

Optical Design Fundamentals for Infrared Systems, Second Edition (SPIE Tutorial Texts in Optical Engineering Vol. TT48)

Max J. Riedl

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In this second edition, author Max Riedl has expanded and updated the information found in his popular 1995 tutorial to reflect changes in technology and applications that have occurred in the past decade. Achromats are covered in more detail and the discussion of beam expanders has been updated. Ball lens, gradient optics, and three mirror configurations have been added to the chapter on Special Optical Surfaces and Components. A new section discusses wave aberrations, with a comparison of the spherical aberration to the Seidel coefficient. A new chapter on thermal effects examines the design of athermats--lenses that compensate for undesired results caused by temperature excursions. A new chapter covers diamond turning, which is especially suitable for producing aspheres and diffractive infrared elements.

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