



HOW TO DESIGN MICHELSON INTERFEROMETER

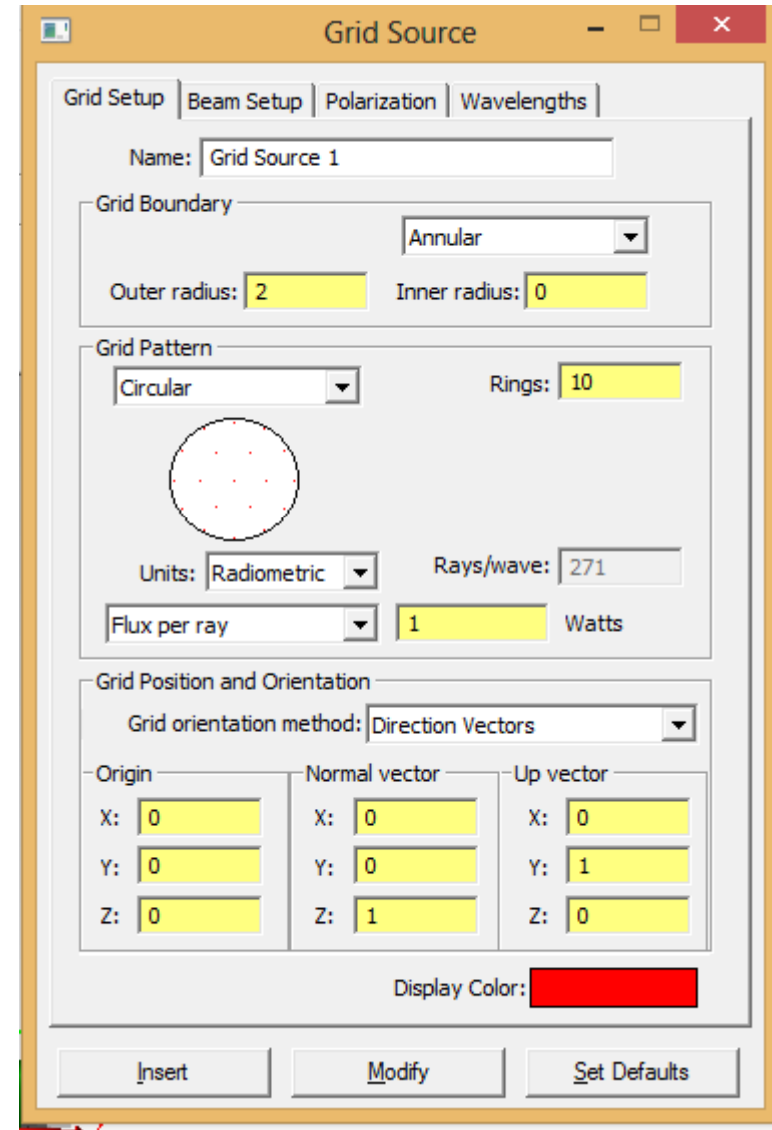
DESIGN MICHELSON INTERFEROMETER

- Using a beamsplitter, a light source is split into two arms.
- Each of those light beams is reflected back toward the beamsplitter which then combines their amplitudes using the superposition principle.



INSERT SOURCE

- Select grid source >
Right click >
Properties
- Change outer radius



INSERT BEAM SPLITTER

Insert Primitive Solids

Block | Cylinder/Cone | Torus | Sphere | Thin Sheet

Name: Beam Splitter

Width

X: 15 Y: 15 Z: 1

Center Position

X: 0
Y: 0
Z: 30

Rotation

X: 45
Y: 0
Z: 0

in Degrees

Insert Modify



Insert Primitive Solids

Block | Cylinder/Cone | Torus | Sphere | Thin Sheet

Name:

Width

X: Y: Z:

Center Position

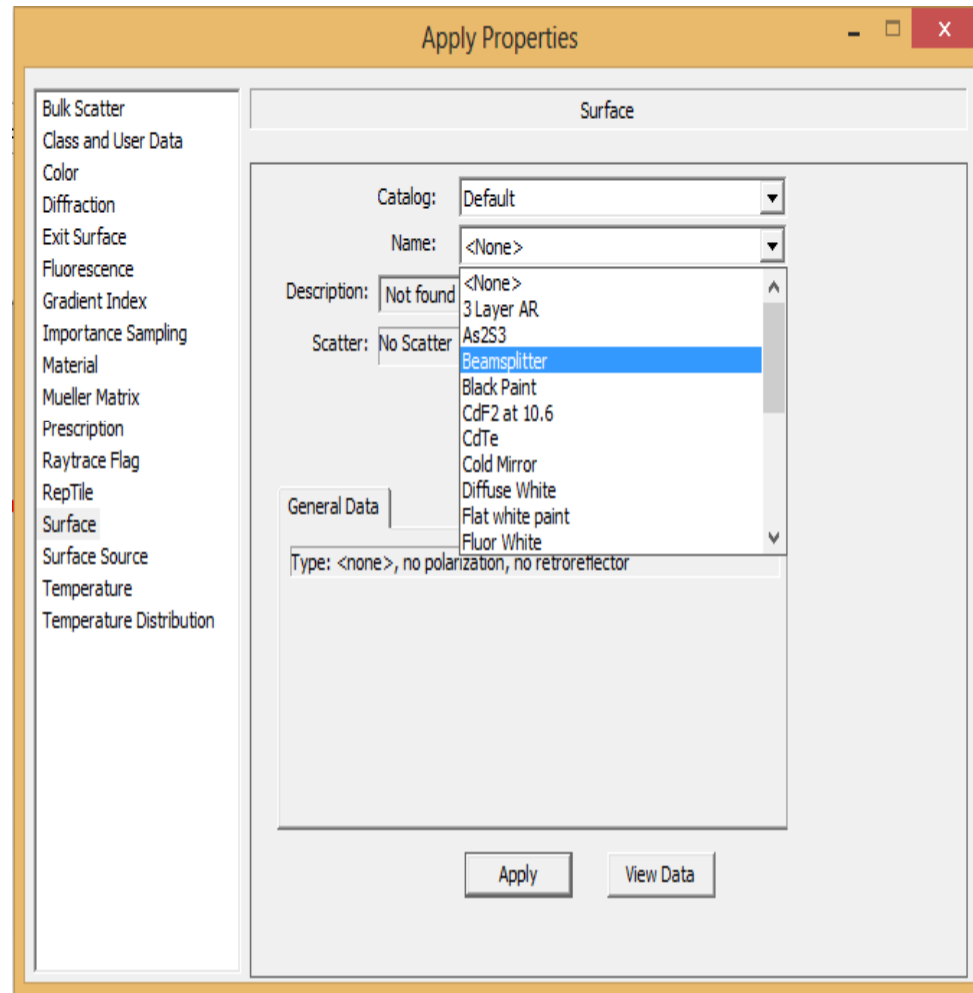
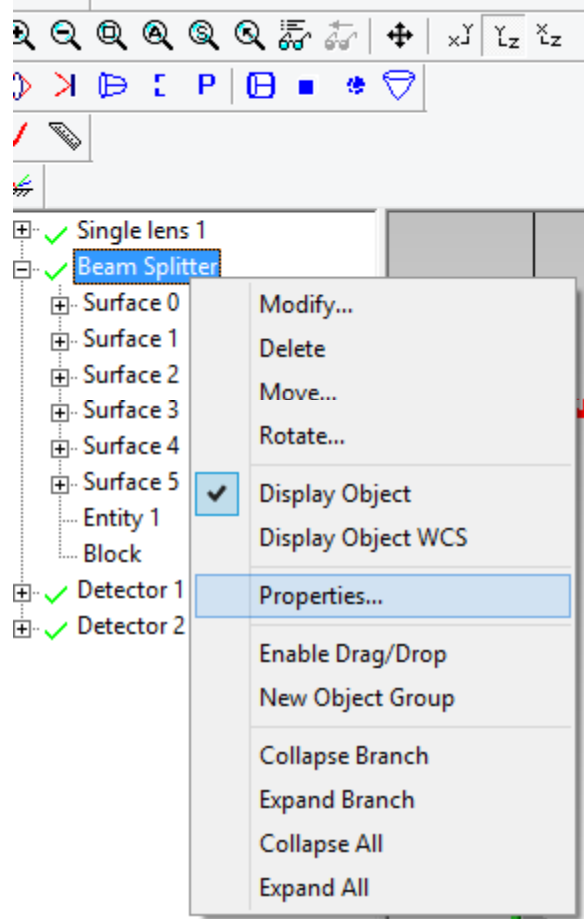
X:
Y:
Z:

Rotation

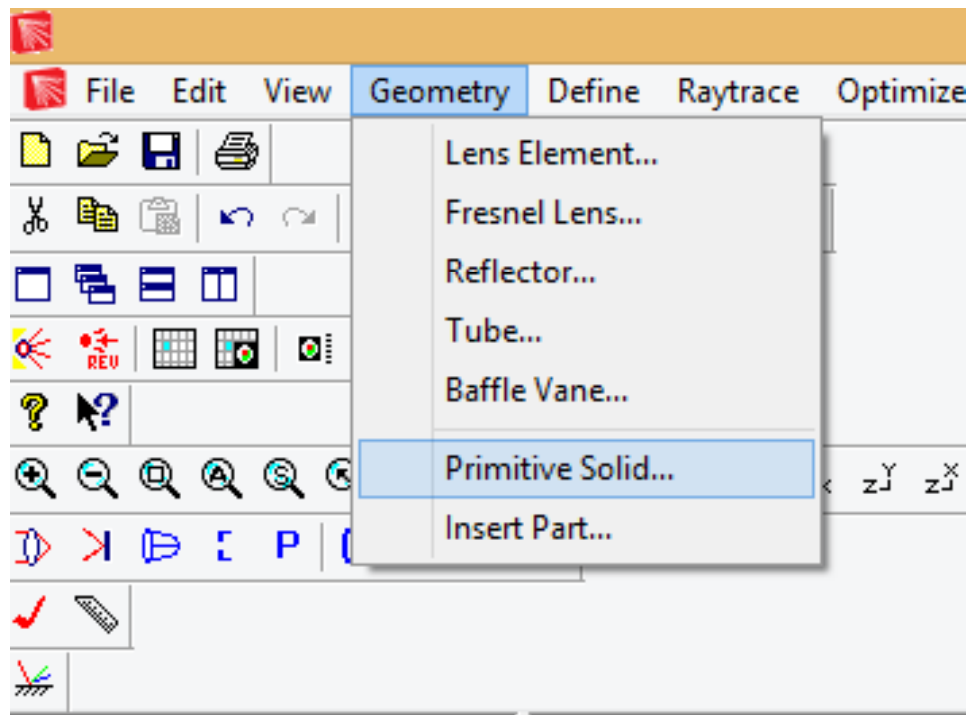
X:
Y:
Z:



HOW TO GIVE BEAM SPLITTER PROPERTY



INSERT MIRROR 1



GIVE PARAMETERS

Insert Primitive Solids

Block | Cylinder/Cone | Torus | Sphere | Thin Sheet

Name: Mirror 1

Width

X: 10 Y: 10 Z: 1

Center Position

X: 0
Y: 30
Z: 30

Rotation

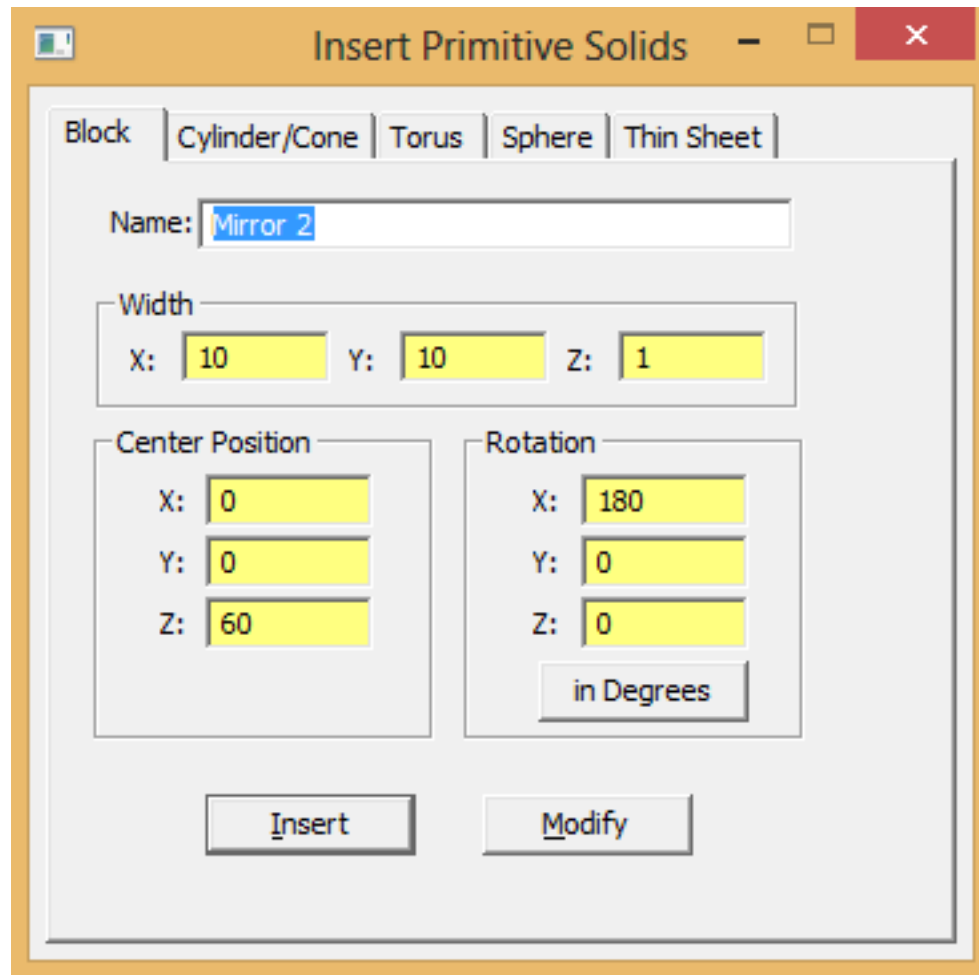
X: 90
Y: 0
Z: 0

in Degrees

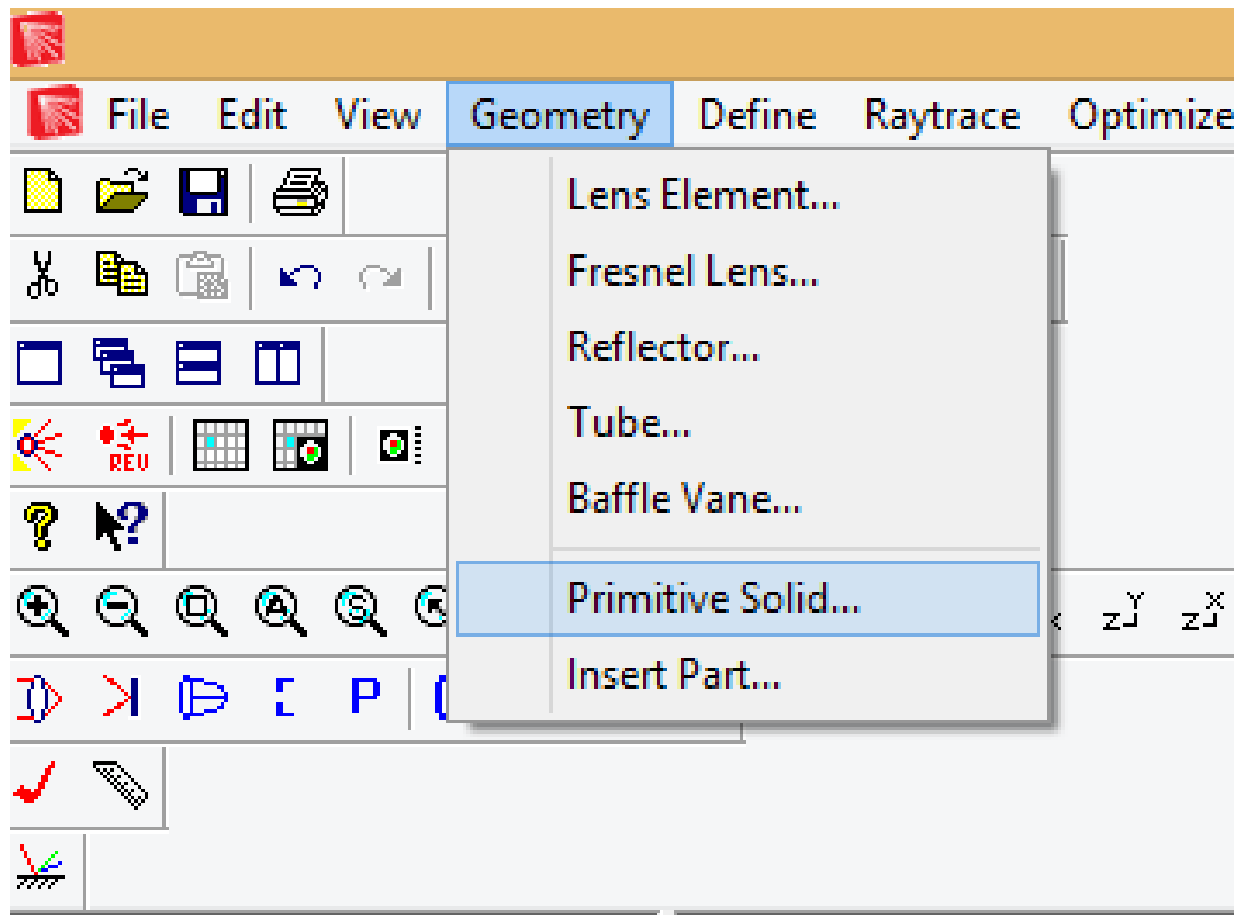
Insert Modify



INSERT MIRROR 2



INSERT DETECTOR



GIVE PARAMETERS

Insert Primitive Solids

Block | Cylinder/Cone | Torus | Sphere | Thin Sheet

Name:

Width

X: Y: Z:

Center Position

X:
Y:
Z:

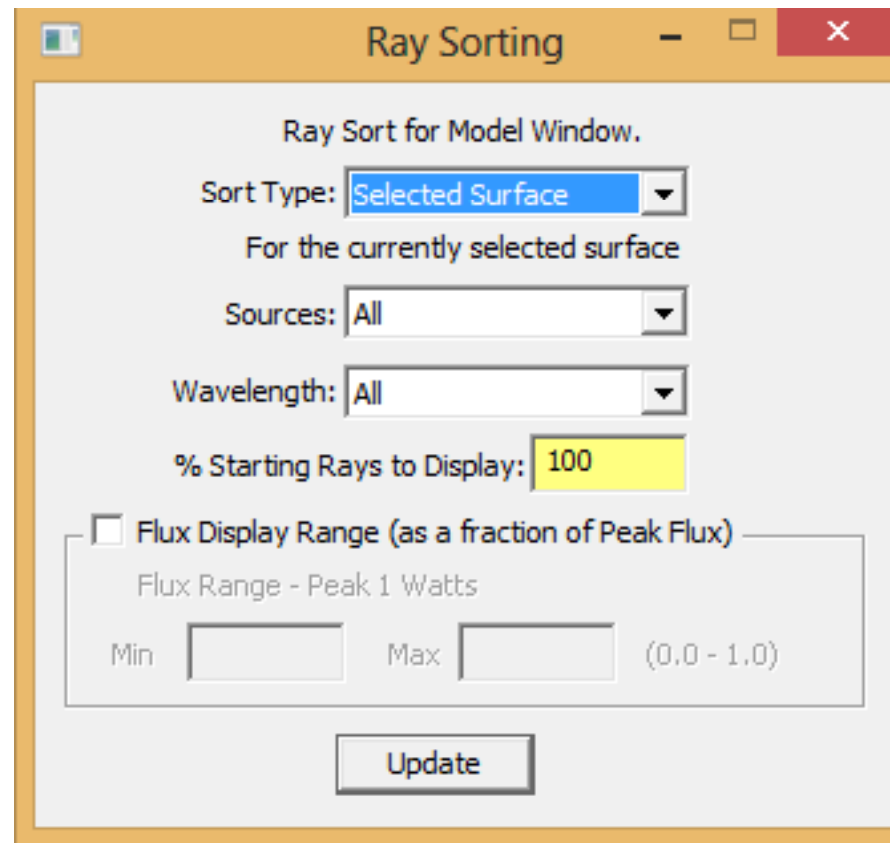
Rotation

X:
Y:
Z:

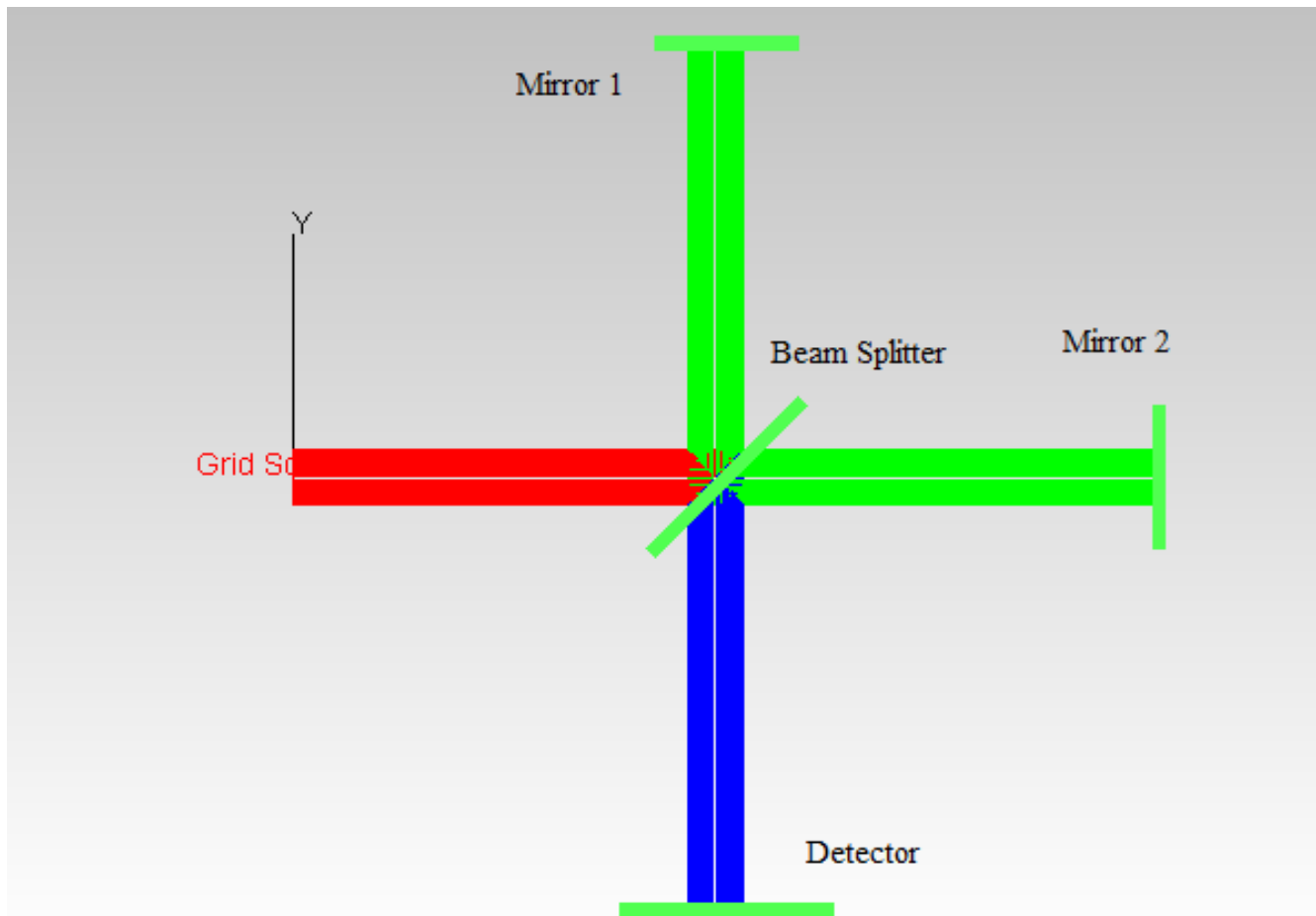


TO SEE THE RAYS

- Select the target surface on detector > Analysis > Ray sorting



FINAL OUTPUT



ILLUMINATION MAPS

- Select target surface of detector > Analysis > illumination maps

