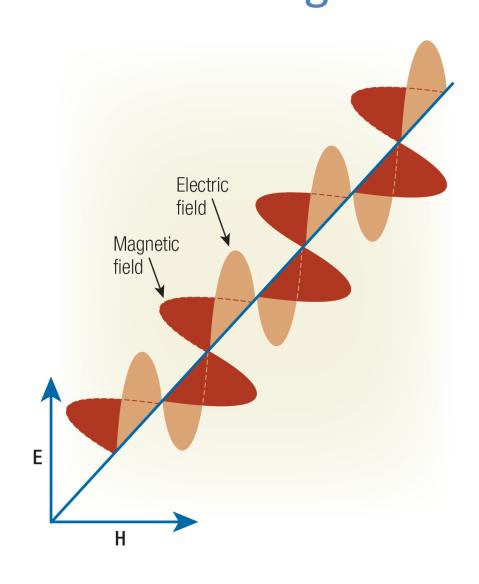
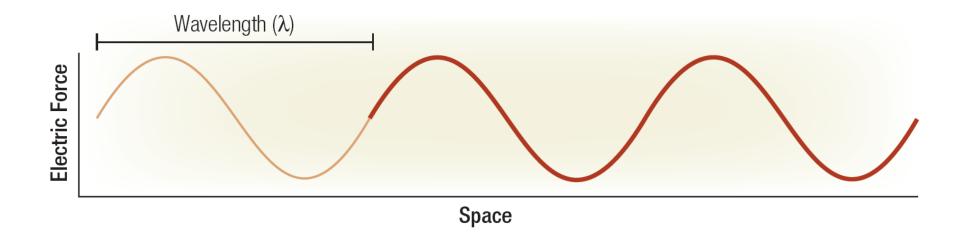
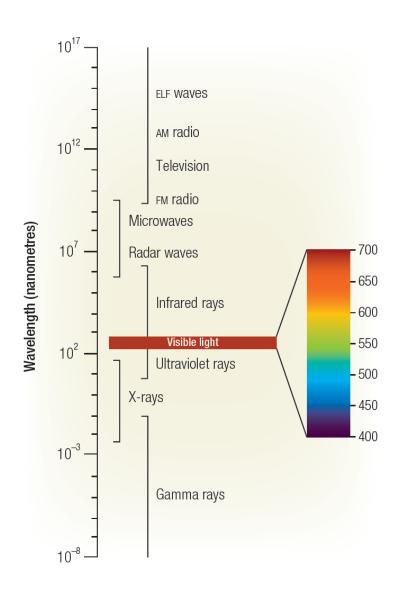
Light, the Eye and Optics

Light aka Visible Electromagnetic Radiation

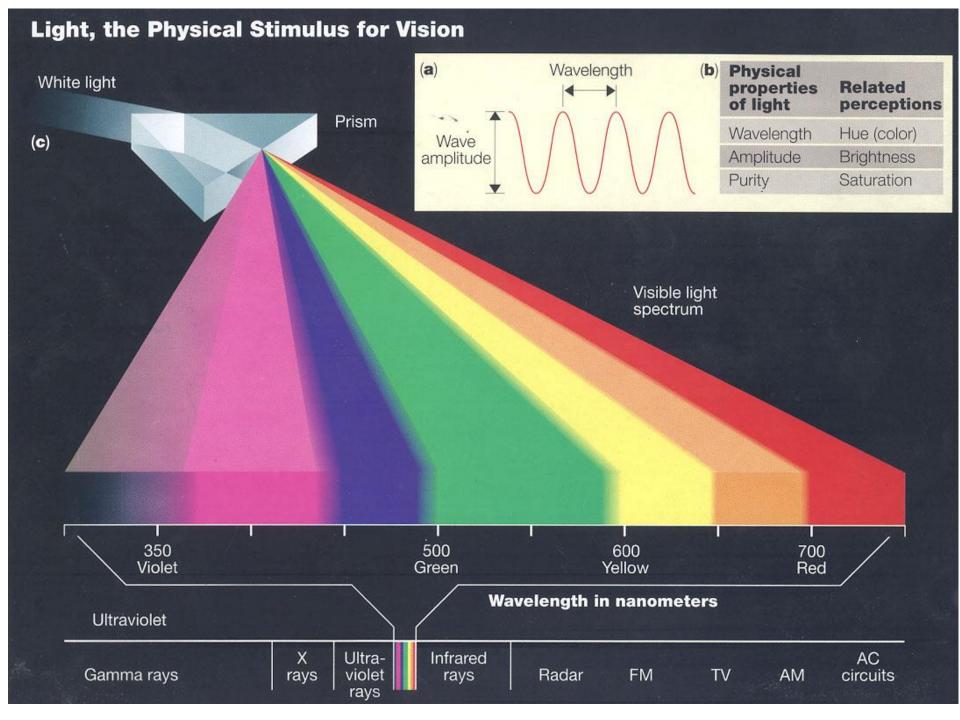


Wavelength ≈ 1/Frequency

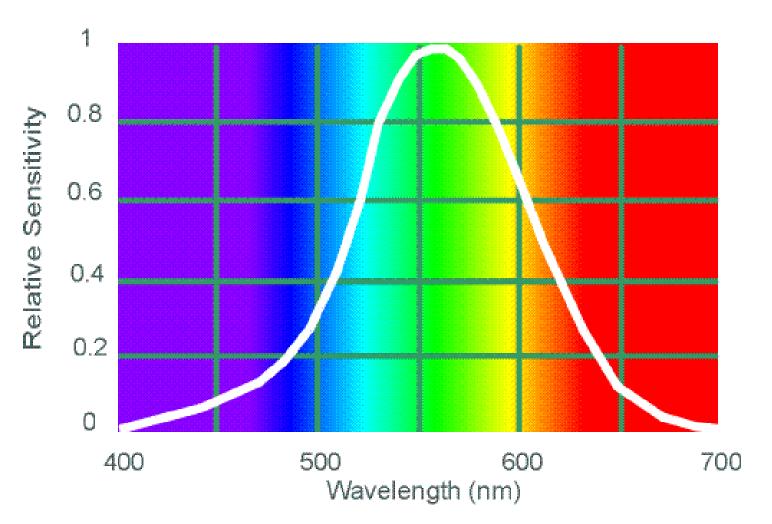




Visible Spectrum: 400-700 nm

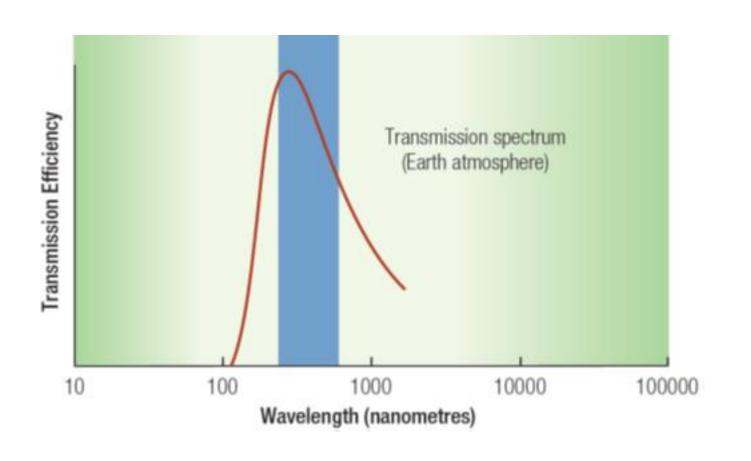


Visibility as a Function of WaveLength (V_{λ}) (Light Adapted Eye)



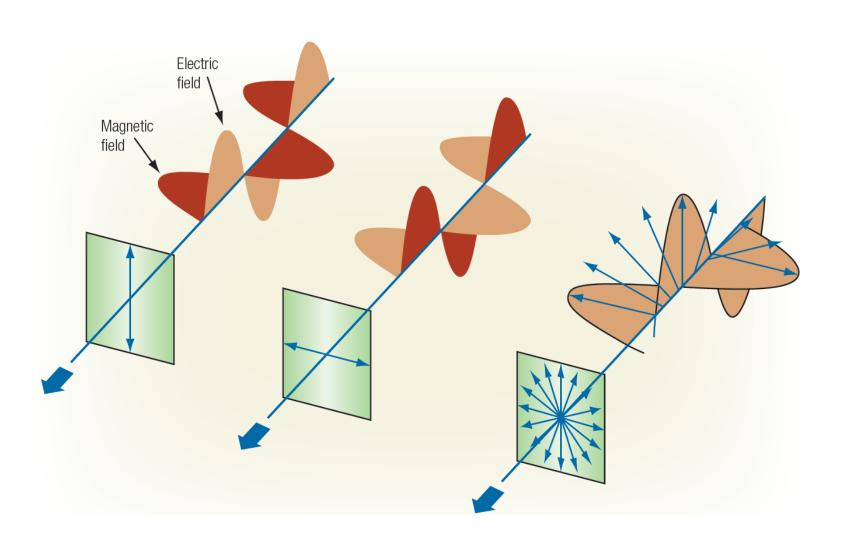
Why 400-700 nm?

Visible Spectrum (400-700 nm) versus Nature of Sunlight



Polarization

(Orientation of Electric Field)



Light Facts

Speed of Light 186,000 miles/s; 300 Million m/s

(psychologically instantaneous)

Energy in light is wavelength dependent

E = h * frequency = h * 1/wavelength

(shorter wavelengths have greater energy)

Psychological light measurement units:

LUMEN Total light "flux" emitted by a source

(WATTS x Visibility Function)

LUX Illumination (Light distribution falling on a surface)

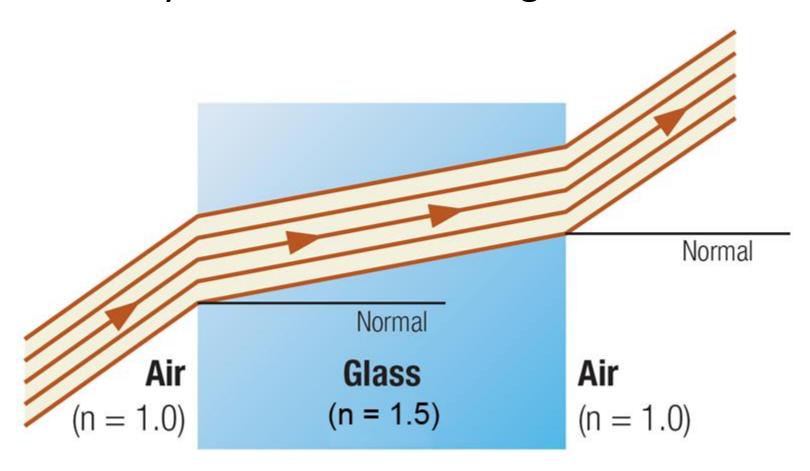
(lumens/m²)

LUMINANCE Light from reflective surface as captured by the eye

(lumens/sr/m²) candela/m² (nit)

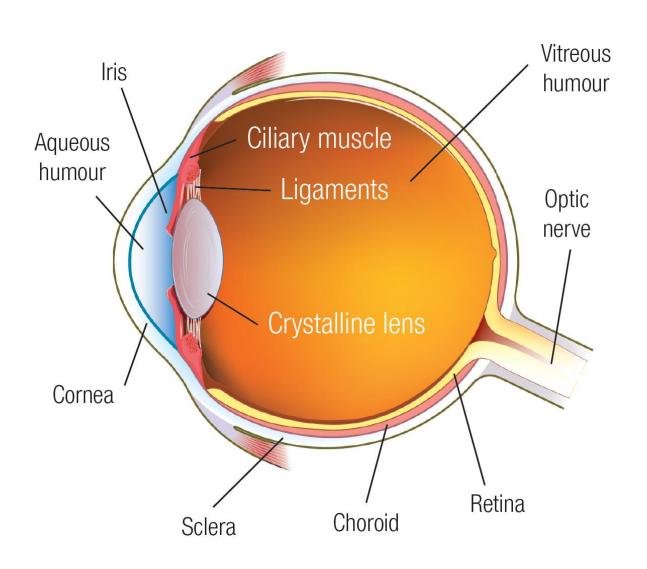
Refraction of Light

Bend toward normal entering dense medium. Bend away from normal leaving dense medium.

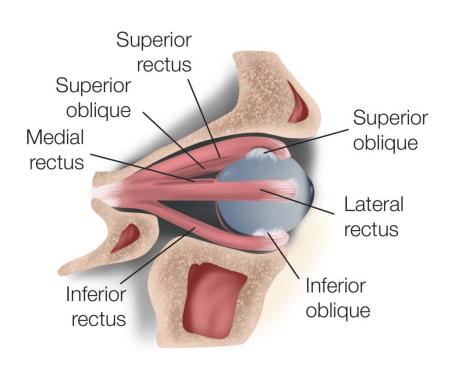


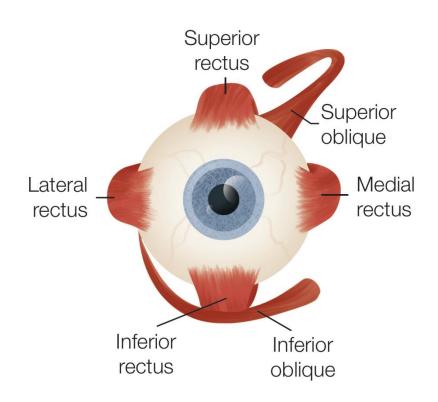
Snell's Law: $\sin \theta_1 / \sin \theta_2 = n_2 / n_1 \dots n_1 \sin \theta_1 = n_2 \sin \theta_2$ http://en.wikipedia.org/wiki/Snell's law

The Human Eye

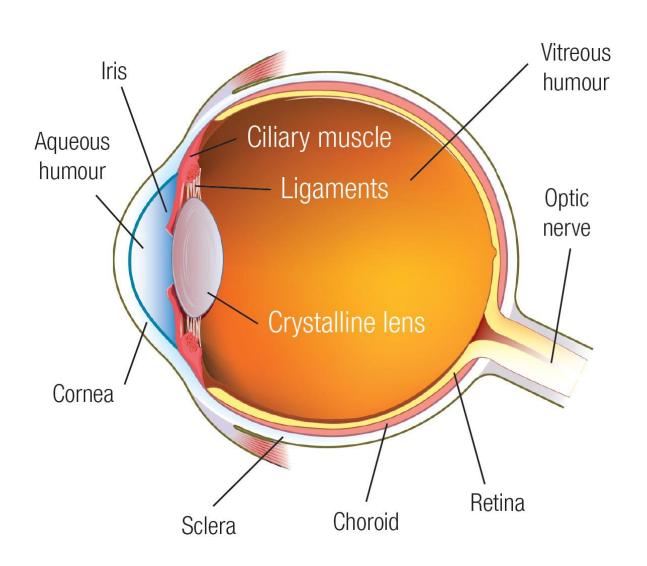


Six Extraocular Muscles





The Human Eye



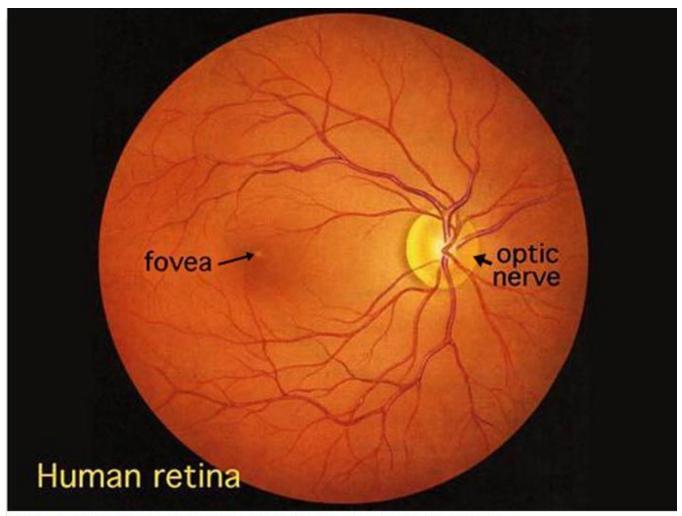
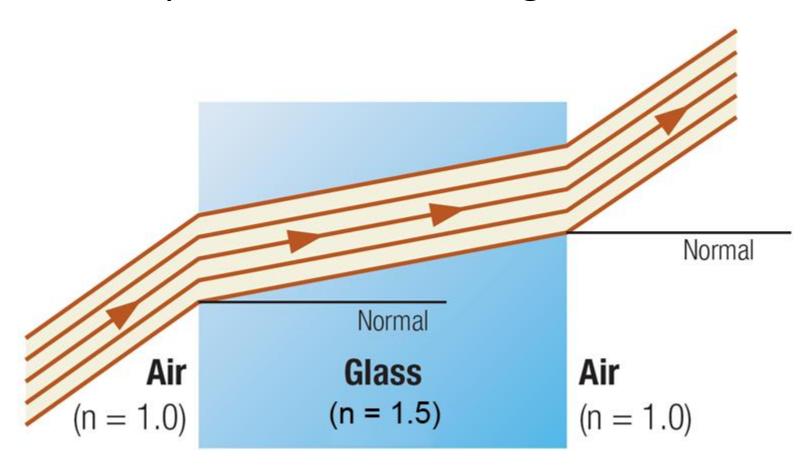


Fig. 1. Human retina as seen through an opthalmoscope.

Physiological Optics

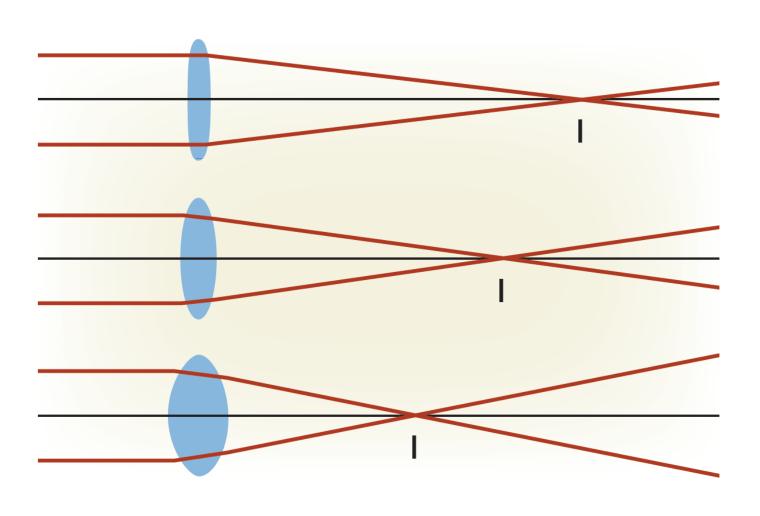
Refraction of Light

Bend toward normal entering dense medium. Bend away from normal leaving dense medium.

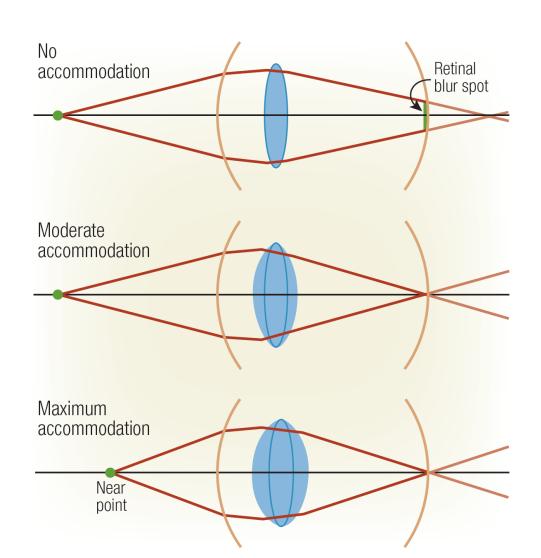


Snell's Law: $\sin \theta_1 / \sin \theta_2 = n_2 / n_1 \dots n_1 \sin \theta_1 = n_2 \sin \theta_2$ http://en.wikipedia.org/wiki/Snell's law

Power of Lens Increases with Curvature



Accommodation of the Lens (Variable Focal Length)



Refractive States of the Eye

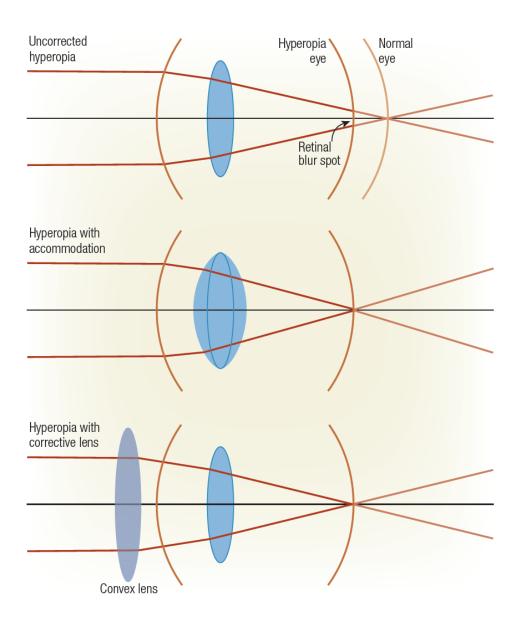
Emmetroia

Hyperopia

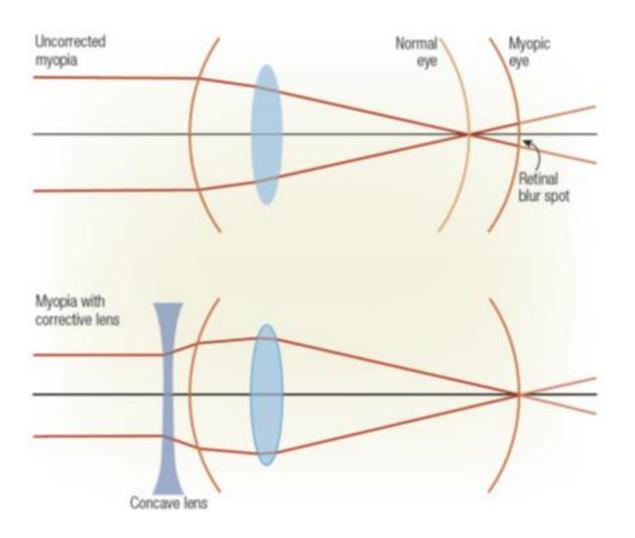
Myopia

(Astigmatism)

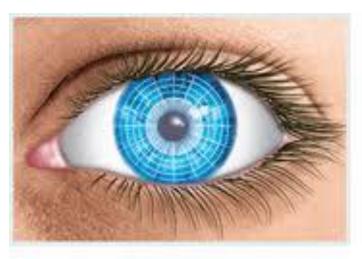
Hyperopia



Myopia



Corneal Astigmatism

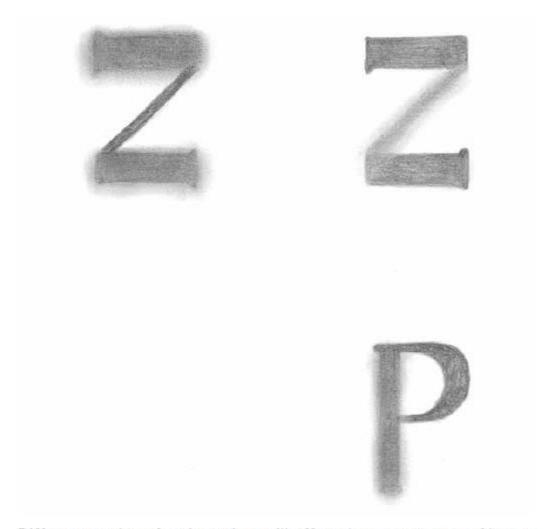


Normal Eye



Astigmatic Eye

Simulated Astigmatism



Different angles of astigmatism will affect the appearance of letters.

"Correcting" Astigmatism with Spherical Lenses

Original

a10

Compromise

aio

Horizontal Focus

aio

Vertical Focus

ai0

End