



Course Notes

SPIE Education Services

SC1272

Mirror System Design with Freeform Surfaces

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Table of aberrations of a plane symmetric systems

Aberration terms of a plane symmetric system	
First group	
W_{0000}	Piston
Second group	
$W_{0100} \vec{i} \cdot \vec{\rho}$	Field displacement
$W_{1001} \vec{i} \cdot \vec{H}$	Linear Piston
$W_{0200} \vec{\rho} \cdot \vec{\rho}$	Defocus
$W_{1100} \vec{H} \cdot \vec{\rho}$	Magnification
$W_{2000} \vec{H} \cdot \vec{H}$	Quadratic Piston
Third group	
$W_{0202} (\vec{i} \cdot \vec{\rho})^2$	Uniform astigmatism
$W_{1101} (\vec{i} \cdot \vec{H})(\vec{i} \cdot \vec{\rho})$	Anamorphic distortion
$W_{2020} (\vec{i} \cdot \vec{H})^2$	Quadratic piston
$W_{0301} (\vec{i} \cdot \vec{\rho})(\vec{\rho} \cdot \vec{\rho})$	Uniform coma
$W_{1210} (\vec{i} \cdot \vec{\rho})(\vec{H} \cdot \vec{\rho})$	Linear astigmatism
$W_{1201} (\vec{i} \cdot \vec{H})(\vec{\rho} \cdot \vec{\rho})$	Field tilt
$W_{2101} (\vec{i} \cdot \vec{\rho})(\vec{H} \cdot \vec{H})$	Quadratic distortion I
$W_{2110} (\vec{i} \cdot \vec{H})(\vec{H} \cdot \vec{\rho})$	Quadratic distortion II
$W_{3001} (\vec{i} \cdot \vec{H})(\vec{H} \cdot \vec{H})$	Cubic piston
$W_{0400} (\vec{\rho} \cdot \vec{\rho})^2$	Spherical aberration
$W_{1310} (\vec{H} \cdot \vec{\rho})(\vec{\rho} \cdot \vec{\rho})$	Linear coma
$W_{2220} (\vec{H} \cdot \vec{\rho})^2$	Quadratic astigmatism
$W_{2200} (\vec{H} \cdot \vec{H})(\vec{\rho} \cdot \vec{\rho})$	Field curvature
$W_{3110} (\vec{H} \cdot \vec{H})(\vec{H} \cdot \vec{\rho})$	Cubic distortion
$W_{4000} (\vec{H} \cdot \vec{H})^2$	Quartic piston

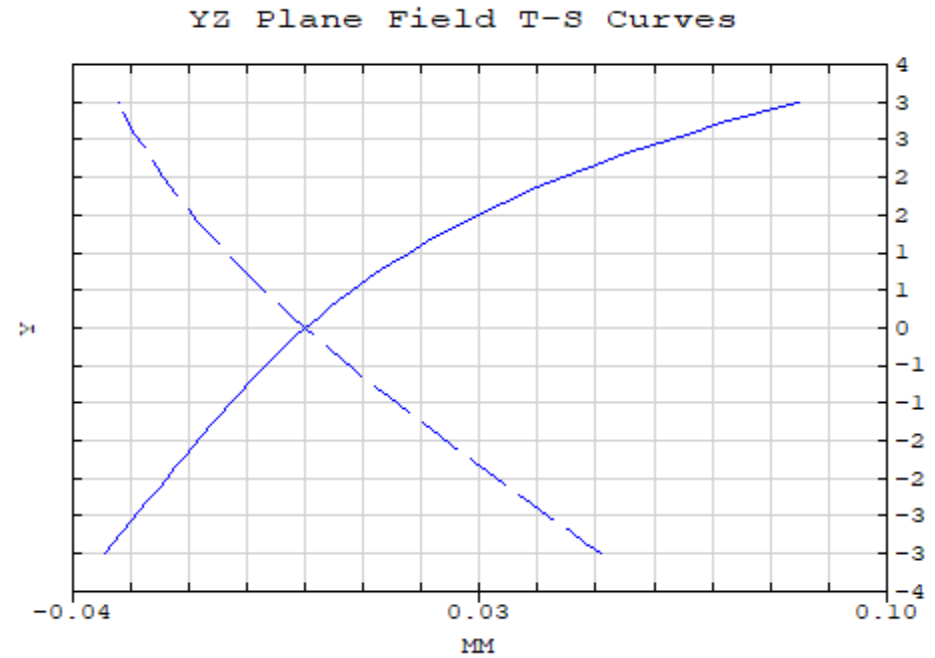
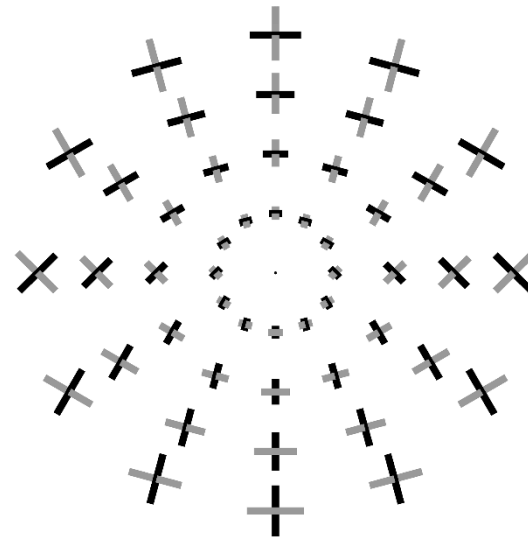
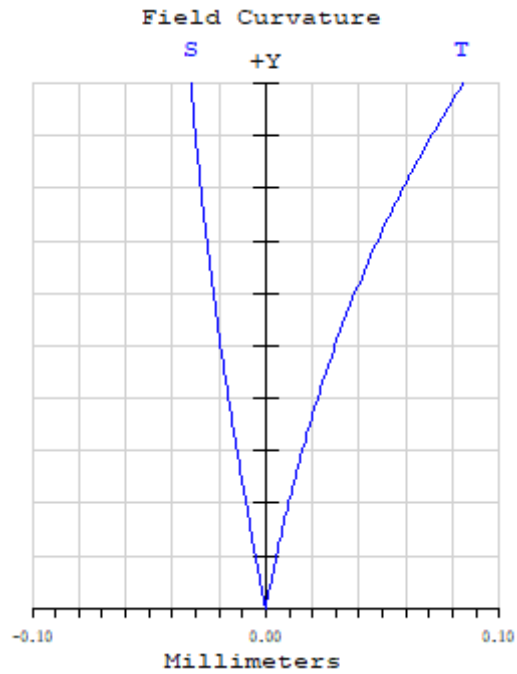
$$W(\vec{i}, \vec{H}, \vec{\rho}) = \sum_{k,m,n,p,q} W_{2k+n+p, 2m+n+q, n,p,q} (\vec{H} \cdot \vec{H})^k (\vec{\rho} \cdot \vec{\rho})^m (\vec{H} \cdot \vec{\rho})^n (\vec{i} \cdot \vec{H})^p (\vec{i} \cdot \vec{\rho})^q$$

$$(\vec{H} \cdot \vec{H}) \quad (\vec{H} \cdot \vec{\rho}) \quad (\vec{\rho} \cdot \vec{\rho})$$

$$(\vec{i} \cdot \vec{H})^2 \quad (\vec{i} \cdot \vec{\rho})^2 \quad (\vec{i} \cdot \vec{H})(\vec{i} \cdot \vec{\rho})$$

$$(\vec{i} \cdot \vec{H}) \quad (\vec{i} \cdot \vec{\rho})$$

Linear Astigmatism

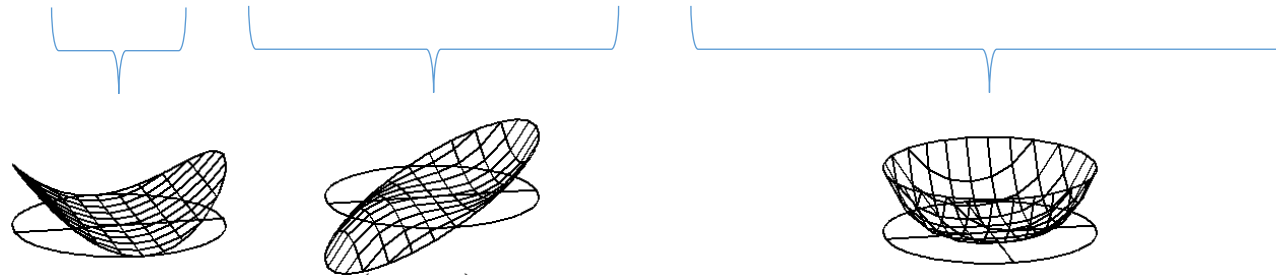


Ad-hoc freeform surface

$$\text{Sag}(X,Y)=\text{Conic}+\text{polynomial}$$

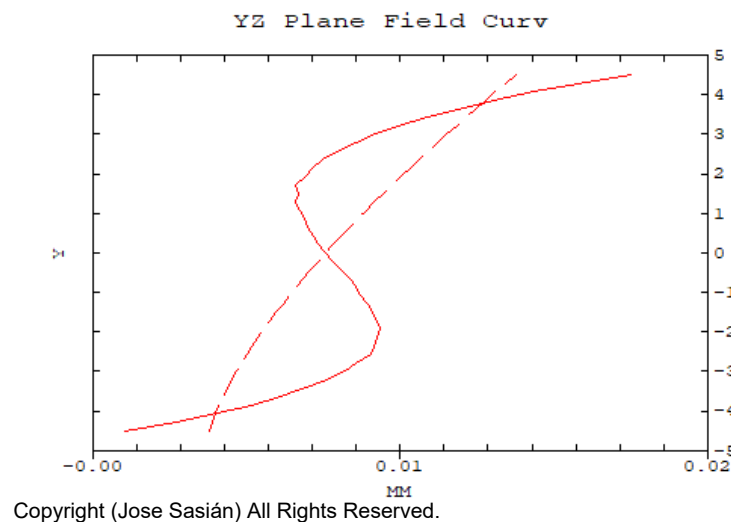
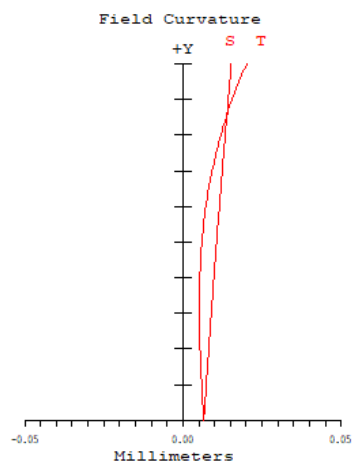
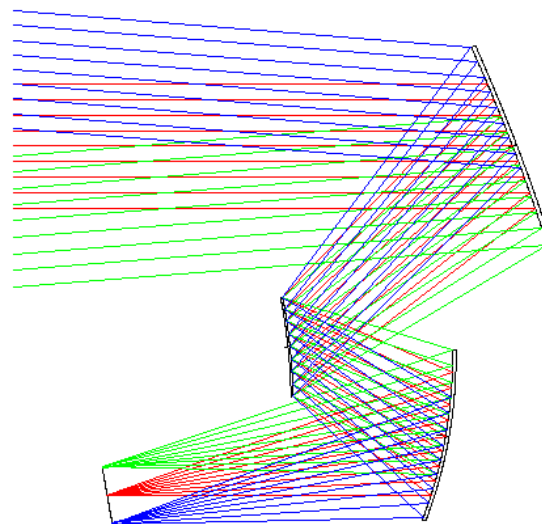
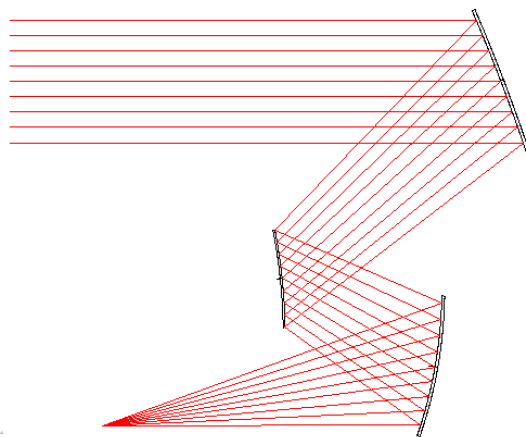
Polynomial aspheric coefficients directly relate to aberration correction

$$z(x,y) = A_1 y^2 + A_2 x^2 y + A_3 y^3 + A_4 x^4 + A_5 x^2 y^2 + A_6 y^4 \dots$$



Astigmatism, coma, spherical aberration

Three mirror anastigmatic system I



Tri-nodal astigmatism

Three mirror anastigmatic system II

