Generated report

07-24-2019 11:09

Simulation setup

PSF type: PSFLutz

$distToCoverslip = -30\,\mu$ $tiD = 190$
$ni = 1.518$ $niD = 1.518$
$ng = 1.518$ $ngD = 1.518$
$tg = 170\,\mu$ $tgD = 170\,\mu$
$ns = 1.47$ $ts = -30\,\mu$
$NA = 1.4$ $lambda = 0.515\,\mu$

$X = 200, Y = 200, Z = 600$ $w_m = 0.078767$
$N_\phi = 3$ $\varphi = (96.00, 13.00, -89.23)^\circ$
$N_\theta = 1$ $\theta = (0.00,)^\circ$
$u_c = 5.4369$ $dXY = 0.10317\,\mu$
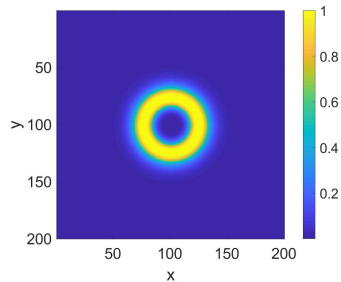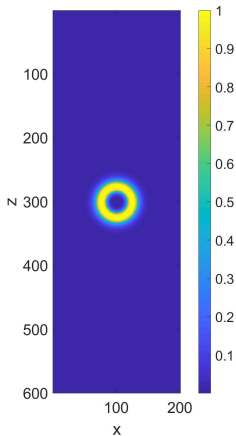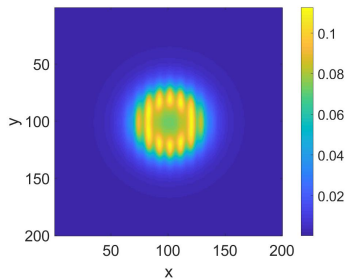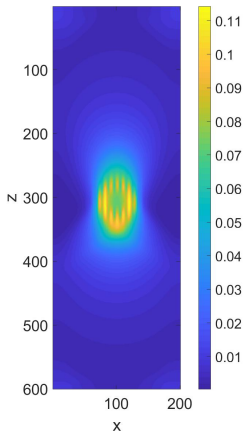$u_m = 0.19 u_c$ $dZ = 0.1\,\mu$
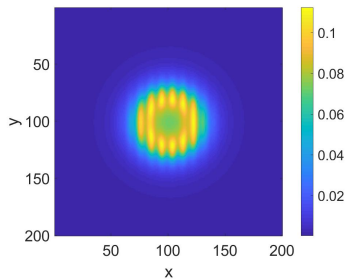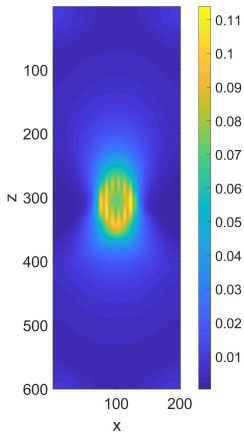
Reconstruction method: Tunable3DReconstruction
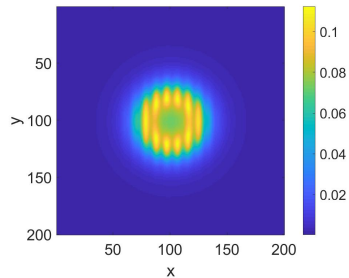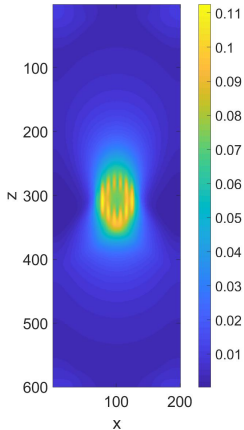
$wD = 0.000100$

Original object

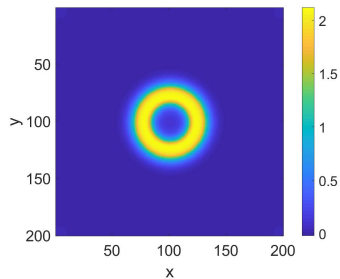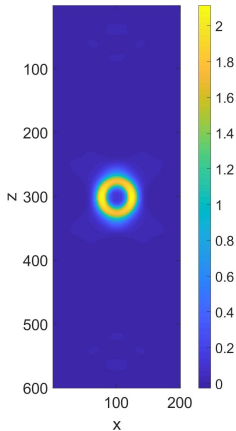# Simulated collected data at $\varphi = 96$

Simulated collected data at $\varphi = 13$

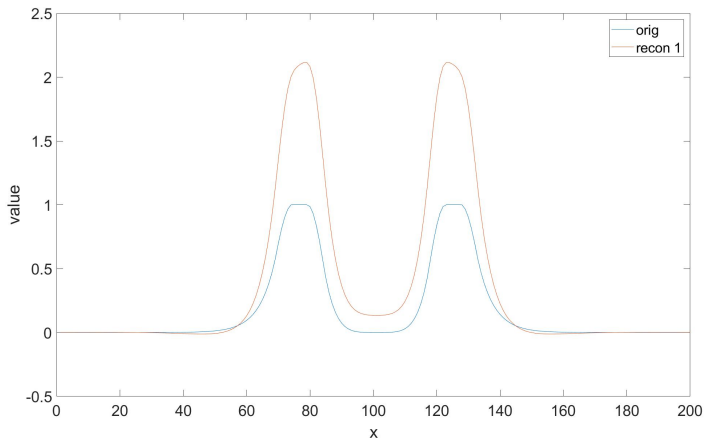# Simulated collected data at $\varphi = -89.231$

Reconstructed object

Original vs Reconstructed object, x axis

Original vs Reconstructed object, z axis