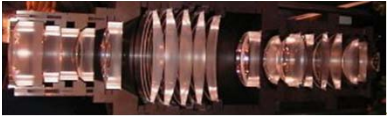


## The y-nu ray trace method

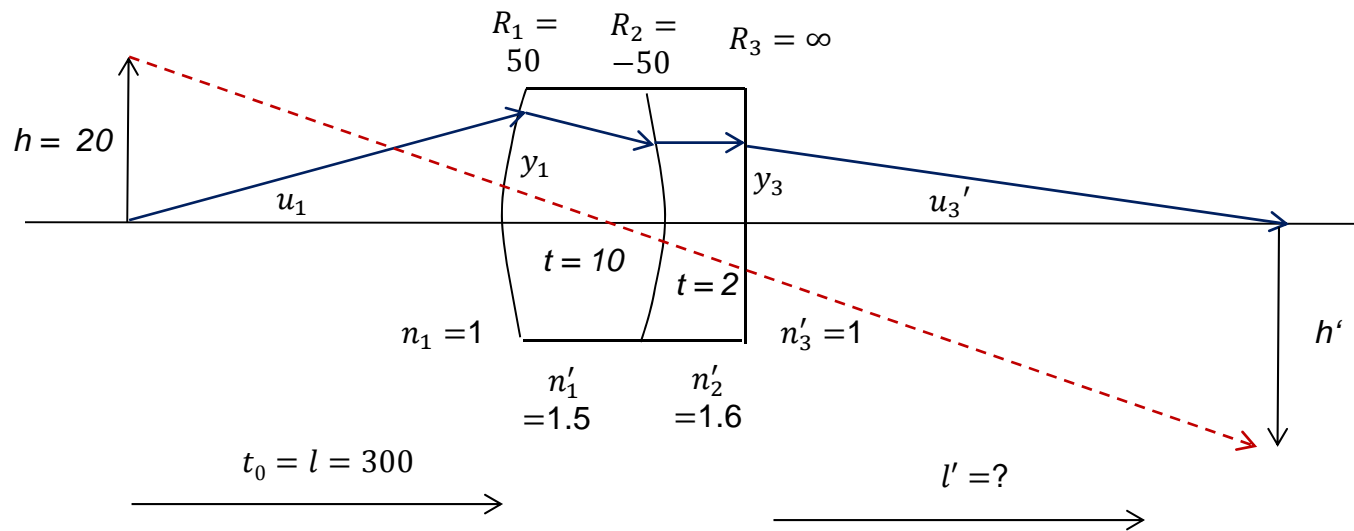
The y-nu method uses paraxial ray-trace equations to estimate ray heights and slopes at each surface in an optical system. These calculations can be used to find focal lengths, image location & size, pupil locations & sizes, principal-plane locations, etc.

YNU Ray Trace Sheet

	Surf #1	Surf #2	Surf #3	Surf #4	Surf #5
c					
t					
n					
$-\phi$					
t/n					
<b>Ray #1</b>					
y					
nu					
u					
<b>Ray #2</b>					
y					
nu					
u					
<b>Ray #3</b>					
y					
nu					
u					



## Doublet y-nu ray trace example



Curvatures:

$$c_1 = \frac{1}{R_1} = 0.02$$

$$c_2 = \frac{1}{R_2} = -0.02$$

$$c_3 = \frac{1}{R_3} = 0$$

Powers:

$$\varphi_1 = (n'_1 - n_1)c_1 = 0.01$$

$$\varphi_2 = (n'_2 - n_2)c_2 = -0.002$$

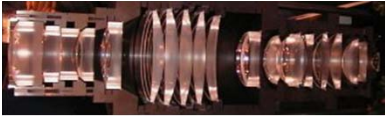
$$\varphi_3 = (n_3 - n'_3)c_3 = 0$$

Reduced thicknesses:

$$\tau_1 = \frac{t_1}{n'_1} = 6.6666$$

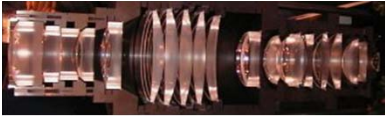
$$\tau_2 = \frac{t_2}{n'_2} = 1.25$$

$$\tau_3 = \frac{t_3}{n_3} = l'$$



## Start by entering “optical prescription”

	Surf #1	Surf #2	Surf #3	-Surf #4-	-Surf #5-
c	0.02	- 0.02	0		
t	300	10	2	$l'$	
n	1	1.5	1.6	1	
$-\phi$	-0.01	0.002	0		
t/n	300	6.666	1.25	$l'$	
<b>Ray #1</b>					
y					
nu					
u					
<b>Ray #2</b>					
y					
nu					
u					
<b>Ray #3</b>					
y					
nu					
u					



## Enter "guess" values to start ray #1

	Surf #1	Surf #2	Surf #3	-Surf #4-	Surf #5
c	0.02	- 0.02	0		
t	300	10	2	$l'$	
n	1	1.5	1.6	1	
$-\phi$	-0.01	0.002	0		
t/n	300	6.666	1.25	$l'$	

Ray #1 ... from object axial point

$$0 = 9.49611 + (-0.047555)l' \dots l' = 199.69$$

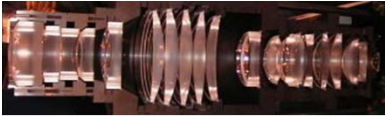
	"0"	"10"	9.5556	9.49611	"0"
y					
nu	0.03333	-0.0666	-0.04755	-0.047555	
u	0.03333	-0.0444	-0.02972	-0.047555	

Ray #2

y					
nu					
u					

Ray #3

y					
nu					
u					



## Enter “guess” values to start ray #2

	Surf #1	Surf #2	Surf #3	-Surf #4-	Surf #5
c	0.02	- 0.02	0		
t	300	10	2	$l'$	
n	1	1.5	1.6	1	
$-\phi$	-0.01	0.002	0		
t/n	300	6.666	1.25	199.69	

**Ray #1** ... from object axial point

y	“0”	“10”	9.5556	9.49611	“0”	
nu	0.03333	-0.0666	-0.04755	-0.047555		
u	0.03333	-0.0444	-0.02972	-0.047555		

**Ray #2** ... from top of object

y	20	“0”	-0.4444	-0.52554	$h'=14.015$	
nu	-0.0666	-0.0666	-0.06755	-0.06755		
u						

**Ray #3**

y						
nu						
u						