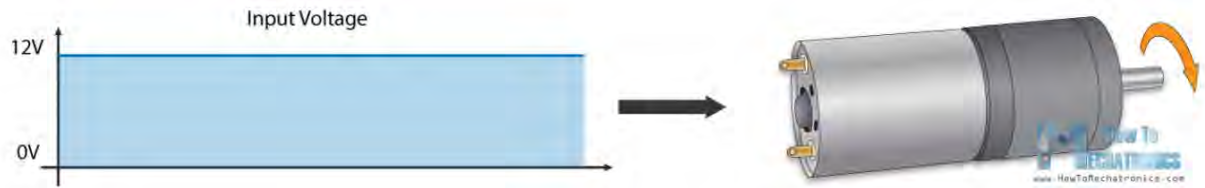


**Making a rotating disk  
for the “animation” to  
vary**

**Using a pwm**

## Overview

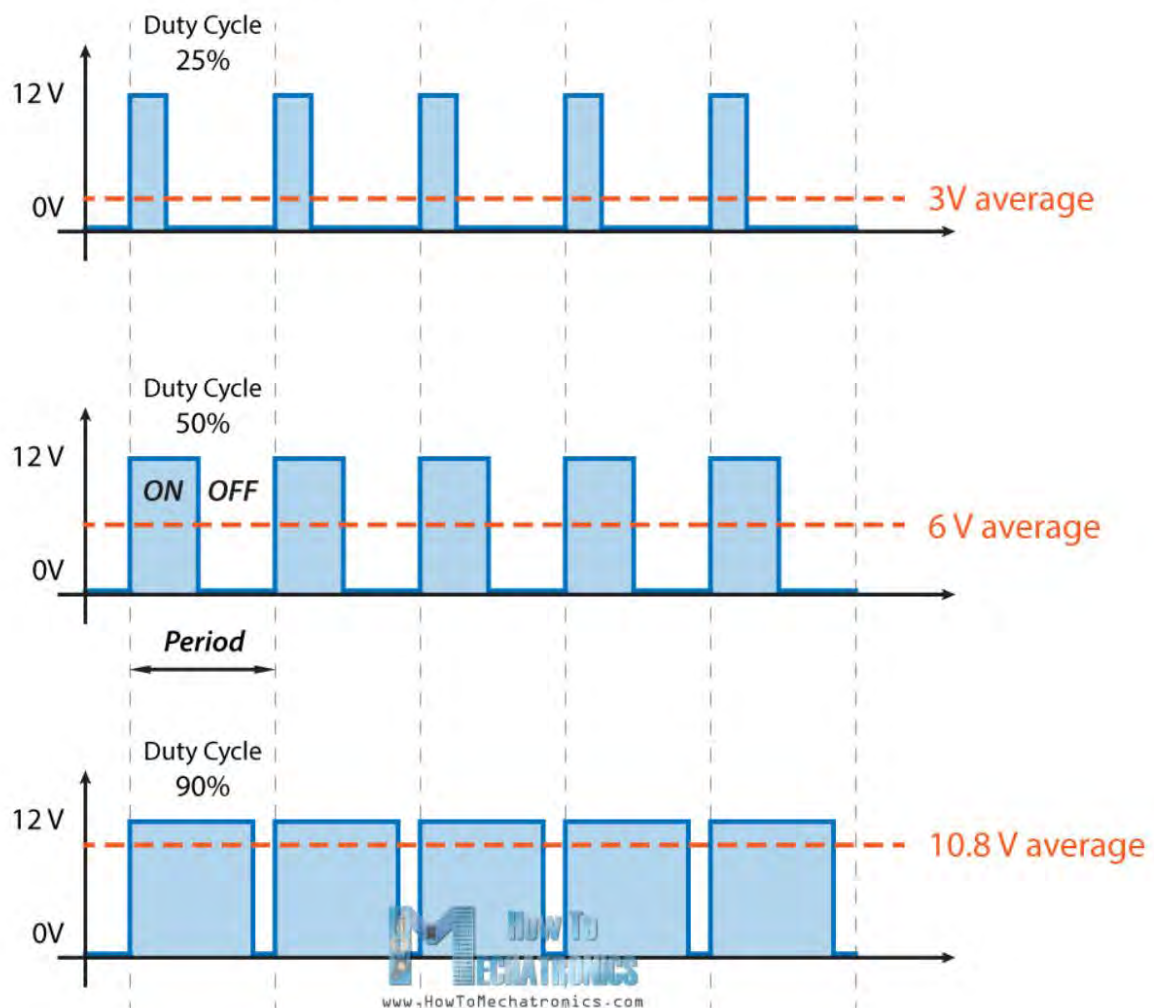
We can control the speed of the DC motor by controlling the input voltage of the motor. For that purpose we can use PWM, or pulse width modulation.



## PWM DC Motor Speed Control

PWM is a method through which we can generate variable voltage by turning on and off the power that's going to the electronic device at a fast rate. The average voltage depends on the duty cycle of the signal, or the amount of time the signal is ON versus the amount of time the signal is OFF in a single period of time.

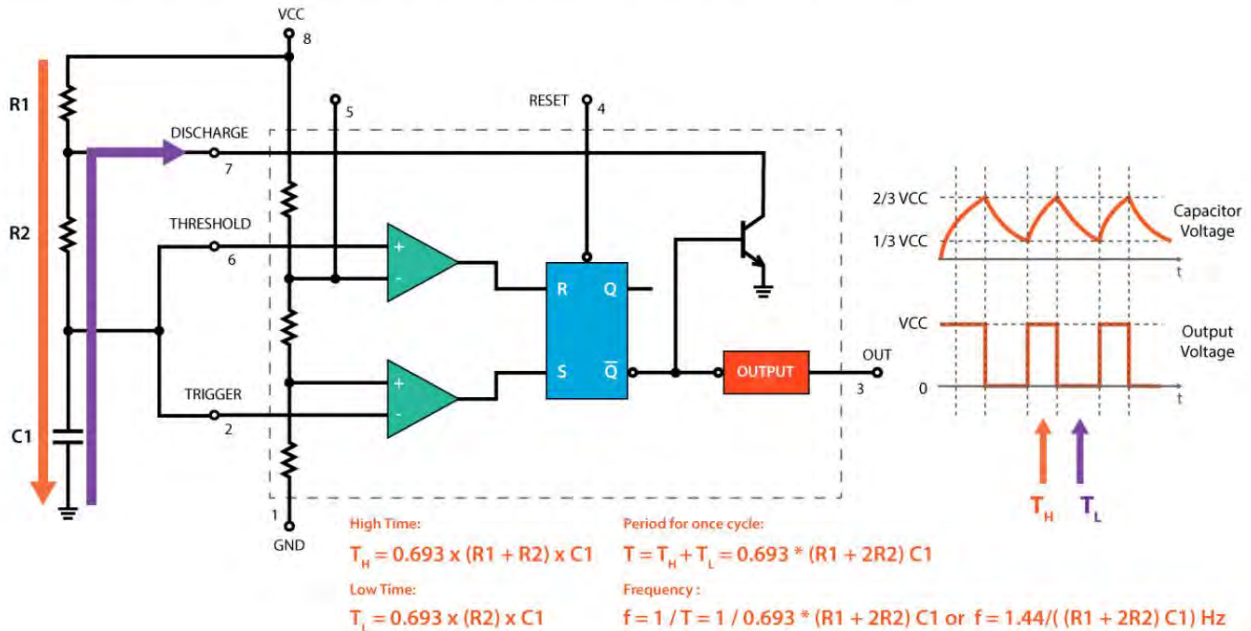
### Pulse Width Modulation



# 555 Timer PWM Generator Circuit

The 555 Timer is capable of generating PWM signal when set up in an astable mode. If you are not familiar with the 555 Timer you can check my previous tutorial where I explained in details [what's inside and how the 555 Timer IC work](#).

Here's a basic circuit of the 555 Timer operating in an astable mode and we can notice that the output is HIGH when the capacitor C1 is charging through the resistors R1 and R2.



## 555 Timer PWM DC Motor Speed Controller Circuit

