

beam

draw optics experiment setups with CeTZ

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<https://github.com/bendix4620/beam>

ABSTRACT

In a landscape dominated by copy pasting inkscape templates, **beam** aims to simplify the creation of schematics for experiment setups in the field of optics.

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1 ABOUT

I built this package, because I was frustrated with the available tools to draw schematics for simple optical setups. The options available to me were full-fledged simulation software, blender, and a certain [Inkscape template](#). None of these suit my preferences – or skills.

Amazed by the simplicity of [zap](#)⚡, I gathered inspiration from colleagues and friends and started drawing some symbols and extended the framework on the fly.

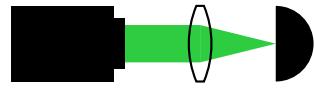
Please get in touch with me on [github](#) if you discover any bugs or have ideas for improvement!

2 GETTING STARTED

beam is heavily inspired by [zap](#)⚡. The usage should feel very familiar to those accustomed to it. Just copy the example below and play around with the component parameters.

```
#import "@preview/beam:0.1.0"

#beam.setup({
  import beam: *
  // draw your setup, for example...
  laser("laser", (0, 0))
  lens("l1", (1, 0))
  detector("cam", (2, 0))
  beam("", "laser", "l1")
  focus("", "l1", "cam")
})
```



Be sure to check out the `examples` directory in the [repository](#) for more inspiration.

3 STYLING

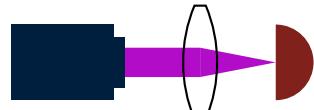
Styling works just like in [CeTZ](#). However, beam uses a dedicated functions for styling to not interfere with other [CeTZ](#)-based libraries:

- [set-beam-style\(\)](#) to change the current global style
- [get-beam-style\(\)](#) to get the current global style from [CeTZ](#)'s context

Style can also be configured locally on any given component.

```
#import "@preview/beam:0.1.0"

#beam.setup({
  import beam: *
  // change the global style
  set-beam-style(
    beam: (stroke: 11pt + purple),
    detector: (fill: red.darker(50%)),
  )
  laser("laser", (0, 0), fill: navy)
  lens("l1", (1, 0), scale: 1.5)
  detector("cam", (2, 0))
  beam("", "laser", "l1")
  focus("", "l1", "cam")
})
```



4 THE COMMON COMPONENT INTERFACE

All components (except `beam()`) accept the following parameters:

```
component(  
    name: str,  
    ..points-style: coordinate style,  
    position: int float relative length ratio,  
    rotate: angle,  
    axis: auto bool style,  
    debug: auto bool style,  
    label: auto none content style  
)
```

name str

Component identifier. Used by `cetz` to reference the component

.points-style coordinate or style

Points (positional) and style (named) just like when using `cetz`'s shapes

Components may support 1-3 points. These define how they are positioned and rotated

1 point places component at the given point. Rotate by passing `rotate: <angle>`

2 points place component between the given points and rotated to face in the direction of the latter point. Tune the position by passing `position: <...>` (for some components the position cannot be changed)

3 points place component at the 2nd given point and rotated to face the bisector of the angle spanned by the 3 points. This can emulate reflection/reflection, thus only refractive/reflective components support 3 point positioning.

Given style parameters are merged with the component's global style definition. You can check the default style of any given components with `#cetz.styles.resolve(beam.styles.default, root: "<component name>")`

The remaining arguments are referred to as `decoration`

position int or float or relative or length or ratio

default: 50%

Position between start and end point. Only works when 2 points are given

rotate angle

default: 0deg

Rotate the component. Only works when 1 point is given.

axis auto or bool or style

default: auto

optical axis decoration

- `auto` uses global style (equiv. to `(:)`)
- `bool` will turn axis on or off (equiv. to `(enabled: axis)`)
- `dictionary` will be merged with global style.

Valid dictionary keys are

```
enabled: bool  
length: int float  
stroke: stroke dictionary
```

Please refer to `sketch-axis` for the documentation of each field/parameter

debug auto or bool or style

default: auto

debug info decoration

- auto uses global style
- bool will turn axis on or off (e.g. `(enabled: <value>)`)
- dictionary will be merged with global style.

Valid dictionary keys are

```
enabled: bool  
stroke: stroke dictionary  
radius: length  
angle: angle  
shift: length  
inset: length dictionary  
fsize: length  
fill: color
```

Please refer to `sketch-debug` for the documentation of each field/parameter

label auto or none or content or style

default: auto

label decoration

- auto uses global style
- none and content will overwrite the displayed content, e.g. `(content: <value>)`
- dictionary will be merged with global style.

Valid dictionary keys are

```
scope: str  
pos: str angle  
content: none content  
anchor: auto str  
angle: auto angle  
padding: int float length dictionary  
.style: style
```

Please refer to `sketch-label` for the documentation of each field/parameter

4.2 Anchors

Components come with a rotating bounding box and many anchors. Anchors "east", "north-east", "north", "north-west", "west", "south-west", "south", "south-east" and "center" are placed at the corresponding bounding box positions and "o" at the component's position. "in" and "out" are placed at the first and last given point, in case 2 or 3 point positioning is used.

5 COMPONENTS

This section offers a comprehensive list of all the available components

- [beam\(\)](#)
- [beam-splitter\(\)](#)
- [beam-splitter-plate\(\)](#)
- [detector\(\)](#)
- [fade\(\)](#)
- [filter\(\)](#)
- [filter-rot\(\)](#)
- [focus\(\)](#)
- [grating\(\)](#)
- [laser\(\)](#)
- [lens\(\)](#)
- [mirror\(\)](#)
- [objective\(\)](#)
- [pinhole\(\)](#)
- [prism\(\)](#)
- [sample\(\)](#)

5.1 beam

draw a laser beam

```
#beam.setup({
    import beam: *
    mirror("m1", (0, 1), (1, 0), (2, 1))
    beam("", "m1.in", "m1", "m1.out")
})
```



5.1.1 Points

Supports ≥ 2 points

5.1.2 Style

style id: "beam"

default values:

```
stroke: (
    thickness: 14pt,
    cap: "butt",
    join: "bevel",
    paint: rgb("#2ecc40"),
),
global-rotation: 0deg,
```

5.1.3 Notes

Does not follow the component interface:

- no support for decorations (axis, label, debug, position, rotation)
- no bounding box
- an anchor is placed at each given point ("in", "a", "b", ..., "out")

5.1.4 Parameters

```
beam(
    name: str,
    ..points-style: coordinate style
)
```

5.2 beam-splitter

beam splitter cube

```
#beam.setup({
    import beam: *
    beam-splitter("", (0, 0))
})
```



5.2.1 Points

Supports 1-3 points

5.2.2 Style

style id: "beam-splitter"

default values:

```
scale: auto,
fill: none,
stroke: auto,
axis: auto,
label: auto,
debug: auto,
width: 1,
height: 1,
```

5.2.3 Parameters

```
beam-splitter(
    name: name,
    ..points-style-decoration: points style decoration,
    flip: bool
)
flip  bool
| flip along local y-axis
      default: false
```

5.3 beam-splitter-plate

beam splitter plate

```
#beam.setup({
    import beam: *
    beam-splitter-plate("", (0, 0))
})
```



5.3.1 Points

Supports 1-3 points

5.3.2 Style

style id: "beam-splitter-plate"

default values:

```
scale: auto,
fill: none,
stroke: auto,
axis: auto,
label: (pos: 0deg),
debug: auto,
width: 0.2,
height: 1,
```

5.3.3 Parameters

```
beam-splitter-plate(
    name: str,
    ..points-style-decoration: coordinate style decoration
)
```

5.4 detector

detector / camera

```
#beam.setup({
    import beam: *
    detector("", (0, 0))
})
```



5.4.1 Points

Supports 1-2 points

5.4.2 Style

style id: "detector"

default values:

```
scale: auto,
fill: auto,
stroke: none,
axis: auto,
label: auto,
debug: auto,
radius: 0.5,
```

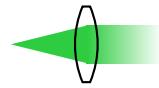
5.4.3 Parameters

```
detector(
    name: str,
    ..points-style-decoration: coordinate style decoration
)
```

5.5 fade

fading laser beam

```
#beam.setup({
  import beam: *
  lens("l1", (0, 0), (2, 0))
  focus("", "l1", "l1.in")
  fade("", "l1", "l1.out")
})
```



5.5.1 Points

Supports 2 points

5.5.2 Style

style id: "beam"

default values:

```
stroke: (
  thickness: 14pt,
  cap: "butt",
  join: "bevel",
  paint: rgb("#2ecc40"),
),
global-rotation: 0deg,
```

5.5.3 Parameters

```
fade(
  name: str,
  ..points-style-decoration: coordinate style decoration,
  flip: bool
)
flip  bool
| flip the fade direction
      default: false
```

5.6 filter

filter

```
#beam.setup({
    import beam: *
    filter("", (0, 0))
    flip-filter("", (2, 0))
})
```



5.6.1 Points

Supports 1-2 points

5.6.2 Style

style id: "filter"

default values:

```
scale: auto,
fill: luma(66.67%),
stroke: auto,
axis: auto,
label: auto,
debug: auto,
width: 0.2,
height: 1,
```

5.6.3 Parameters

```
filter(
    name: str,
    ..points-style-decoration: coordinate style decoration
)
```

5.7 filter-rot

rotational filter / filter wheel

```
#beam.setup({
    import beam: *
    filter-rot("", (0, 0))
})
```



5.7.1 Points

Supports 1-2 points

5.7.2 Style

style id: "filter-rot"

default values:

```
scale: auto,
fill: auto,
stroke: (thickness: 0.05),
axis: auto,
label: auto,
debug: auto,
diameter: 1.6,
```

5.7.3 Parameters

```
filter-rot(
    name: str,
    ..points-style-decoration: coordinate style decoration,
    flip: bool
)
flip    bool
| flip the filter
                                default: false
```

5.8 focus

focusing laser beam

```
#beam.setup({
  import beam: *
  lens("l1", (1, 0))
  lens("l2", (3, 0))
  beam("", "l1", "l2")
  focus("", (0, 0), "l1", flip: true)
  focus("", "l2", (4, 0))
})
```



5.8.1 Points

Supports 2 points

5.8.2 Style

style id: "beam"

default values:

```
stroke: (
  thickness: 14pt,
  cap: "butt",
  join: "bevel",
  paint: rgb("#2ecc40"),
),
global-rotation: 0deg,
```

5.8.3 Parameters

```
focus(
  name: str,
  ..points-style-decoration: coordinate style decoration,
  flip: bool
)
flip  bool
| flip the focus direction
      default: false
```

5.9 grating

refraction grating

```
#beam.setup({
    import beam: *
    grating("", (0, 0))
})
```



5.9.1 Points

Supports 1 or 3 points

5.9.2 Style

style id: "grating"

default values:

```
scale: auto,
fill: luma(75%),
stroke: auto,
axis: auto,
label: (pos: 0deg),
debug: auto,
width: 0.3,
height: 1,
```

5.9.3 Parameters

```
grating(
    name: str,
    ..points-style-decoration: points style decoration
)
```

5.10 laser

laser source

```
#beam.setup({
    import beam: *
    laser("", (0, 0))
})
```



5.10.1 Points

Supports 1-2 points

5.10.2 Style

style id: "laser"

default values:

```
scale: auto,
fill: auto,
stroke: none,
axis: auto,
label: auto,
debug: auto,
length: 1.5,
height: 1,
```

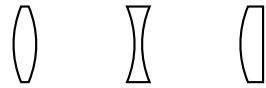
5.10.3 Parameters

```
laser(
    name: str,
    ..points-style-decoration: coordinate style decoration ,
    position: int float relative length ratio = 0%
```

5.11 lens

lens

```
#beam.setup({
  import beam: *
  lens("", (0, 0))
  lens("", (1.5, 0), kind: ")(")
  lens("", (3, 0), kind: "(|")
})
```



5.11.1 Points

Supports 1-2 points

5.11.2 Style

style id: "lens"

default values:

```
scale: auto,
fill: none,
stroke: auto,
axis: auto,
label: auto,
debug: auto,
width: 0.1,
height: 1,
extent: 0.1,
```

5.11.3 Parameters

```
lens(
  name: str,
  kind: str,
  ..points-style-decoration: coordinate style decoration
)
kind str default: "()"
what kind of lens to draw. Supported lenses are "()", "(((), ))", ")()", "(|(, )|", "|)", "|(|"
and "||"
```

5.12 mirror

mirror

```
#beam.setup({
    import beam: *
    mirror("", (0, 0))
    flip-mirror("", (2, 0))
})
```



5.12.1 Points

Supports 1 or 3 points

5.12.2 Style

style id: "mirror"

default values:

```
scale: auto,
fill: luma(100%),
stroke: auto,
axis: auto,
label: (pos: 0deg),
debug: auto,
width: 0.3,
height: 1,
extent: 0.1,
```

5.12.3 Parameters

```
mirror(
    name: str,
    kind: str,
    ..points-style-decoration: points style decoration
)
kind str
default: "|"
```

| what kind of mirror to draw. Supported mirrors are "(,)" and "|"

5.13 objective

microscopy objective

```
#beam.setup({
    import beam: *
    objective("", (0, 0), rotate: 90deg)
})
```



5.13.1 Points

Supports 1-2 points

5.13.2 Style

style id: "objective"

default values:

```
scale: auto,
fill: auto,
stroke: none,
axis: (length: 2),
label: auto,
debug: auto,
width: 1,
height: 1,
```

5.13.3 Parameters

```
objective(
    name: str,
    ..points-style-decoration: coordinate style decoration
)
```

5.14 pinhole

pinhole / aperture

```
#beam.setup({
    import beam: *
    pinhole("", (0, 0))
})
```



5.14.1 Points

Supports 1-2 points

5.14.2 Style

style id: "pinhole"

default values:

```
scale: auto,
fill: auto,
stroke: none,
axis: auto,
label: auto,
debug: auto,
width: 0.2,
height: 1,
gap: 0.1,
```

5.14.3 Parameters

```
pinhole(
    name: str,
    ..points-style-decoration: coordinate style decoration
)
```

5.15 prism

dispersive prism

```
#beam.setup({
    import beam: *
    prism("", (0, 0))
})
```



5.15.1 Points

Supports 1 or 3 points

5.15.2 Style

style id: "prism"

default values:

```
scale: auto,
fill: none,
stroke: auto,
axis: auto,
label: (pos: 0deg),
debug: auto,
radius: 0.65,
```

5.15.3 Parameters

```
prism(
    name: str,
    ..points-style-decoration: coordinate style decoration
)
```

5.16 sample

sample

```
#beam.setup({
    import beam: *
    sample("", (0, 0))
})
```

5.16.1 Points

Supports 1-2 points

5.16.2 Style

style id: "sample"

default values:

```
scale: auto,
fill: rgb("#7fdbff"),
stroke: auto,
axis: auto,
label: (pos: 0deg),
debug: auto,
width: 0.1,
height: 1,
```

5.16.3 Parameters

```
sample(
    name: str,
    ..points-style-decoration: points style decoration
)
```

6 CUSTOM COMPONENTS

Custom components can be easily created with the help of [component\(\)](#) and [interface\(\)](#). The example below creates a simple rectangle as a component. You can use it as a starting point to draw all the components you need.

```

#import "@preview/beam:0.1.0"
#import beam: cetz, component, interface

// draw a simple rectangle
#let custom(name, ..params) = {
  let sketch(ctx, points, style) = {
    let w = style.at("width", default: 2)
    let h = style.at("height", default: 1)

    // create bounding box
    interface(
      (-w / 2, -h / 2),
      (w / 2, h / 2),
      io: points.len() < 2,
    )
  }

  // draw the component
  cetz.draw.rect(
    "bounds.north-east",
    "bounds.south-west",
    ..style,
  )
}

component("my-custom-component", sketch: sketch,
name, ..params)
}

#beam.setup({
  import beam: *
  // Styling works out of the box!
  set-beam-style(my-custom-component: (radius: 5pt))
  custom("c", (0, 0), (3, 0))
  beam("", "c.in", "c.out")
})

```



7 INTERNALS

- [anchor-to-angle\(\)](#)
- [angle-to-anchor\(\)](#)
- [component\(\)](#)
- [get-beam-style\(\)](#)
- [init-beam\(\)](#)
- [interface\(\)](#)
- [normalize-angle\(\)](#)
- [opposite-anchor\(\)](#)
- [set-beam-style\(\)](#)
- [setup\(\)](#)
- [sketch-axis\(\)](#)
- [sketch-debug\(\)](#)
- [sketch-label\(\)](#)

7.1 anchor-to-angle

Get the angle corresponding to an anchor or the anchor itself if it cannot be associated with an angle.

```
#("east", "north", "center").map(anchor-to-angle) (0deg, 90deg, "center")
```

7.1.1 Parameters

```
anchor-to-angle(anchor: any) -> any angle
```

7.2 angle-to-anchor

Get the anchor closest to an angle.

```
(0deg, 35deg).map(angle-to-anchor) ("east", "north-east")
```

7.2.1 Parameters

```
angle-to-anchor(angle: angle) -> str
```

7.3 component

Handle component creation

This function automates the positioning and rotation of components, resolves the style parameters, and adds in available decorations.

7.3.1 Parameters

```
component(  
    root: str,  
    sketch: function,  
    num-points: array,  
    name: str,  
    ..points-style: coordinate style,  
    position: int float relative length ratio,  
    rotate: angle,  
    axis: auto bool style,  
    debug: auto bool style,  
    label: auto none content style  
)  
  
root str  
| Component type identifier. Used to find the correct style  
  
sketch function default: (ctx, points, style) => {}  
| Function that draws the component. Takes context, array of vector and style  
  
num-points array default: (1, 2)  
| Number of points supported by the component  
  
name str  
| Component identifier. Used by cetz to reference the component  
  
.points-style coordinate or style  
| Points (positional) and style (named) just like when using cetz's shapes  
Components may support 1-3 points. These define how they are positioned and rotated  
1 point places component at the given point. Rotate by passing rotate: <angle>  
2 points place component between the given points and rotated to face in the direction of the latter point. Tune the position by passing position: <...> (for some components the position cannot be changed)  
3 points place component at the 2nd given point and rotated to face the bisector of the angle spanned by the 3 points. This can emulate reflection/reflection, thus only refractive/reflective components support 3 point positioning.  
Given style parameters are merged with the component's global style definition. You can check the default style of any given components with #cetz.styles.resolve(beam.styles.default, root: "<component name>")  
The remaining arguments are referred to as decoration  
  
position int or float or relative or length or ratio default: 50%  
| Position between start and end point. Only works when 2 points are given
```

rotate `angle` default: 0deg

Rotate the component. Only works when 1 point is given.

axis `auto` or `bool` or `style` default: auto

optical axis decoration

- `auto` uses global style (equiv. to `(:)`)
- `bool` will turn axis on or off (equiv. to `(enabled: axis)`)
- `dictionary` will be merged with global style.

Valid dictionary keys are

```
enabled: bool  
length: int float  
stroke: stroke dictionary
```

Please refer to [sketch-axis\(\)](#) for the documentation of each field/parameter

debug `auto` or `bool` or `style` default: auto

debug info decoration

- `auto` uses global style
- `bool` will turn axis on or off (e.g. `(enabled: <value>)`)
- `dictionary` will be merged with global style.

Valid dictionary keys are

```
enabled: bool  
stroke: stroke dictionary  
radius: length  
angle: angle  
shift: length  
inset: length dictionary  
fsize: length  
fill: color
```

Please refer to [sketch-debug\(\)](#) for the documentation of each field/parameter

label `auto` or `none` or `content` or `style` default: auto

label decoration

- `auto` uses global style
- `none` and `content` will overwrite the displayed content, e.g. `(content: <value>)`
- `dictionary` will be merged with global style.

Valid dictionary keys are

```
scope: str  
pos: str angle  
content: none content  
anchor: auto str  
angle: auto angle  
padding: int float length dictionary  
.style: style
```

Please refer to [sketch-label\(\)](#) for the documentation of each field/parameter

7.4 get-beam-style

get currently active style

7.4.1 Parameters

```
get-beam-style(ctx: style)
```

7.5 init-beam

initialize beam

Useful when working with other cetz extensions (for example [zap](#)) that bring their own canvas

```
#cetz.canvas({
  import cetz.draw: *
  init-beam()
  // draw setup here
})
```

7.5.1 Parameters

```
init-beam()
```

7.6 interface

Create a bounding box for a component

cetz's `rect-around()` does not work properly on groups with rotation, so a manual bounding box is necessary

7.6.1 Parameters

```
interface(
  ll: coordinate,
  ur: coordinate,
  io: bool
)
ll  coordinate
  lower left point of the bbox

ur  coordinate
  upper right point of the bbox

io  bool
  default: false
  whether to automatically create input and output anchors
```

7.7 normalize-angle

force an angle to the range [0, 360°]

7.7.1 Parameters

```
normalize-angle(a: angle) -> angle
```

7.8 opposite-anchor

Get the opposite anchor

<code>#("east", "north", "center").map(opposite-anchor)</code>	<code>("west", "south", "center")</code>
--	--

7.8.1 Parameters

```
opposite-anchor(anchor: str) -> str
```

7.9 set-beam-style

change component style for the entire scope

7.9.1 Parameters

```
set-beam-style(..style: style)
```

7.10 setup

beam's canvas wrapper. Takes care of proper initialization

```
#beam.setup({
    import beam: *
    // draw setup here
})
```

7.10.1 Parameters

```
setup(
    body,
    preamble = none,
    ..params
)
```

7.11 sketch-axis

draw the optical axis

<code>#beam.setup({ import beam: * mirror("m1", (), axis: true) })</code>	
---	---

7.11.1 Parameters

```
sketch-axis(  
    enabled: bool,  
    length: int float,  
    stroke: stroke dictionary  
)  
  
enabled    bool  
    | Wether to draw the axis  
  
length    int or float  
    | axis length  
  
stroke    stroke or dictionary default: (paint: black, thickness: .5pt, dash: "densely-dash-dotted")  
    | axis stroke
```

7.12 sketch-debug

draw debug information

```
#beam.setup({  
    import beam: *  
    mirror("m1", (), debug: true)  
})
```



7.12.1 Parameters

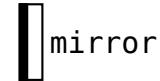
```
sketch-debug(  
    name: str,  
    enabled: bool,  
    stroke: stroke dictionary,  
    radius: length,  
    angle: angle,  
    shift: length,  
    inset: length dictionary,  
    fsize: length,  
    fill: color  
)  
  
enabled    bool  
    | wether to draw debug info  
  
stroke    stroke or dictionary  
    | anchor marker stroke  
    | default: .2pt + red
```

radius	<code>length</code>	default: .7pt
anchor marker radius		
angle	<code>angle</code>	default: -30deg
anchor name rotation		
shift	<code>length</code>	default: 3pt
anchor name shift		
inset	<code>length</code> or <code>dictionary</code>	default: 1pt
anchor name inset		
fsize	<code>length</code>	default: 3pt
anchor name font size		
fill	<code>color</code>	default: red
anchor name text color		

7.13 sketch-label

draw the component label

```
#beam.setup({
    import beam: *
    mirror("m1", (), label: [mirror])
})
```



7.13.1 Parameters

```
sketch-label(
    name: str,
    rotation: angle,
    scope: str,
    pos: str | angle,
    content: none | content,
    anchor: auto | str,
    angle: auto | angle,
    padding: int | float | length | dictionary,
    ...style: style
)

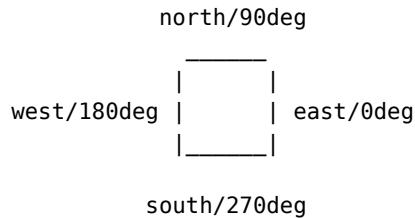
name str
| component's name (identifier)
```

rotation `angle`

| component's rotation

scope `str`

default: "local"



Imagine a component with anchors like above. The `scope` argument defines how the given angle is interpreted in terms of the components rotation. This does not account for external rotations on the canvas.

- "local" the position is resolved relative to the component bbox after rotation
- "parent" the position is resolved relative to the component bbox before rotation

pos `str` or `angle`

default: 90deg

| where to position the label

content `none` or `content`

default: none

| the label content

anchor `auto` or `str`

default: auto

| label anchor. `auto` will try to pick anchor so that label and component do not overlap

angle `auto` or `angle`

default: 0deg

| rotate the label. `auto` will rotate the label with its position

padding `int` or `float` or `length` or `dictionary`

default: .1

| label content padding

.style `style`

| additional styling passed to cetz's `content()`