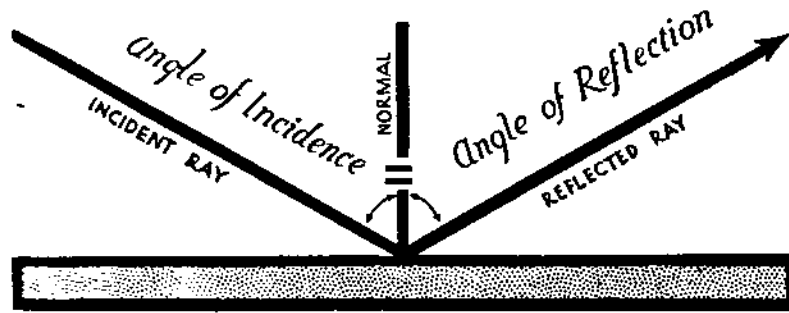


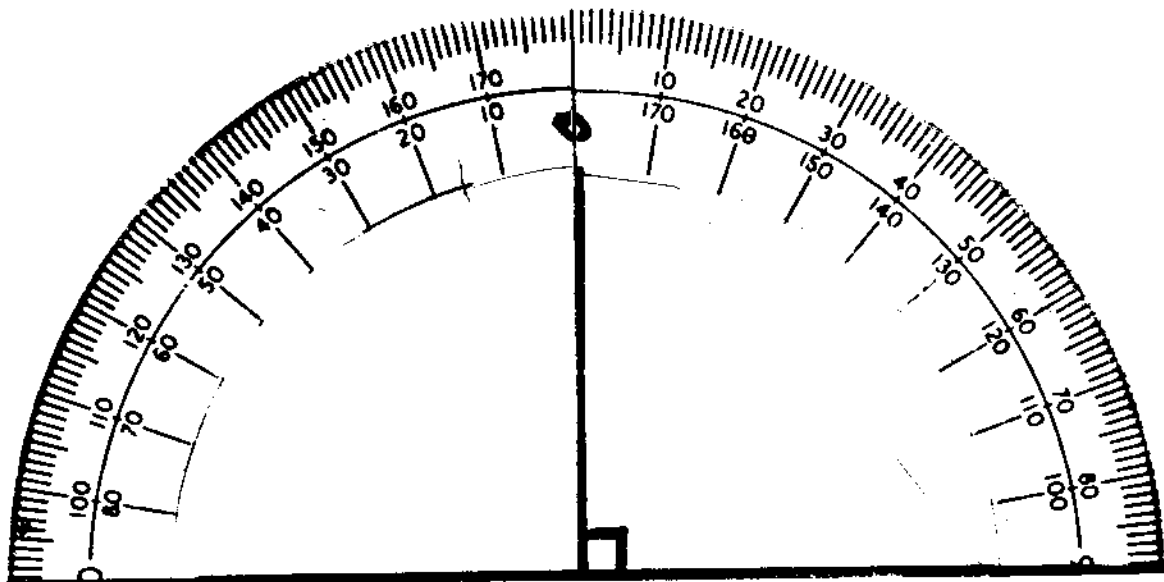
### OPTICAL ENGINEERING NOTE #100: AN OPTICAL PROTRACTOR

Even though all the major optical manufacturers boast dozens of Ph.D's woking for them, not a single one of their catalogs offers an OPTICAL PROTRACTOR.

Since angles used in optical engineering calculations are measured from the normal, an imaginary line at right angles to an optical surface, an optical protractor should have 0 degrees where the normal one has 90, and angular measure should increase on either side of that, with 90 degrees replacing the traditional 0/180 and 180/0.



Shown below is a protractor suitable for optical use. Feel free to copy this page onto overhead projection material to use in your optical engineering endeavours.



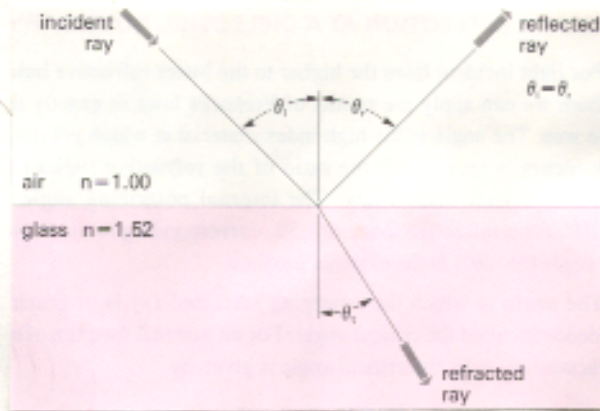
KNOW YOUR ANGLES!

Shown here are:

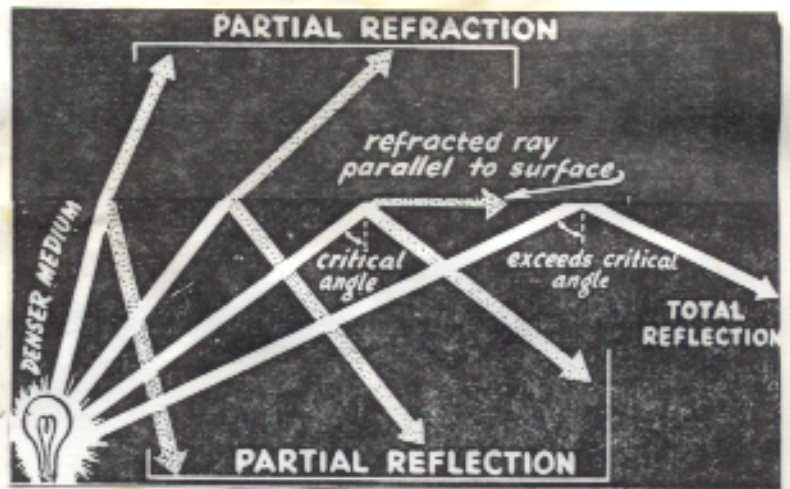
ANGLE OF INCIDENCE

ANGLE OF REFLECTION

ANGLE OF REFRACTION or  
TRANSMITTED ANGLE



The Critical Angle is the first angle which traps light inside a slow moving medium thanks to Total Internal Reflection. As light tries to escape a medium with a refractive index greater than the surrounding medium, the exiting light is bent away from the normal. When a certain incident angle value is plugged into Snell's Law, the refracted angle turns out to be 90 degrees.



Since this is impossible, the light is perfectly reflected at the border at this first angle, the Critical Angle, and all angles greater than it will also cause the light to become trapped. This phenomenon makes fiber optics, retroreflectors, corner prisms, etc., work.

Brewster's angle is named after Sir David Brewster, who also gave us the kaleidoscope. He discovered that the reflection of light incident at this certain angle was completely polarized. This was a method of generating polarized light in the nineteenth century. Humble Brewster called it the "polarizing angle", but we honor him by not only naming this angle after him, but also optics inside laser cavities that polarize the output using his principle are called Brewster windows or Brewster stacks.

