

Generated report

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Simulation setup

PSF type: PSFLutz

$$\text{distToCoverslip} = -30 \mu$$

$$n_i = 1.518$$

$$n_g = 1.518$$

$$t_g = 170 \mu$$

$$n_s = 1.47$$

$$NA = 1.4$$

$$tiD = 190$$

$$niD = 1.518$$

$$ngD = 1.518$$

$$tgD = 170 \mu$$

$$ts = -30 \mu$$

$$\lambda = 0.515 \mu$$

$$X = 200, Y = 200, Z = 600$$

$$N_\phi = 3$$

$$N_\theta = 1$$

$$u_c = 5.4369$$

$$u_m = 0.19 u_c$$

$$w_m = 0.078767$$

$$\varphi = (96.00, 13.00, -89.23)^\circ$$

$$\theta = (0.00,)^\circ$$

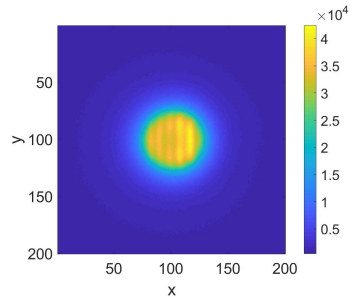
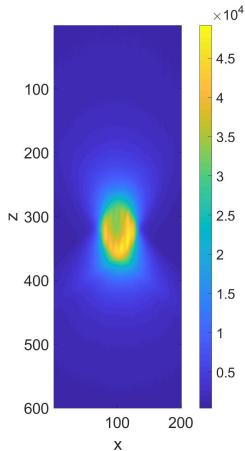
$$dXY = 0.10317 \mu$$

$$dZ = 0.1 \mu$$

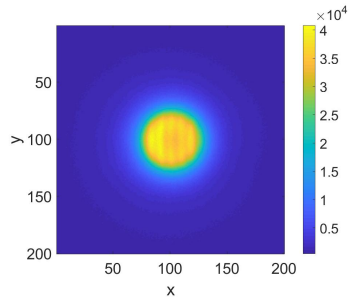
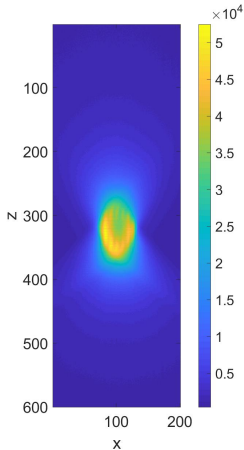
Reconstruction method: Tunable3DReconstruction

$$wD = 0.001000$$

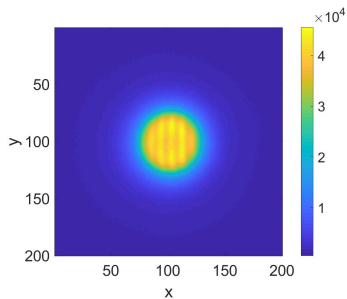
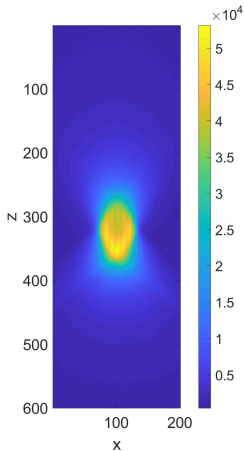
Simulated collected data at $\varphi = 96$



Simulated collected data at $\varphi = 13$



Simulated collected data at $\varphi = -89.231$



Reconstructed object

