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Orientations of Radiation:

α = irradiation angle, incoming radiation direction, from source/sender ¹

β = refraction angle for bented transmitted radiation A_t orientation in matter ²

ϑ = reflection angle for redirected radiation $A_{r\parallel}$ parallel to α from matter ³

θ = diffraction angle for redirected radiation $A_{r\perp}$ orthogonal to α from matter ⁴

$\varpi = \beta_1 + \beta_2$ = angle of converging body surfaces (point tip of prismic medium), spread angle of prism

ς = deviation angle of redirected ray beam after refraction (transmission) and diffraction

u_g = aperture angle (acceptance) from sender source (at distance g)

w_b = inclination angle at observer receiver (at distance b)

ε = visual angle from observer/receiver (of eye)

¹Einstrahlungswinkel zur Normalen auf Grenzfläche des Mediums

²Durchstrahlungswinkel zur Normalen aus Grenzfläche ins Medium

³Abstrahlwinkel zur Grenzfläche des Mediums

⁴Beugungswinkel durch Objekt ins Vakuum