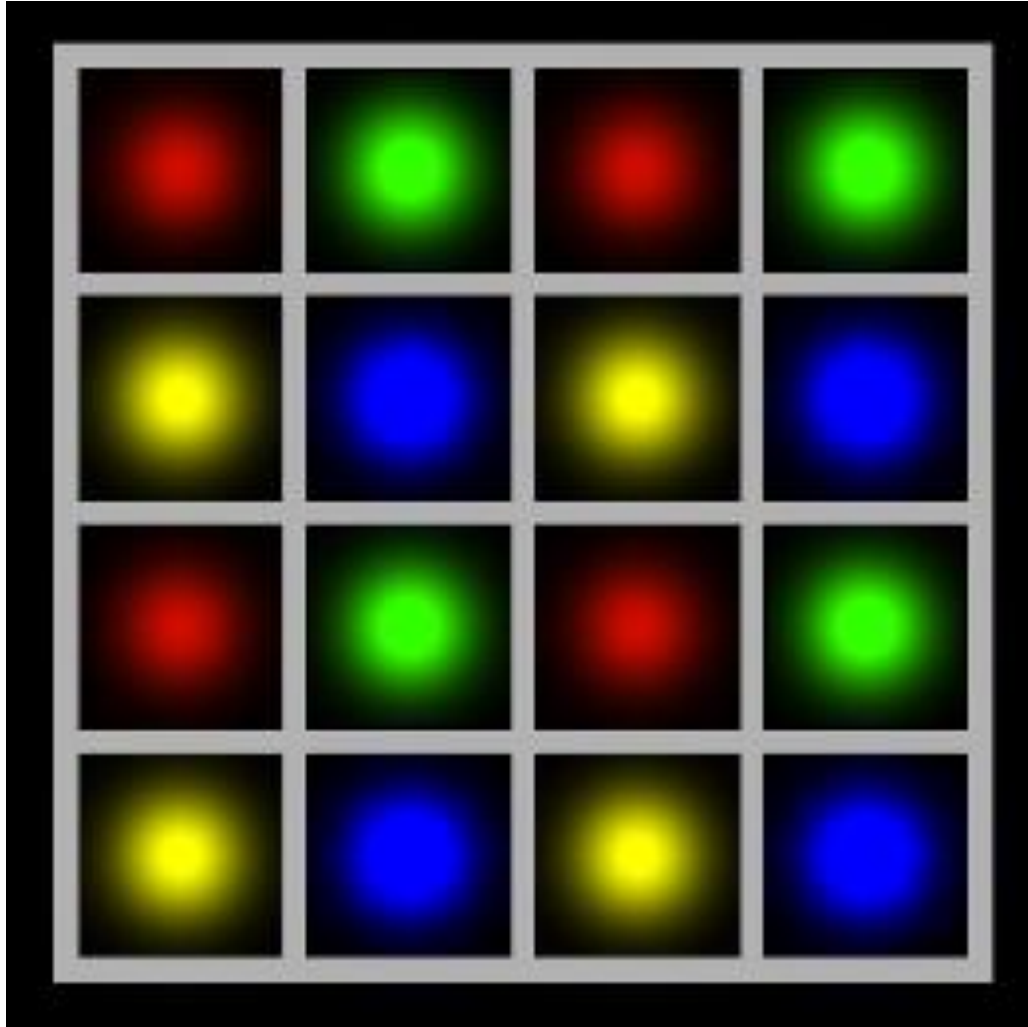


Simulation of Multiple Light Sources with VirtualLab Fusion

Abstract

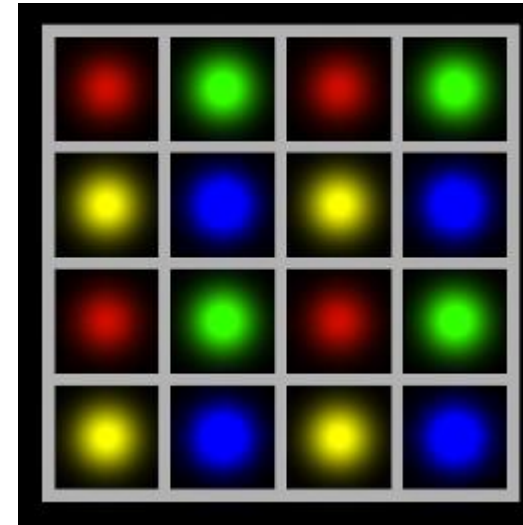


Being able to include multiple light sources in a system is fundamental for many applications, like imaging or illumination. VirtualLab Fusion provides advanced options to tackle this kind of challenges. In this document, we provide a brief overview of how to set up multiple light sources and give several simulation examples.

Overview

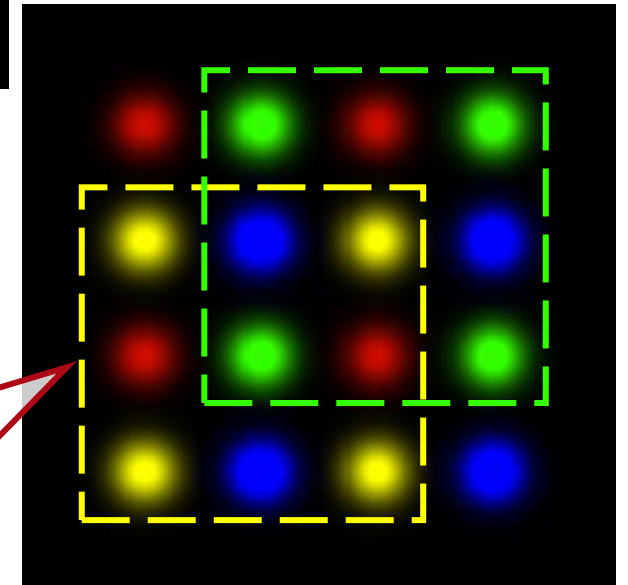
The **Multiple Light Source**

- can contain an arbitrary number of primary light sources.
- supports all *Partially Coherent Light Sources* (except *Panel Type* and *Scanning Source*).
- supports coherent combination for polychromatic primary light sources.



4*4 multicolor light matrix

Combination of the Grid
Gaussian Planar Source
with different wavelengths

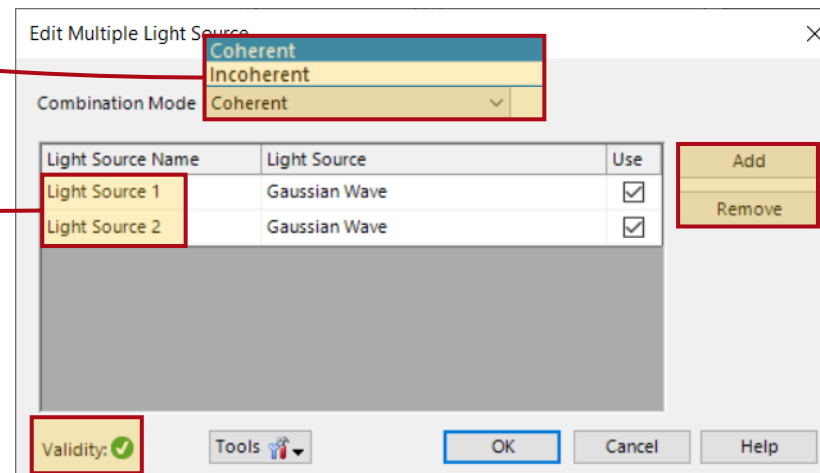


Configuration of the Multiple Light Source

Click here to edit the coherence between the modes

Click here to add or remove light sources

Light sources are identified by custom names

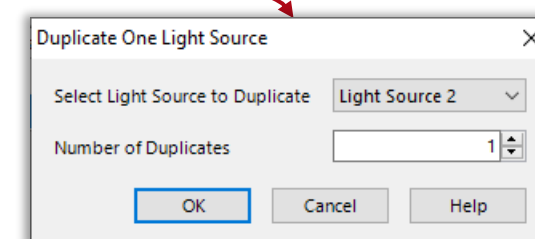
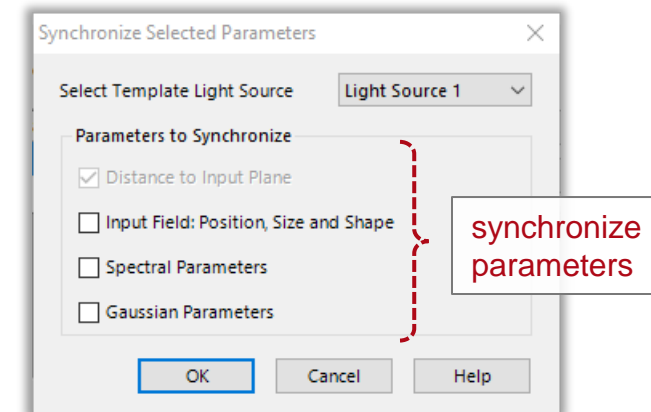
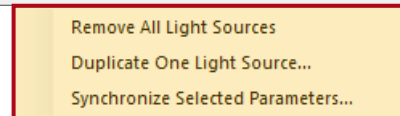
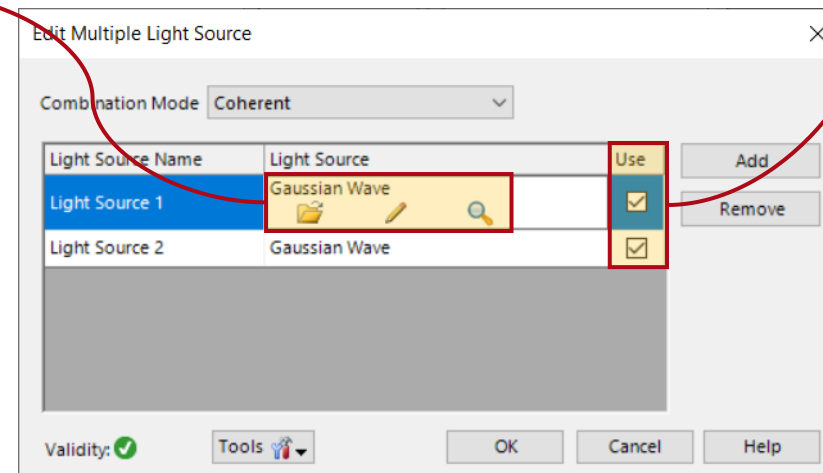
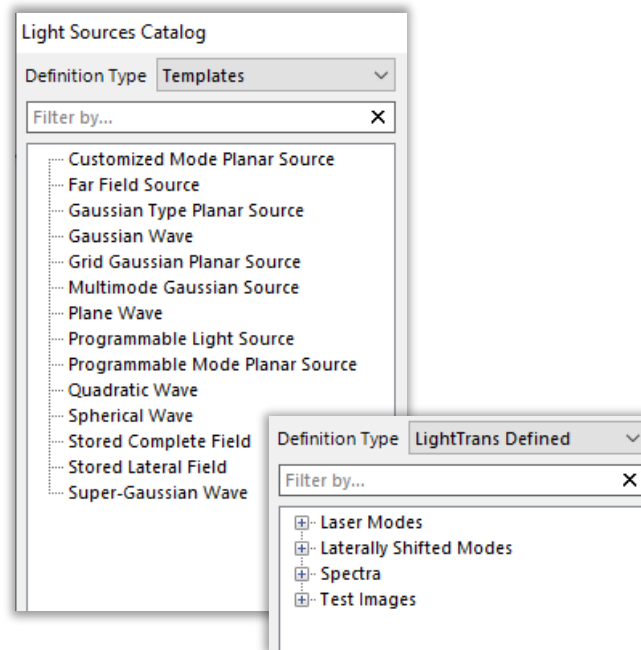


Get validity information to check whether there are issues with the current configuration

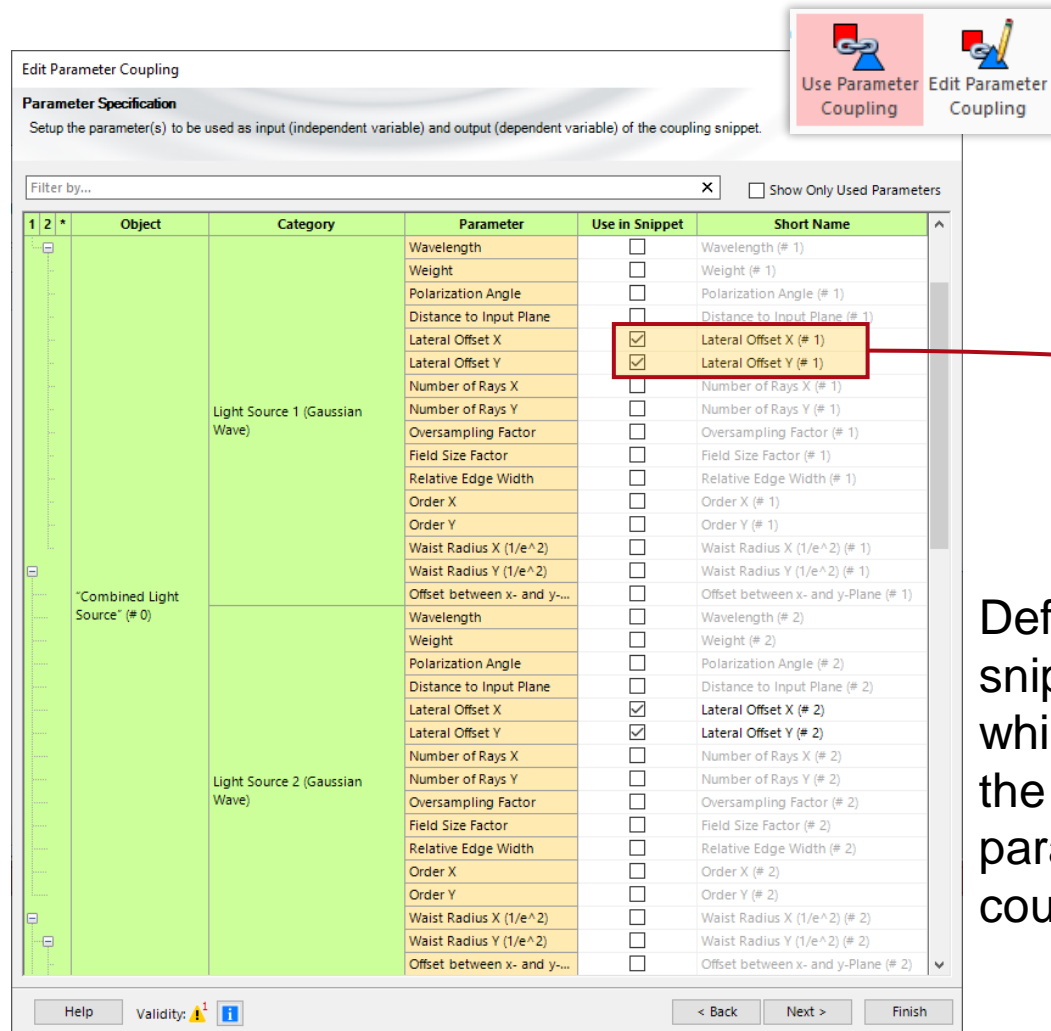
Configuration of the Multiple Light Source

Load light source from source catalog, then edit and view parameters

Easily activate and deactivate individual sources



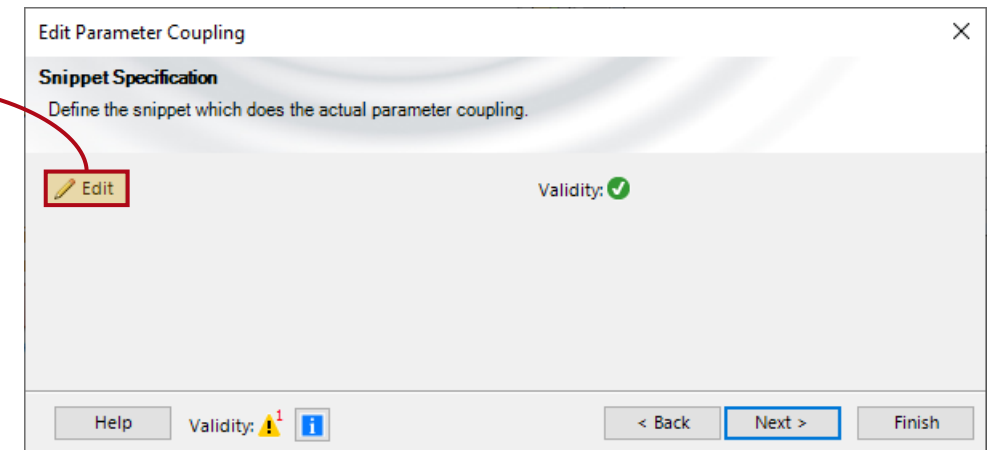
Use Parameter Coupling to Link Parameters



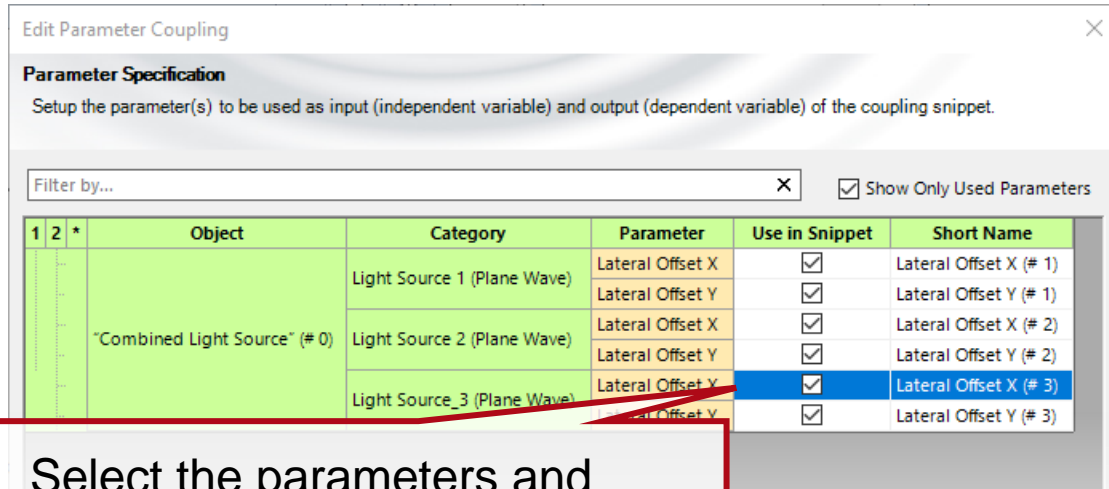
The Parameter Coupling can link the relative parameters of all the sources together, so that there is no need to define those parameters repeatedly.

Select coupled parameters

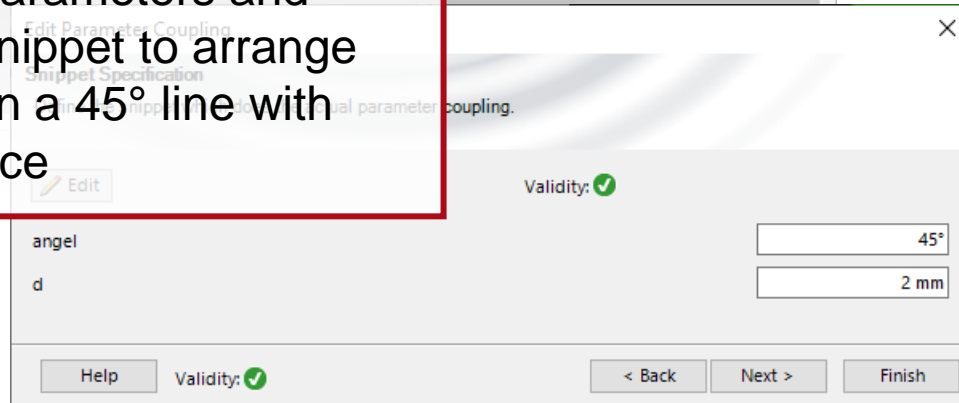
Define the snippet which does the actual parameter coupling



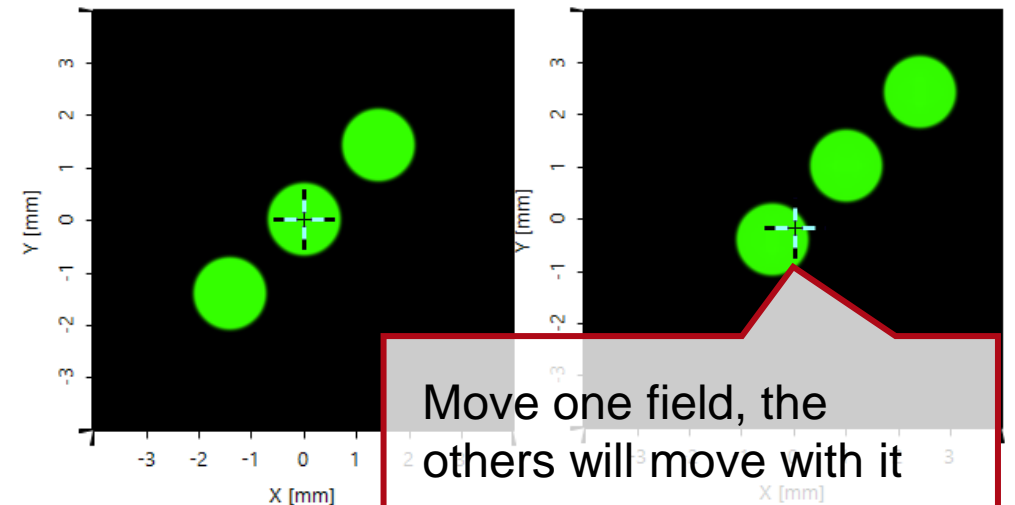
Use Parameter Coupling to Link Parameters – Positioning



Select the parameters and define the snippet to arrange the modes in a 45° line with 2mm distance



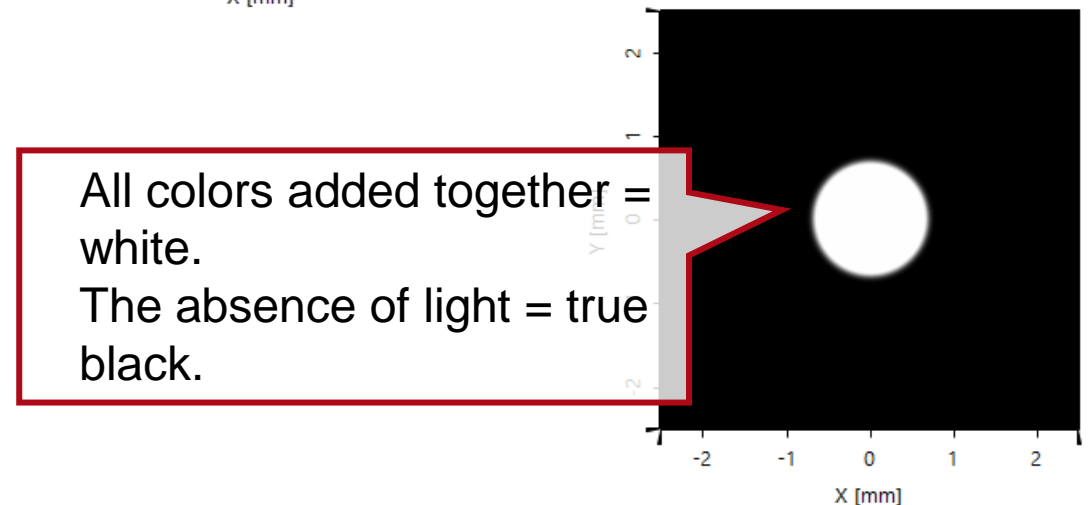
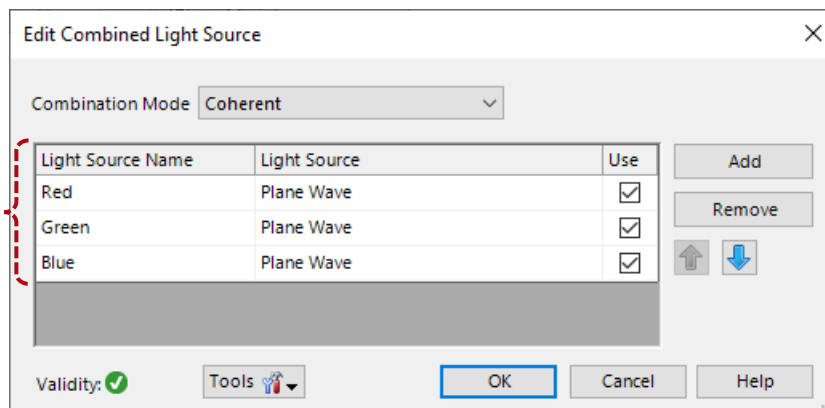
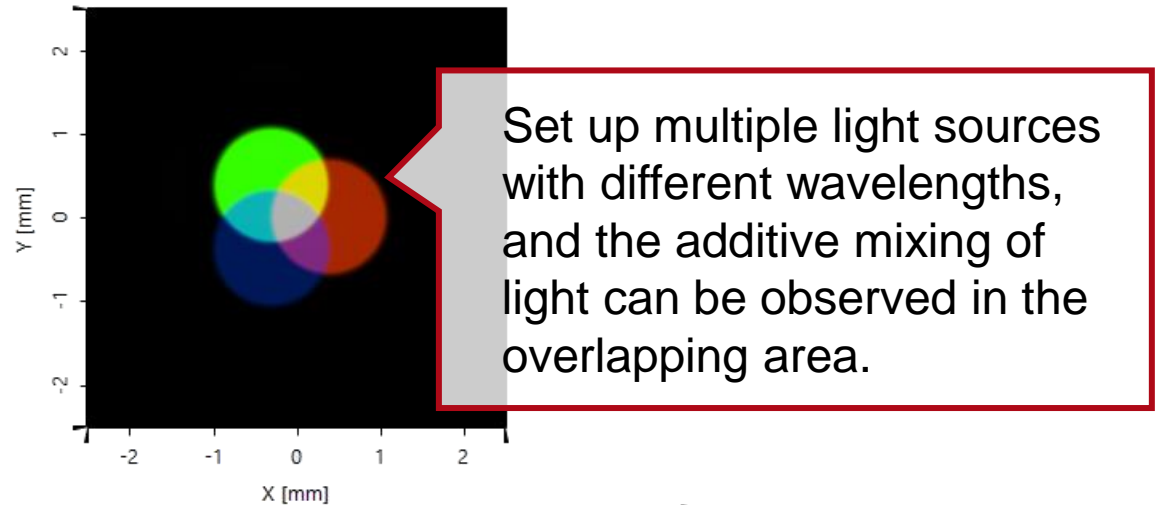
For example, use Parameter Coupling to fix the relative position of the fields, so that all fields will shift automatically with one movement.



Simulation of the Additive (Light) Color Primaries

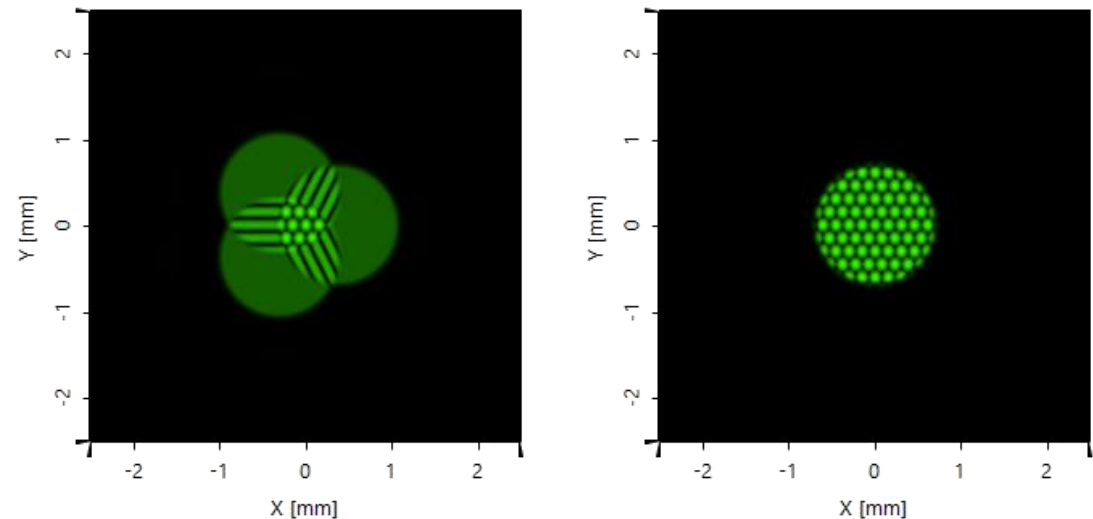
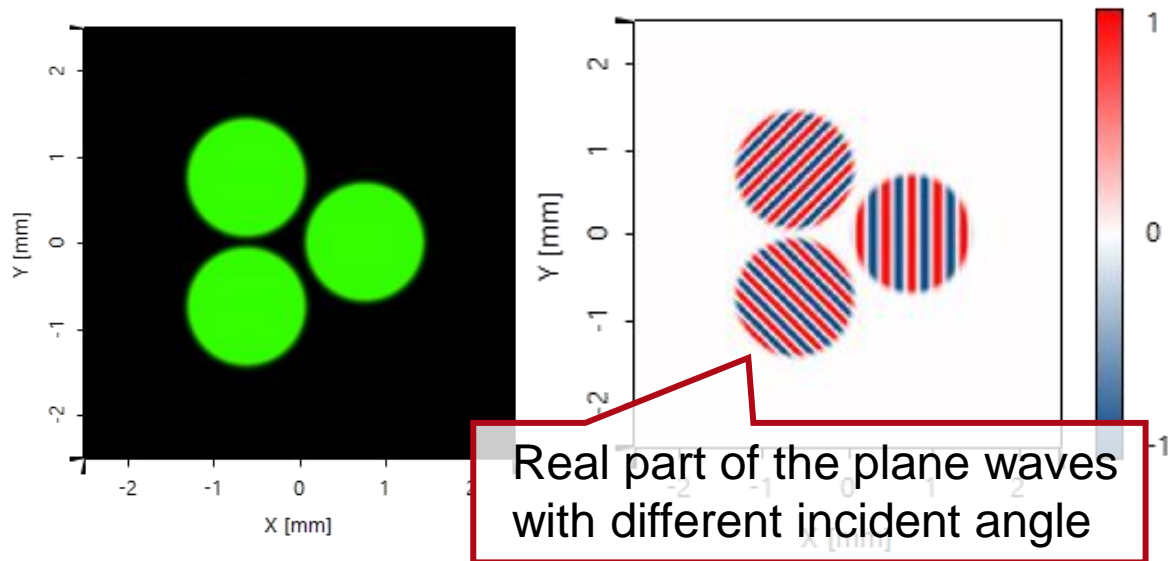
The visible light spectrum encompasses those wavelengths between 380nm and 750nm, which produce colors ranging from purple to red. However, red, green and blue are considered primary colors, since their combination can generate almost all other colors.

In this example, the three primary colors are simulated using the multiple light source, and their mixing behavior is investigated.



Simulation of Coherence Effects

Set up plane waves with different incident angles that therefore carry different linear phases.



By shifting the position of the plane waves, the interference pattern at the overlapping area can be observed.

Document Information

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software version	2023.1 (Build 1.556)
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further reading	