

Zemax

# **ENVISION2019**

Boston



Zemax

# **ENVISION2019**

Expanding Zemax Capabilities,  
3 example advanced macros  
and custom DLLs

John Ellis



# John Ellis

President

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- John Ellis founded Optics for Hire in 2002.
- OFH help clients research, design, prototype and commercialize imaging and illumination optical devices.
- Their team of 15 optical, mechanical and electronics engineers provide ray tracing, custom lens designs, complete opto-electronic/opto-mechanical systems and applied optics research.





# Anatoli Trafimuk

Lead optical engineer

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- Anatoli started his work in OFH in 2006 as optical designer
- He is the author of all Dlls and macros described in presentation
- Anatoli has a Ph.D. from Saint-Petersburg State University Information Technologies, Mechanic and Optics focused in Optics/Optical Sciences
- He has designed hundreds of illumination and imaging optical systems



# Examples

## 1 Making a complex Zemax macro

- The problem statement of Optics Cross Section
- Why require custom macro?
- The solution of the problem
- Examples of using macro

## 2 Using user defined objects in Zemax

- Why we need User Defined Objects?
- What was done by OFH
- Examples and applications of UDO

## 3 User defined surface for imaging

- Why do we need User Defined Surfaces?
- Freeform solution with Bezier curves

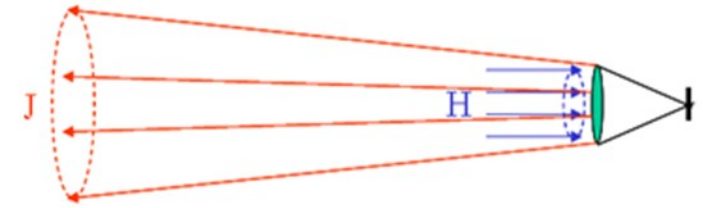
# Making a complex Zemax macro for an Optical Cross Section calculation



# Optical cross section calculations

- OCS is a value which describes the maximum amount of optical flux reflected back to the source.
- Optical devices such as telescopes and cameras will return some of the optical flux back to the source, since it has optics that reflect some light.
- It is very useful in LIDAR and also Radar applications.
- Zemax doesn't provide built-in optical cross-section calculations

## OPTICAL CROSS SECTION (OCS)



- Definition of OCS:

$$\frac{\text{Intensity Leaving Sensor } J \text{ (W/sr)}}{\text{Irradiance Entering Sensor } H \text{ (W/m}^2\text{)}} = \frac{\text{m}^2}{\text{sr}}$$

- Calculated Formula is Actually “Differential” Optical Cross Section – Peak on-axis retroreflected signature
- For a Circular Mirror:

$$\text{OCS} = \frac{\rho * \pi^2 * D^4}{16 * \lambda^2}$$

Where:

$\rho$  = mirror reflectivity  
 $D$  = mirror diameter (m)  
 $\lambda$  = wavelength (m)

- For a Sensor:

(Worst Case: Perfect Optics)

$$\text{OCS} = \frac{\rho * T^2 * \pi^2 * D^4}{16 * \lambda^2}$$

$T$  = Single-pass optical transmission at wavelength  $\lambda$

# Why use a custom macro?

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- The contribution to OCS from the lenses themselves is ignored in previous formula
- A tool is need to calculate the OCS contribution from the lenses.
- Custom Zemax macro is ideal. We can control the lens data as needed, with ZPL
- Compared to ZOS API a macro is simpler for the user.



# The solution

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- The macro stores the initial optical system. Then one by one elements are removed from the system, replaced surfaces with mirrors ( mirror reflectively created by Zemax or by hand), made in sequence as elements added. And calculate the OSC of each reduced element.
- Macro uses previous formula of OSC and alternative calculation based on the method described in article "A Paraxial Approach to the Estimation of Optical Cross Section and Optical Gain" by Howard V Kennedy.
- ZPL macro contains 612 lines of optimized code, which provides main calculations and predictable error handling.
- The result is table of OCS values for each lens surface and list of some important parameters from Kennedy method.

File Setup Analyze Optimize Tolerance Libraries Part Designer Programming Help

Macro List Edit/Run Refresh List New Macro Macro Help

User Analyses User Extensions Interactive Extension ZOS-API Help

ZOS-API.NET Applications ZOS-API.NET Application Builders Extensions List

System Explorer

Update: None

- Aperture
- Fields
- Wavelengths
- Environment
- Polarization
- Advanced
- Ray Aim
- Material
- Title/Notes
- Files
- Units
- Cost Estimation

Lens Data

Update: None

Surface 0 Properties Configuration 1/1

Surface	Type	Comment	Radius	Thickness	Material	Coating	Clear Semi-Dia	Chip Zone	Mech Semi-Dia	Conic	TCE x 1E-6
0	OBJECT	Standard	Infinity	Infinity			0.000	0.000	0.000	0.000	0.000
1		Standard	Infinity	10.000			16.665 U	0.000	16.665	0.000	0.000
2	(aper)	Standard	54.153	8.747	SK2	AR	16.665 U	0.000	16.665	0.000	-
3	(aper)	Standard	152.522	0.500		AR	15.829 U	0.000	16.665	0.000	0.000
4	(aper)	Standard	35.951	14.000	SK16	AR	15.420 U	0.000	15.420	0.000	-
5	(aper)	Standard	Infinity	3.777	F5		12.719 U	0.000	15.420	0.000	-
6	(aper)	Standard	22.270	14.253		AR	10.985 U	0.000	15.420	0.000	0.000
7	STOP	Standard	Infinity	12.428			9.968 U	0.000	9.968	0.000	0.000
8	(aper)	Standard	-25.685	3.777	F5	AR	9.000 U	0.000	10.237	0.000	-
9	(aper)	Standard	Infinity	10.834	SK16		9.456 U	0.000	10.237	0.000	-
10	(aper)	Standard	-36.980	0.500		AR	10.237 U	0.000	10.237	0.000	0.000
11	(aper)	Standard	196.417	6.858	SK16	AR	10.144 U	0.000	10.144	0.000	-
12	(aper)	Standard	-67.148	57.315		AR	9.874 U	0.000	10.144	0.000	0.000
13	IMAGE	Standard	Infinity	-			0.017 U	0.000	0.017	0.000	0.000

1: Layout

Settings

Layout

DOUBLE GAUSS  
9/18/2019  
Total Axial Length: 142.98842 mm

1 Double Gauss 28 degree field.zmx  
Configuration 1 of 1

Graph Classic





File Setup Analyze Optimize Tolerance Libraries Part Designer Programming Help

Sequential Non-Sequential

System Explorer Preferences Scale Lens

Lens Data Non-Sequential Field Data Editor

Cross-Section 3D Viewer Shaded Model

System Check Performance

Bring To Front Window Options Dock New Windows

Make Thermal Make Conjugate Add All Data

MC Editor Next Previous

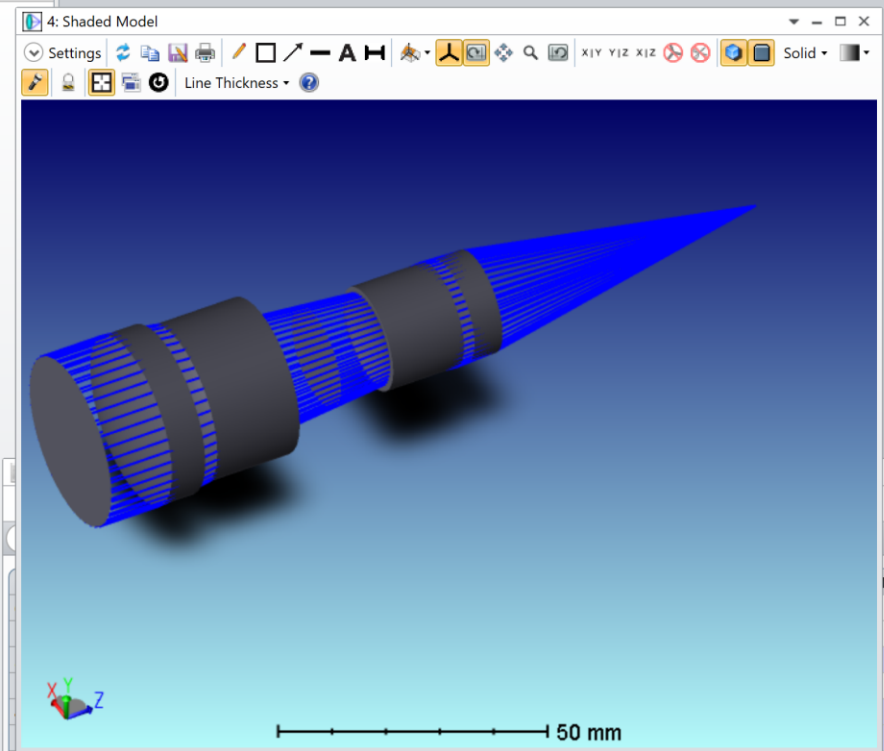
System Mode Editors System Viewers Diagnostics Window Control Configuration

System Explorer

Update: None

- Aperture
- Fields
- Wavelengths
- Environment
- Polarization
- Advanced
- Ray Aiming
- Material Catalogs
- Title/Notes
- Files
- Units
- Cost Estimator

DOUBLE GAUSS



Surf	Type	Material	Radius	Thickness	Conc	Coat	Surf	Surf	Surf	Surf
6	(aper)	Standard	22.270	14.253		AR	10.985	U	0.000	0.000
7	STOP	Standard	Infinity	12.428			9.968	U	0.000	9.968
8	(aper)	Standard	-25.685	3.777	F5	AR	9.000	U	0.000	10.237
9	(aper)	Standard	Infinity	10.834	SK16		9.456	U	0.000	10.237
10	(aper)	Standard	-36.980	0.500		AR	10.237	U	0.000	10.237
11	(aper)	Standard	196.417	6.858	SK16	AR	10.144	U	0.000	10.144
12	(aper)	Standard	-67.148	57.315		AR	9.874	U	0.000	10.144
13	IMAGE	Standard	Infinity	-			0.017	U	0.000	0.017

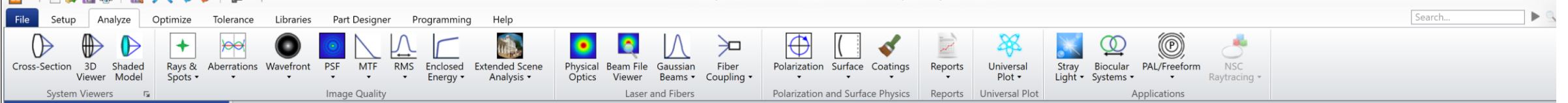
2: Text Viewer

Executing C:\Users\Administrator\Documents\Zemax\MACROS\Ocs5.3\_kenn.zpl.

Lens filename 1 Double Gauss 28 degree field.zmx  
Used wavelength 0.4861 micrometers

Surface	OCS Kennedy	xs	lambda(mt)	Apupil(sq. mt)	is	ys	ns	tau_s
2	3.2468E-05	3.3691E+04	4.8610E-07	8.7249E-04	3.1281E-01	1.6665E-02	1.0000E+00	1.0000E+00
3	6.1622E-03	2.8207E+03	4.8610E-07	8.7249E-04	1.7163E-02	1.5820E-02	1.6074E+00	9.8856E-01
4	3.5140E-05	3.0979E+04	4.8610E-07	8.7249E-04	3.1118E-01	1.5404E-02	1.0000E+00	9.7317E-01
5	1.8030E-05	3.3656E+04	4.8610E-07	8.7249E-04	2.5356E-01	1.2675E-02	1.6204E+00	9.6241E-01
6	4.3018E-05	2.9212E+04	4.8610E-07	8.7249E-04	2.5774E-01	1.0937E-02	1.6034E+00	9.5582E-01
7	0.0000E+00	0						
8	4.7065E-05	2.5756E+04	4.8610E-07	8.7249E-04	4.4519E-01	8.9515E-03	1.0000E+00	9.4390E-01
9	5.2694E-05	8.3921E+03	4.8610E-07	8.7249E-04	8.6006E-02	9.4160E-03	1.6034E+00	9.3363E-01
10	1.0661E-04	2.0834E+04	4.8610E-07	8.7249E-04	1.9467E-01	1.0219E-02	1.6204E+00	9.3240E-01
11	5.8361E-02	7.3996E+02	4.8610E-07	8.7249E-04	1.1302E-02	1.0131E-02	1.0000E+00	9.1699E-01
12	9.7213E-05	1.9859E+04	4.8610E-07	8.7249E-04	1.9216E-01	9.8685E-03	1.6204E+00	9.0618E-01
13	0.0000E+00	0						
13	footpr	0.000000	0.0000E+00					

Predicted image plane OCS (ideal optics) 0.0000E+00  
Summed OCS without image plane OCS 1.5113E-02  
Summed OCS with image plane OCS 1.5113E-02



System Explorer

Update: None

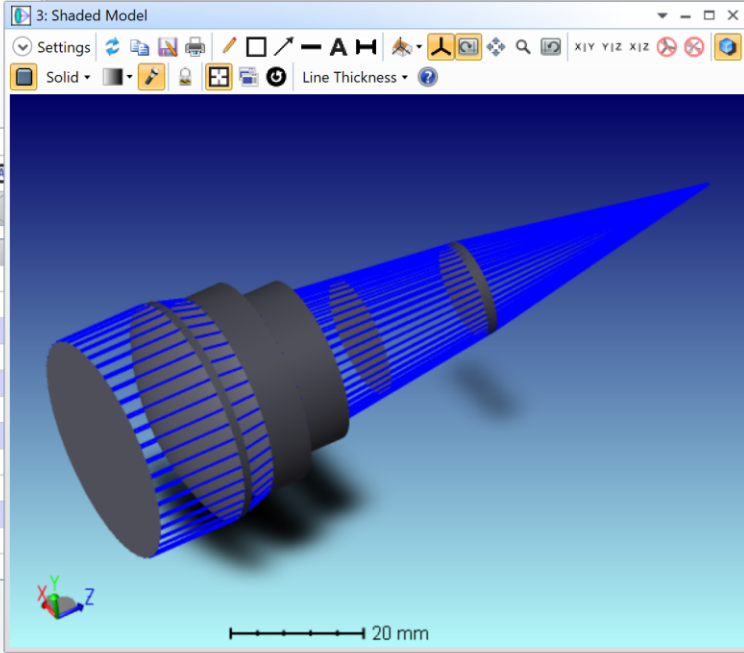
- ▶ Aperture
- ▶ Fields
- ▶ Wavelengths
- ▶ Environment
- ▶ Polarization
- ▶ Advanced
- ▶ Ray Aiming
- ▶ Material Catalogs
- ▶ Title/Notes
- ▶ Files
- ▶ Units
- ▶ Cost Estima

Lens Data

Update: None

Surface 0 Properties

Surface Type		
0	OBJECT	Standard
1		Standard
2	(aper)	Standard
3	(aper)	Standard
4	(aper)	Standard
5	(aper)	Standard
6	(aper)	Standard
7	(aper)	Standard
8	STOP	Standard
9	(aper)	Standard
10	(aper)	Standard
11	IMAGE	Standard



2: Text Viewer

Settings

Executing C:\Users\Administrator\Documents\Zemax\MACROS\Ocs5.3\_kenn.zpl.

Lens filename 7 Compact Telephoto.ZMX

Used wavelength 0.5876 micrometers

Surface	OCS Kennedy	xs	lambda(mt)	Apupil(sq. mt)	is	ys	ns	tau_s
2	7.6337E-05	4.5925E+04	5.8760E-07	1.0010E-03	4.8806E-01	1.7600E-02	1.0000E+00	1.0000E+00
3	3.1575E-04	2.1403E+04	5.8760E-07	1.0010E-03	1.4318E-01	1.7336E-02	1.6127E+00	9.4452E-01
4	3.4050E-04	1.9491E+04	5.8760E-07	1.0010E-03	2.2737E-01	1.6034E-02	1.0000E+00	8.9175E-01
5	1.8019E-04	2.5922E+04	5.8760E-07	1.0010E-03	2.2218E-01	1.3467E-02	1.6204E+00	8.4176E-01
6	1.1272E-04	3.3614E+04	5.8760E-07	1.0010E-03	4.8665E-01	1.2919E-02	1.0000E+00	7.9220E-01
7	1.9536E-04	2.3866E+04	5.8760E-07	1.0010E-03	2.4426E-01	1.0642E-02	1.7174E+00	7.3680E-01
8	0.0000E+00	0						
9	5.5379E-02	1.3397E+03	5.8760E-07	1.0010E-03	3.3526E-02	7.4740E-03	1.0000E+00	6.8475E-01
10	1.9187E-03	6.7006E+03	5.8760E-07	1.0010E-03	9.8666E-02	7.2968E-03	1.7408E+00	6.3473E-01
11	footpr	0.000000	0.0000E+00					

Predicted image plane OCS (ideal optics) 0.0000E+00

Summed OCS without image plane OCS 1.8458E-02

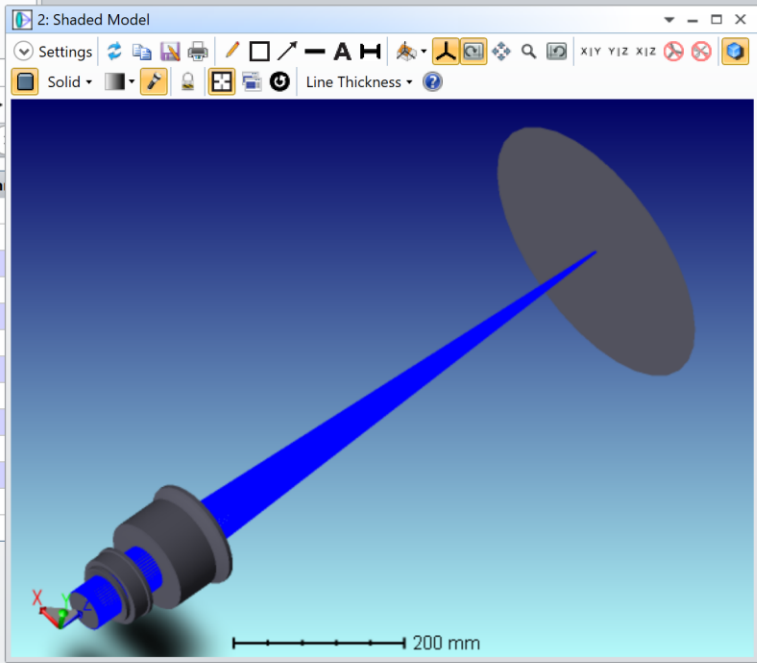
Summed OCS with image plane OCS 1.8458E-02



System Explorer

Update: None

- Aperture
- Fields
- Wavelengths
- Environment
- Polarization
- Advanced
- Ray Airy
- Material
- Title/N
- Files
- Units
- Cost Est



Conic	TCE x 1E-6
0.000	0.000
0.000	0.000
0.000	-
0.000	0.000
0.000	-
0.000	0.000
0.000	-
0.000	0.000
0.000	-
0.000	0.000
0.000	-
0.000	0.000
0.000	-
0.000	0.000
0.000	-
0.000	0.000

```

3: Text Viewer
Settings
Executing C:\Users\Administrator\Documents\Zemax\MACROS\Ocs5.3_kenn.zpl.

Lens filename 9 F-Theta lens.ZMX
Used wavelength 0.5876 micrometers

Surface  OCS Kennedy  xs          lambda(mt)  Apupil(sq. mt)  is          ys          r
2        5.1035E-04  3.0382E+04  5.8760E-07  1.9635E-03  2.2730E-01  2.5000E-02  1.0000E
3        1.2274E-04  6.0467E+04  5.8760E-07  1.9635E-03  2.9089E-01  2.5632E-02  1.5168E
4        1.0231E-04  6.2320E+04  5.8760E-07  1.9635E-03  4.5755E-01  2.5475E-02  1.0000E
5        1.5472E-04  4.9135E+04  5.8760E-07  1.9635E-03  2.2920E-01  2.6435E-02  1.5168E
6        2.1618E-04  4.8957E+04  5.8760E-07  1.9635E-03  3.4331E-01  2.6672E-02  1.0000E
7        5.0226E-04  3.0465E+04  5.8760E-07  1.9635E-03  1.2280E-01  2.7439E-02  1.6910E
8        7.8840E-02  2.3821E+03  5.8760E-07  1.9635E-03  1.6658E-02  2.6745E-02  1.0000E
9        6.7055E-04  2.5077E+04  5.8760E-07  1.9635E-03  1.0342E-01  2.5841E-02  1.7552E
10       5.7861E-04  2.2093E+04  5.8760E-07  1.9635E-03  1.5456E-01  2.6735E-02  1.0000E
11       1.3702E-03  1.3641E+04  5.8760E-07  1.9635E-03  5.6518E-02  2.6697E-02  1.6910E
12 footpr 0.000000  0.0000E+00

Predicted image plane OCS (ideal optics) 0.0000E+00
Summed OCS without image plane OCS 2.7001E-02
Summed OCS with image plane OCS 2.7001E-02
    
```

# User defined objects in Zemax for nonimaging optical systems design



# Why use user defined objects?

- Provide built-in fully integrated, simple solution for efficient design of freeform based illumination system in nonsequential mode.
- We use simplified Bezier curves (up to 4) to create surfaces and solid objects
- User defined objects is easy way to describe the lenses based on Bezier curves.
- UDO behaves like built-in object, has fast raytrace and fully integrated in optimization.

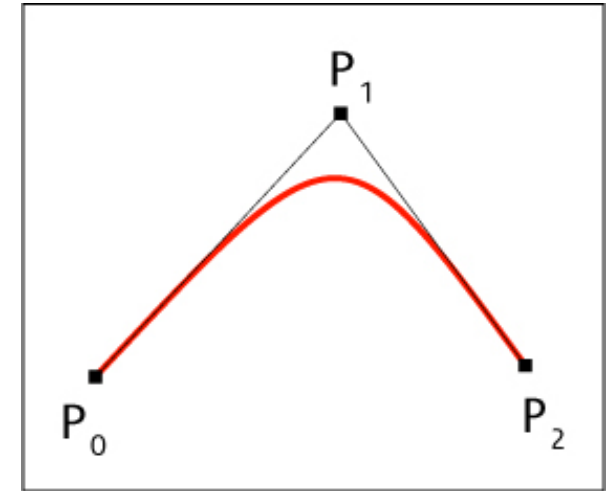
# What was done by OFH

- Created 20+ freeform UDO to describe illumination systems natively in Zemax. All DLLs was written with Microsoft Visual Studio software
- All UDO has parameters for optimization its shape, control the geometry, size and special features like faceting, fillets etc.
- Created set of ZPL macro which allow scale the UDO, change their parameters, change surface properties, control the slope, control the shape and much more.
- Also there are several macro to create direct CNC machine command file for some types of UDO.

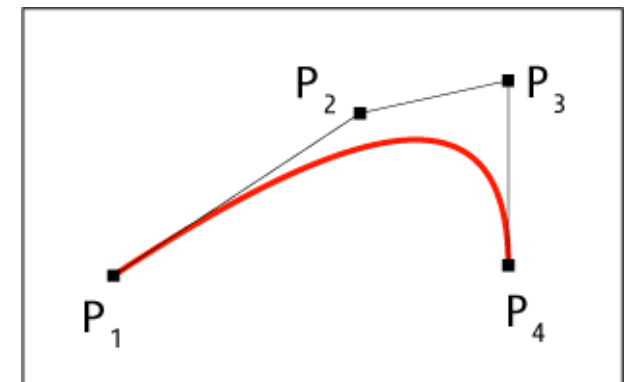
# What is Bezier curve and why we use it

Bezier curve is a parametric curve used in computer graphics and related fields. The curve, which is related to the Bernstein polynomial, is named after Pierre Bezier, who used it in the 1960s for designing curves for the bodywork of Renault cars. Other uses include the design of computer fonts and animation.

The curve is simple to use. It controlled by control points set, which are just a set of numbers. Point not lie on the curve except start and end point. This is best for build freeform optical surfaces.



3-point Bezier curve.



4-point Bezier curve.



# The simplified Bezier curve parametric equation

$$Bx(u) = (Px_n - Px_0)u, u \in [0,1]$$

$$By(u) = \sum_{i=0}^n \left( \frac{n! u^i (1-u)^{n-i}}{i!(n-i)!} \right) Py_i, u \in [0,1], i = 0..n$$

- Simplified Bezier curve.

The feature of that curve representation is that X control points equally spaced along the axis. So we use only parametrization of Y part of curve. This allow us more simple calculations while create complex objects form that curves. The raytrace for surfaces based on that curve is 30% faster rather than usual Bezier curves and up to 60% faster if use more general NURB representation.

And we remain almost all flexibility of freeform and use less variables.

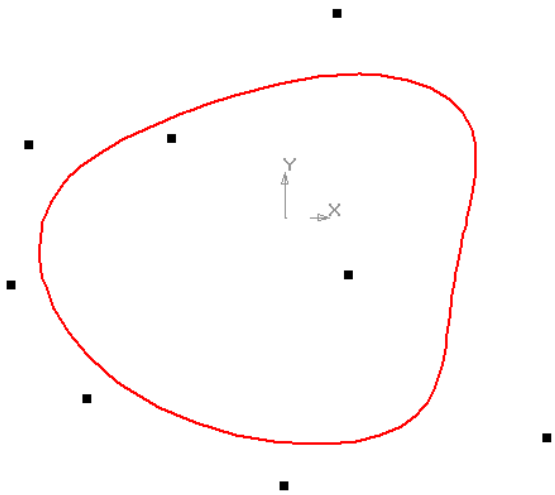
# The simplified polar Bezier curve equation

$$C(t) = \begin{cases} \rho(t) = 1 / \sum_{i=0}^n c_i A_{i,n}(t) \\ \theta(t) = nt \end{cases}, t \in [-\Delta, \Delta], 2n\Delta < \pi$$

- Simplified polar Bezier curve.

$$A_{i,n} = \frac{1}{\sin(2\Delta)^n} \frac{n!}{i!(n-i)!} \sin^{n-i}(\Delta-t) \sin^i(\Delta+t)$$

- Trigonometric Bernstein polynomial.



- The curve is same as previous, but defined in polar coordinates

# Some important surfaces created from Bezier curves

- 3 Surface of revolution of simplified Bezier curve ( TIR)
- Surface of revolution of simplified Bezier curve along simplified polar Bezier curve ( Type V beam shaping)
- Surface of revolution of 4 simplified Bezier curve along simplified polar Bezier curve. Each independent curve describe the quarter of 360-degree surface. Curves use same X parametrization while Y are different.
- Extrude the simplified Bezier curve along another simplified Bezier curve

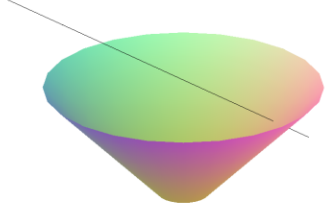


# Step1: Model surface equations in MapleV5

```

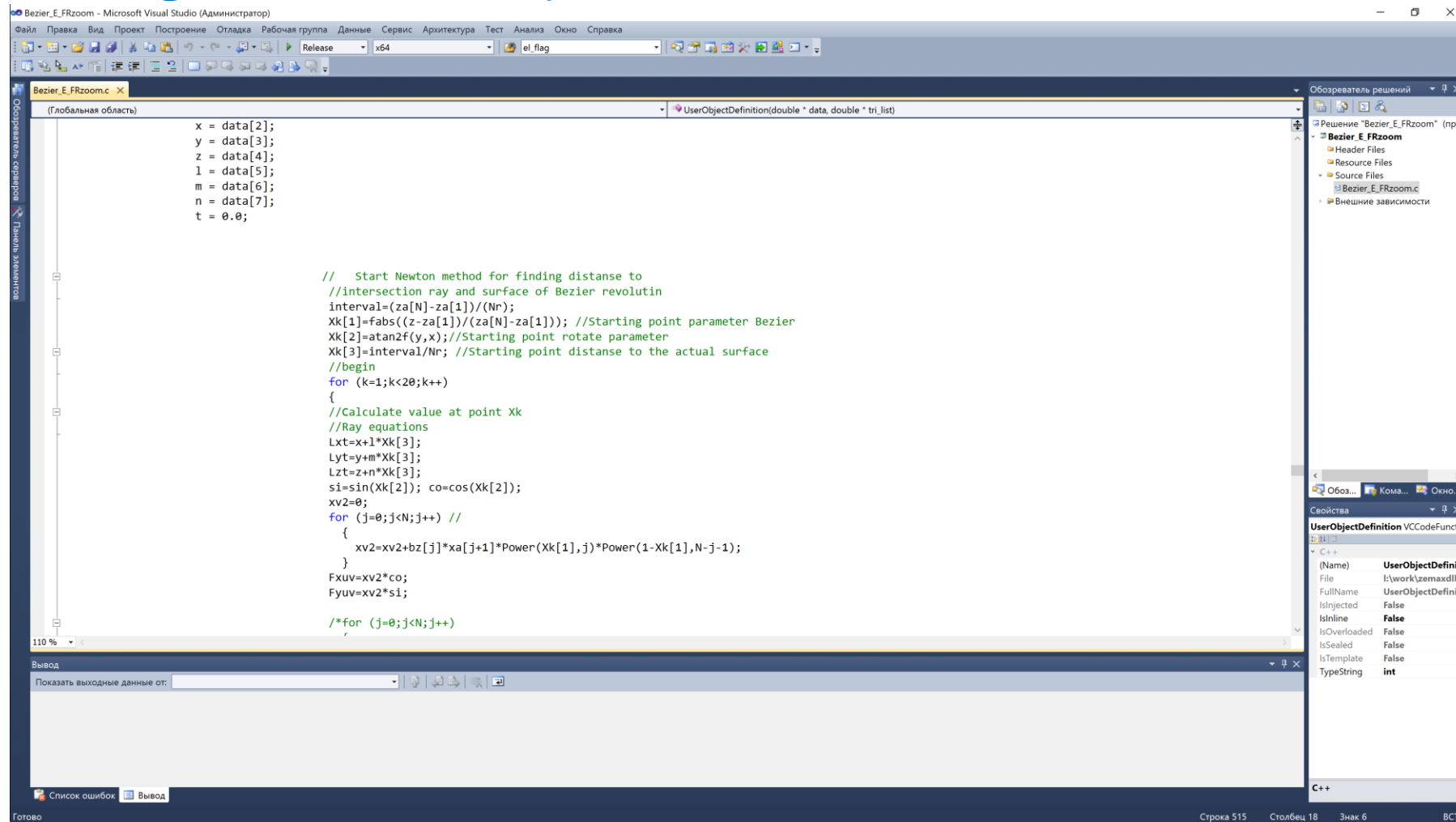
Maple 2018 - [test2.mws - [Server 1]]
File Edit View Insert Format Spreadsheet Window Help
P Maple Plot Times New Roman 12 B I U
> restart;
> A := [[0, 1], [1, 3], [2, 4], [3, 5], [4, 4.5], [5, 5], [6, 5.4], [7, 5.6]]; N := 7
> Bx := (t, n, sq) -> 7 t; By := (t, n, sq) -> sum_{i=0}^n sq_{i+1/2} * (m! t^i (1-t)^{(n-i)}) / (i! (n-i)!)
> plot([By(t, N, A), Bx(t, N, A), t = 0 .. 1])

> simplify(Bx(t, N, A))
> Fx := (u, v) -> By(u, N, A) sin(v); Fy := (u, v) -> By(u, N, A) cos(v); Fz := (u, v) -> Bx(u, N, A)
>
> diff(Fx(u, v), v); diff(Fy(u, v), v); diff(Fz(u, v), v)
>
> Lx := t -> 5 - 1.0 t; Ly := t -> 1 - .0e-1 t; Lz := t -> 3 + .5 t
> diff(Fx(u, v) - Lx(t), t); diff(Fy(u, v) - Ly(t), t); diff(Fz(u, v) - Lz(t), t)
> P1 := plot3d([Fx(u, v), Fy(u, v), Fz(u, v)], u = 0 .. 1, v = 0 .. 2 pi, style = patchnograd)
> P2 := plot3d([Lx(t), Ly(t), Lz(t)], t = 0 .. 12, y = 1 .. 2)
> plots[display](P1, P2)
> #NEWTON METHOD
> J := V -> VectorCalculus_Jacobian(V, [u, v, t])
> X := Vector([u, v, t]); XK := X; XKI := X
> FF := X -> Vector([Fx(X1, X2) - Lx(X3), Fy(X1, X2) - Ly(X3), Fz(X1, X2) - Lz(X3)])
> LinearAlgebra_MatrixInverse(J(FF(X)))
> xk := [1, 1, 1];
> for g to 3 do
    xkI := (x, y, z) -> subs(u = x, v = y, t = z, XK - LinearAlgebra_MatrixVectorMultiply(LinearAlgebra_MatrixInverse(J(FF(XK))), FF(XK)));
    evalf(xk1(xk1, xk2, xk3));
  end do
  
```



Time: 0.2s | Bytes: 40.4M | Available: 2.00G

# Step2: Create C++ code for surface shape and raytracing and compile it into Dll



The screenshot shows the Microsoft Visual Studio IDE with a C++ project named "Bezier\_E\_FRzoom". The main code window displays the following code:

```
(Глобальная область)
UserObjectDefinition(double * data, double * tri_list)

x = data[2];
y = data[3];
z = data[4];
l = data[5];
m = data[6];
n = data[7];
t = 0.0;

// Start Newton method for finding distance to
//intersection ray and surface of Bezier revolution
interval=(za[N]-za[1])/(Nr);
Xk[1]=fabs((z-za[1])/(za[N]-za[1])); //Starting point parameter Bezier
Xk[2]=atan2f(y,x); //Starting point rotate parameter
Xk[3]=interval/Nr; //Starting point distance to the actual surface
//begin
for (k=1;k<20;k++)
{
//Calculate value at point Xk
//Ray equations
Lxt=x+l*Xk[3];
Lyt=y+m*Xk[3];
Lzt=z+n*Xk[3];
si=sin(Xk[2]); co=cos(Xk[2]);
xv2=0;
for (j=0;j<N;j++) //
{
xv2=xv2+bz[j]*xa[j+1]*Power(Xk[1],j)*Power(1-Xk[1],N-j-1);
}
FXUV=xv2*co;
Fyuv=xv2*si;

/*for (j=0;j<N;j++)
,
```

The right-hand side of the IDE shows the Solution Explorer with the project structure and the Properties window for the `UserObjectDefinition` class, which is a `VCCodeFunction` with the following properties:

Property	Value
(Name)	UserObjectDefiniti
File	I:\work\zemax\dlls
FullName	UserObjectDefiniti
IsInjected	False
IsInline	False
IsOverloaded	False
IsSealed	False
IsTemplate	False
TypeString	int

The status bar at the bottom indicates "Готово" (Ready) and "Строка 515 Столбец 18 Знак 6 ВСТ" (Line 515 Column 18 Sign 6 End of File).

# Step3: Import Dll in Zemax as User Defined Object

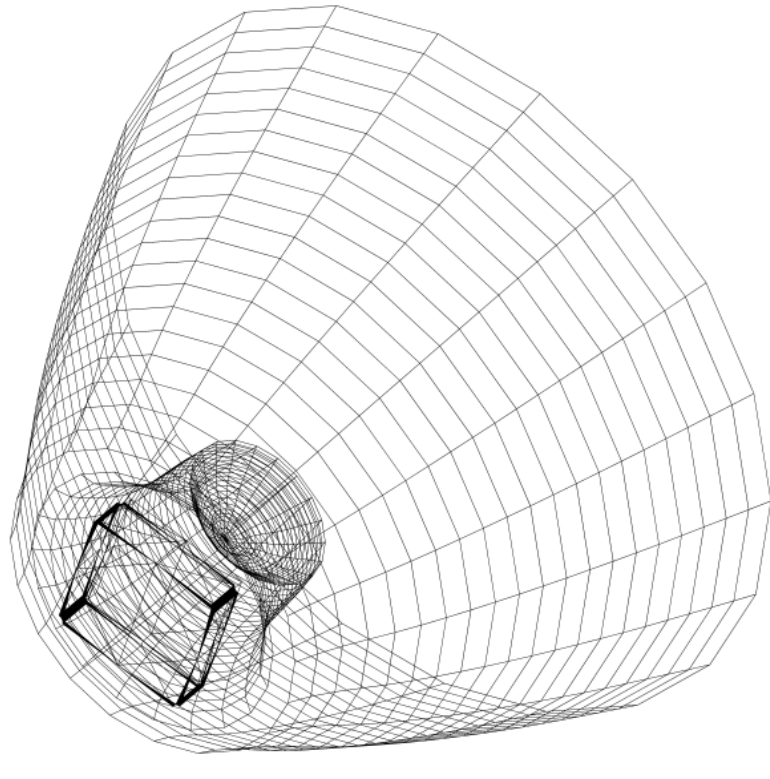
The screenshot displays the Zemax OpticStudio 18.9 Premium interface. The main window is the Non-Sequential Component Editor, showing the 'Object 1 Properties' dialog for 'Configuration 1/1'. The 'Type' is set to 'User Defined Object' and the 'Data File' is 'Bezier\_E\_FRzoom.dll'. The 'Raytrace' section is also visible, with 'Fast Ray Trace (Slow Update)' checked.

Below the dialog is a table listing the components in the system:

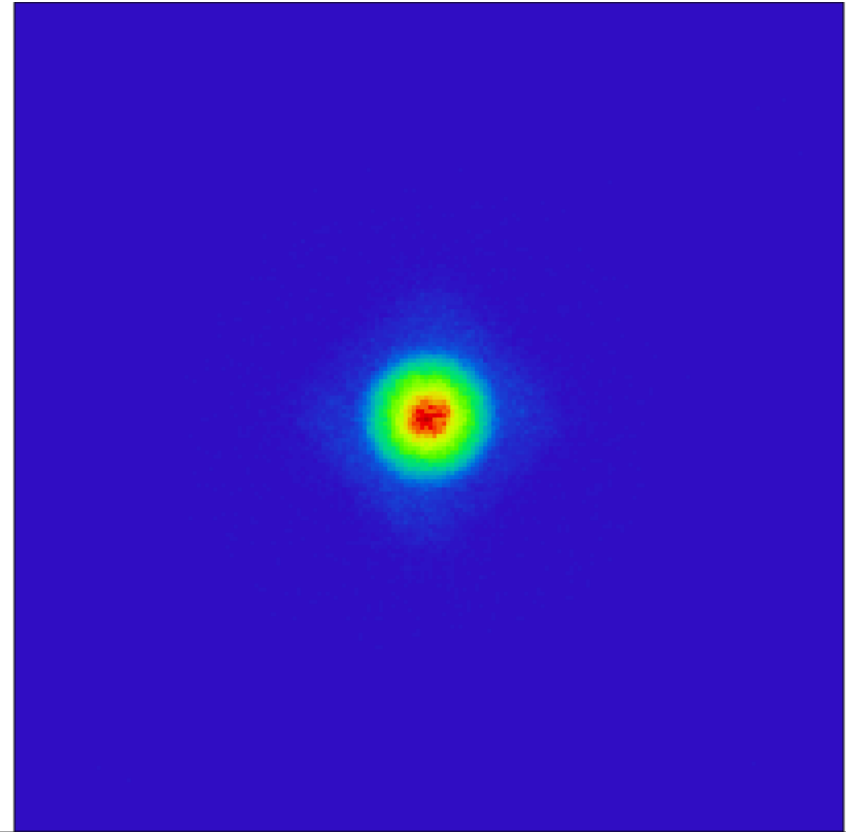
Object Type	Comment	Ref Object	Inside Of	X Position	Y Position	Z Position	Tilt About X	Tilt About Y	Tilt About Z	Material
1 User Define	Bezier_E...	0	0	0.000	0.000	0.000	0.000	0.000	0.000	DO...
2 Rectangular		0	0	0.000	0.000	9.077 P	0.000	0.000	0.000	DO...
3 Source File	Nichia_N...	0	0	0.000	0.000	0.000	0.000	0.000	0.000	-
4 Null Object	Nichia23...	0	0	0.000	0.000	0.000	0.000	0.000	0.000	-
5 Detector Cc		0	0	0.000	0.000	1000...	0.000	0.000	0.000	-
6 Detector Re		0	0	0.000	0.000	1001...	0.000	0.000	0.000	-
7 Null Object		0	0	0.000	0.000	0.000	0.000	0.000	0.000	-
8 Detector Cc	SPOT AN...	0	0	0.000	0.000	1000...	0.000	0.000	0.000	-
9 Detector Re		0	0	0.000	0.000	1002...	0.000	0.000	0.000	-
10 Null Object		0	0	0.000	0.000	0.000	0.000	0.000	0.000	-
11 Even Asphe		0	0	0.000	0.000	0.000	0.000	0.000	0.000	DO...
12 Array		0	0	-19.500	0.000	10.068	0.000	0.000	-30.000	-
13 Null Object		0	0	0.000	0.000	0.000	0.000	0.000	0.000	-
14 Detector Re	opti	0	0	0.000	0.000	1003...	0.000	0.000	90.000	-
15 Detector Re	opti_trance	0	0	0.000	0.000	1003...	0.000	0.000	0.000	-
16 Null Object		0	0	0.000	0.000	0.000	0.000	0.000	0.000	-
17 Null Object		0	0	0.000	0.000	0.000	0.000	0.000	0.000	-



# TIR lens designed with UDO in Zemax



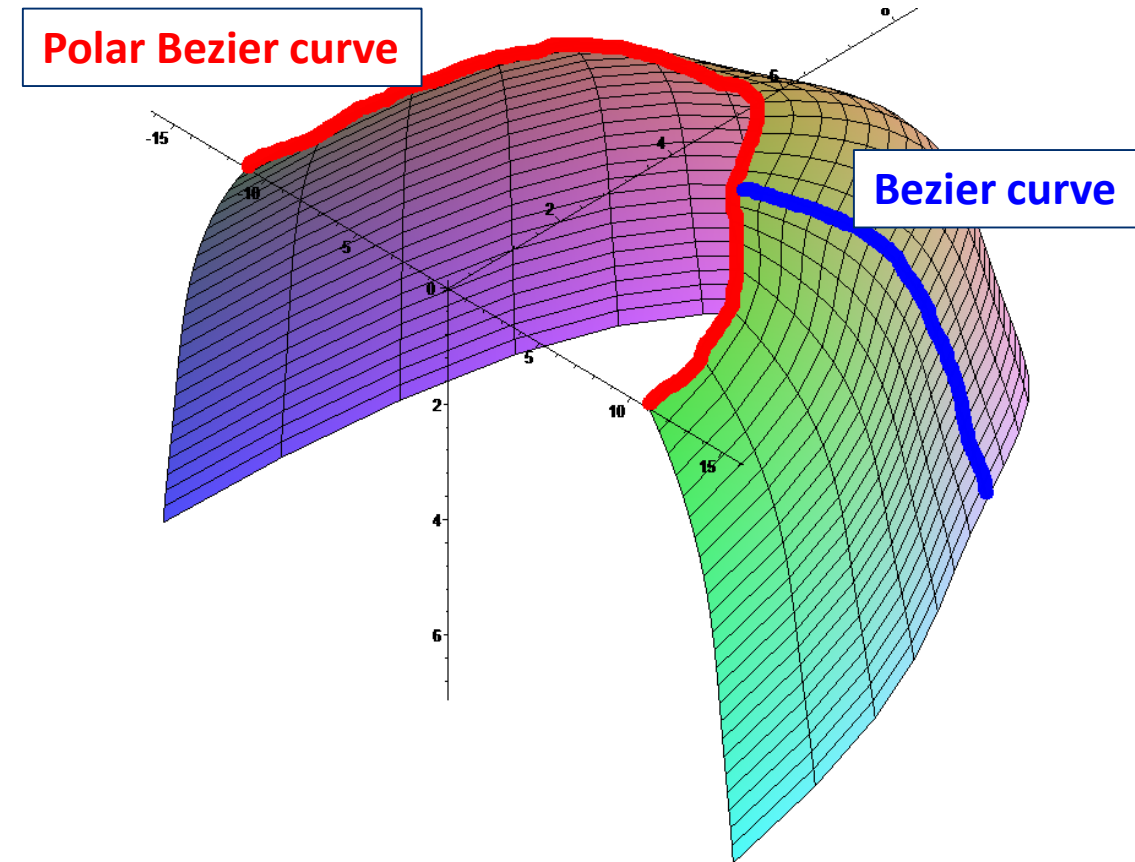
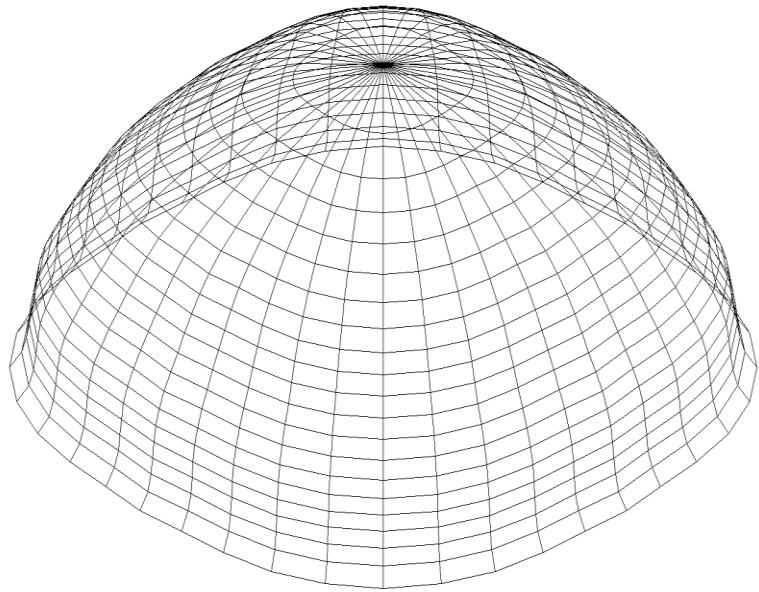
The TIR lens user object in wireframe view



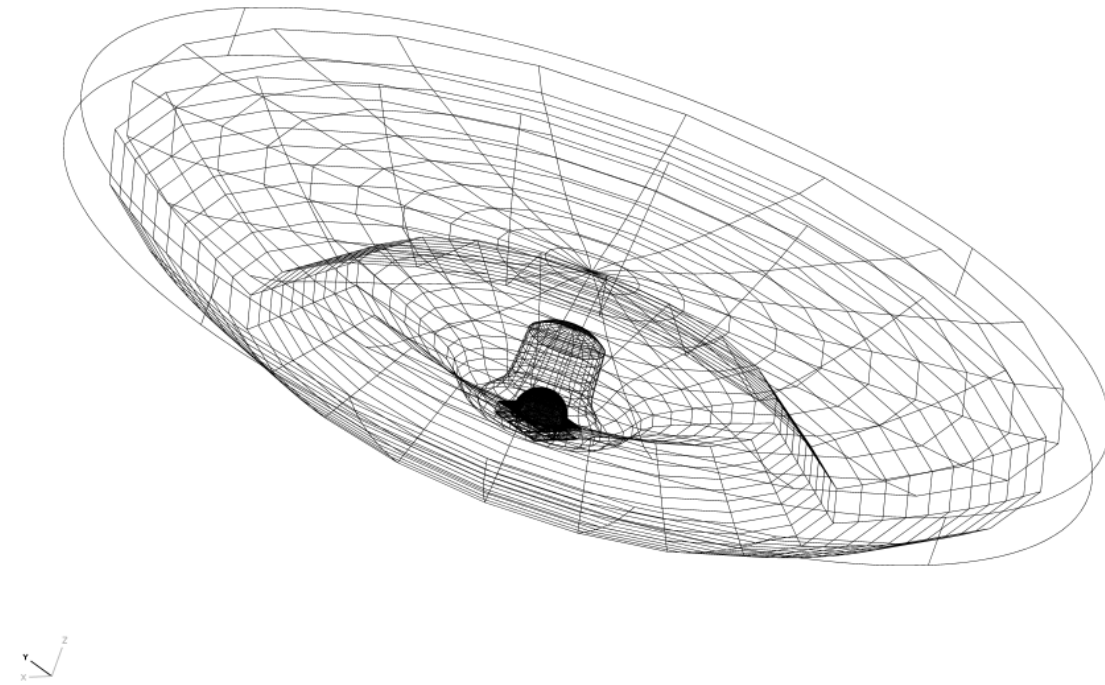
The optimized light spot shown in false color

# Example of surface of revolution of Bezier curve along the polar Bezier curve

$$\mathbf{F}(u,v) = \begin{cases} F_x(u,v) = \sqrt{B_y(u)\rho(v)} \cos(\theta(v)) \\ F_y(u,v) = \sqrt{B_y(u)\rho(v)} \sin(\theta(v)), u \in [0,1], v \in [-\pi/4, \pi/4] \\ F_z(u,v) = B_x(u) \end{cases}$$



# RXI lens designed with UDO in Zemax

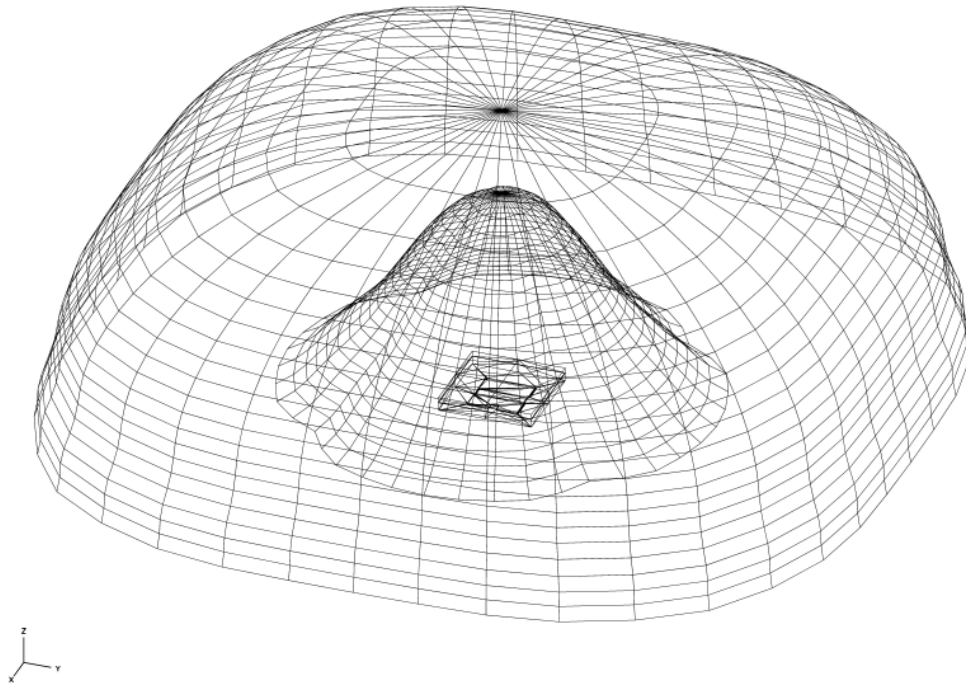


The RXI lens object in wireframe view

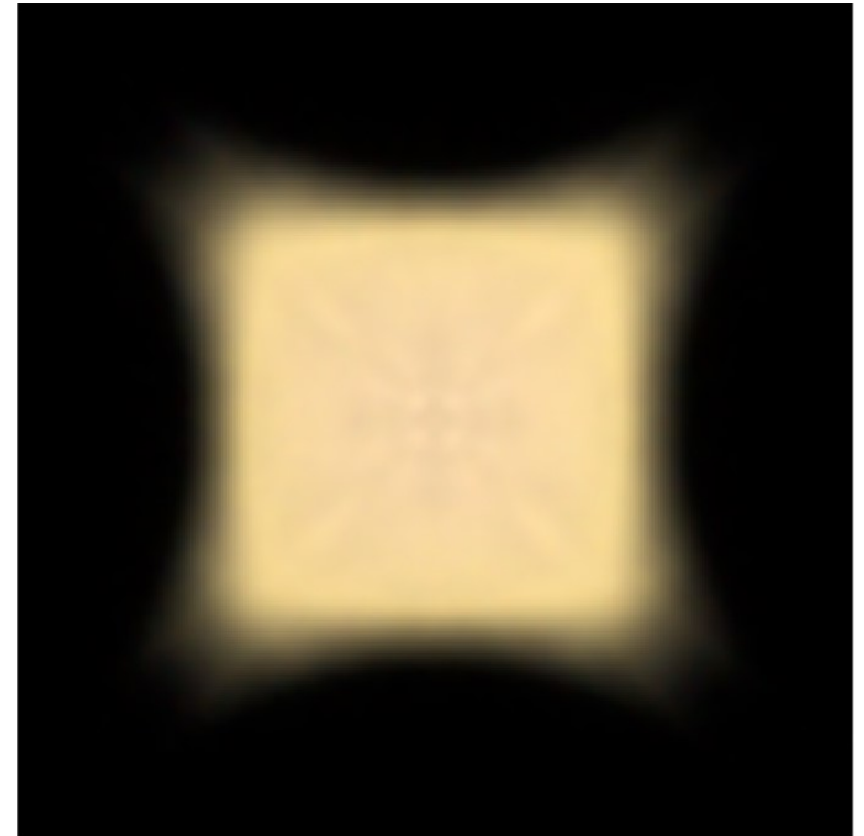


The optimized true color light spot

# 130 degree angle uniform rectangle spot lens designed with UDO in Zemax



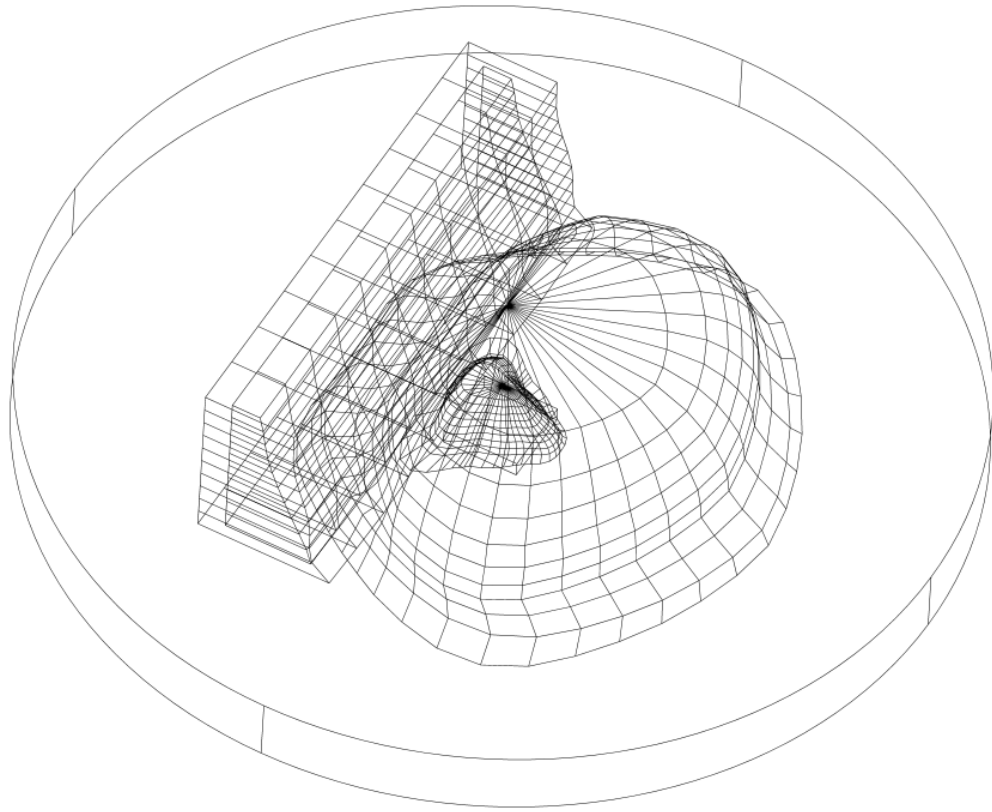
The lens in wireframe view mode



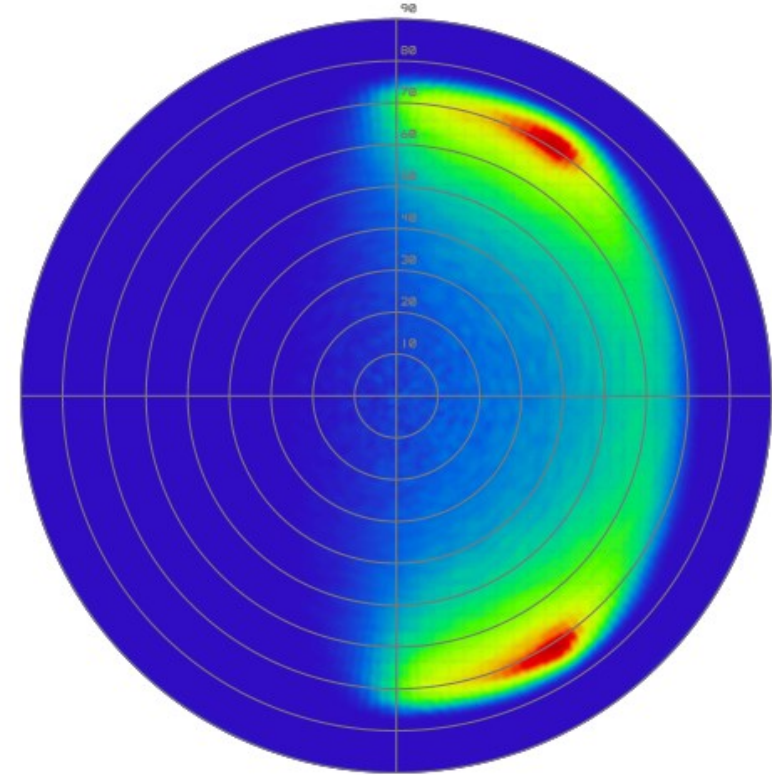
The rectangular spot in true color



# Type III streetlight lens designed with UDO in Zemax

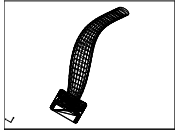


The streetlight lens

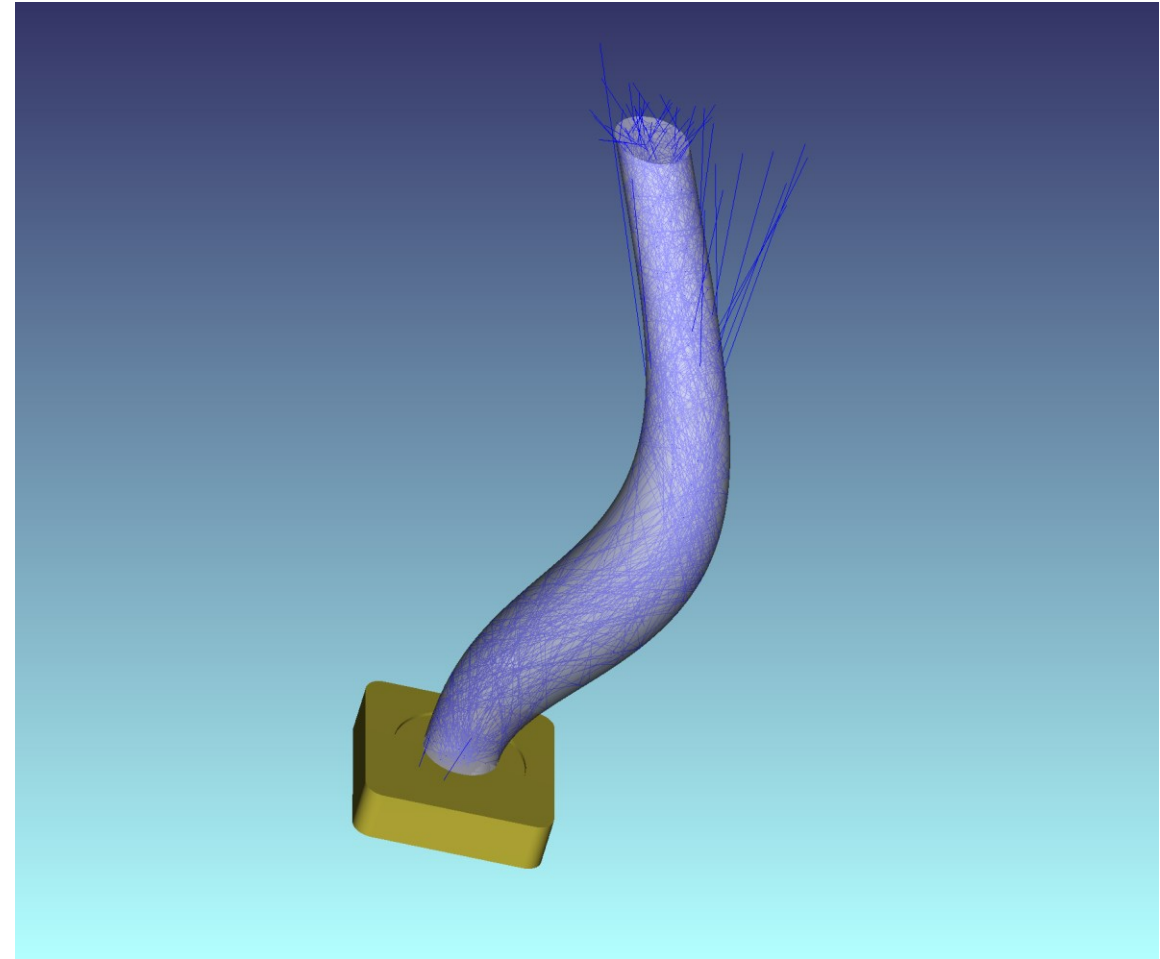


The luminous intensity polar map in false color

# Lightpipe designed with UDO in Zemax



The lightpipe



The lightpipe with rays

User defined surface for  
an imaging purposes

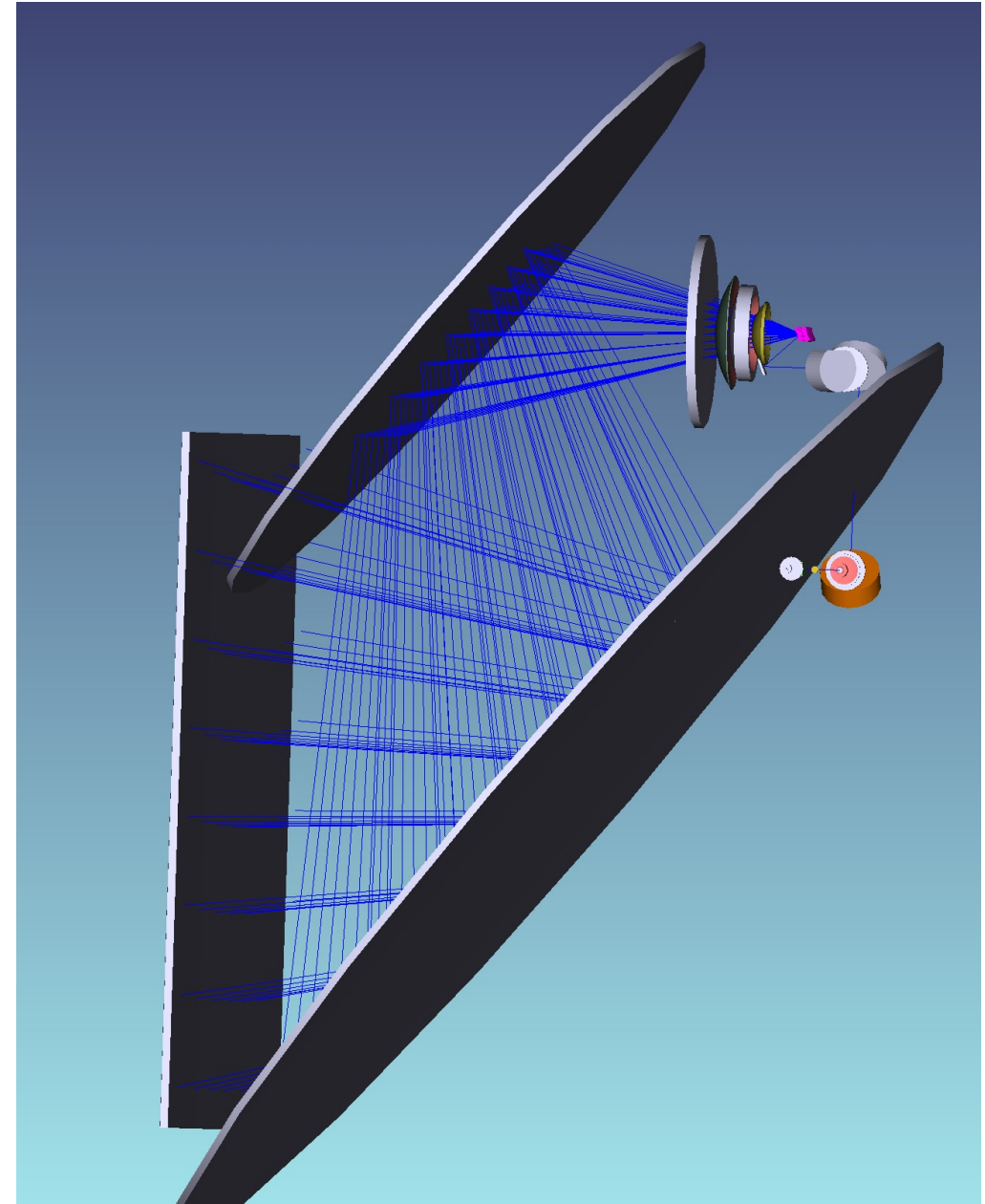
# Why we need user defined surfaces?

- Some imaging systems require unusual mathematics to correct aberrations, especially in off-axis and tilted optical paths.
- Zemax provides the possibility to use User Defined surfaces for sequential raytracing
- It differs from User Defined object, sequential mode uses surfaces not objects.



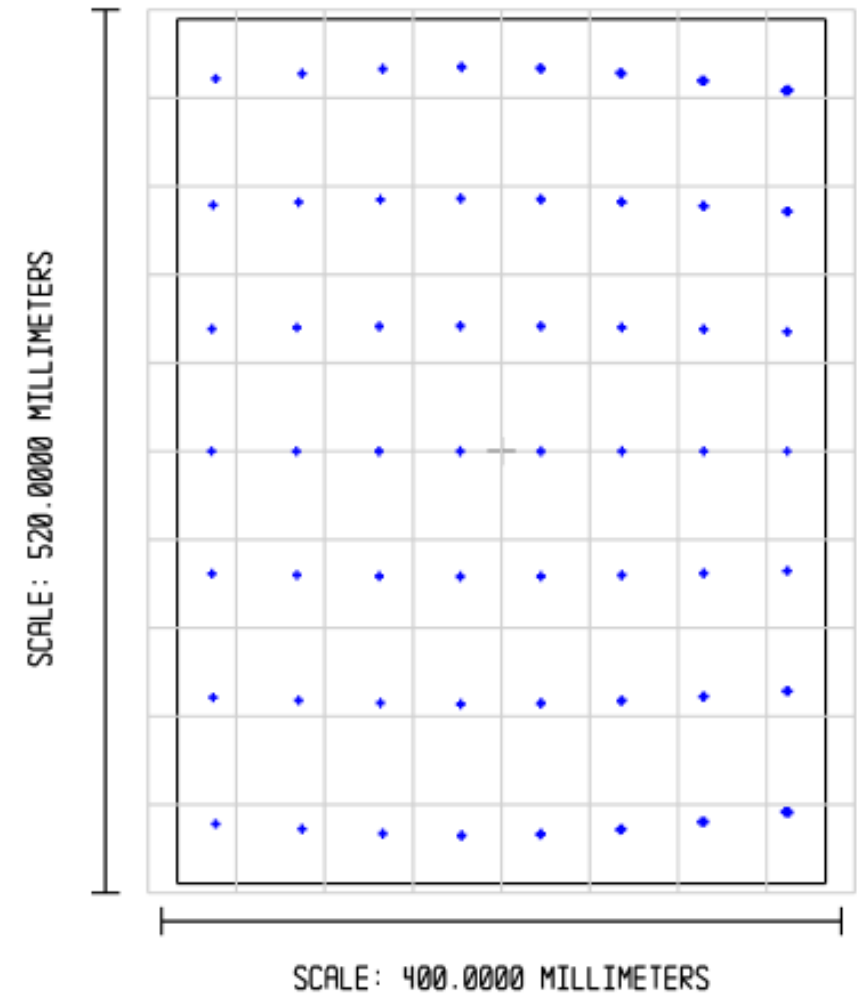
# The system

The scanning system contains two fold mirrors and the scan lens, display application



# The distortion problem

- The laser scanning system has some slightly distorted field points in image plane



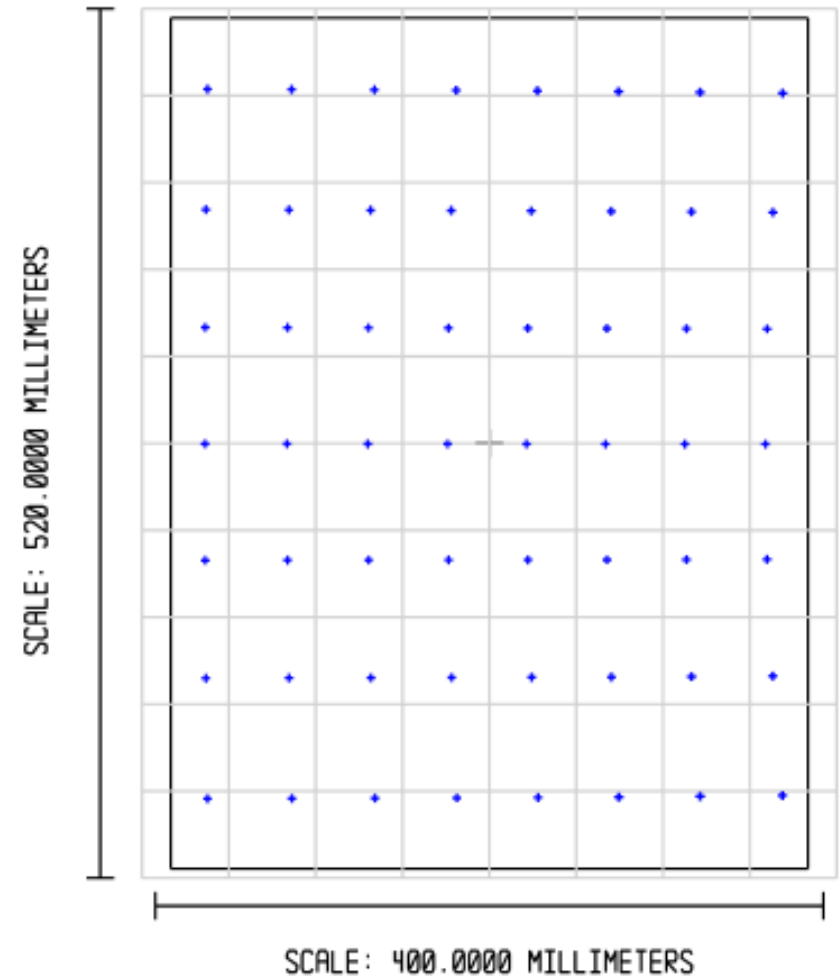
# Freeform surface in Zemax sequential mode

- To describe freeform we can use geometrical mean of simplified Bezier curves along X and Y directions.
- Surface shape can be local changed over the aperture by parameters
- This surface just created with User Defined Surface in Zemax sequential mode

The surface sample

# The solution

- Using freeform plate between lens and mirrors we can correct that distortion
- With using 7x7 control point grid of Bezier surface we obtain well corrected distortion





“Using User Defined Object, Macros and User Defined surface greatly expand Zemax capabilities. And with use User defined sources, scatter functions, and coatings Zemax is most powerful and flexible optical design software in the world”

Download the slides at  
[www.opticsforhire.com/envision](http://www.opticsforhire.com/envision)  
questions: john@opticsforhire.com

# ENVISION 2019

Boston