

Properties of optical instruments

**Visual optical systems
part 1: afocal systems (telescope type)**

A basic optical description of the eye

Power: 60 diopters (at rest)

Equivalent to a single spherical surface, at 22.3mm from retina

Size of image on retina depends only on angle θ from the eye

Normal eye: accommodation from 25cm to infinity (4 diopters)

Myopic=near-sighted: from $d < 25\text{cm}$ to D finite

Hypermetropic=far-sighted: from $d > 25\text{cm}$ to $D < 0$ (virtual obj)

Presbytic=shorter accommodation length ($1/d - 1/D < 4$ diopters)

Angular resolution: about 1 or 2 minutes of arc

Lateral resolution = $1' (3.10^{-4}\text{rad}) * 25\text{cm} = 75\mu\text{m}$

Entrance pupil: from 1 to 4 mm, typ 2 mm in day vision

Field of view (diameter): 1° if eye fixed, 40 to 50° for mobile eye

Definition of a visual instrument

Image seen comfortably with a normal eye

⇒ Image at infinity

Two types of systems:

- Telescope type (afocal systems, either refractive or reflective): object at infinity
- Microscope type (includes magnifying glass, eyepiece): small object at a finite distance

Characteristics of visual instruments

	Telescope typ instr Object at infinity	<i>Microscope type instr Object at finite distance</i>
Size of image (magnification)	Angular magnification G	<i>Power P, magnifying power G</i>
Aperture	Usually entrance pupil is primary lens or mirror Exit pupil adapted to eye pupil	<i>Numerical aperture often entrance pupil is at infinity (telecentric stop)</i>
Resolution	Resolution of the eye Diffraction, aberrations	<i>Transverse resolution, to compare to the naked eye</i>
Field of view	Internal lenses act as field stop, field lens in eyepiece adapted to eye field of view	<i>similar</i>
Depth of field	Connected with resolution by also accommodation of the eye	<i>similar</i>

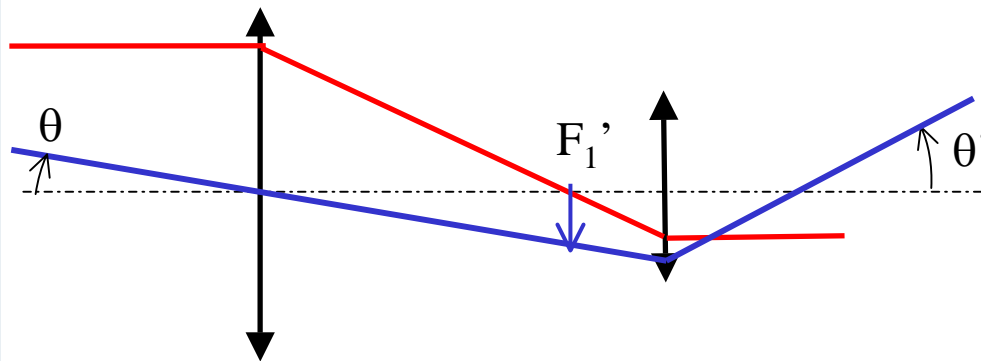
1 - Magnification for telescope type

Object and image at infinity (afocal systems)

Object with angular size θ , Image with angular size θ'

→ Angular magnification

$$G = \left| \frac{\theta'}{\theta} \right|$$



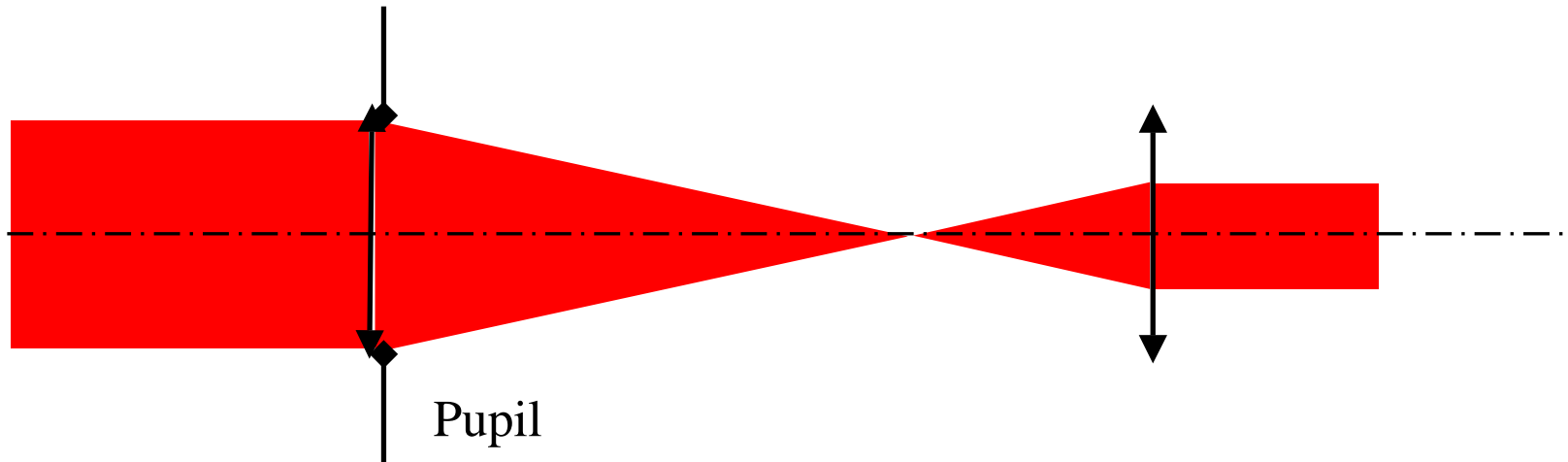
$$G = |g_\alpha| = \frac{1}{|g_y|} = \frac{f_1'}{f_2'}$$

Afocal system: $g_y = -\frac{f_2'}{f_1'} = cst$ $g_x = g_y^2 = cst$

2 - Aperture

Pupil (= aperture stop): diaphragm that limits the aperture of a bundle of rays passing through the instrument for an object **on axis**.

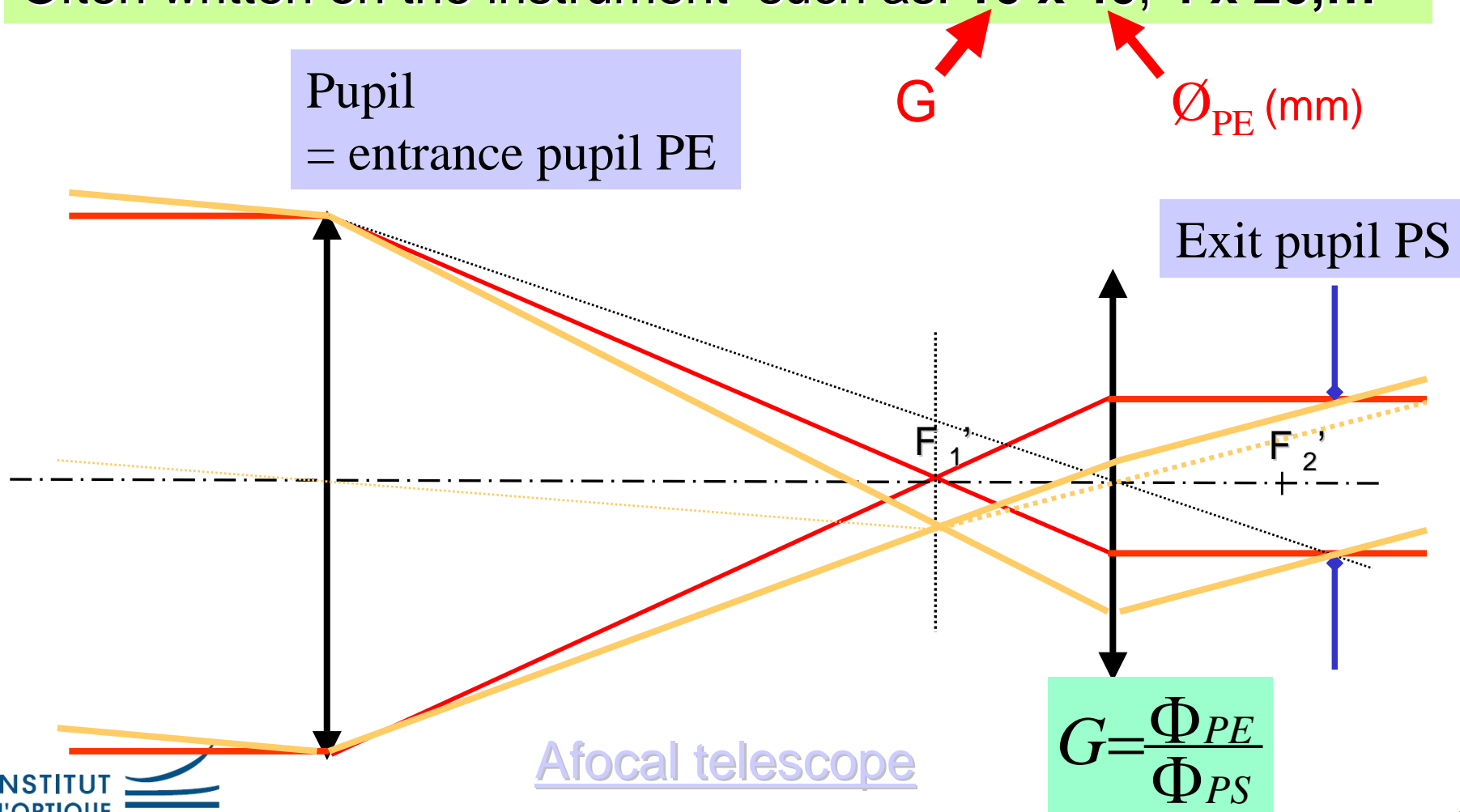
The pupil is defined **for a specific point** on axis (e.g. here at infinity)



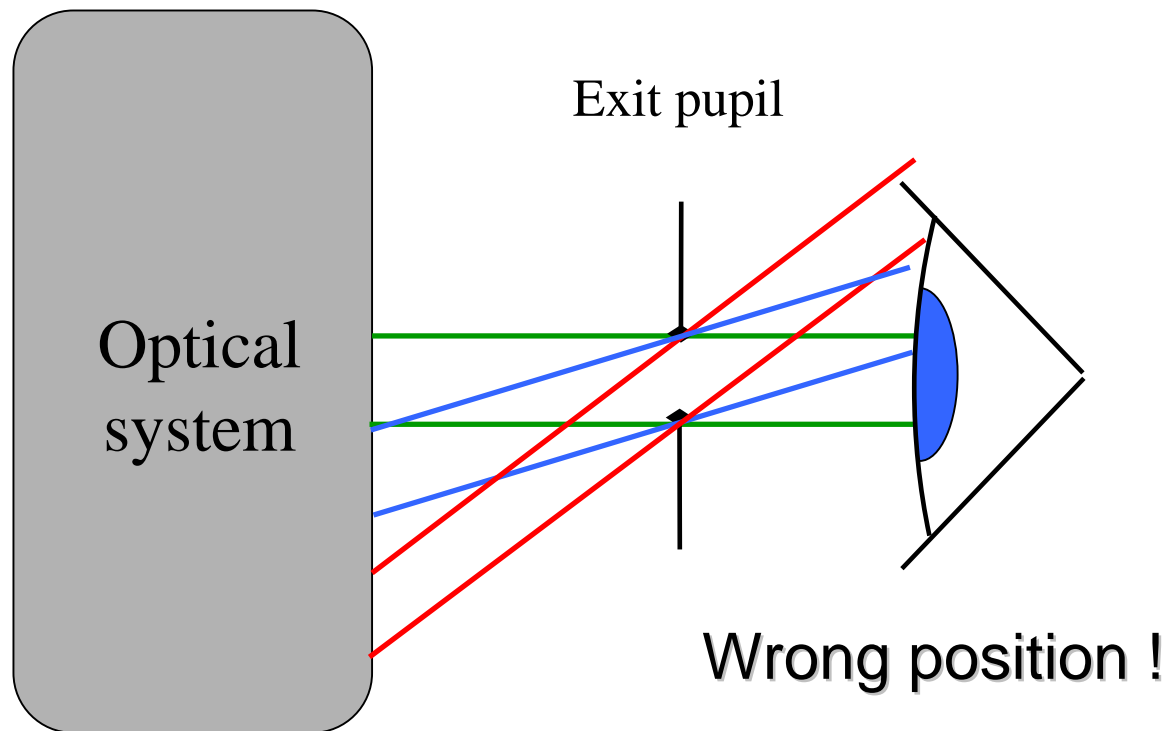
Entrance pupil for telescope type

Usually limited by the objective lens diameter

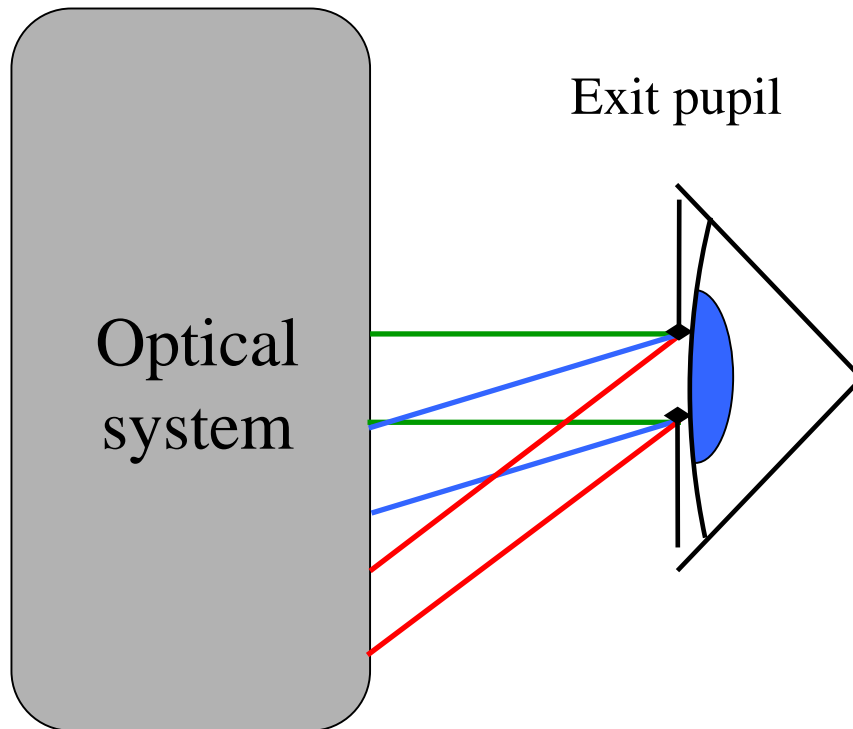
Often written on the instrument such as: **10 x 40**, **4 x 20**,...



Position of the eye behind the instrument



Entrance pupil of the eye on the exit pupil of the instrument



3 - Resolution of a visual instrument

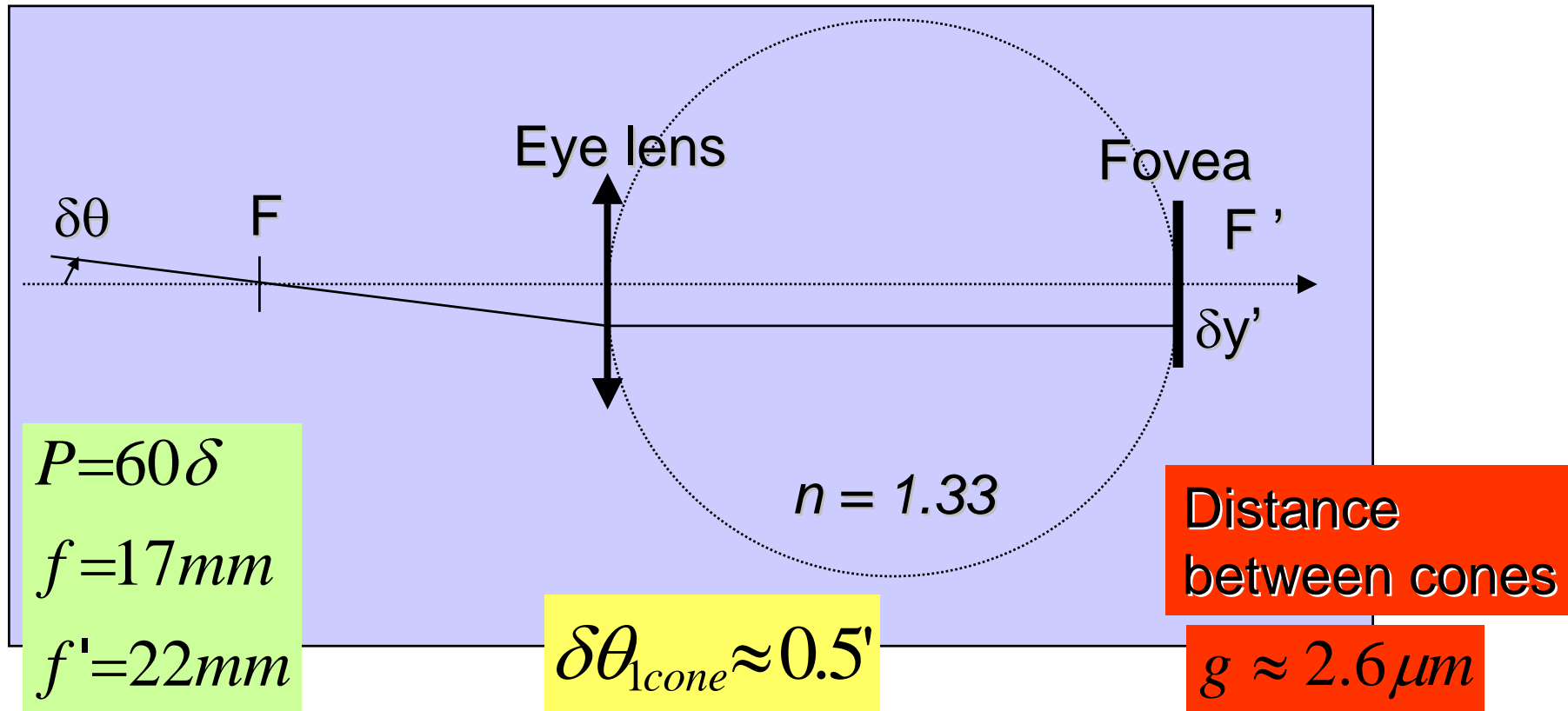
**The angular resolution of a « standard » naked eye is:
2'**

Where does it come from?

How does that affect the resolution of a visual instrument?

Resolution limit of the eye due to the retina's receptors

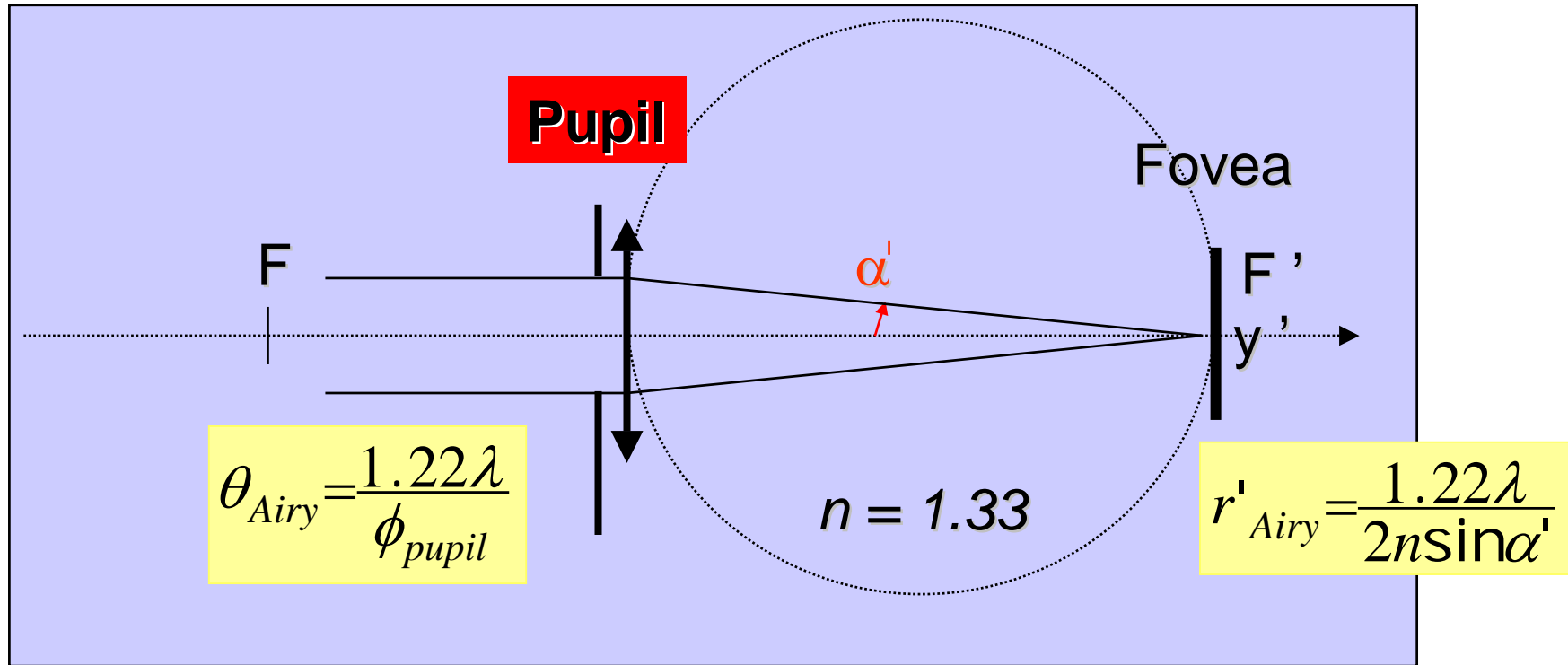
Simplified EYE



➔ The visual acuity of 2' corresponds to an image covering several cones

Resolution limit for the eye due to diffraction

Entrance pupil: from 1 to 4 mm, typ 2 mm in day vision



$$\Phi_{pupil} = 1 \text{ mm}$$

$$\theta_{Airy} \approx 2'$$

$$r'_{Airy} \approx 10 \mu\text{m}$$

➔ The resolution of the eye will be limited by diffraction if we reduce its aperture to a pupil smaller than 1mm

Resolution of a visual instrument

- if the exit pupil of the instrument is **larger than 1 mm**, the resolution of the instrument in its object space will be **limited by the eye (visual acuity): $2'/G$**

- if the exit pupil of the instrument is **smaller than 1 mm**, the resolution of the instrument will be **limited by diffraction: $1.22\lambda/\emptyset_{PE}$**

For a given entrance pupil, the resolution limit decreases with G (i.e. gets better) until we reach a minimum at $1.22\lambda/\emptyset_{PE}$

Example : what is the resolution limit of this astronomical telescope ?

$$\Phi_{pupil}=60mm$$

$$G=35$$

$$\Phi_{PS}=\frac{\Phi_{pupil}}{G}\approx 1.7mm$$

Here the visual acuity limits the resolution: $2''/G=3.4''$

$$G=70$$

$$\Phi_{PS}=\frac{\Phi_{pupil}}{G}\approx 0.85mm$$

With this eyepiece, the resolution is limited by diffraction (unless aberrations limit it first):

$$1.22\lambda/\Phi_{pupil}=2''$$



The FirstScope 60AZ Specifications:

- 60mm (2.4") Refractor
- 700mm Focal Length, f/12
- Slow Motion Control Rod for smooth vertical adjustments
- Sturdy Adjustable Aluminum Tripod with Accessory Tray
- Telescope Weight: 7 lb.

The FirstScope 60AZ Standard Accessories:

- 1-1/4" 20mm (35x), 10mm (70x) Eyepieces

4 - Depth of field

In addition to the depth of field due to the resolution:

- **Influence of the accommodation of the eye :**
normal eye accommodates for 4 diopters

Final image at 250 mm rather than at infinity

⇒ Determine the position of the object corresponding to this location of the image (hyperfocal distance)

Can be improved if we reduce the accommodation with a graticule.

Example of a calculation of the hyperfocal distance due to accommodation



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$$\overline{F_{oc}'A'} = -250mm$$

$$\overline{F_{oc}'A'} = -f_{oc}^2 \frac{1}{F_{oc}A_i}$$

$$\overline{F_{ob}A} = -f_{ob}^2 \frac{1}{F'_{ob}A_i}$$

eyepiece : 20mm

$$\overline{F_{ob}A} = -300m$$

eyepiece : 10mm

$$\overline{F_{ob}A} = -1200m$$

Comparison with the hyperfocal distance limited by the resolution



Resolution in the object space: $\delta\theta$

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Hyperfocal distance:

$$D = \emptyset_{PE} / \delta\theta$$

eyepiece : 20mm (G=35)

$$\delta\theta = 2' / G = 3.2''$$

$$D = 3.5\text{km}$$

eyepiece : 10mm (G=70)

$$\delta\theta = 1.22\lambda / \emptyset_{PE} = 2''$$

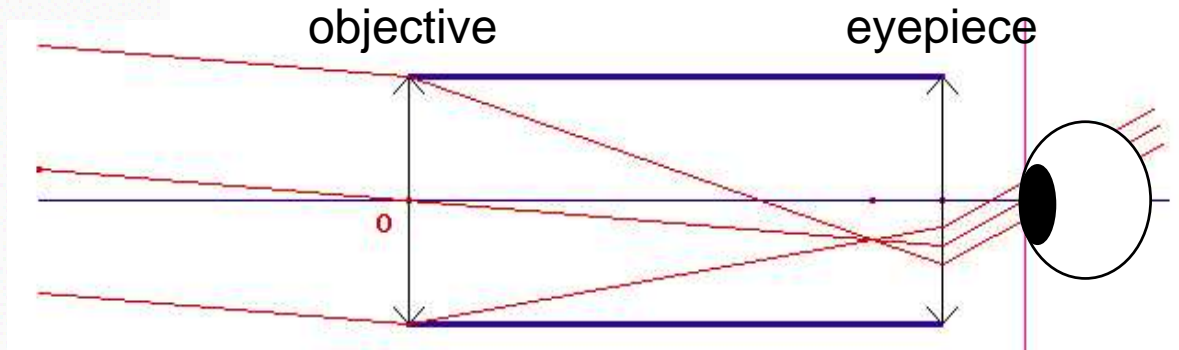
$$D \approx 6\text{km}$$

The FirstScope 60AZ Standard Accessories:

- 1 → The depth of field is due to the accommodation

5 – Orientation of the image

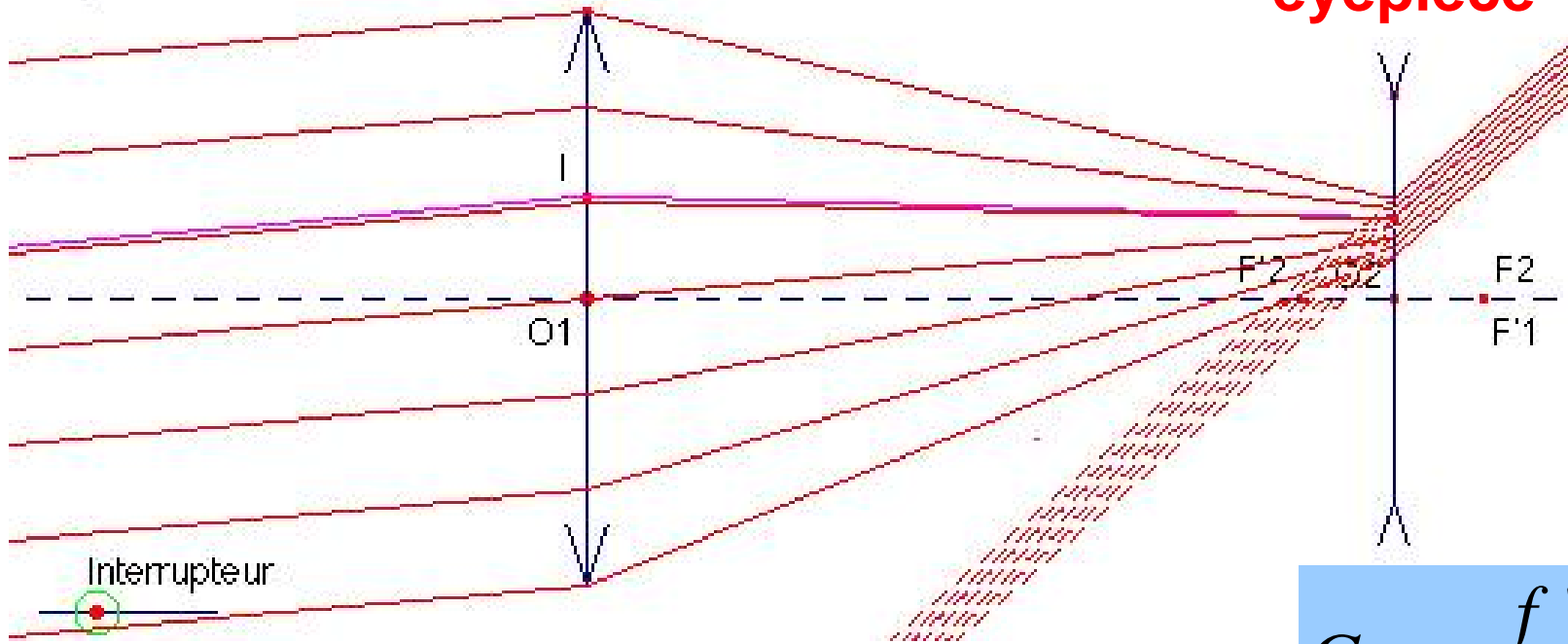
In a standard astronomical telescope:



The image is inverted!

Different solutions to erect the image: Galilean telescope

negative
eyepiece

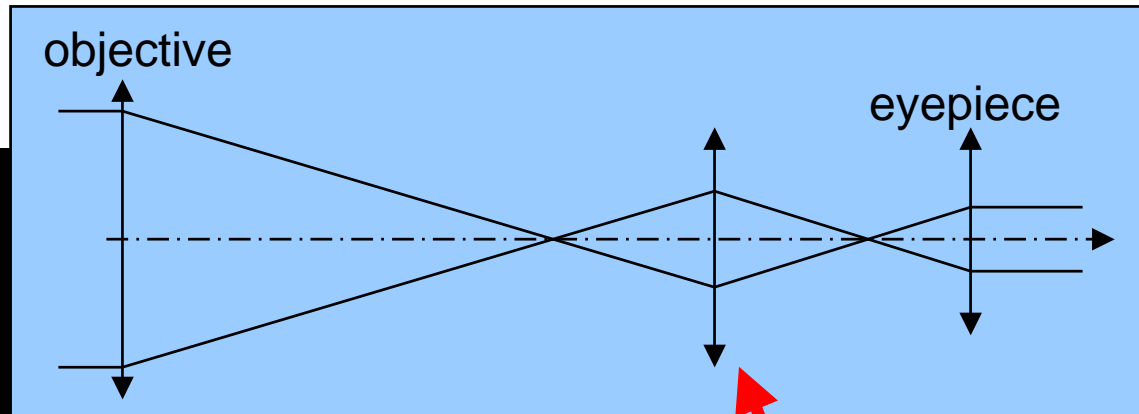
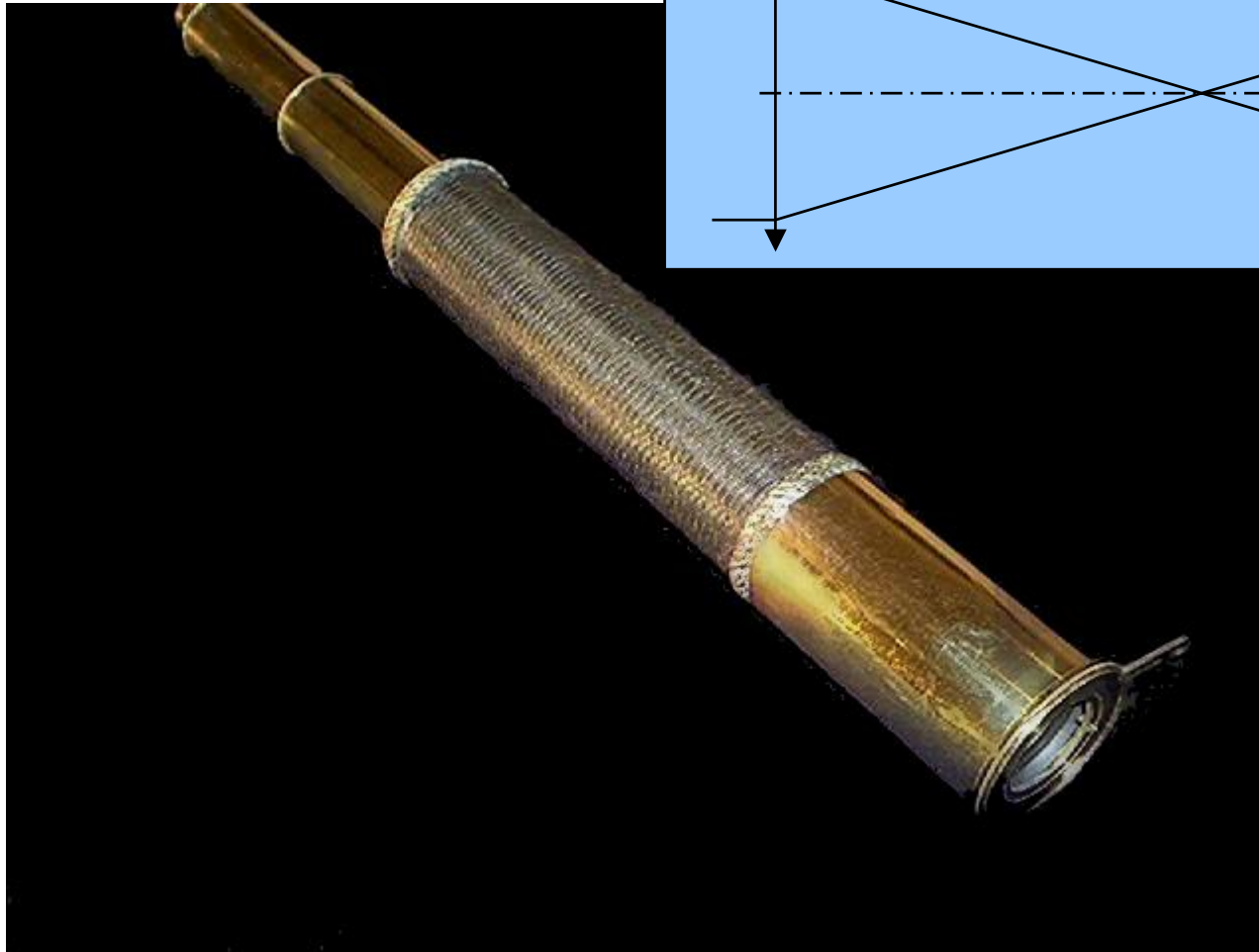


$$G = -\frac{f'_1}{f'_2} > 0$$



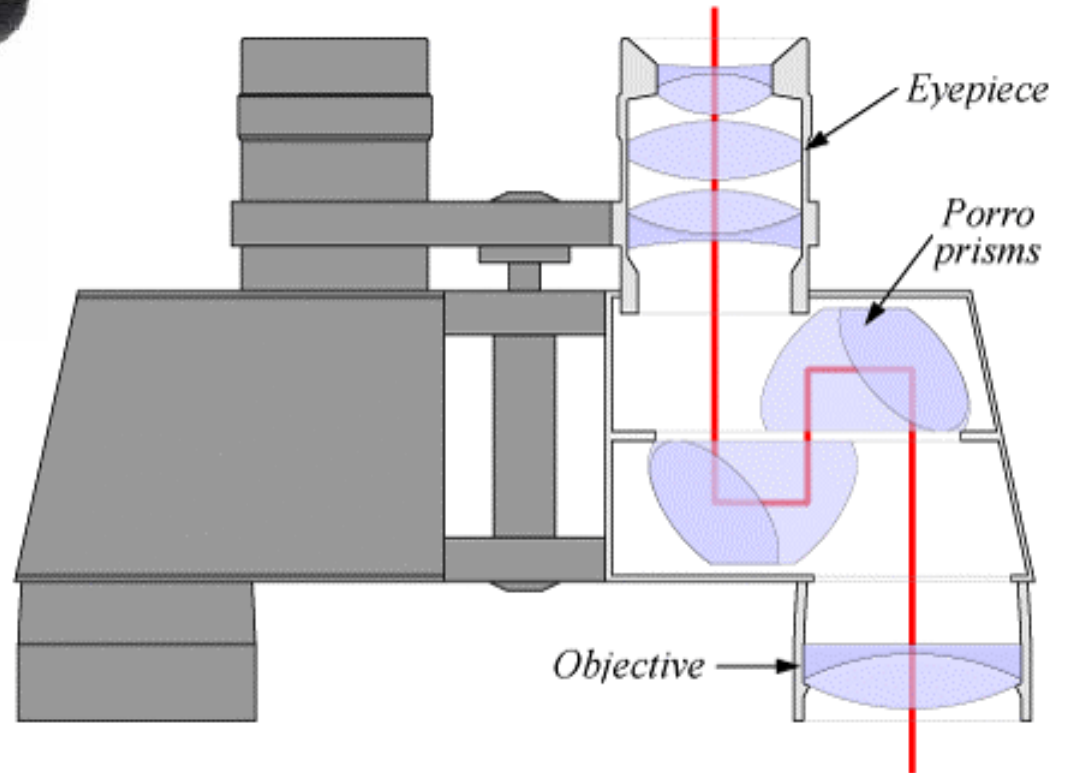
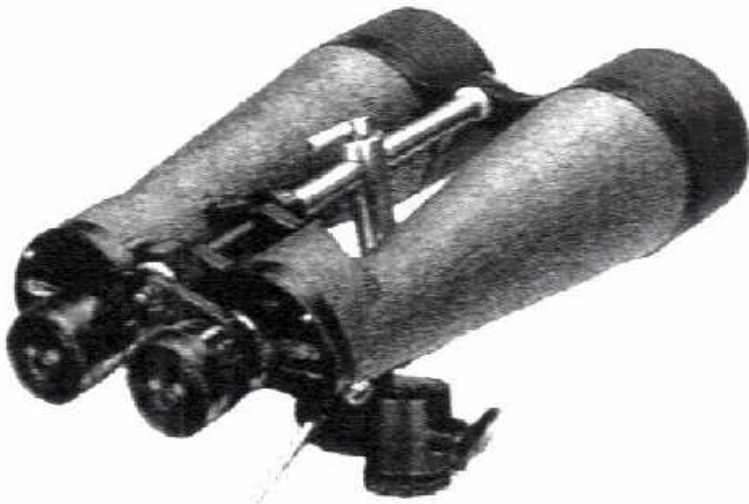
Erect image + Shorter system for a given magnification but virtual exit pupil

Lens erecting telescope



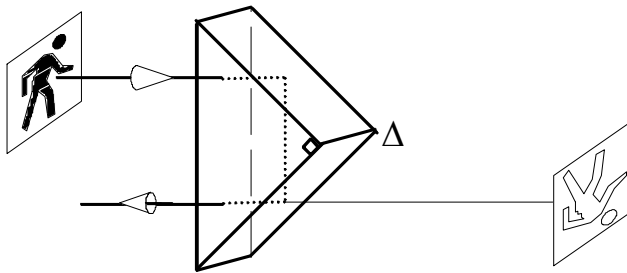
Erector lens

Binoculars

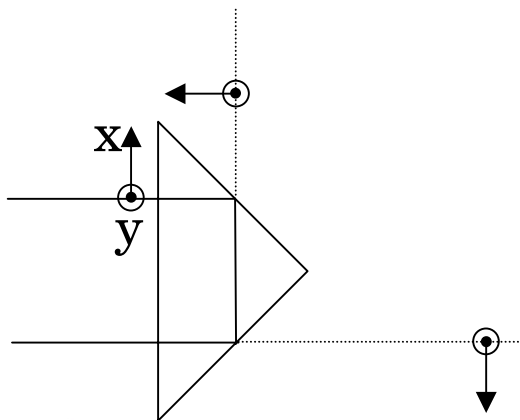


Similar design as astronomical telescope
with **Porro prisms** to erect the image

Effect of one Porro prism on the orientation of the image



Porro prism: right angle prism, used with two total internal reflections. The image is rotated by 180° with respect to object.



The first Porro prism with $\Delta//y$ inverts the x axis, a second Porro prism with $\Delta//x$, will invert the y axis.