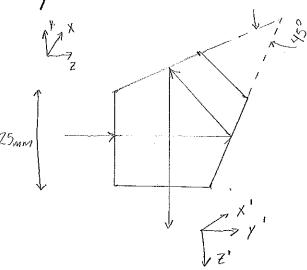
OPTI 421/521

Introductory Optomechanical Engineering Homework, 3

Part 1

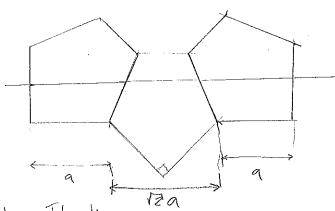
1) Penta



Mirror Matrix

$$M = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$$

Tunnel Diagram



t= a+a+ 12 a a= 25mm

Reduced

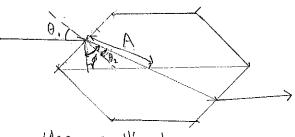
$$T = \frac{t}{n} = \frac{25 + 25 + 12 \cdot 25}{1.5} = \frac{56.9 \text{mm}}{1}$$

	L. D. S	Image hotation
Pitch	0	0
holl V	1:1	1:1
Yaw B	1:1	1.1 B

Mirror Matrix

$$M = \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Tunnel Dragram



Use onell's law

$$\theta_2 = \sin^4\left(\frac{\sin 45^\circ}{15}\right) = 0.490914d$$

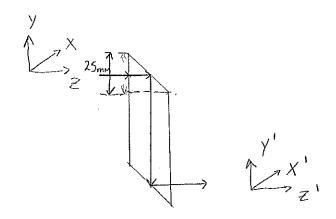
Reduced Thickness

$$\cos \phi = \frac{12.5}{A}$$

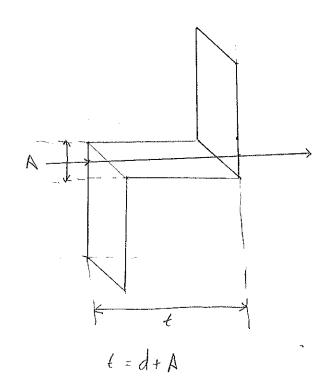
$$Z = \frac{t}{n} = \frac{2A}{\eta} = 57.4 \, \text{mm}$$

	L.O.5	Image Botation
Pitch &	2 ×	0
Roll	0	27
Yaw	0	0

3) Rhomboid



-Mirror Matrix
$$M = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



Reduced thickness
$$T = \frac{1}{n} = \frac{d+A}{n} = \frac{25}{1.5} + \frac{d}{1.5}$$

$$T = \frac{16.67}{1.5} + \frac{d}{1.5}$$

	, 605	Image Rotation
Pitch Roll	0	0
Roll	0	0
Yaw	0	0
	1	

Part 2

Mirror Matrices

Porro prism

$$M = \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

Botation about X-axis

$$M_{RX} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 - \alpha \\ 0 & \alpha & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 - \alpha \\ 0 & \alpha & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 \\ 0 & \alpha & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 \\ 0 & \alpha & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 - \alpha \\ 0 & \alpha & -1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 - \alpha^{2} & 0 \\ 0 & 0 & -1 - \alpha^{2} \end{bmatrix}$$

Rotation about Y-axis

$$M_{RY} = \begin{bmatrix} 1 & 0 & \beta \\ 0 & 1 & 0 \\ -\beta & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -\beta \\ 0 & 1 & 0 \\ -\beta & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -\beta \\ 0 & 1 & 0 \\ -\beta & 0 & -1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & \beta \\ -\beta & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -\beta \\ -\beta & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -\beta \\ -\beta & 0 & -1 \end{bmatrix} = \begin{bmatrix} 1 & -\beta^2 & 0 & -2\beta \\ 0 & -1 & 0 \\ -2\beta & 0 & \beta^2 - 1 \end{bmatrix}$$

Rotation about Z-axis

$$M_{RZ} = \begin{bmatrix} \frac{1}{2} & -N & 0 \\ 0 & \frac{1}{2} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \frac{1}{2} & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} \frac{1}{2} & N & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \frac{1}{2} & N & 0 \\ 0 & 0 & -1 \\ 0 & 0 & -1 \end{bmatrix}$$

$$= \begin{bmatrix} \frac{1}{2} - N^{2} & 2N & 0 \\ 2N & N^{2} - 1 & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

hoof Porro Prism

$$M = \begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

-hotation about X-axis

$$M_{Ax} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & -\alpha \\ 0 & \alpha & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & -\alpha & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 \\ 0 & -\alpha & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 \\ 0 & -\alpha & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 0 \\ 0 & \alpha & -1 \\ 0 & \alpha & -1 \end{bmatrix}$$

$$= \begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 + \alpha^{2} & 0 \\ 0 & 0 & -1 - \alpha^{2} \end{bmatrix}$$

- Rotation about y-axis

$$M_{BY} = \begin{bmatrix} L & 0 & B \\ 0 & 1 & 0 \\ -B & 0 & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} 1 & 0 & B \\ 0 & 1 & 0 \\ -B & 0 & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & B \\ 0 & 1 & 0 \\ -B & 0 & -1 \end{bmatrix}$$

$$= \begin{bmatrix} -1 - B^{2} & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

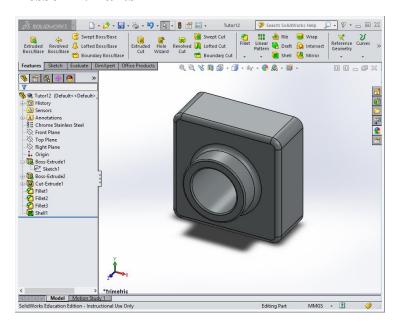
- hotation about z-axis

$$M_{BZ} = \begin{bmatrix} 1 & -n & 0 \\ n & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} 1 & n & 0 \\ -n & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & -n & 0 \\ n & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} -1 & -n & 0 \\ n & 1 & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

$$= \begin{bmatrix} -1 - n^{2} & 0 & 0 \\ 0 & -n^{2} - 1 & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

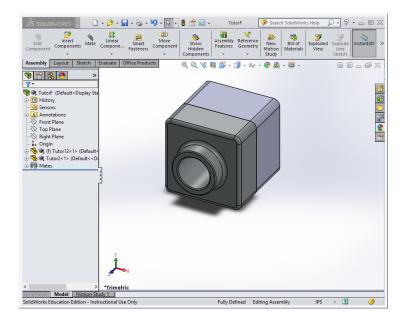
Part 3) SolidWorks assignment

Lesson 1. Parts



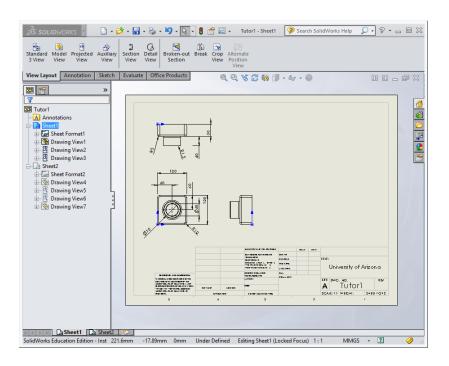
End First Tutorial

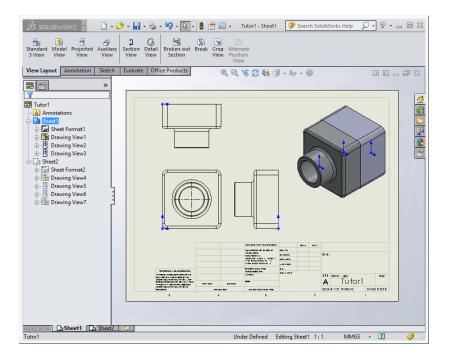
Lesson 2. Assemblies



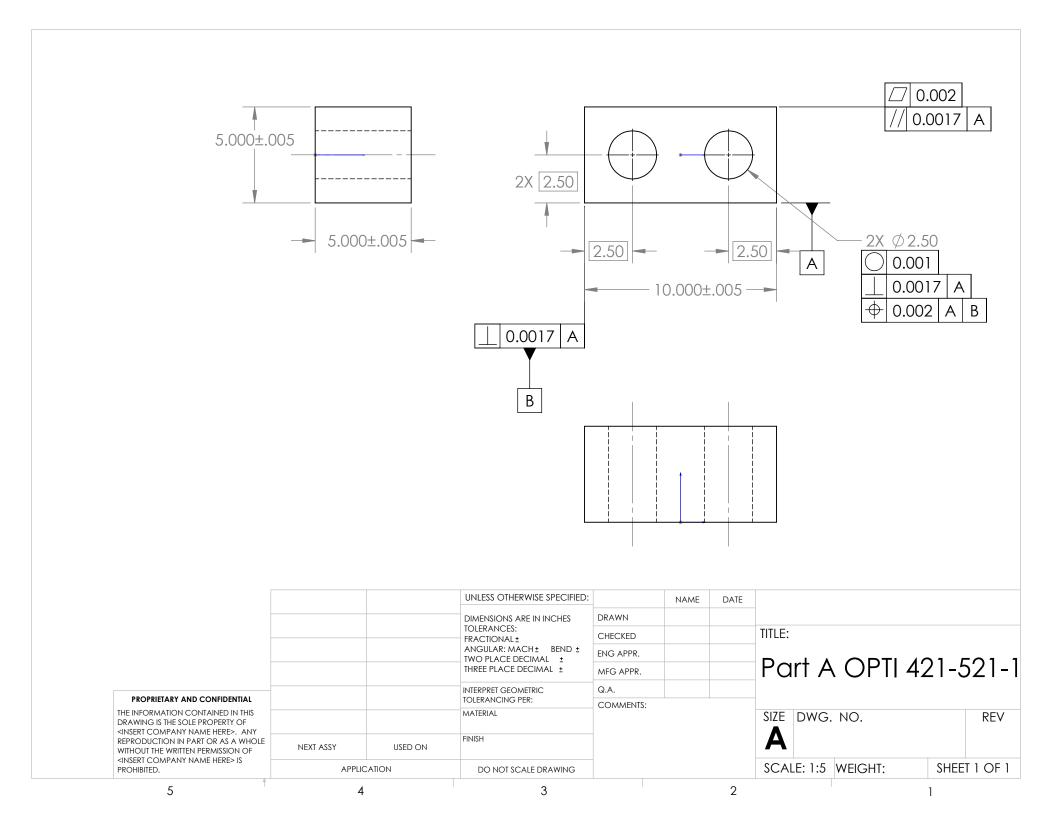
End Second Tutorial

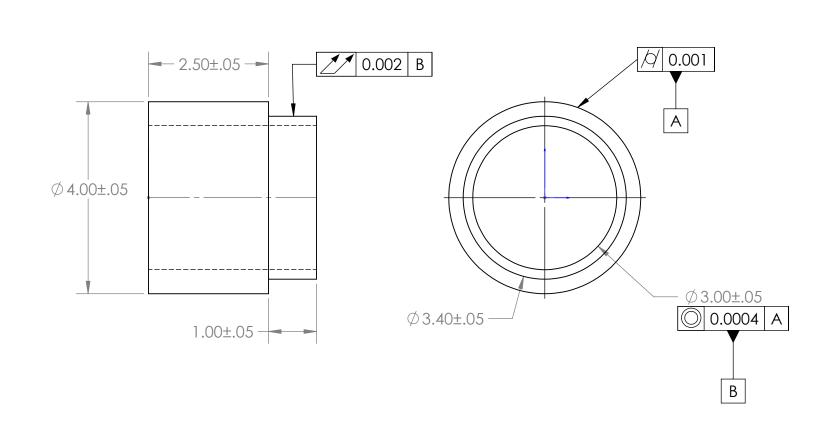
Lesson 3. Drawings





End Third Tutorial





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