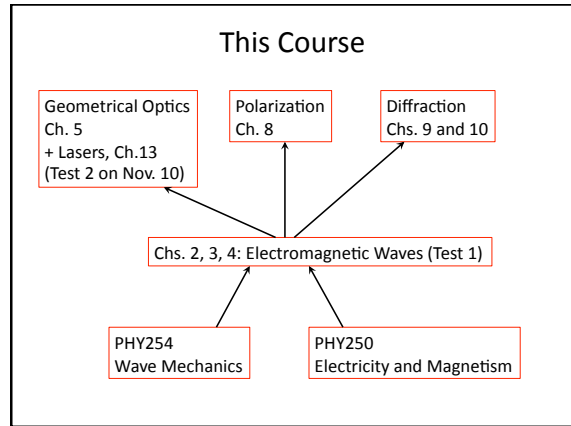


PHY385-H1F Introductory Optics

Class 10 – Outline: Sections 5.3, 5.4

- Aperture Stops
- Entrance Pupil, Exit Pupil
- Chief Ray and Marginal Rays
- Relative aperture, f-number, lens speed.
- Mirrors



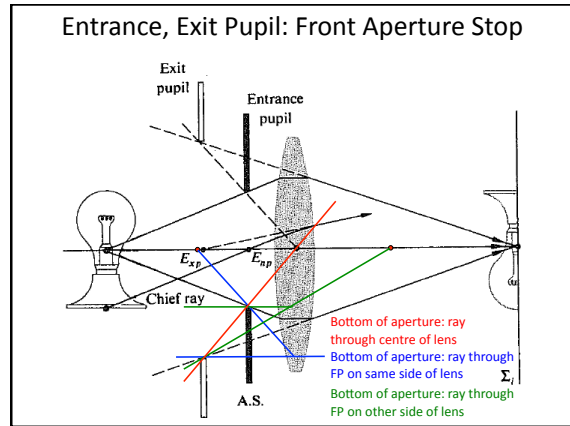
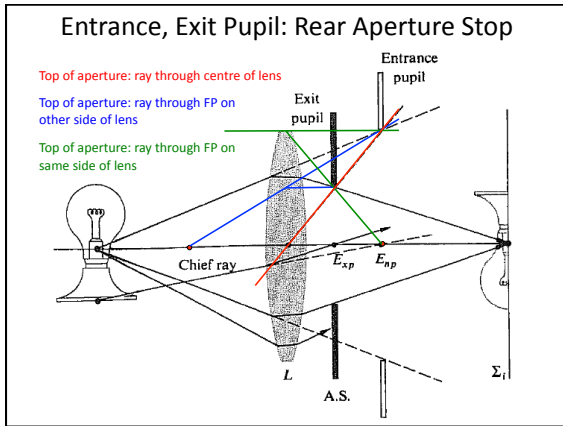
Finger Vote!!!
 Which distance is the Diameter, D , of the Lens?

Finger Vote!!!
 Which distance is the Focal Length, f , of the Lens?

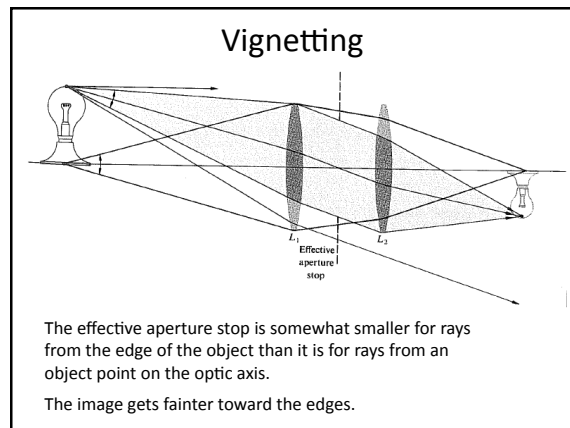
Finger Vote!!!
 Which distance is the Radius of curvature, R_1 or R_2 , of the Lens?

Aperture Stop

- The **Aperture Stop** Determines the ray cone angle, or equivalently the brightness, at an image point
- The limiting size of the image is called the **field stop**, which determines the field of view
- A smaller aperture stop on a lens admits less light, but can produce a sharper focus



- For every point on the object, we can sketch the chief ray and two marginal rays.
- Chief Ray always intersects the optical axis at the A.S.
- Marginal rays always intersect the edges of the A.S.
- Rays emerge from the object point, and converge at the image point.
- Rays may only bend when passing through a lens.
- Rays passing through the centre of a lens don't bend.



- The total amount of light collected by the lens is proportional to D^2
 - The image area of an extended object is proportional to f^2
 - So the flux density at the image plane varies as $(D/f)^2$
 - D/f is called "relative aperture"
 - f/D is called the "f-number" (ie F1.4, F2, F16, etc)
 - $(f/D)^2$ is called the "speed". The higher the speed, the shorter an exposure time you need for the same image brightness.
 - That's why f-numbers tend to increase by factors of $\sqrt{2}$ on cameras – for each step you have to double the exposure time
- 