Subject: Re: Optics simulation with IDL?
Posted by karri on Sat, 19 May 2001 15:59:18 GMT
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On Sat, 19 May 2001, Randall Skelton wrote:
> However, IMHO you will need a firm grasp of general optics
> theory to use any of these tools effectively. Perhaps if you post more
> hints as to exactly what you are trying to do, I can dig through my code
> and find a suitable example to post.

My problem is that I have made a light guide to transfer the light from 5 leds to the front panel of a box. In this array the light leaks a lot from one light guide to the other. I tried to fix this by putting opaque material all around the guides but this approach reduced the intensity a _lot_.

So I would like to do some simulations of what would happen if I use a round piece of plastic instead of a guide made out of polygons. It would also be nice to see if I could reduce cross-talking by forming some weird angles from the connecting plastic pieces.

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Regards,

Karri Kaksonen