

Introduction à l'optique

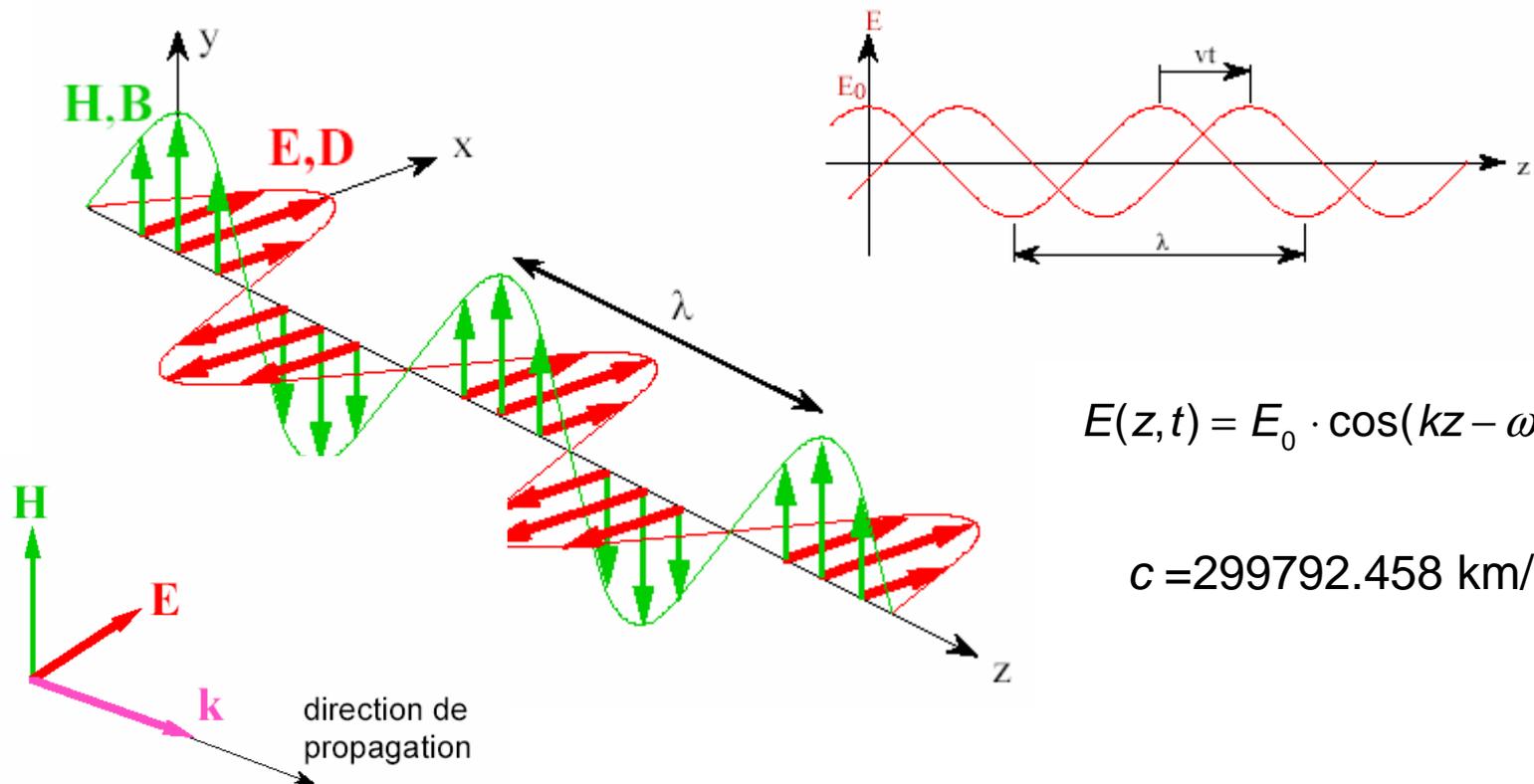
L. Falco – 19.08.2005

Lumière:

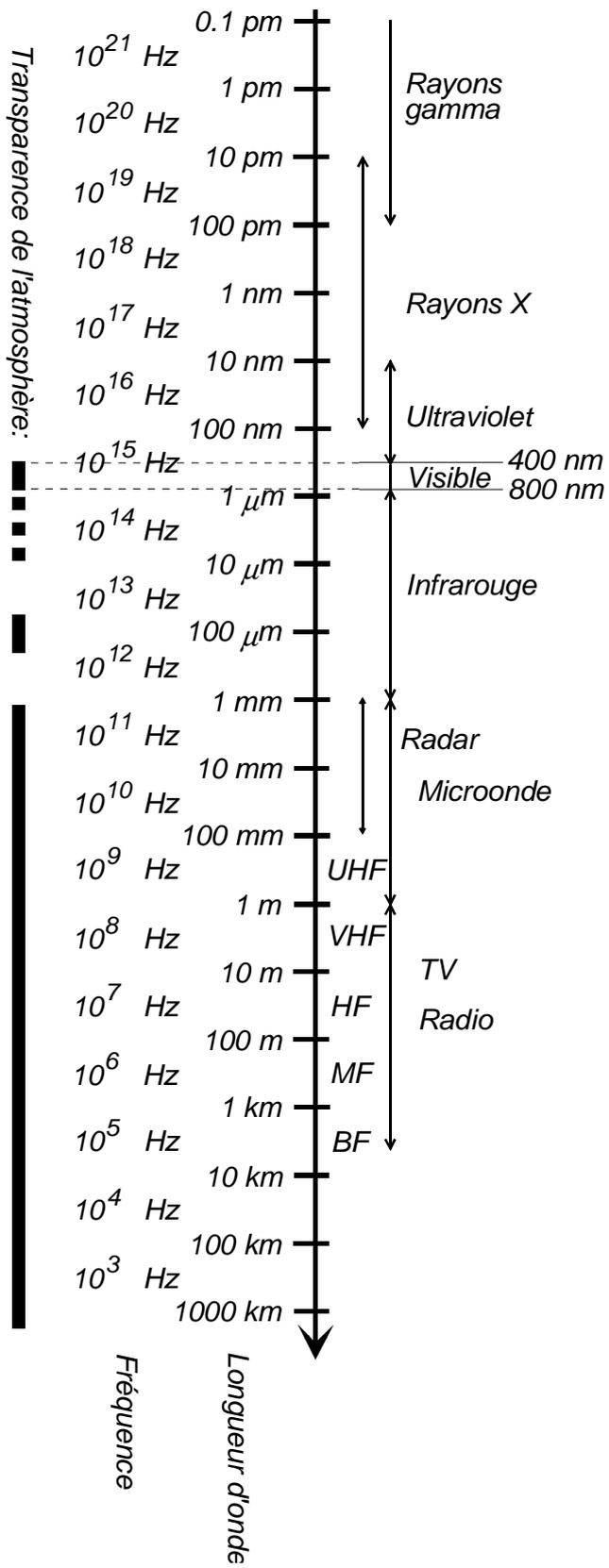
Onde ou particule ?

- **optique ondulatoire** -> diffraction, interférences
- **optique corpusculaire** -> effet photo-électrique
(interaction avec la matière)
- **optique géométrique** -> notion de rayons lumineux

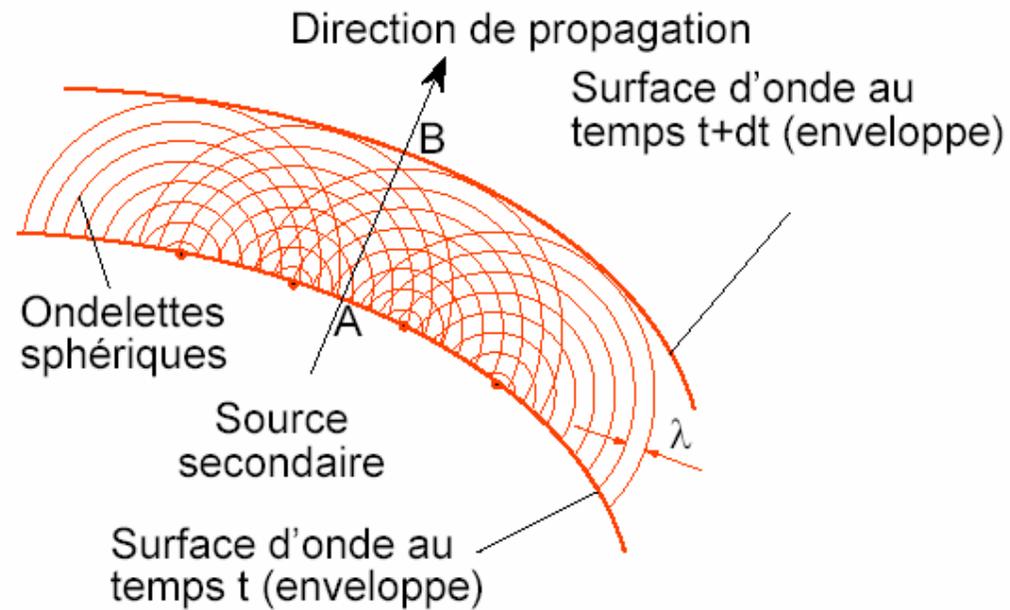
Propagation d'une onde électromagnétique



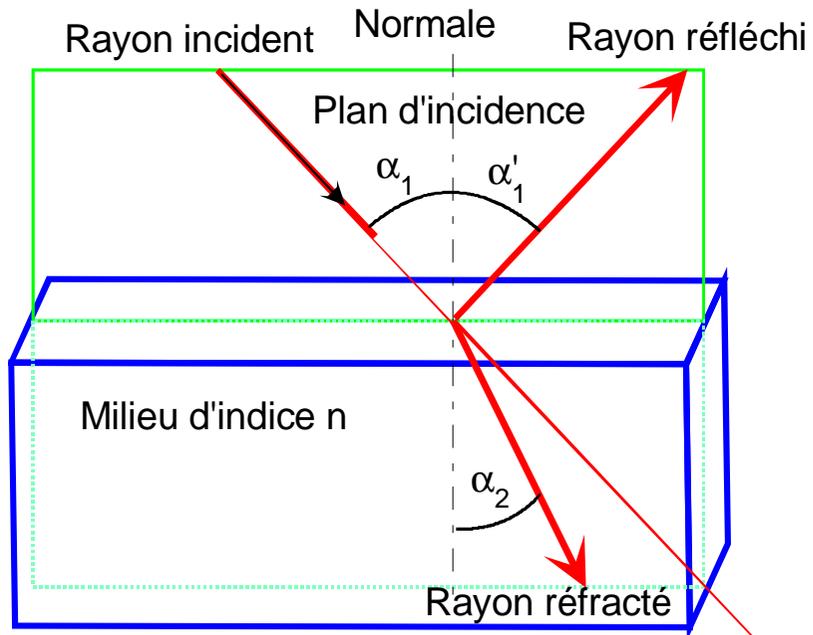
Spectre des ondes électromagnétiques



Principe des ondelettes d'Huygens



Loi de réfraction et de réflexion

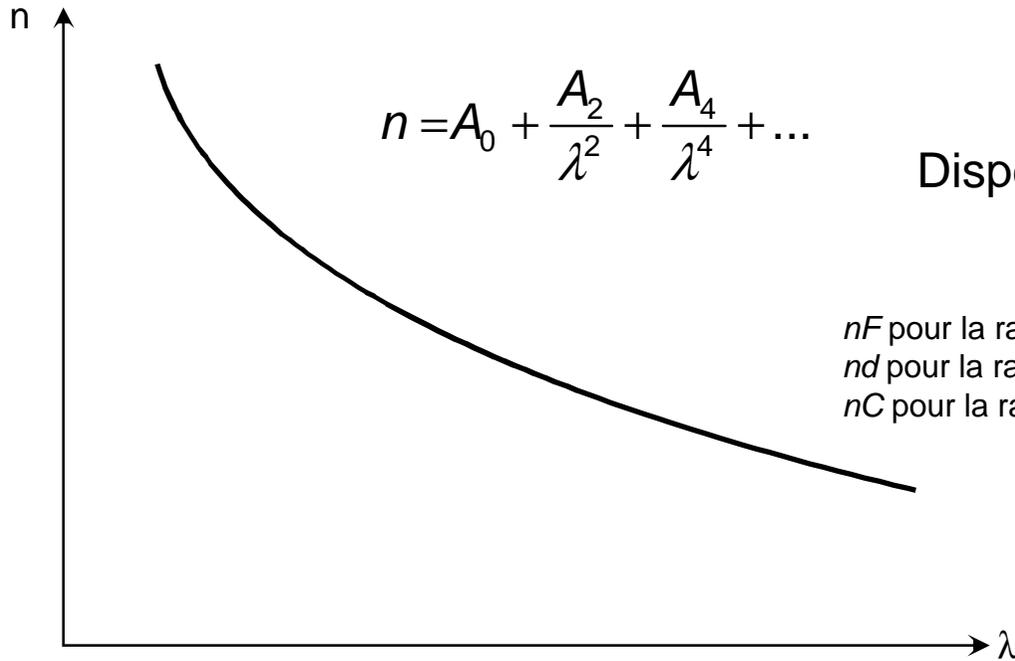


$$\sin \alpha_1 = n \cdot \sin \alpha_2$$

$$\alpha_1 = \alpha'_1$$

Indice de réfraction - dispersion

Indice de réfraction



$$n = A_0 + \frac{A_2}{\lambda^2} + \frac{A_4}{\lambda^4} + \dots$$

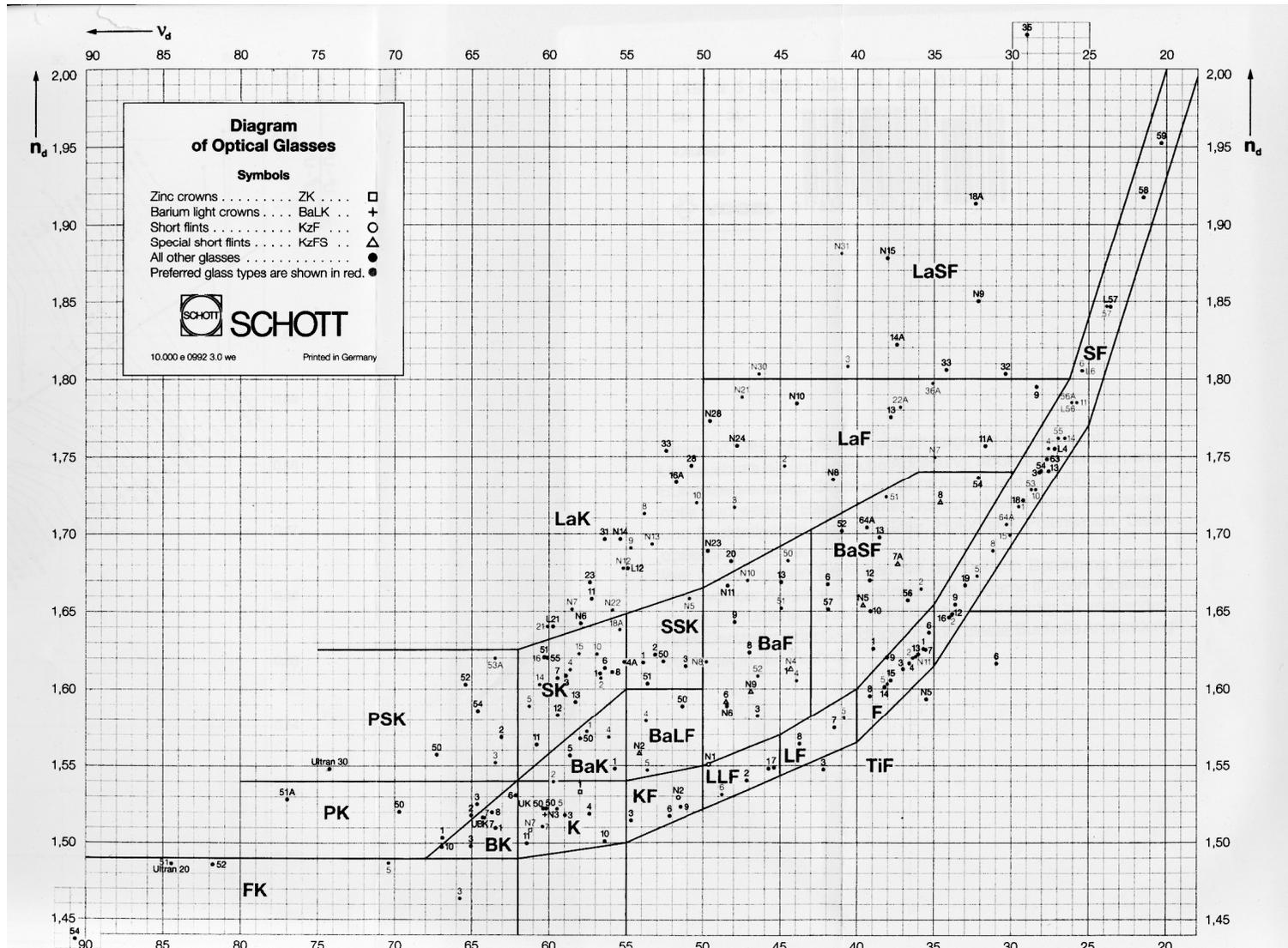
Indice de réfraction n_d

Dispersion $v_d = \frac{n_d - 1}{n_F - n_C}$

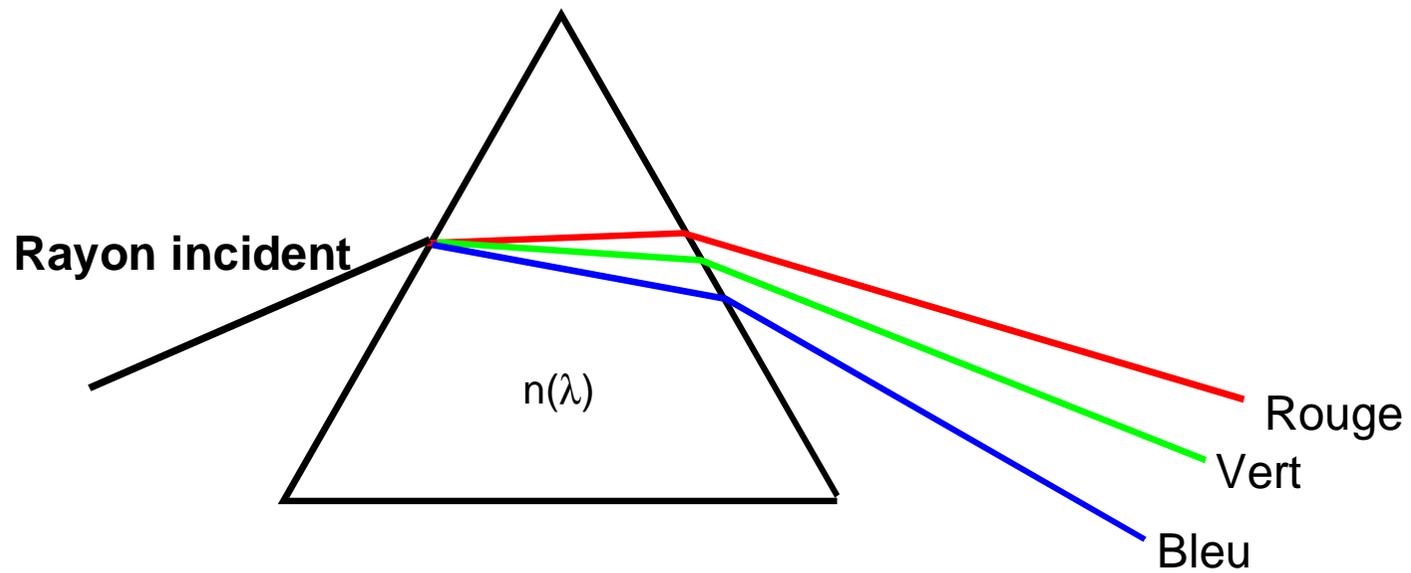
n_F pour la raie bleue vert de l'hydrogène ($\lambda_F=486$ nm),
 n_d pour la raie jaune du sodium ($\lambda_d=589$ nm),
 n_C pour la raie rouge de l'hydrogène ($\lambda_C=656$ nm).

Longueur d'onde

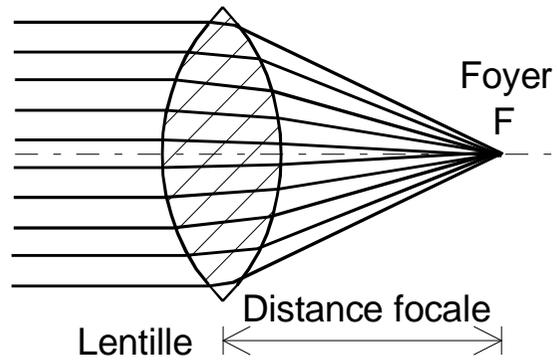
Verres Schott



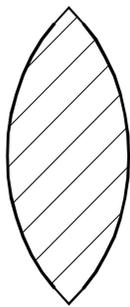
Déviations du prisme



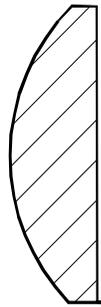
Lentille



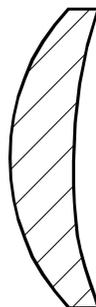
Lentilles convergentes



Biconvexe



Plan-convexe



Ménisque

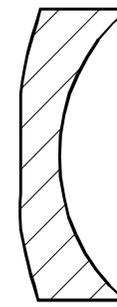
Lentilles divergentes



Biconcave

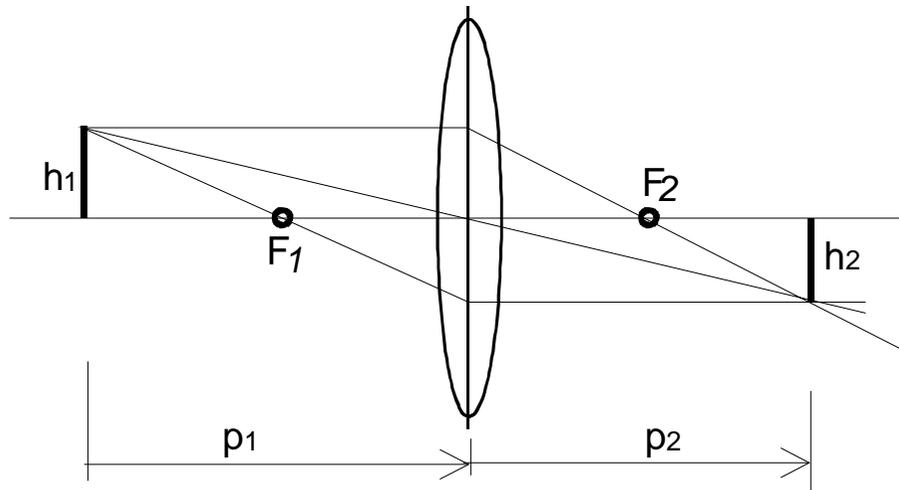


Plan-concave



Ménisque

Loi des lentilles

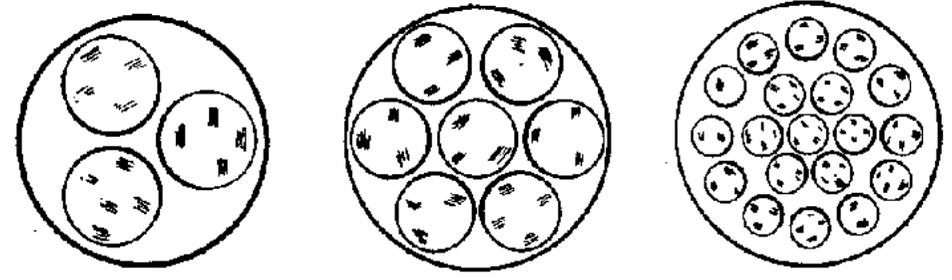
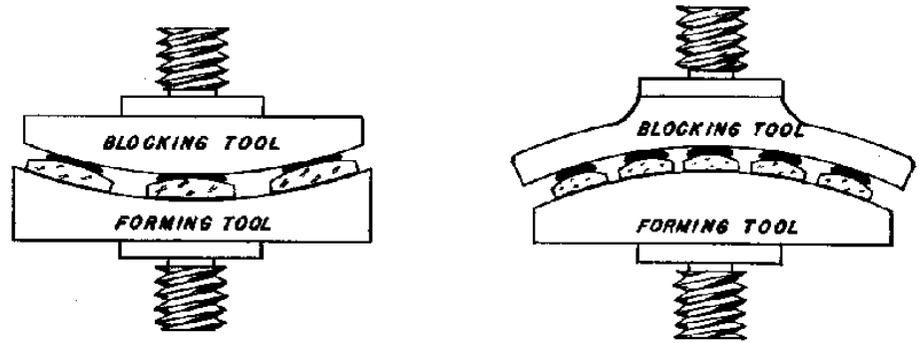


$$\frac{1}{f} = \frac{1}{p_1} + \frac{1}{p_2}$$

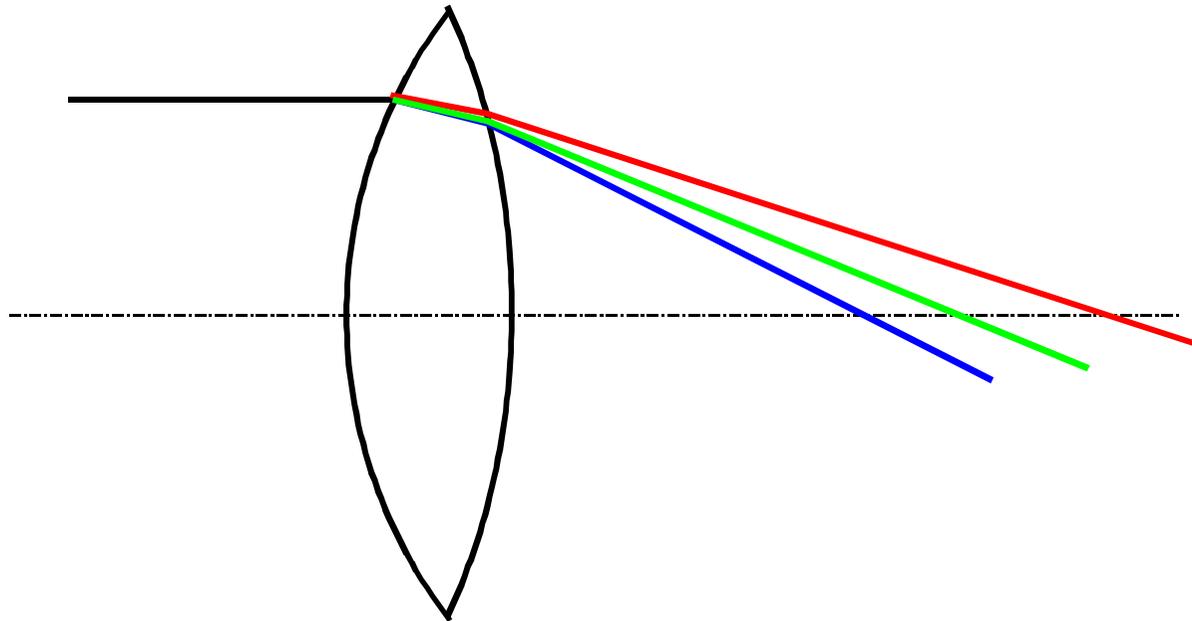
Grandissement:

$$G = \frac{h_2}{h_1} = - \frac{p_2}{p_1}$$

Fabrication des lentilles

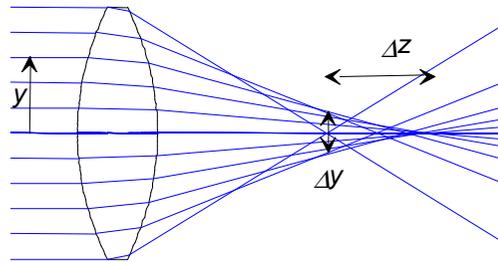


Aberration chromatique

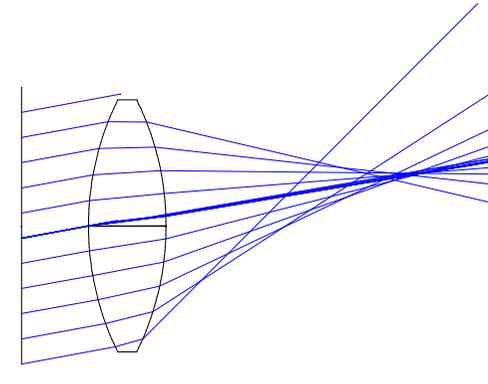


Aberrations géométriques

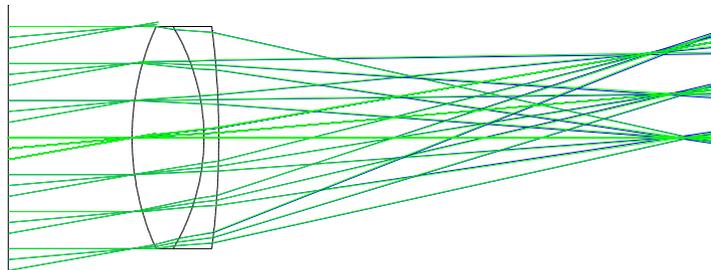
Aberration sphérique



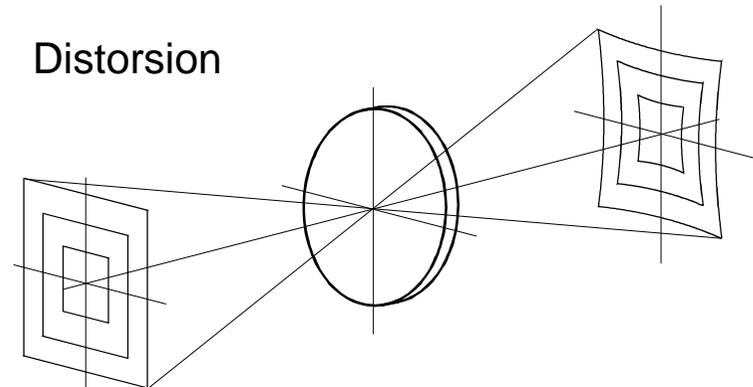
Coma



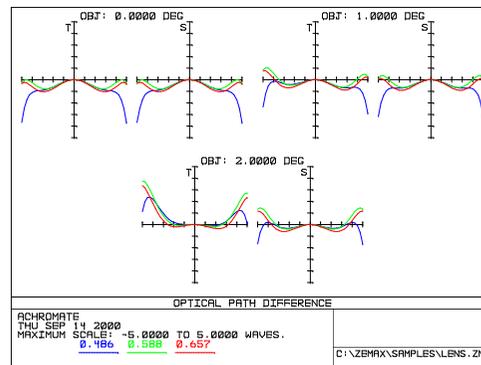
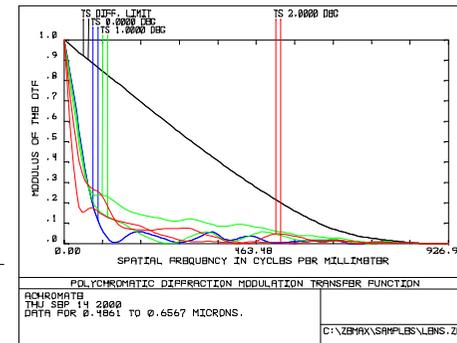
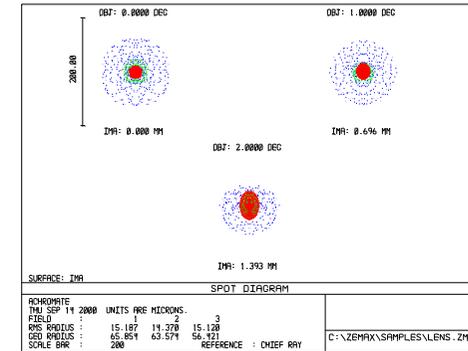
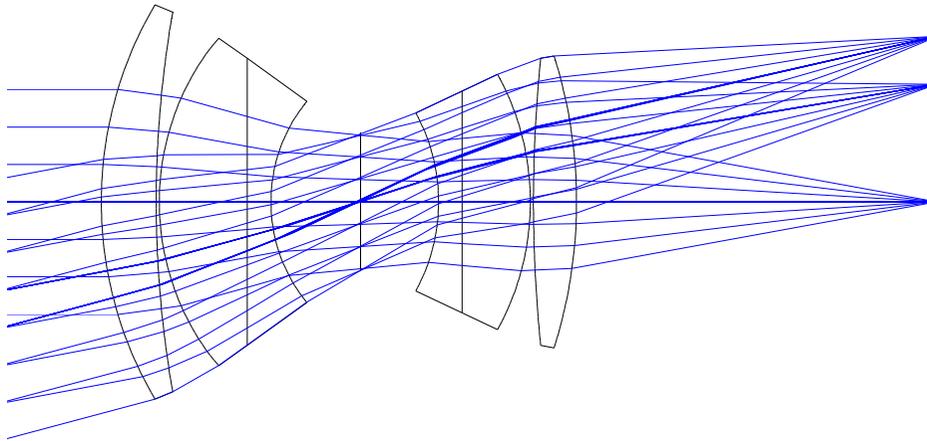
Courbure de champ



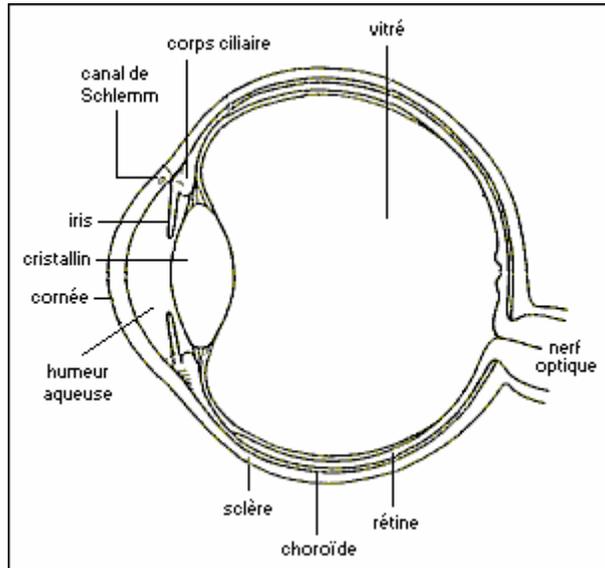
Distorsion



Calcul de systèmes optiques



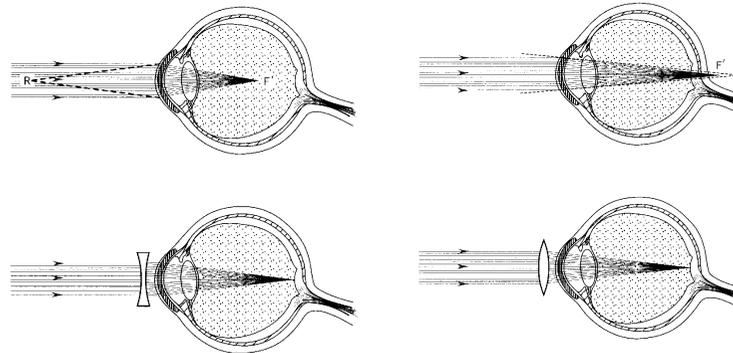
L'oeil



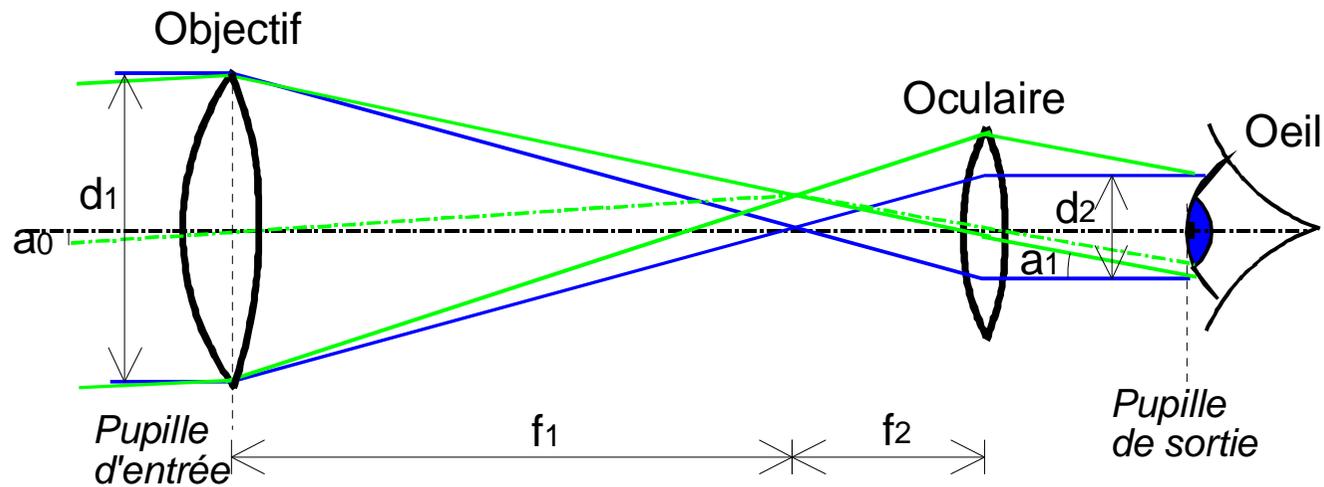
Principales caractéristiques

- diamètre de la pupille: 3 mm
- diamètre angulaire du disque d'Airy: 1.5'
- distance moyenne entre cellule réceptrices: 2 - 2.5 μm
- champ de vision à haute résolution: 1°
- dynamique: 10^{14} .
- seuil de détection (entrée dans l'oeil): 100 photons/s

Défauts oculaires:

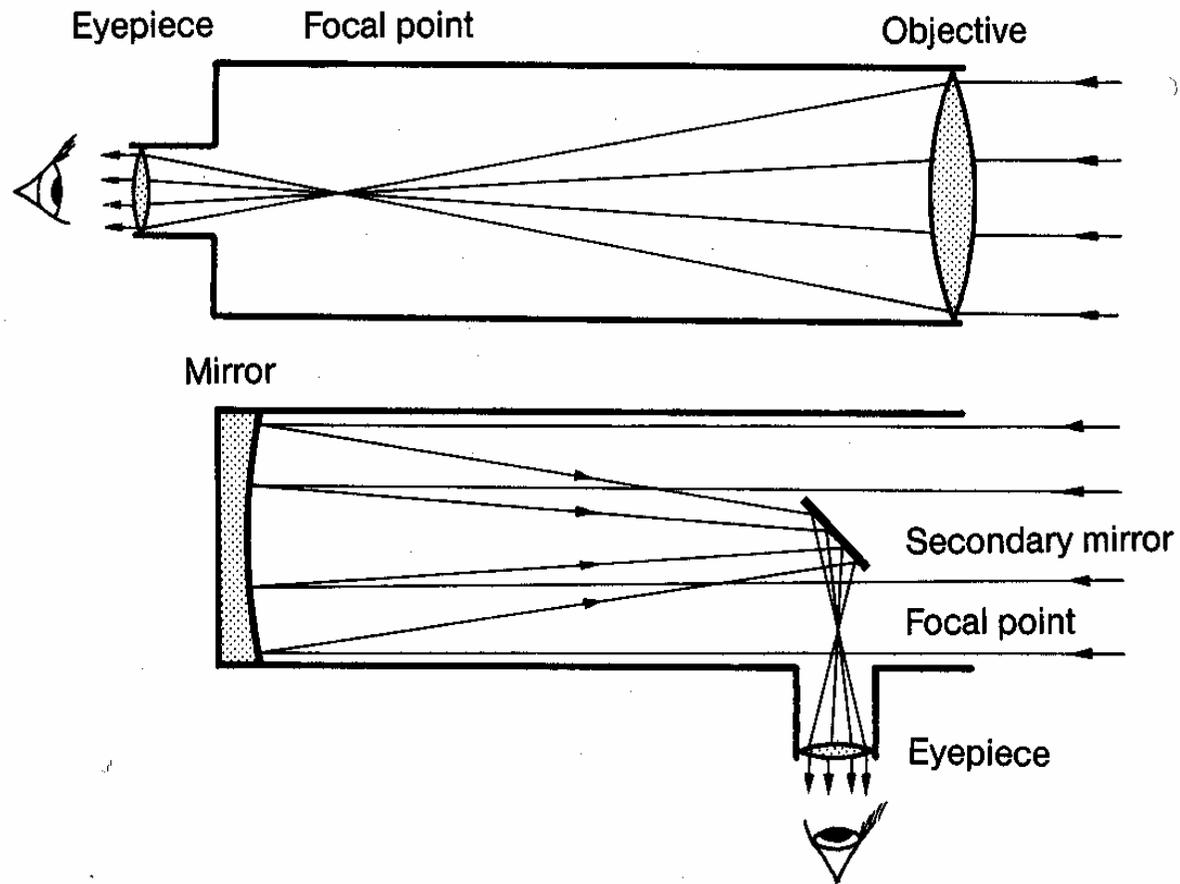


Lunette: principe, pupilles et grossissement

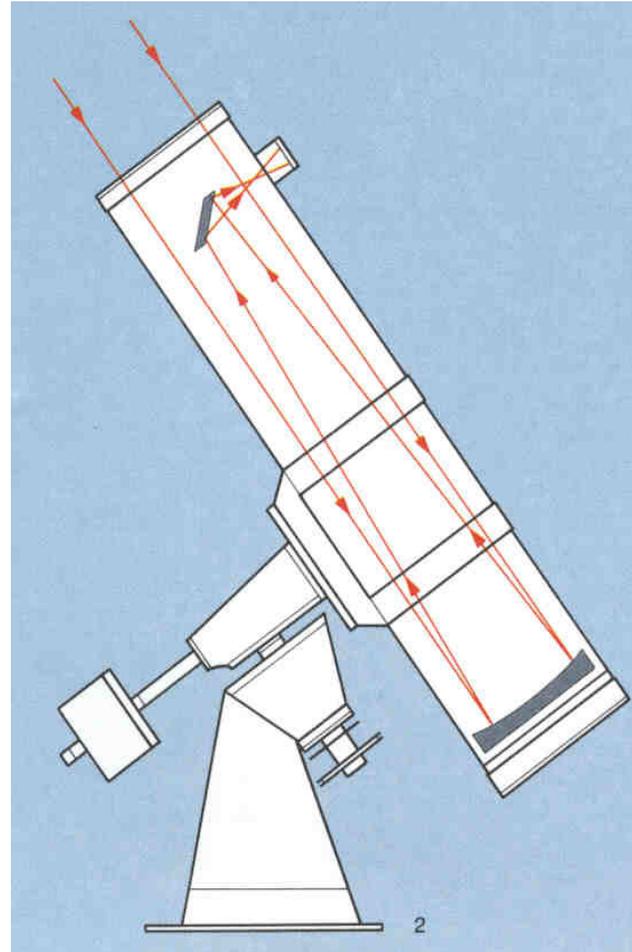


Grossissement:
$$G = \frac{\alpha_1}{\alpha_0} = \frac{f_1}{f_2} = \frac{d_1}{d_2}$$

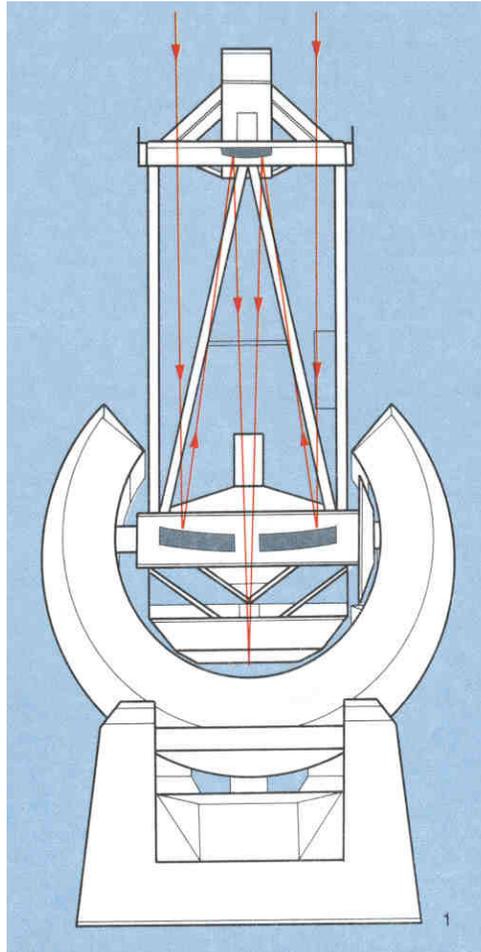
Principe du télescope



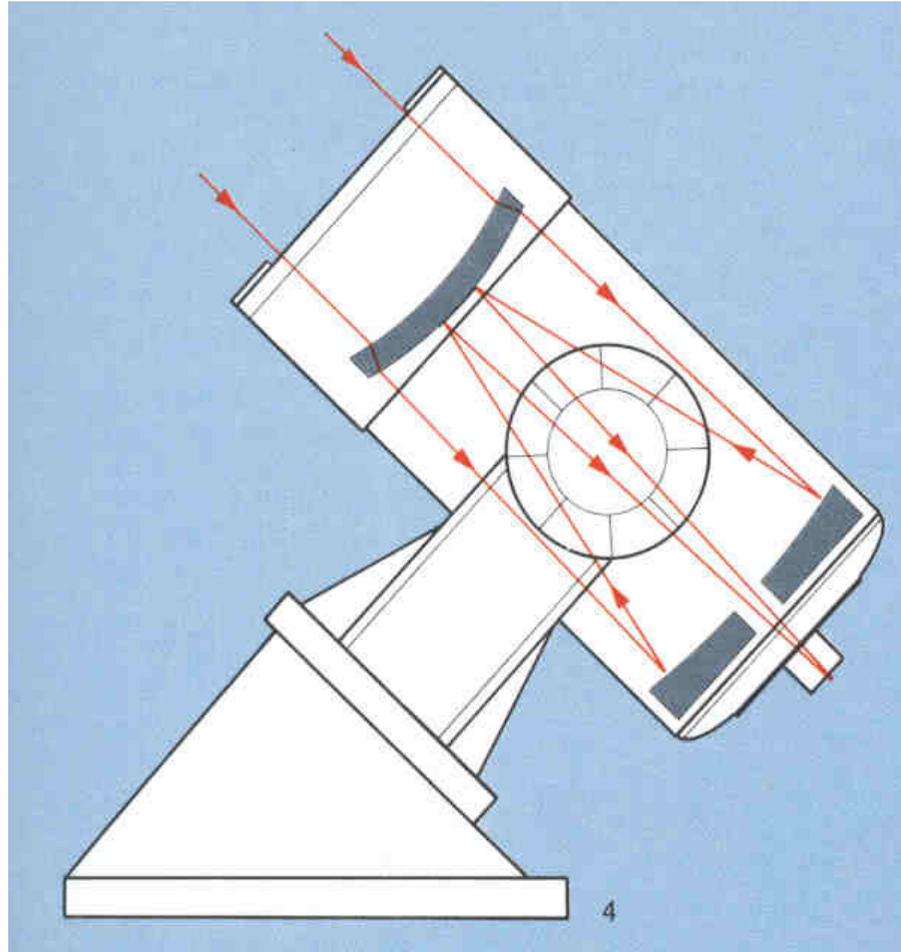
Télescope de Newton



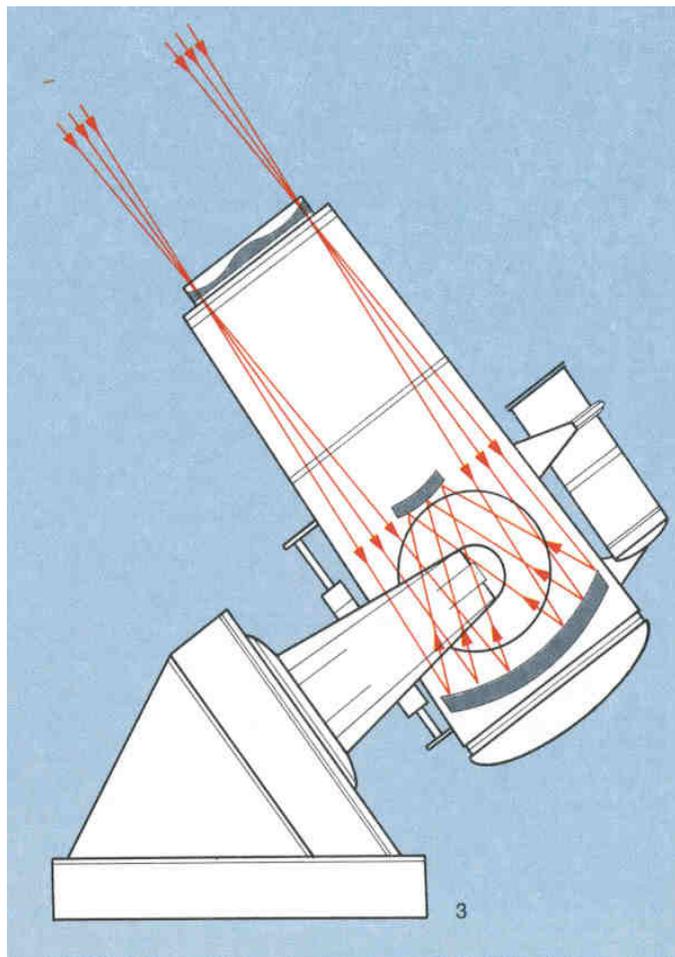
Télescope de Cassegrain



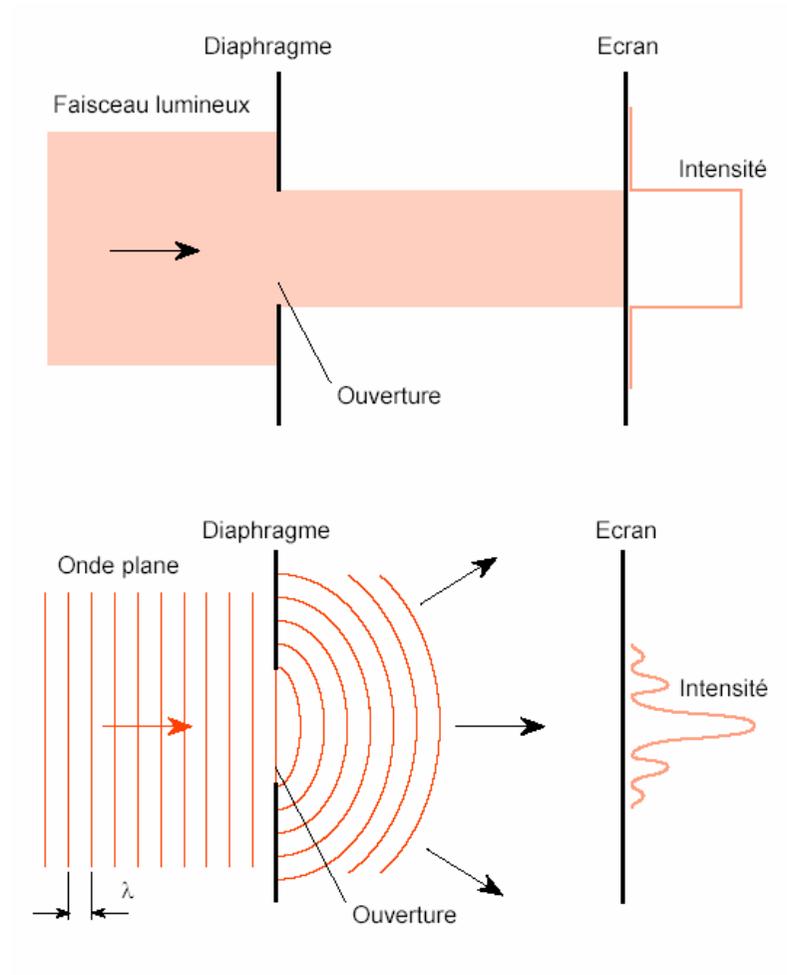
Télescope de Matsukov



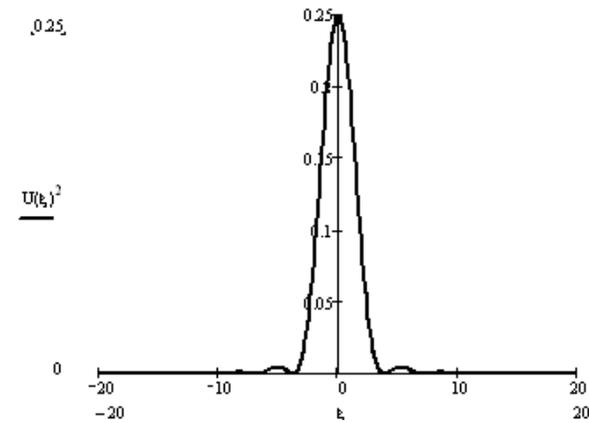
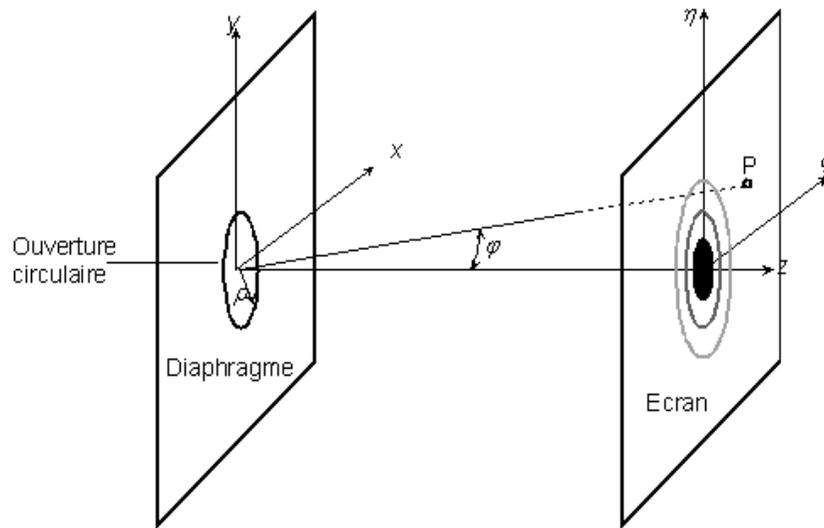
Télescope de Schmidt



Diffraction



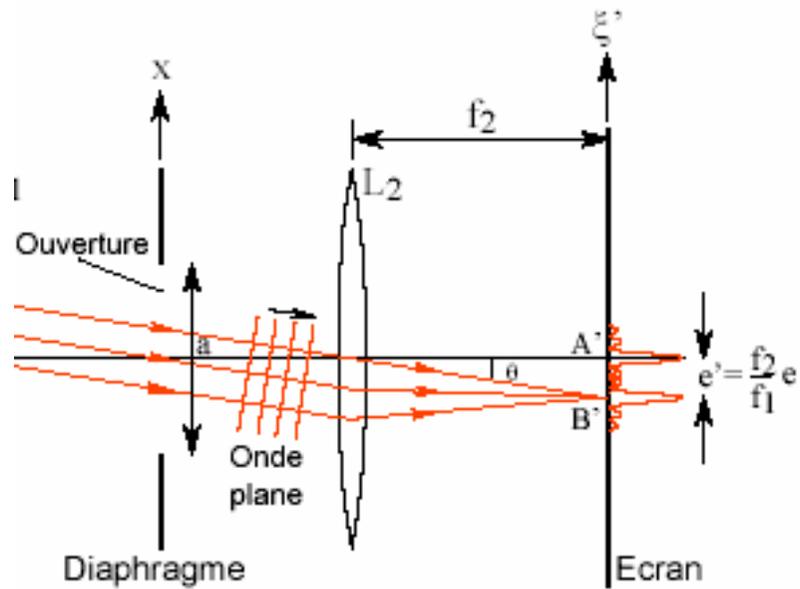
Diffraction par une ouverture circulaire



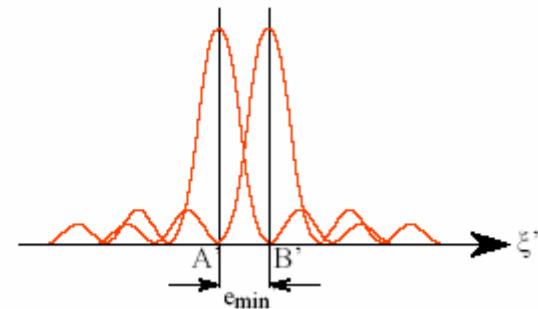
Rayon angulaire du premier anneau noir:

$$\varphi_0 = \frac{1.22\lambda}{2\rho}$$

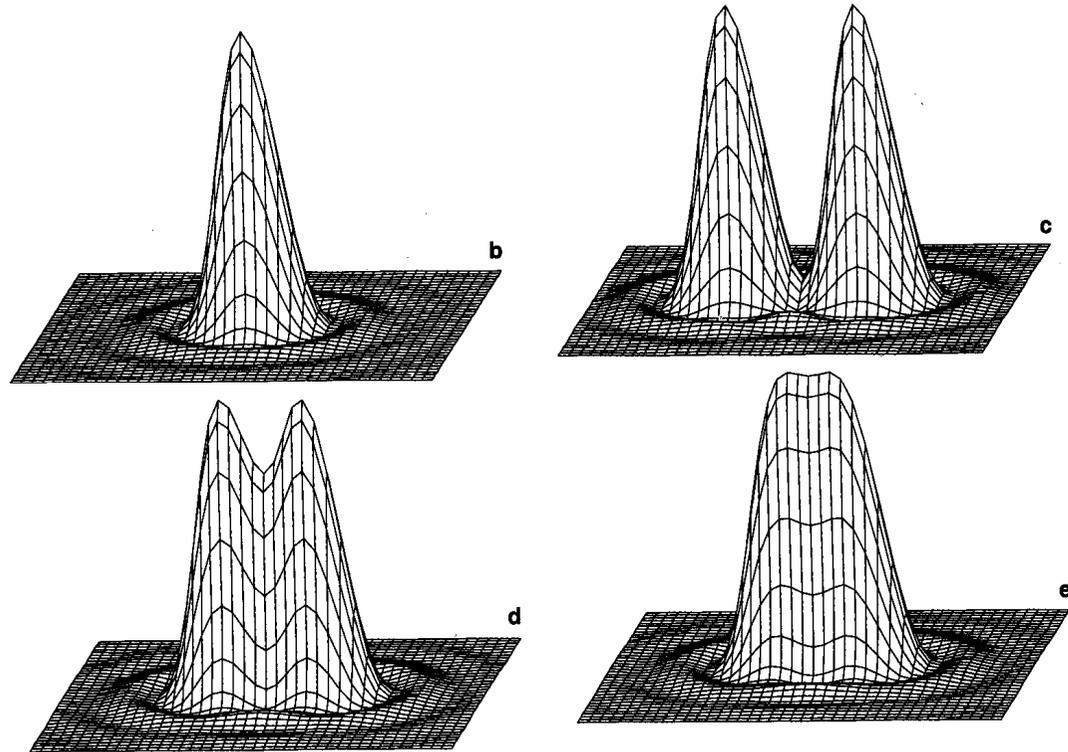
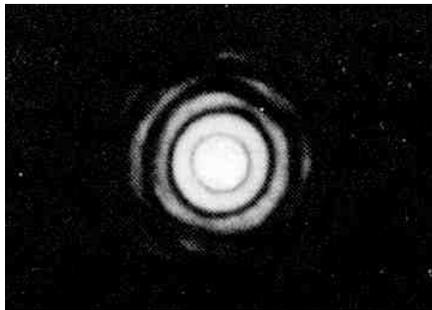
Pouvoir séparateur d'un objectif



Critère de Rayleigh



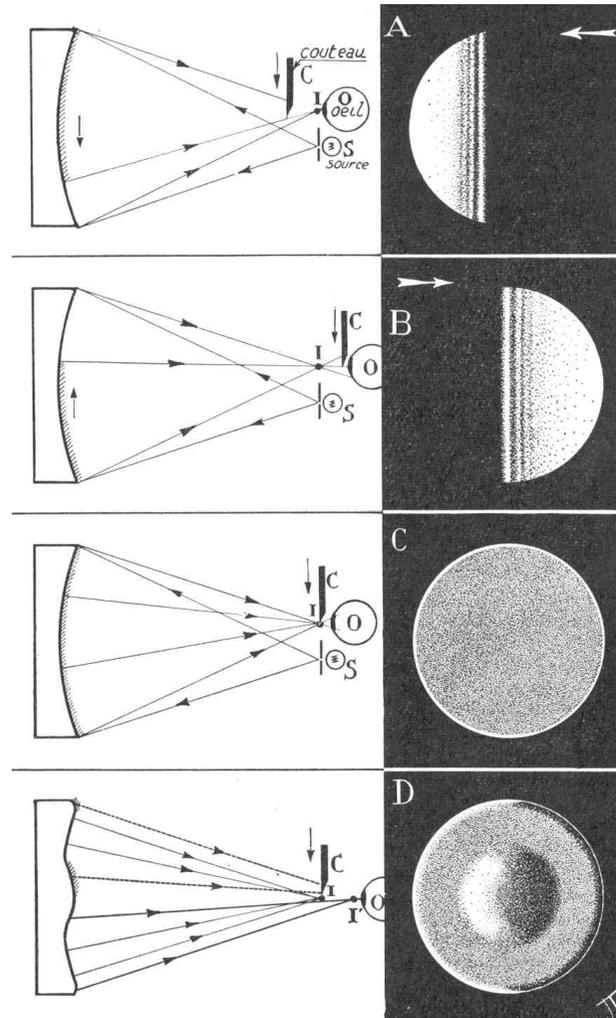
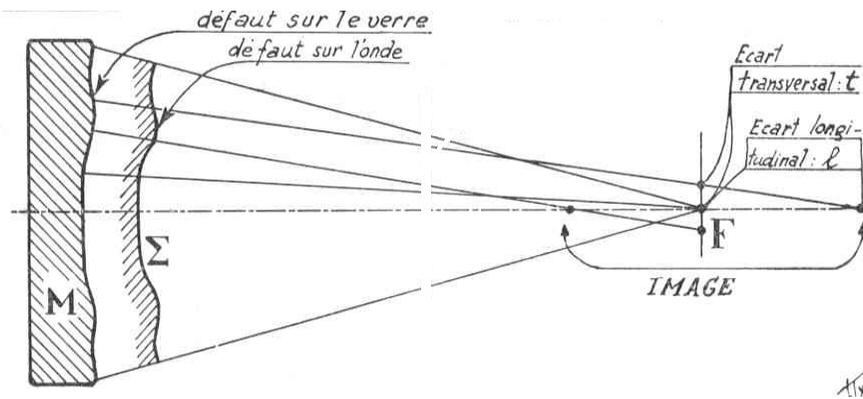
Résolution d'un instrument



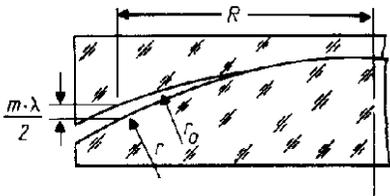
Polissage du miroir principal



Méthode de Foucault

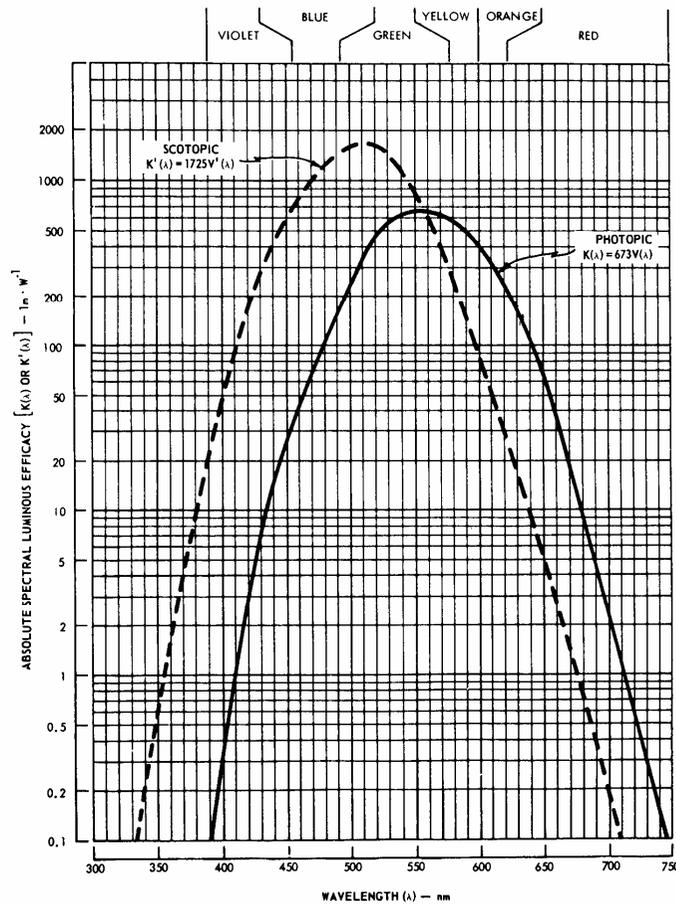


Contrôle interférométrique des surfaces

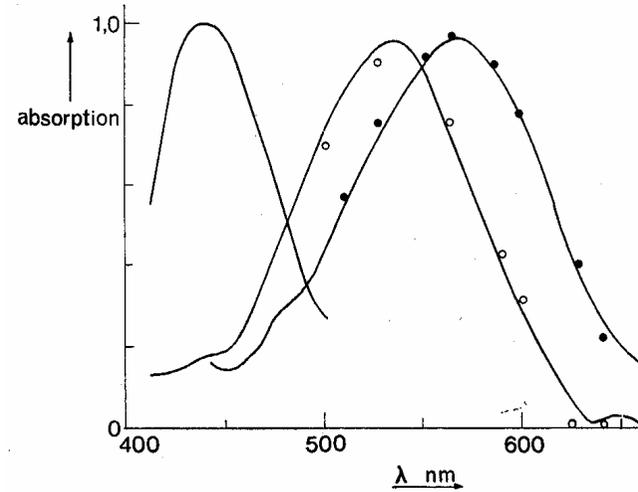
				
				
Regelmäßige Paßfehler				
Paßfehler-Typ	Kreispaß	Ovalpaß	Zylinderpaß	Sattelpaß
Bildbeispiel (DIN 3140 T5)				
vertikal	$m_2 = 3$	$m_2 = 4$	$m_2 = 4$	$m_2 = 3$
horizontal	$m_1 = 3$	$m_1 = 2$	$m_1 = 0$	$m_1 = -1$

Photométrie - Colorimétrie

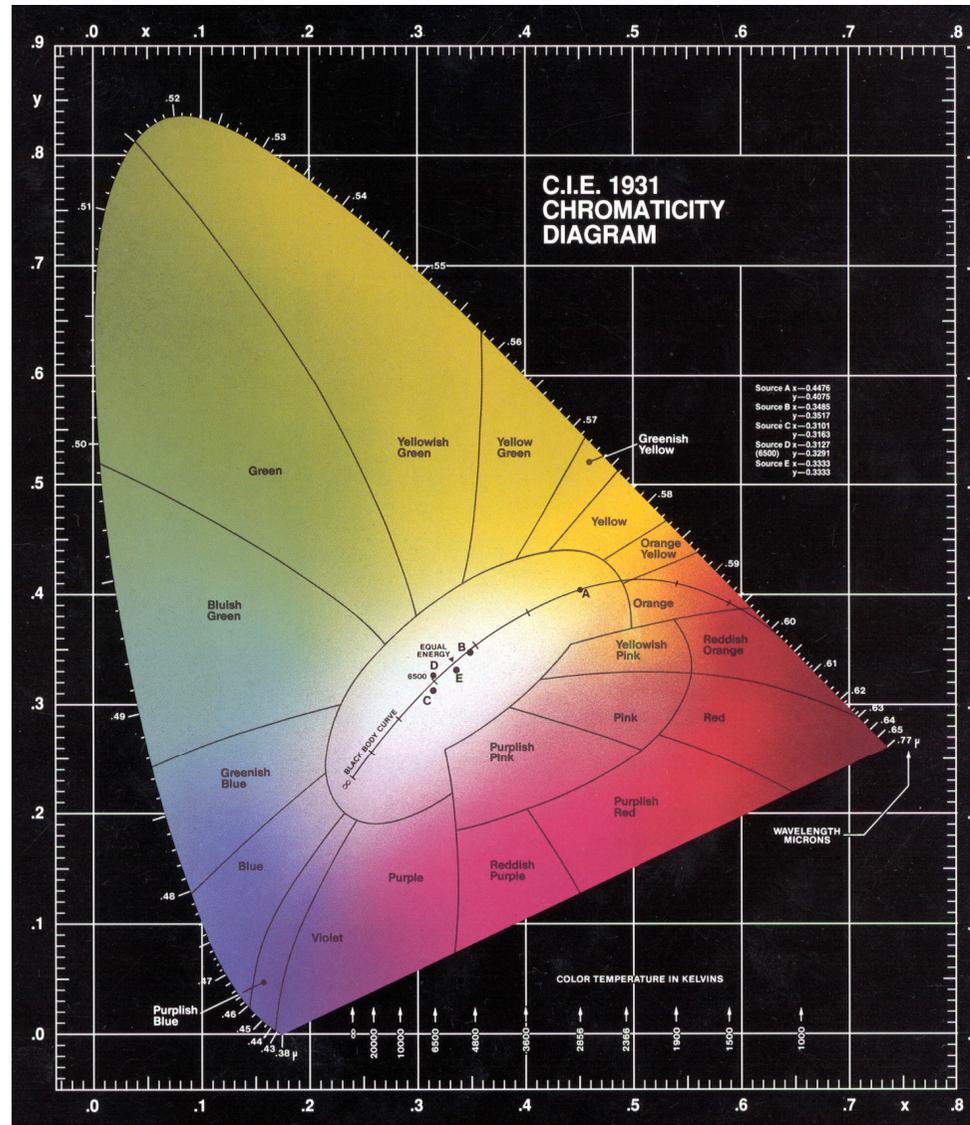
Sensibilité spectrale de l'oeil



Sensibilité spectrale des cônes



Colorimétrie



$$x = \frac{R}{R + G + B}$$

$$y = \frac{V}{R + G + B}$$

Questions?

Merci de votre attention !