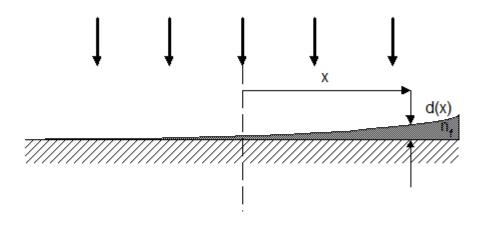
LightPipes

INTERFERENCE

Fringes from a wedge-shaped film

As in the previous example of Newton's rings fringes will appear when the phase difference between the waves reflected from the two surfaces of the wedge is $2.n_f \cdot d(r) = (m+1/2) \cdot \lambda$, where m is an integer.

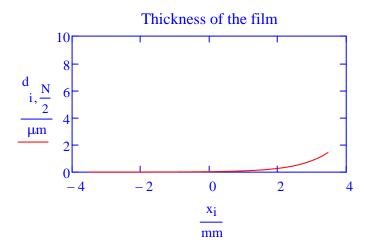


$$\mu m = 10^{-6} \cdot m$$
 $nm = 10^{-9} \cdot m$ $k := \frac{2 \cdot \pi}{\lambda}$

We define a thin wedge film by the arbitrary function below:

$$\begin{split} i &:= 0 .. \, N - 1 \\ j &:= 0 .. \, N - 1 \end{split} \qquad \qquad x_i &:= \frac{-\text{size}}{2} + i \cdot \frac{\text{size}}{N} \end{split}$$

$$d_{i,j} := -d_0 \cdot \left(1 - \exp\left(\frac{x_i + \frac{\text{size}}{2}}{\frac{\text{size}}{2}}\right)^4\right)$$



With the extra π because of internal reflection the phase becomes:

$$\Delta \Phi := 2 \cdot n_f \cdot d \cdot k + \pi$$

Next we define the field reflected by the first surface:

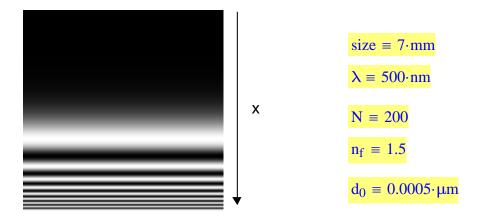
$$F_1 := LPBegin\left(\frac{size}{m}, \frac{\lambda}{m}, N\right)$$
 $F_1 := LPSubPhase\left(\Delta \varphi, F_1\right)$

And by the second surface:

$$F_2 := LPBegin\left(\frac{size}{m}, \frac{\lambda}{m}, N\right)$$

Adding the two fields and calculating the intensity gives the interference patter just above the wedge:

$$F := LPBeamMix(F_1, F_2)$$
 $I := LPIntensity(2, F)$



Interference pattern by reflection just above the wedge.