## Polarization Ellipses

## Abstract



As light is more than just power and flux, the full vectorial representation as electromagnetic wave in VirtualLab Fusion enables to reveal all its characteristics. One parameter that is of high interest in modern applications, is the polarization state at certain locations inside the regarding optical system. In order to visualize the polarization state of a considered complex wave in a depictive way, VirtualLab Fusion utilizes so-called polarization ellipses. This visualization option indicates the strength and type of polarization for waves that comprise at least two field components. Moreover, various options to customize the shown ellipses in color, size, etc. are available.

## How to Visualize the Polarization State of Light - Detector



The Universal Detector enables to visualize the polarization of light by polarization ellipses. The corresponding option can be found in the settings dialog of the Electromagnetic Field Quantity Add-on.

Please note, that for the visualization a field with at least two components is required and detected.

More information for the Universal Detector under:

## How to Visualize the Polarization State of Light - Data Array



It is also possible to retroactively visualize the polarization state of light, represented as Data Array, where at least two field components are stored in subsets.

This can be done by using the Add Polarization Ellipses option in the Graphic Add-ons section of the Manipulations ribbon.


## Illustration Example



## Polarization Ellipses Graphic Add-on




## Visualization Options - Polarization Ellipses


Edit View Settings for Array of Polarization Ellipses in xy-Plane $\times 2$
Line Width $\quad$ Draw Arrows
Direction of Rotation
Different Colors
Clockwise Color
Grid
Minimum Cell Size (Screen Pixels)
Extraction via
Draw Grid

The Graphic Add-on can be customized in various ways, including changing the thickness and color of the lines. It is also possible to add small arrows and use two different colors to visually distinct clockwise and counterclockwise orientation.

Finally, the Minimum Cell Size (Screen Pixels) parameter determines how many detector pixels shall be grouped together for the visualization of a single polarization ellipse, as in most cases it is too confusing to display one ellipse per sampling point. For visual impressions of the options, please have a look on the following pages.

## Configuration - Change Line Thickness



## Configuration - Different Colors for Orientation



## Configuration - Minimum Cell Size



## Extrapolation Info - Nearest Neighbor

| Edit View Settings for Array of Polarization Ellipses in xy -Plane |  |  |  |
| :---: | :---: | :---: | :---: |
| Line Width | 3.0 - |  |  |
| Direction of Rotation |  |  |  |
| - Draw Arrows |  |  |  |
| Different Colors |  |  |  |
| Clockwise Colo | $\square \quad$ C | Counterclockwise Color |  |
| Grid |  |  |  |
| Minimum Cell Size (Screen Pixels) |  |  | $50 \div$ |
| Extraction via | O Nearest Neighbor |  | Average |
| Draw Grid | Grid Color | $\square$ |  |
|  | OK | Cancel | Help |

There are two options to extrapolate the polarization ellipses from a unit cell. If the option Nearest Neighbor is chosen, only the polarization ellipse that belongs to the point closest to the center of the unit cell will be shown.


## Extrapolation Info - Average

| Edit View Settings for Array of Polarization Ellipses in xy -Plane |  |  |  |
| :---: | :---: | :---: | :---: |
| Line Width | $3.0 \div$ |  |  |
| Direction of Rotation |  |  |  |
| D Draw Arrows |  |  |  |
| Different Colors |  |  |  |
| Clockwise Col | $\square$ | Counterclock | se Color |
| Grid |  |  |  |
| Minimum Cell Size (Screen Pixels) |  |  | $50 \div$ |
| Extraction via | Oearest Neighbor |  | - Average |
| Draw Grid | Grid Color | $\square$ |  |
|  | OK | Cancel | Help |

If Average is chosen instead, the Jones vectors of all points inside the unit cell will be averaged. This value then will be used to visualize the polarization ellipse of the entire unit cell.


## Document Information

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| further reading | - Add Region Overlay to Data Array |
|  | - Graphics Add-on |
|  | Universal Detector |

