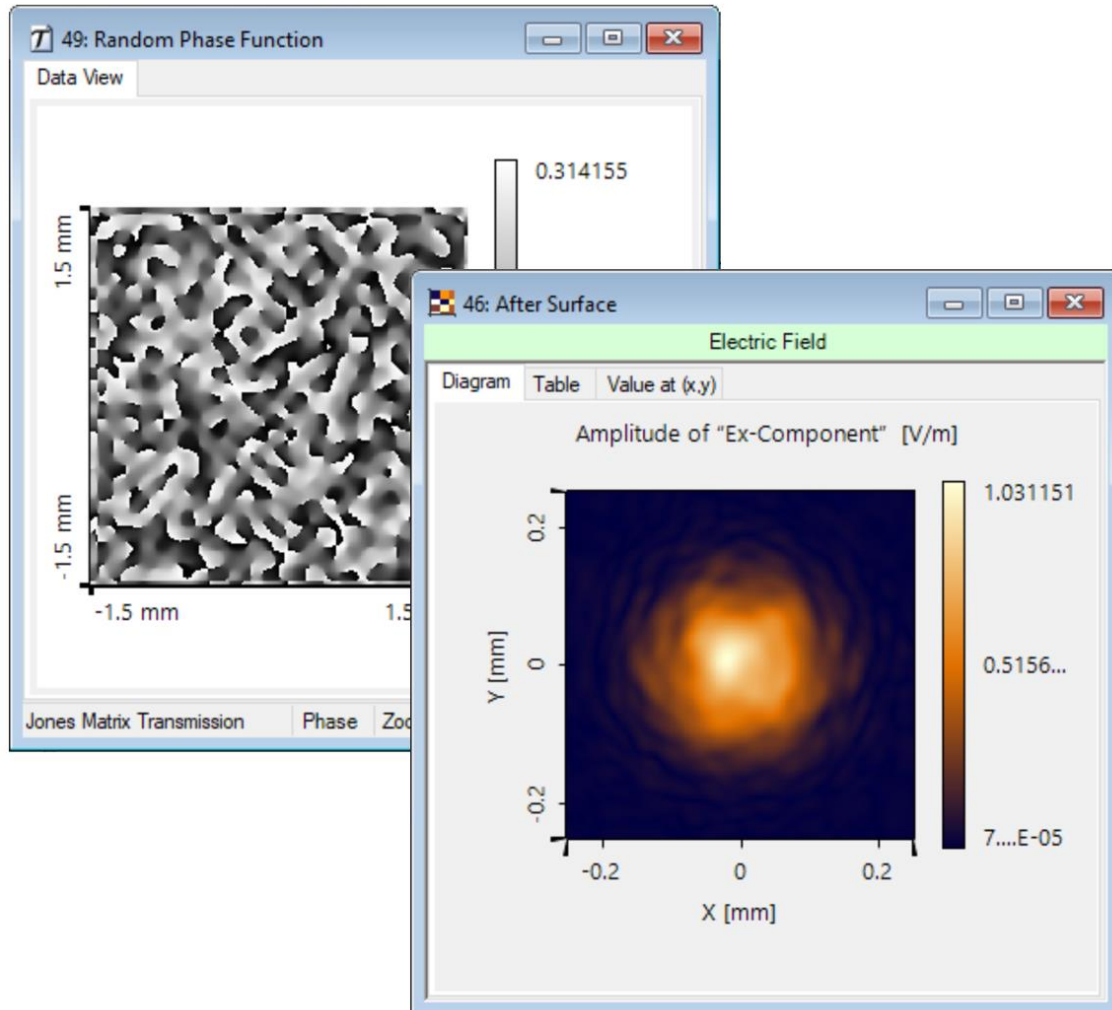


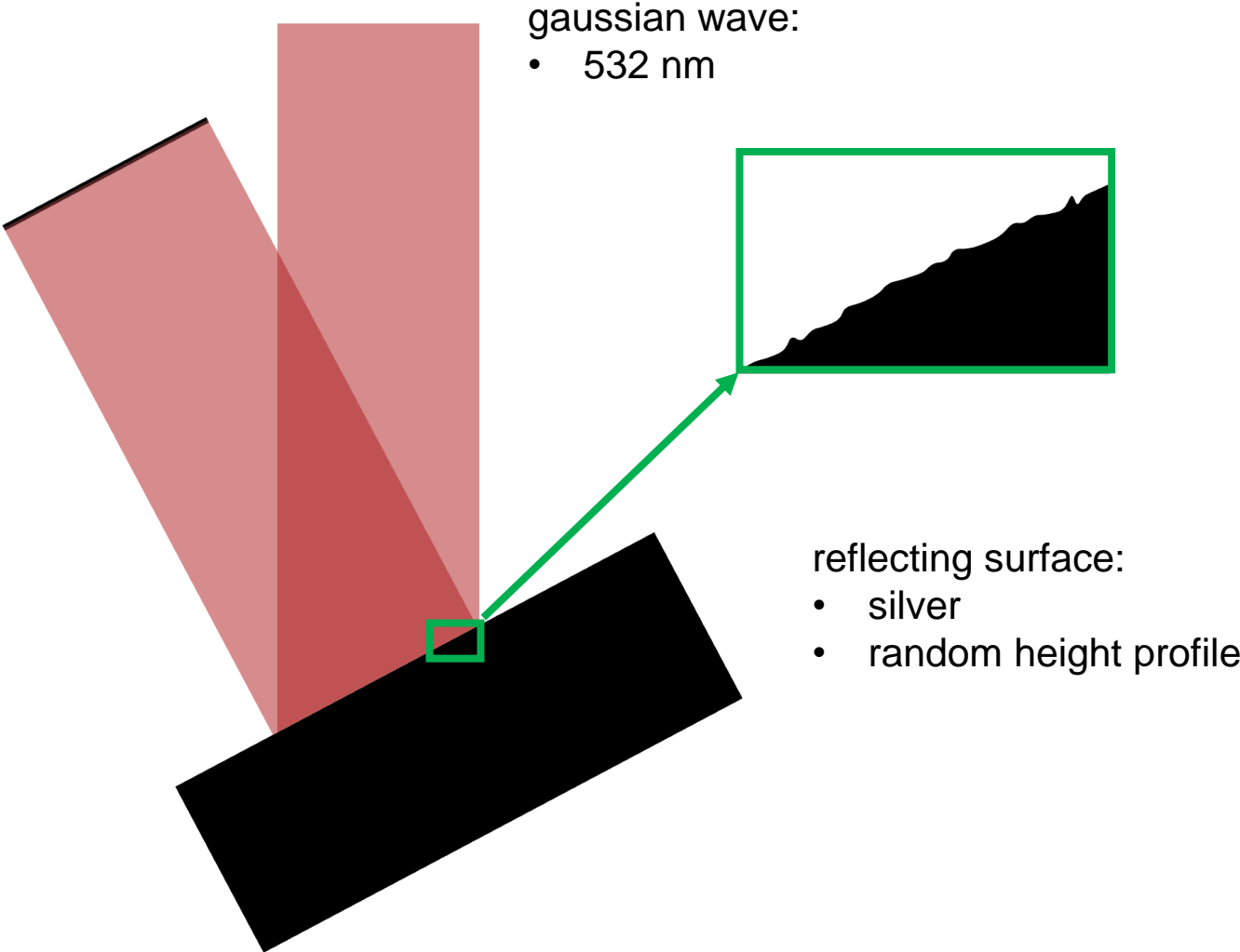
Reflection at a Rough Surface

Abstract

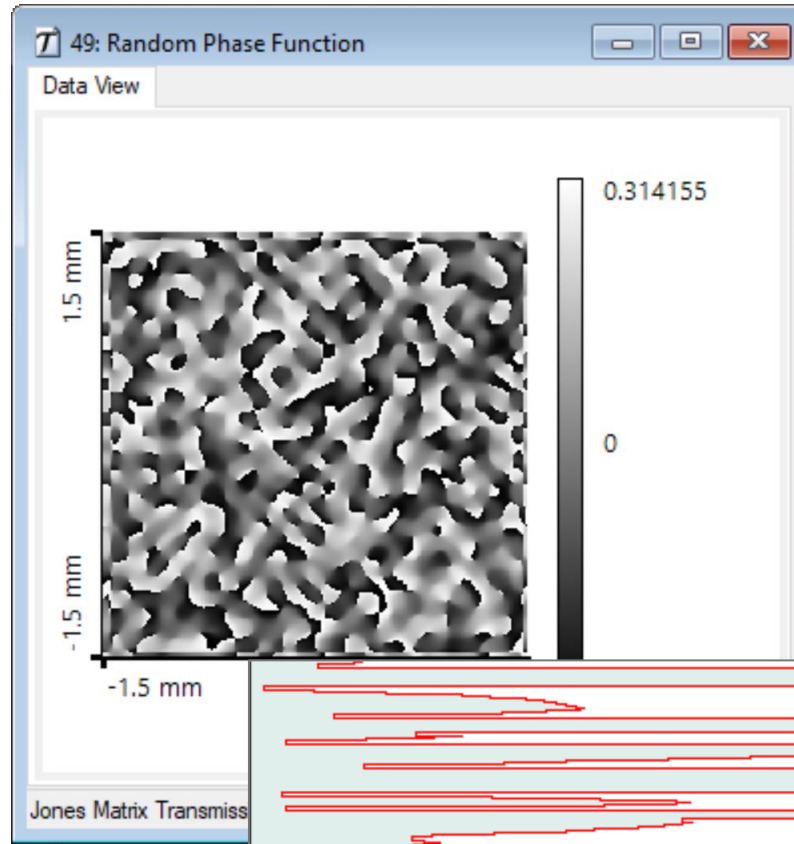
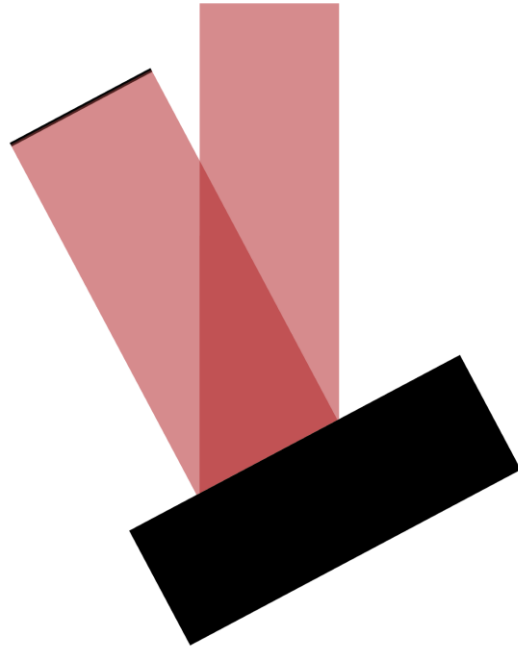


When designing optical elements or components due to deviations introduced by fabrication processes the function of the final elements will not behave like the idealized model. In order to simulate this effect in this demonstration we use a random function to create a rough surface. Furthermore, the scattering effect introduced by the unevenness of the surface is investigated.

Task Description



Rough Surface

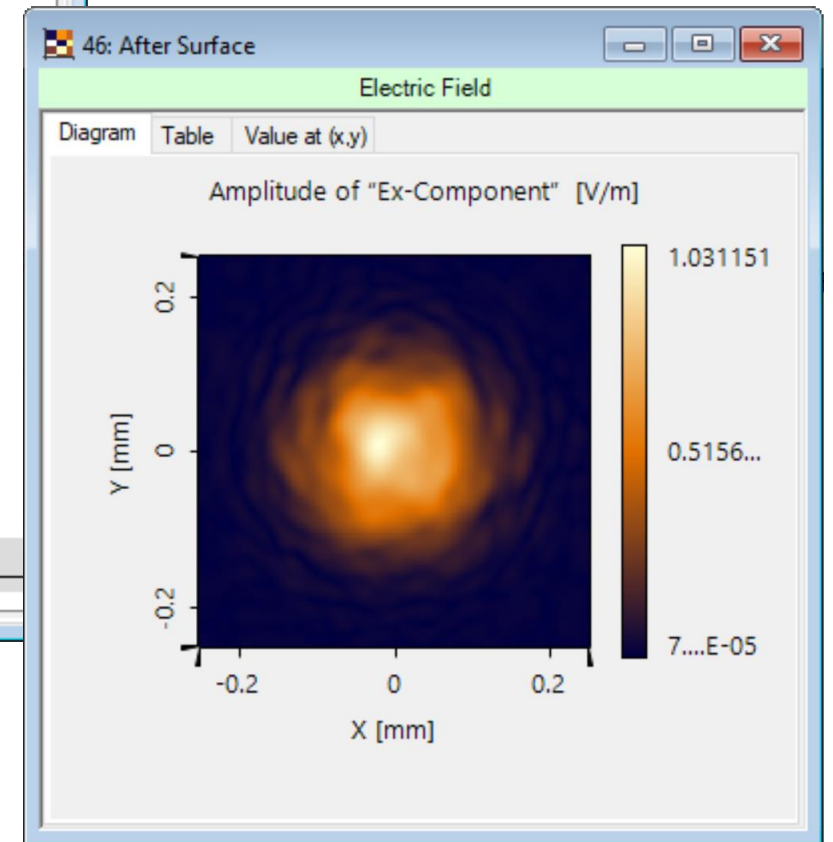
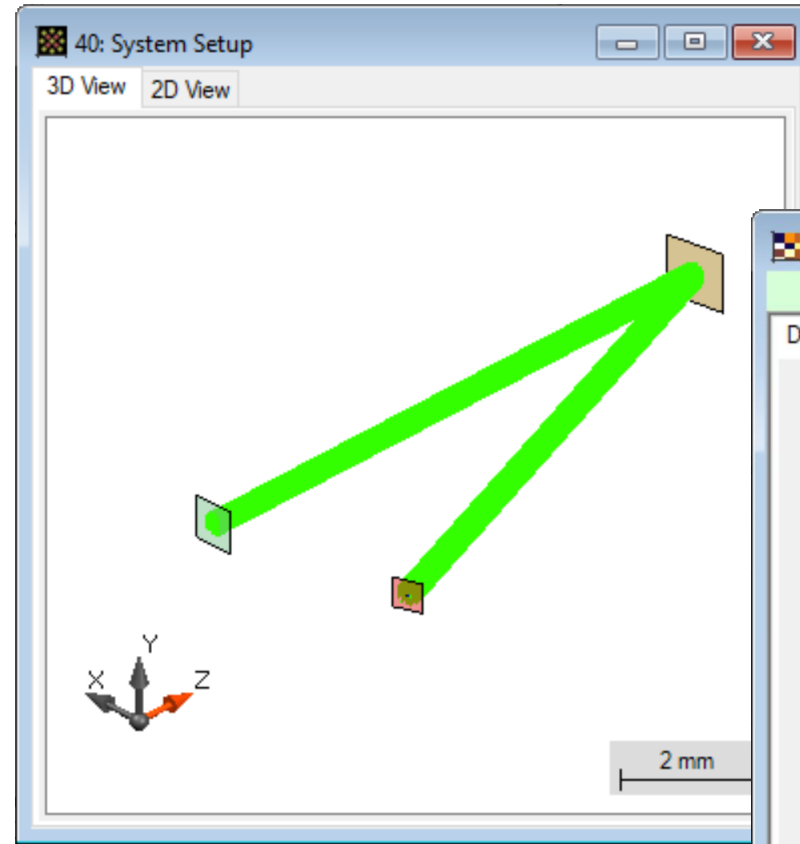
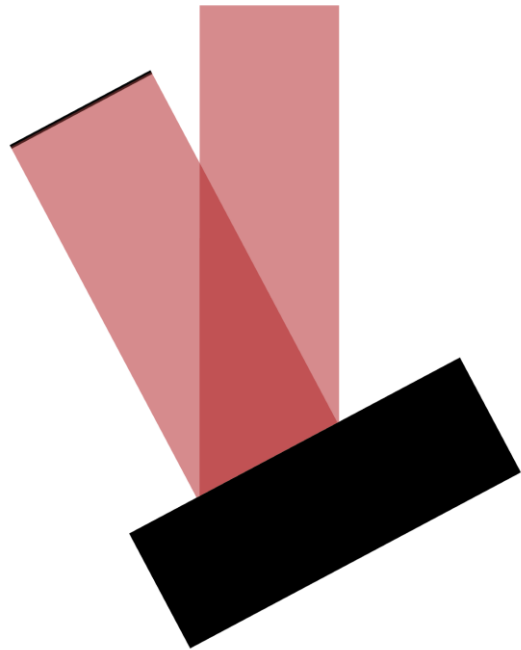


random phase function



surface profile

Field after Surface



Document Information

title	Reflection at a Rough Surface
document code	Demo.0030
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VL version used for simulations	VirtualLab Fusion 2020.1
category	Demo
further reading	
