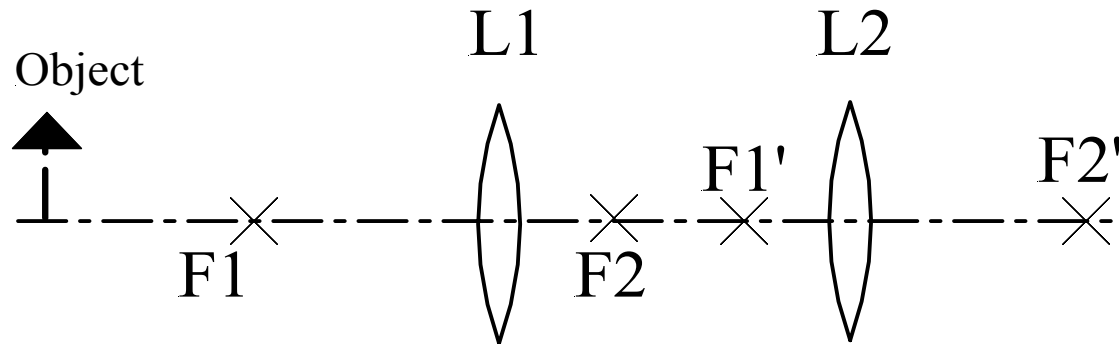


# Imaging with two lenses

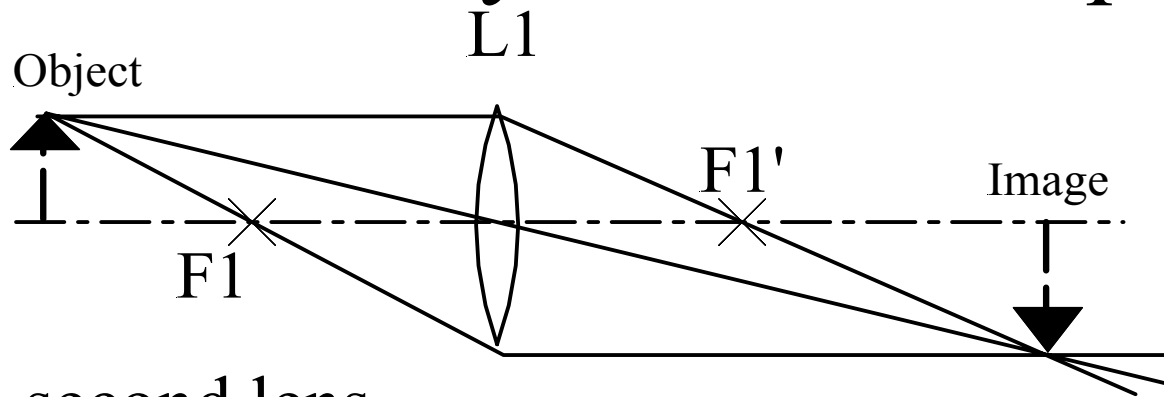
- Graphical methods
  - Parallel-ray method, find intermediate image, use as object for next lens
  - Virtual objects
  - Oblique-ray method, lens-to-lens, no need to find intermediate image
- Mathematical methods
  - Find intermediate image, use as object for next lens
  - lens-to-lens (sequential raytracing)-later in semester
- Combinations of thin lenses
  - In contact
  - Separated

# Example, two separated positive lenses



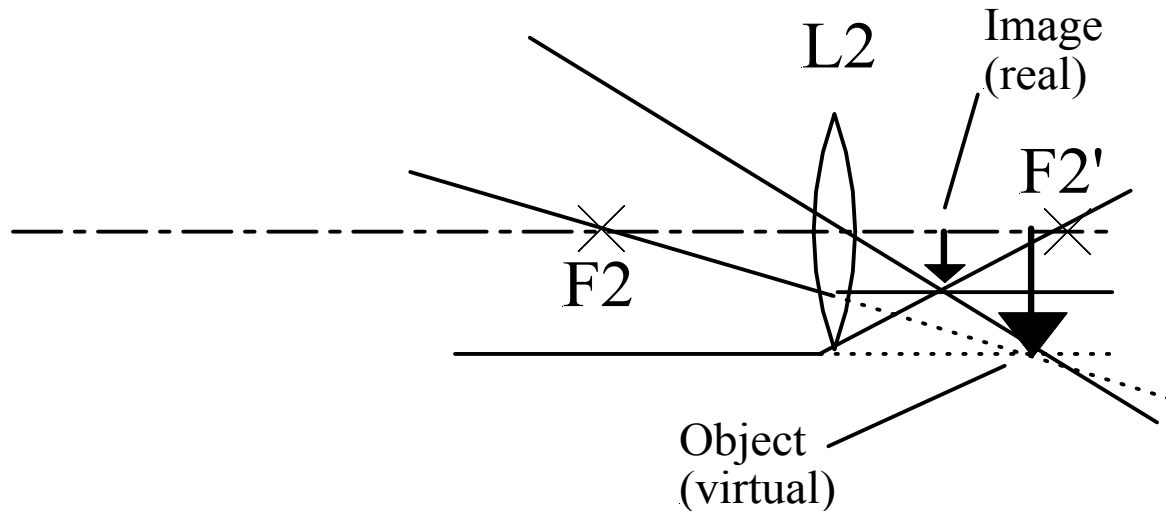
- Needed information
  - focal lengths of lenses
  - location of lenses
  - location of object

# Parallel-ray method - step 1



- Ignore second lens
- Trace at least two of the rays shown from tip of object
  - tip of image found from intersection of rays
  - exactly as we did in previous module
  - NOTE: all rays from tip of object intersect at tip of image we have chosen three only because they are easy to trace!
  - Image is real in this case, but method is exactly the same if it is virtual **WHENEVER NEEDED YOU MAY EXTEND OBJECT-SPACE OR IMAGE-SPACE RAYS TO INFINITY IN EITHER DIRECTION**

# Parallel-ray method - step 2



- Image from step 1 becomes Object for step 2
  - After producing this object, lens 1 one can be ignored
  - object can be real or virtual (virtual in this case)
  - object can be real even if image from lens 1 is virtual
- Trace any two of the three rays shown through tip of object to find tip of final image
  - Final image may be real or virtual (real in this case)

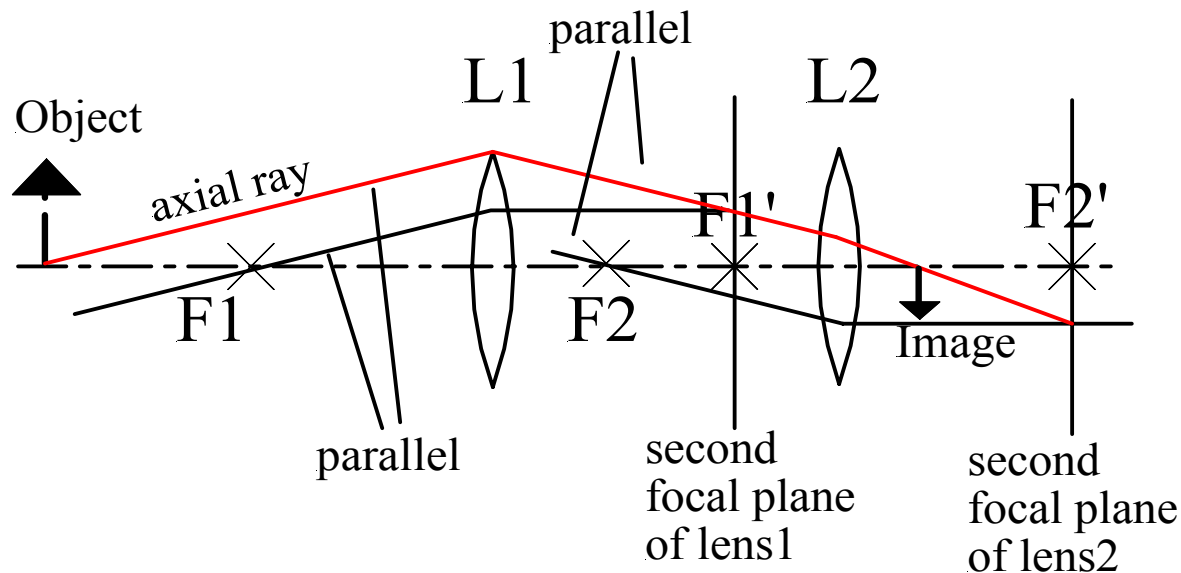
# Reminder about real and virtual objects and images

Remember: For purposes of calculations, light travels from left to right (not necessarily in real life, of course)

- Positive distances correspond to real objects and real images
  - Object distance positive when it is to the left of the lens
  - Image distance positive when it is to the right of the lens
  - This is the common situation for a single positive image forming an image on a screen, Examples- viewgraph machine, camera, eye, etc.
- Negative distances correspond to virtual objects and virtual images
  - Object to the right or image to the left of the lens

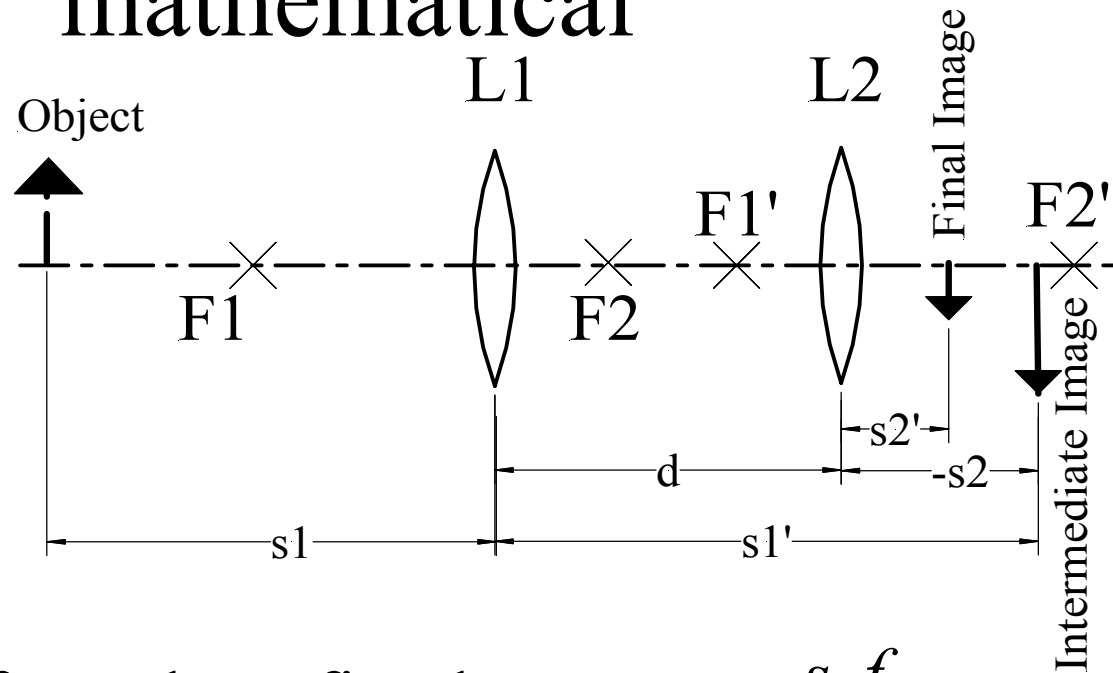
# Oblique-ray method

- Is it really necessary to find the image due to the first lens?
- Any ray can be traced through the lens system using the oblique-ray method
- For example, trace the axial ray
  - point of intersection with axis in image space gives image location



# Imaging through multiple lenses - mathematical

Given,  $f_1, f_2, d,$   
and  $s_1$  find  $s_2'$



- Apply imaging formula to first lens to find image in that lens  $s_1' = \frac{s_1 f_1}{s_1 - f_1}$
- Find object distance for second lens (negative means virtual object)  $s_2 = d - s_1'$
- Use imaging formula again to find final image  $s_2' = \frac{s_2 f_2}{s_2 - f_2}$

# Magnification with multiple lenses

- The magnification is by definition the image size divided by the object size
- For the second lens in a system the object size is the image size for the first lens

$$y_2 = y'_1 = M_1 y_1$$

- The image size after the second lens is found by multiplying the second lens magnification by the size of the object for the second lens

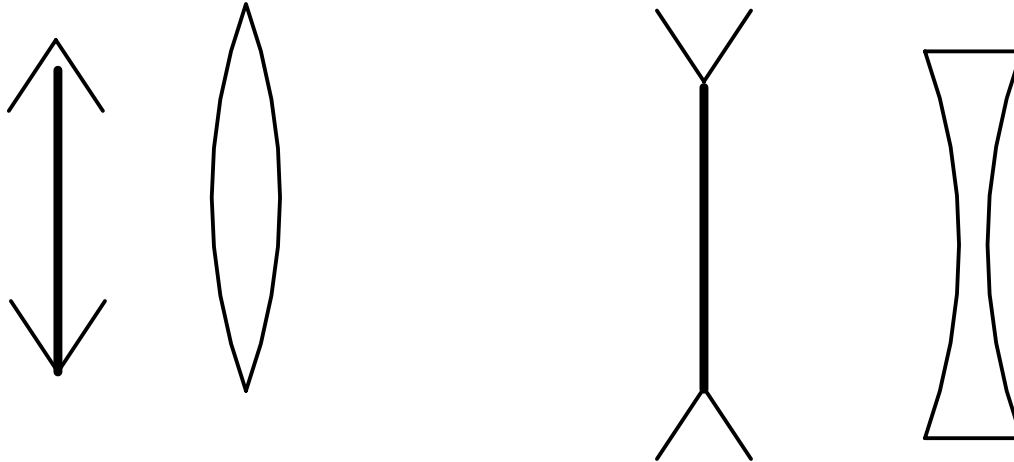
$$y'_2 = M_2 y_2 = M_1 M_2 y_1$$

- The system magnification is the final image size divided by the original object size

$$M_{system} = M_1 M_2$$



# Symbols for thin lenses

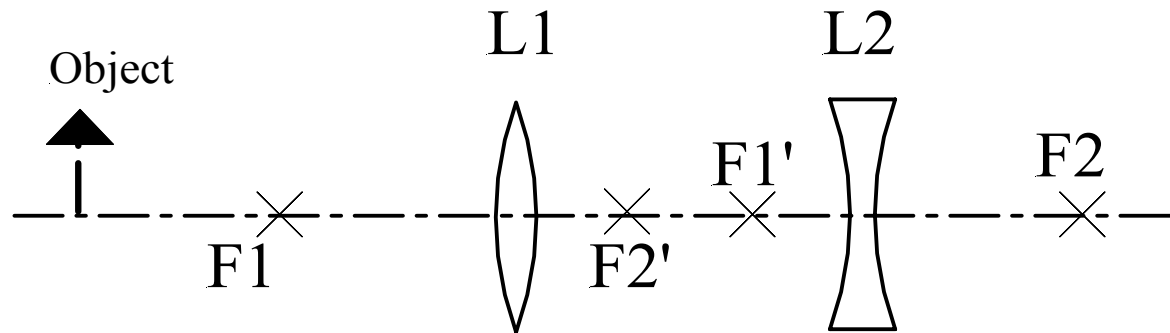


- Arrows symbolize the outline of the glass at the edge

# Raytracing through several lenses

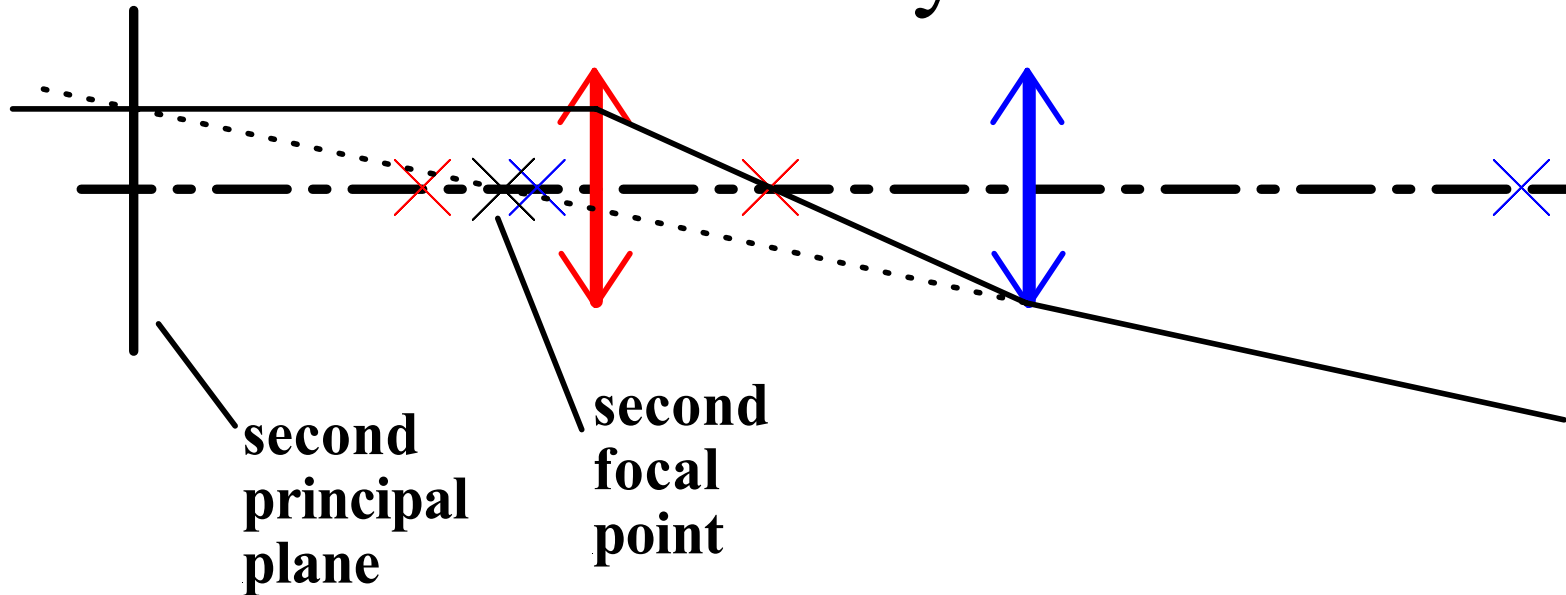
- Go through lenses in the order the light strikes them
  - This is true even if there are mirrors in the system!
- For mathematical raytracing be careful of sign convention
  - many possibilities of focal lengths and spacings but sign convention covers them all

# Special considerations for negative lenses – there aren't any



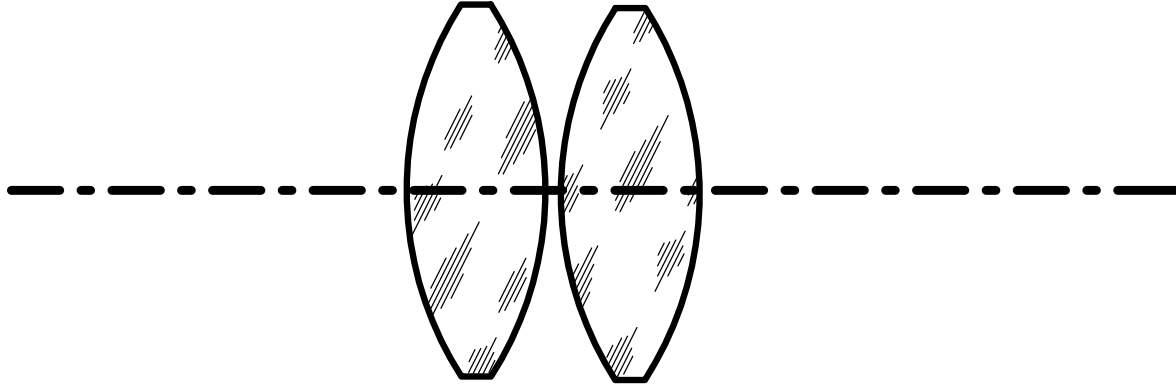
- Note that the prime on focal points for negative lens have reversed
- Primary and secondary focal points on opposite sides compared to positive lens

# Principal planes and focal lengths of multi-lens systems



- Defined exactly the same as for thick lens

# Thin lenses in contact

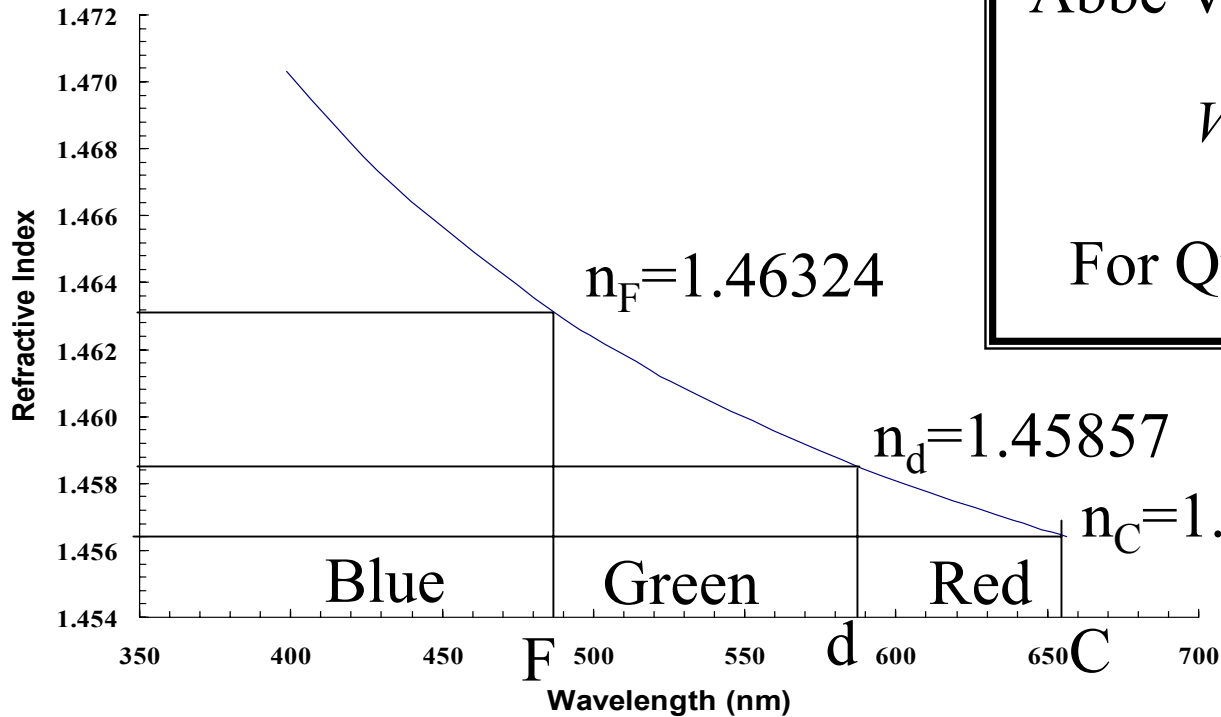


$$\frac{1}{f} = \frac{1}{f_1} + \frac{1}{f_2} \quad P = P_1 + P_2$$

- Can be applied to multiple thin lenses in contact as well
- As always, be careful with sign convention

# Dispersion-Abbe V number

Index of refraction of Quartz



Abbe V number-Definition

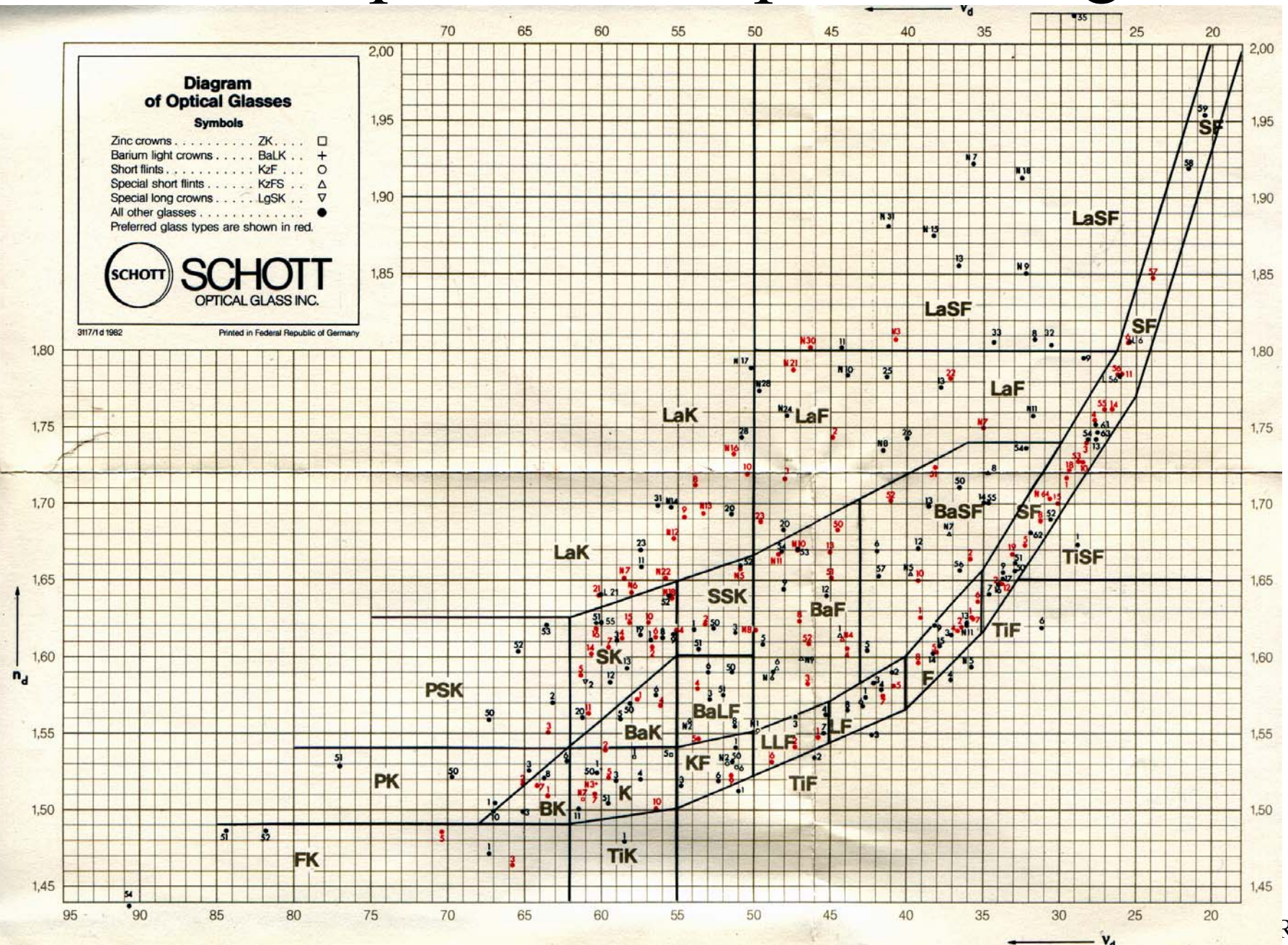
$$V_d = \frac{n_d - 1}{n_F - n_C}$$

For Quartz,  $V_d = 67.6$

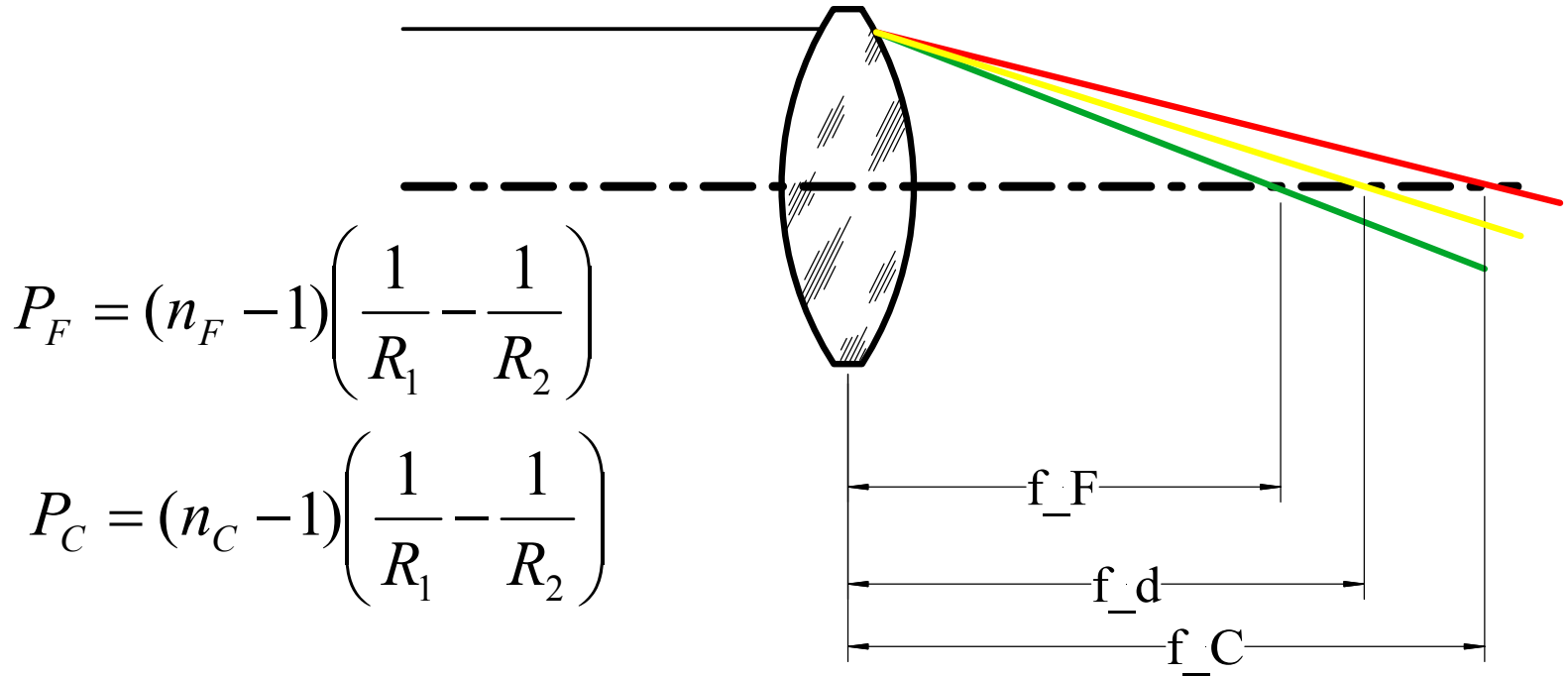
Glass  
designation  
Quartz, 459676  
BK7, 517642

- Index of refraction changes with wavelength
- Usually decreases for longer wavelengths
- Small, but important effect

# Glass map - index/dispersion of glasses



# Chromatic aberration of thin lenses



$$P_F = (n_F - 1) \left( \frac{1}{R_1} - \frac{1}{R_2} \right)$$

$$P_C = (n_C - 1) \left( \frac{1}{R_1} - \frac{1}{R_2} \right)$$

$$P_F - P_C = (n_F - n_C) \left( \frac{1}{R_1} - \frac{1}{R_2} \right) = \frac{(n_F - n_C)P_d}{n_d - 1} = \frac{P_d}{V_d}$$

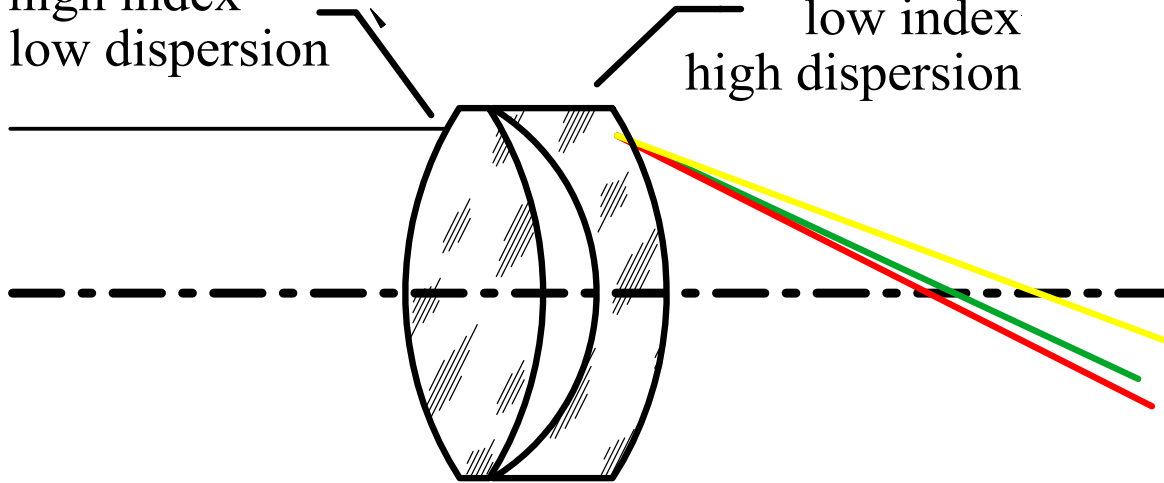
- Called longitudinal chromatic aberration
  - This is the only chromatic aberration possible in a single thin lens with the stop at the lens



# Achromatic doublets

Positive  
high index  
low dispersion

Negative  
low index  
high dispersion



To achieve the desired focal length requires

$$P_d = P_{+d} + P_{-d}$$

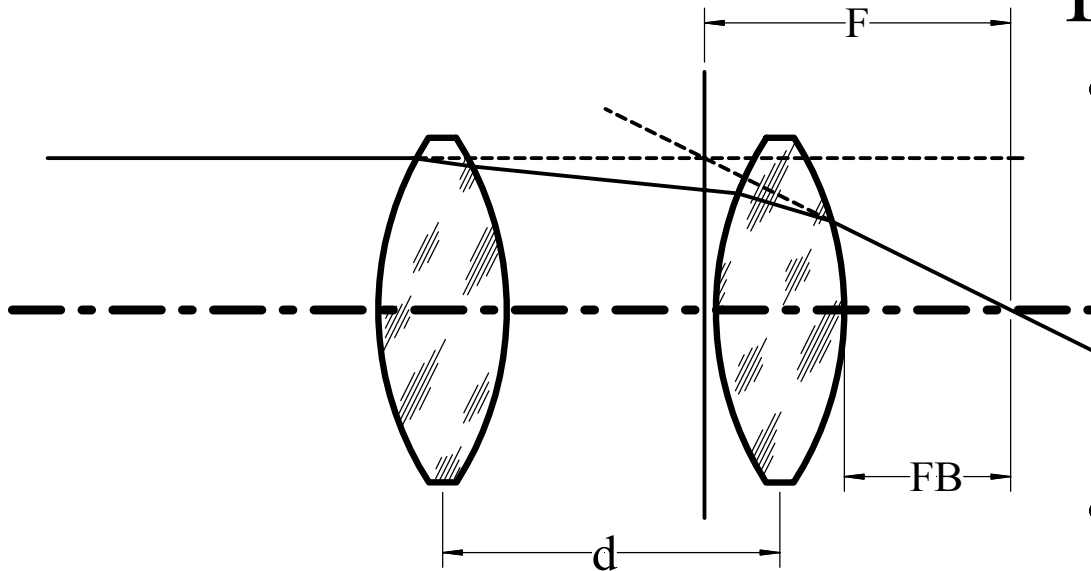
Many choices of powers satisfy this

We can also choose the powers to make chromatic zero

$$P_F - P_C = 0 = (P_{+F} - P_{+C}) + (P_{-F} - P_{-C}) = \frac{P_{+d}}{V_{+d}} + \frac{P_{-d}}{V_{-d}}$$

- Two radii used to get each power, one can be freely chosen
- One is usually chosen to make inner surfaces have the same curvature (cemented doublet)
- Remaining radius chosen to minimize spherical aberration

# Thin lenses separated



- Two positive thin lenses are weaker in combination when separated than when in contact
- Use of these equation in solving homework problems is discouraged

$$\frac{1}{f} = \frac{1}{f_1} + \frac{1}{f_2} - \frac{d}{f_1 f_2}$$

$$P = P_1 + P_2 - dP_1 P_2$$

Back focal length

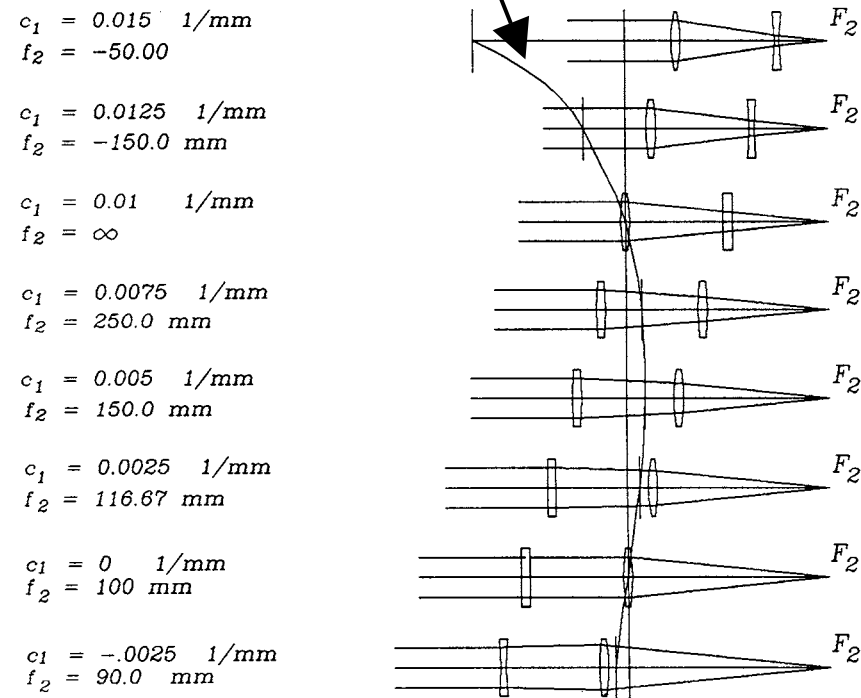
$$F_B = \left(1 - \frac{d}{f_1}\right) \frac{1}{P} = \left(1 - \frac{d}{f_1}\right) F$$

Second lens  
to principal  
plane

$$F_B - F = -\frac{P_1}{P} d$$

# Principal plane locations for thin lens combinations

First principal plane      combinations      Second principal plane



- $c_1$  is power of first lens
- $f_2$  is focal length of second lens
- Focal length of combination is kept constant at 100 mm

**Figure 4.10.**- Position of the principal planes for a system of two separated thin lenses

The position of the principal planes for several lens combinations is illustrated in Fig. 4.10. Many interesting properties may be noticed by a close examination of this figure.