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## Introduction To Lens Design With Practical Zemax Examples

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A Course in Lens Design  
 Introduction to Lens Design  
 Fundamental Optical Design  
 The Art and Science of Optical Design  
 Introduction to Modern Optics  
 Lens Design  
 Applied Photographic Optics  
 Nonimaging Fresnel Lenses  
 A Course in Lens Design  
 Contact Lens Optics and Lens Design  
 Physics of Light and Optics (Black & White)  
 The Art and Science of Optical Design  
 Field Guide to Lens Design  
 Aspheric Freeform Lens Design  
 Camera Technology  
 Contact Lens Optics and Lens Design  
 Harnessing Light  
 The Art and Science of Optical Design  
 The Art of Game Design  
 Optical System Design  
 Prism and Lens Making, Second Edition  
 The Art of Game Design  
 Modern Geometrical Optics  
 A History of the Photographic Lens  
 Modern Lens Design  
 Lens Design  
 A History of the Photographic Lens  
 Modern Lens Design, Third Edition  
 Lens Design Fundamentals  
 Handbook of Optical Design  
 Handbook of Optical Design  
 Optimization in Lens Design  
 Lens Design Fundamentals  
 Lens Design  
 Introduction to Design of Optical Systems  
 OPTICAL SYSTEM DESIGN  
 Designing Optics Using Code V  
 Modern Lens Antennas for Communications Engineering  
 Lens Design Basics  
 Introduction to Lens Design

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### CHAIM BRYLEE

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[A Course in Lens Design](#) Cambridge University Press

This book gives a comprehensive overview of the principles of optical imaging. The first seven chapters provide an extensive summary of optical design, as well as the mechanisms and interrelations leading to the formation of aberrations and the accompanying decrease in imaging performance. Aside from the fundamentals of optics and imaging models, topics covered include calculations of simple optical components and systems, characterisation and quantification of aberrations and defects in optical systems, and optimisation of imaging performance. The second part focuses on problem-based learning via multiple exercises and case examples derived from the first seven chapters. It is an ideal guide for optics and photonics students. **Key Features** Provides a comprehensive, simplified overview of optical imaging Focuses on practical training by providing worked examples, case studies and exercises including solutions Presents interrelationships and dependencies in optical systems by visualisation via free software Contains chapter summaries listing the most important aspects Includes a formulary and further reading list

[Introduction to Lens Design](#) CRC Press

Optical System Design covers the basic knowledge of optics and the flow of light through an optical system. This book is organized into 16 chapters

that deal with various components of an optical system, from light and images to spectroscopic apparatus. The book first discusses the simple components of an optical system, including its light, lens, oblique beams, and photochemical aspects. It then deals with the system's projection, plane mirrors, prisms, magnifying instruments, and telescope. Other components considered are the surveying instruments, mirror imaging systems, photographic optics, and spectroscopic apparatus. This book is of value to undergraduate students with courses in geometrical optics and system design.

**Fundamental Optical Design** Lulu.com

A detailed and comprehensive account of the engineering of the world's first nonimaging Fresnel lens solar concentrator. The book closes a gap in solar concentrator design, and describes nonimaging refractive optics and its numerical mathematics. The book shows the reader how to find his or her own optical solution using the rules and methodologies covering the design and the assessment of the nonimaging lens.

**The Art and Science of Optical Design** Emerging Technologies in Optic

A large part of this book is devoted to a study of possible design procedures for various types of lens or mirror systems, with fully worked examples of each. The reader is urged to follow the logic of these examples and be sure that he understands what is happening, noticing particularly how each available degree of freedom is used to control one aberration. Not every type of lens has been considered, of course, but the design techniques illustrated here can readily be applied to the design of other more complex systems. It is assumed that the reader has access to a small computer to

help with the ray tracing, otherwise he may find the computations so time-consuming that he is liable to lose track of what he is trying to accomplish.

#### **Introduction to Modern Optics** Springer

"This book explains how to design an optical system using the high-end optical design program CODE V. The design process, from lens definition to the description and evaluation of lens errors and onto the improvement of lens performance, will be developed and illustrated using the program. The text is organized so that readers can (1) reproduce each step of the process including the plots for evaluating lens performance and (2) understand the significance of each step in producing a final design"--

[Lens Design](#) Cambridge University Press

The aim of this book is to present the modern design principles and analysis of lens antennas. It gives graduates and RF/Microwave professionals the design insights in order to make full use of lens antennas. Why do we want to write a book in lens antennas? Because this topic has not been thoroughly publicized, its importance is underestimated. As antennas play a key role in communication systems, recent development in wireless communications would indeed benefit from the characteristics of lens antennas: low profile, and low cost etc. The major advantages of lens antennas are narrow beamwidth, high gain, low sidelobes and low noise temperature. Their structures can be more compact and weigh less than horn antennas and parabolic antennas. Lens antennas with their quasi-optical characteristics, also have low loss, particularly at near millimeter and submillimeter wavelengths where they have particular advantages. This book systematically conducts advanced and up-to-date treatment of lens antennas.

[Applied Photographic Optics](#) IOP Publishing Limited

Optical science and engineering affect almost every aspect of our lives. Millions of miles of optical fiber carry voice and data signals around the world. Lasers are used in surgery of the retina, kidneys, and heart. New high-efficiency light sources promise dramatic reductions in electricity consumption. Night-vision equipment and satellite surveillance are changing how wars are fought. Industry uses optical methods in everything from the production of computer chips to the construction of tunnels. Harnessing Light surveys this multitude of applications, as well as the status of the optics industry and of research and education in optics, and identifies actions that could enhance the field's contributions to society and facilitate its continued technical development.

**Nonimaging Fresnel Lenses** McGraw Hill Professional

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

[A Course in Lens Design](#) CRC Press

- Thoroughly revised and expanded to reflect the substantial changes in the field since its publication in 1978 - Strong emphasis on how to effectively use software design packages, indispensable to today's lens designer - Many new lens design problems and examples - ranging from simple lenses to complex zoom lenses and mirror systems - give insight for both the newcomer and specialist in the field Rudolf Kingslake is regarded as the American father of lens design; his book, not revised since its publication in 1978, is viewed as a classic in the field. Naturally, the area has developed considerably since the book was published, the most obvious changes being the availability of powerful lens design software packages, theoretical advances, and new surface fabrication technologies. This book provides the skills and knowledge to move into the exciting world of contemporary lens design and develop practical lenses needed for the great variety of 21st-century applications. Continuing to focus on fundamental methods and procedures of lens design, this revision by R. Barry Johnson of a classic modernizes symbology and nomenclature, improves conceptual clarity, broadens the study of aberrations, enhances discussion of multi-mirror systems, adds tilted and decentered systems with eccentric pupils, explores use of aberrations in the optimization process, enlarges field flattener concepts, expands discussion of image analysis, includes many new exemplary examples to illustrate concepts, and much more. Optical engineers working in lens design will find this book an invaluable guide to lens design in traditional and emerging areas of application; it is also suited to advanced undergraduate or graduate course in lens design principles and as a self-learning tutorial and reference for the practitioner. Rudolf Kingslake (1903-2003) was a founding faculty member of the Institute of Optics at The University of Rochester (1929) and remained teaching until 1983. Concurrently, in 1937 he became head of the lens design department at Eastman Kodak until his retirement in 1969. Dr. Kingslake published numerous papers, books, and was awarded many patents. He was a Fellow of SPIE and OSA, and an OSA President (1947-48). He was awarded the Progress Medal from SMPTE (1978), the Frederic Ives Medal (1973), and the Gold Medal of SPIE (1980). R. Barry Johnson has been involved for over 40 years in lens design, optical systems design, and electro-optical systems engineering. He has been a faculty member at three academic institutions engaged in optics education and research, co-founder of the Center for Applied Optics at the University of Alabama in Huntsville, employed by a number of companies, and provided consulting services. Dr. Johnson is an SPIE Fellow and Life Member, OSA Fellow, and an SPIE President (1987). He published numerous papers and has been awarded many patents. Dr. Johnson was founder and Chairman of the SPIE Lens Design Working Group (1988-2002), is an active Program Committee member of the International Optical Design Conference, and perennial co-chair of the annual SPIE Current Developments in Lens Design and Optical Engineering Conference. - Thoroughly revised and expanded to reflect the substantial changes in the field since its publication in 1978 - Strong emphasis on how to effectively use software design packages, indispensable to today's lens designer - Many new lens design problems and examples - ranging from simple lenses to complex zoom lenses and mirror systems - give insight for both the newcomer and specialist in the field

[Contact Lens Optics and Lens Design](#) SPIE Press

This book presents an in-depth look at lenses free of spherical aberrations and is provided using illustrative examples. Mathematical principles behind lenses free of spherical aberration are included with an introduction to set theory, the conics, continuity, real analysis and topology. Physical

principles are covered as well as a step by step guide to mathematical model for deducing the general formula of the stigmatic lens, in order to design a singlet free of spherical aberration. Subsequently, the characteristics of these lenses and the equations that describes them are studied. Finally, several implications of these lenses are studied, such as freeform lenses, optical systems, axicons, telescopes and more. Scenarios with on-axis objects and off-axis objects are considered. Cases where the object is real or virtual, and the image is real or virtual are also presented. The book is a valuable resource for industrial specialists and academics in lens design and optics, and an insightful guide for optical physics students.

[Physics of Light and Optics \(Black & White\)](#) Cambridge University Press

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

[The Art and Science of Optical Design](#) National Academies Press

Handbook of Optical Design, Third Edition covers the fundamental principles of geometric optics and their application to lens design in one volume. It incorporates classic aspects of lens design along with important modern methods, tools, and instruments, including contemporary astronomical telescopes, Gaussian beams, and computer lens design. Written by respected researchers, the book has been extensively classroom-tested and developed in their lens design courses. This well-illustrated handbook clearly and concisely explains the intricacies of optical system design and evaluation. It also discusses component selection, optimization, and integration for the development of effective optical apparatus. The authors analyze the performance of a wide range of optical materials, components, and systems, from simple magnifiers to complex lenses used in photography, ophthalmology, telescopes, microscopes, and projection systems. Throughout, the book includes a wealth of design examples, illustrations, and equations, most of which are derived from basic principles. Appendices supply additional background information. What's New in This Edition Improved figures, including 32 now in color Updates throughout, reflecting advances in the field New material on Buchdahl high-order aberrations Expanded and improved coverage of the calculation of wavefront aberrations based on optical path An updated list of optical materials in the appendix A clearer, more detailed description of primary aberrations References to important new publications Optical system design examples updated to include newly available glasses 25 new design examples This comprehensive book combines basic theory and practical details for the design of optical systems. It is an invaluable reference for optical students as well as scientists and engineers working with optical instrumentation.

[Field Guide to Lens Design](#) CRC Press

A Course in Lens Design is an instruction in the design of image-forming optical systems. It teaches how a satisfactory design can be obtained in a straightforward way. Theory is limited to a minimum, and used to support the practical design work. The book introduces geometrical optics, optical instruments and aberrations. It gives a description of the process of lens design and of the strategies used in this process. Half of its content is devoted to the design of sixteen types of lenses, described in detail from beginning to end. This book is different from most other books on lens design because it stresses the importance of the initial phases of the design process: (paraxial) lay-out and (thin-lens) pre-design. The argument for this change of accent is that in these phases much information can be obtained about the properties of the lens to be designed. This information can be used in later phases of the design. This makes A Course in Lens Design a useful self-study book and a suitable basis for an introductory course in lens design. The mathematics mainly used is college algebra, in a few sections calculus is applied. The book could be used by students of engineering and technical physics and by engineers and scientists.

**Aspheric Freeform Lens Design** Elsevier

A Course in Lens Design is an instruction in the design of image-forming optical systems. It teaches how a satisfactory design can be obtained in a straightforward way. Theory is limited to a minimum, and used to support the practical design work. The book introduces geometrical optics, optical instruments and aberrations. It gives a description of the process of lens design and of the strategies used in this process. Half of its content is devoted to the design of sixteen types of lenses, described in detail from beginning to end. This book is different from most other books on lens design because it stresses the importance of the initial phases of the design process: (paraxial) lay-out and (thin-lens) pre-design. The argument for this change of accent is that in these phases much information can be obtained about the properties of the lens to be designed. This information can be used in later phases of the design. This makes A Course in Lens Design a useful self-study book and a suitable basis for an introductory course in lens design. The mathematics mainly used is college algebra, in a few sections calculus is applied. The book could be used by students of engineering and technical physics and by engineers and scientists.

[Camera Technology](#) Elsevier

Contents: Introduction; Meniscus Landscape Lenses; Portrait Lenses; Early Double Objectives; Optical Glass; The First Anastigmats; The Triplet Lens and Its Modifications; Meniscus Anastigmats; Telephoto Lenses; Reversed Telephoto Lenses; Varifocal and Zoom Lenses; Catadioptric (Mirror) Systems; Lens Attachments; Brief Biographies. Appendix: A Glossary of Optical Terms. Index. In this book, author Kingslake traces the historical development of the various types of lenses from Daguerre's invention of photography in 1839 through lenses commonly used today. Provides valuable information to anyone interested in the evolution of lens design.

[Contact Lens Optics and Lens Design](#) Springer

The Art and Science of Optical Design is a comprehensive introduction to lens design, covering the fundamental physical principles and key engineering issues. Several practical examples of modern computer-aided lens design are worked out in detail from start to finish. The basic theory and results of optics are presented early on in the book, along with a discussion of optical materials. Aberrations, and their correction, and image

analysis are then covered in great detail. Subsequent chapters deal with design optimisation and tolerance analysis. Several design examples are then given, beginning with basic lens design forms, and progressing to advanced systems, such as gradient index and diffractive optical components. In covering all aspects of optical design, including the use of modern lens design software, this book will be invaluable to students of optical engineering as well as to anyone engaged in optical design at any stage.

Harnessing Light CRC Press

Infused with more than 500 tables and figures, this reference clearly illustrates the intricacies of optical system design and evaluation and considers key aspects of component selection, optimization, and integration for the development of effective optical apparatus. The book provides a much-needed update on the vanguard in the field with vivid e

The Art and Science of Optical Design McGraw-Hill Education

Unlike the first edition, which was more a collection of lens designs for use in larger projects, the 2nd edition of Modern Lens Design is an optical "how-to." Delving deep into the mechanics of lens design, optics legend Warren J. Smith reveals time-tested methods for designing top-quality lenses. He deals with lens design software, primarily OSLO, by far the current market leaders, and provides 7 comprehensive worked examples, all new to this edition. With this book in hand, there's no lens an optical engineer can't design.

The Art of Glass Design Myprint

Prism and Lens Making: A Textbook for Optical Glassworkers, Second Edition is a unique compendium of the art and science of the optical working of glass for the production of mirrors, lenses, and prisms. Incorporating minor corrections and a foreword by Professor Walter Welford FRS, this reissue of the 1957 edition provides a wealth of technical information and hands-on guidance gained from a lifetime of experience. Although some of the techniques have been replaced by more modern methods, this classic book is still a valuable source of practical assistance as well as being a pleasure

to read. About the Author Frank Twyman was a skilled craftsman in all aspects of optics. He joined Otto Hilger in 1898 to work on the production of simple spectroscopes costing less than £10 each. After the death of Otto Hilger, Twyman became Managing Director of Adam Hilger Ltd., a company known for the finest quality optical and mechanical work. He worked here from 1902 to 1946 and was very concerned with the practical aspects of instrument making; he designed many of the instruments himself and constantly strove to improve the techniques of optical grinding and polishing. In 1916 Twyman and Alfred Green, the foreman of the Hilger optical shops, patented the now-famous prism and lens testing interferometer that bears their names. Twyman also undertook fundamental studies in the annealing process for glass and invented new spectrophotometers and spectrographs.

Optical System Design Academic Press

There is no shortage of lens optimization software on the market to deal with today's complex optical systems for all sorts of custom and standardized applications. But all of these software packages share one critical flaw: you still have to design a starting solution. Continuing the bestselling tradition of the author's previous books, Lens Design, Fourth Edition is still the most complete and reliable guide for detailed design information and procedures for a wide range of optical systems. Milton Laikin draws on his varied and extensive experience, ranging from innovative cinematographic and special-effects optical systems to infrared and underwater lens systems, to cover a vast range of special-purpose optical systems and their detailed design and analysis. This edition has been updated to replace obsolete glass types and now includes several new designs and sections on stabilized systems, the human eye, spectrographic systems, and diffractive systems. A new CD-ROM accompanies this edition, offering extensive lens prescription data and executable ZEMAX files corresponding to figures in the text. Filled with sage advice and completely illustrated, Lens Design, Fourth Edition supplies hands-on guidance for the initial design and final optimization for a plethora of commercial, consumer, and specialized optical systems.