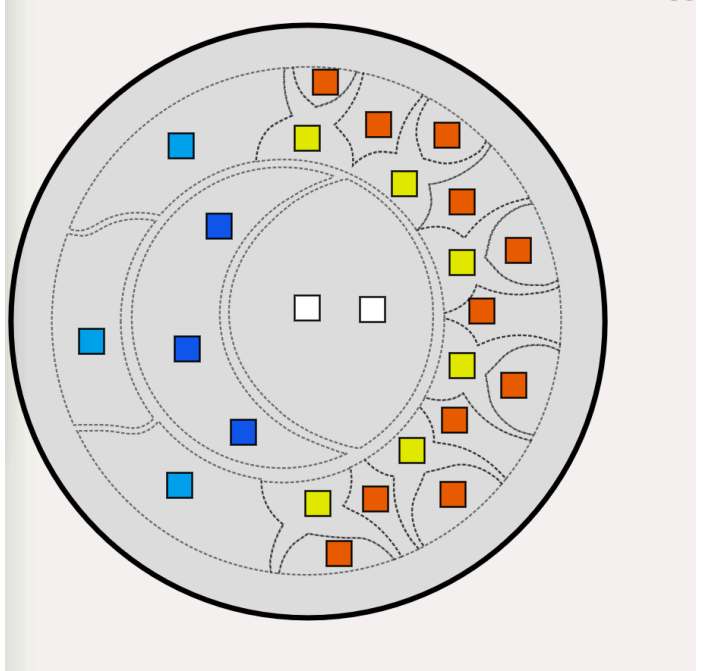
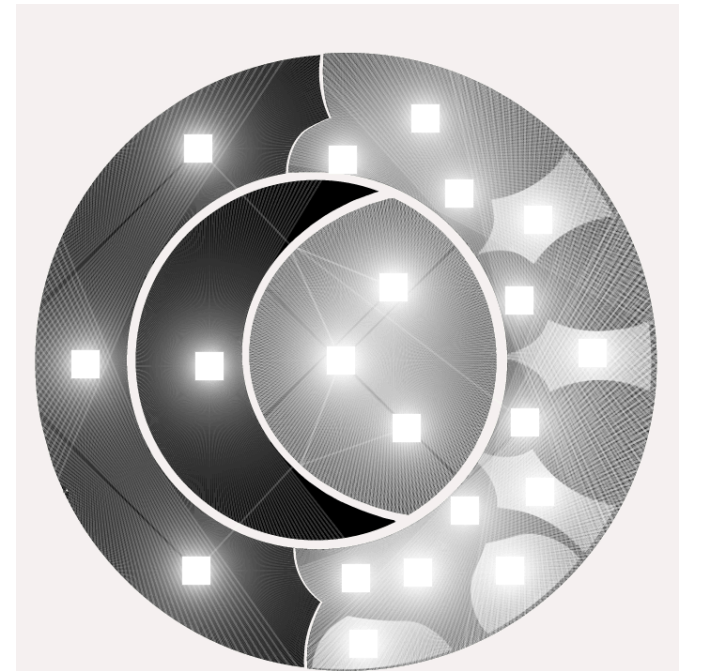


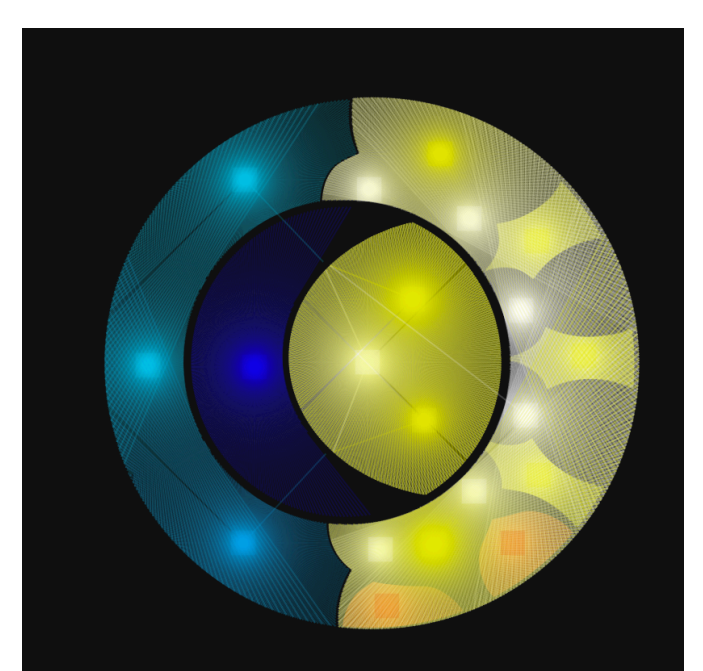
ILLUMINATION VISUALIZATION



CONSTRUCTION

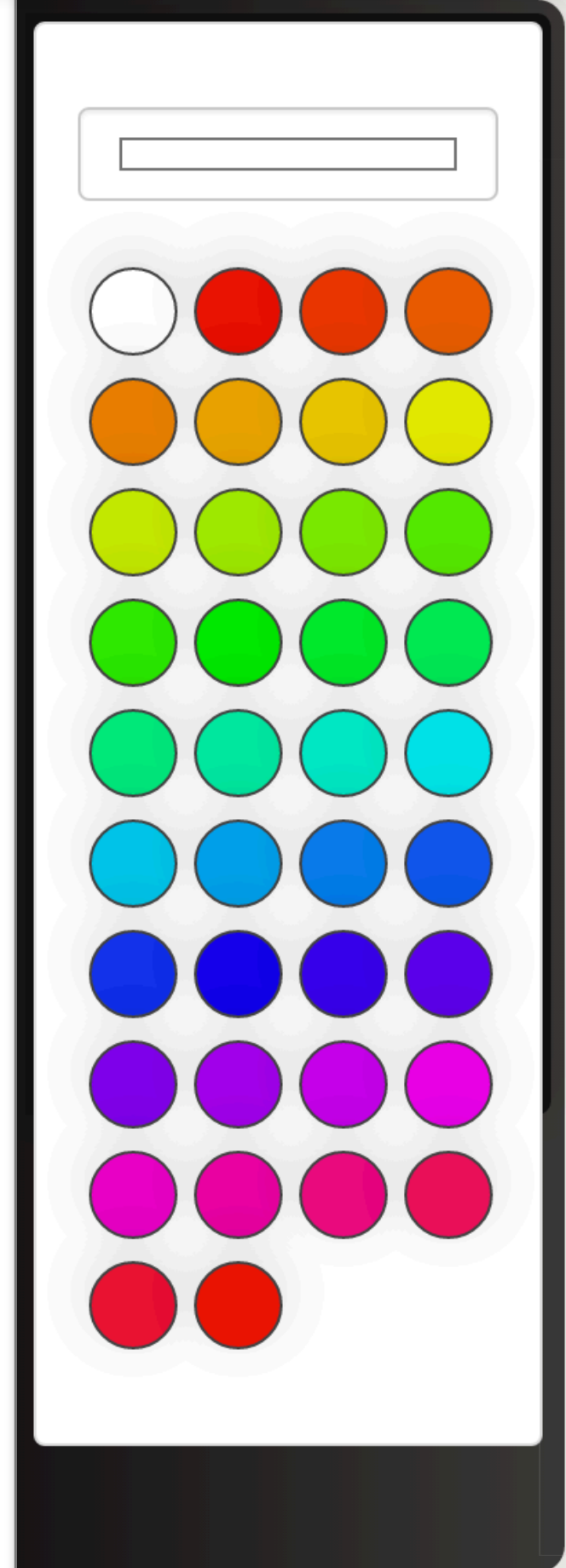


COMPOSITION

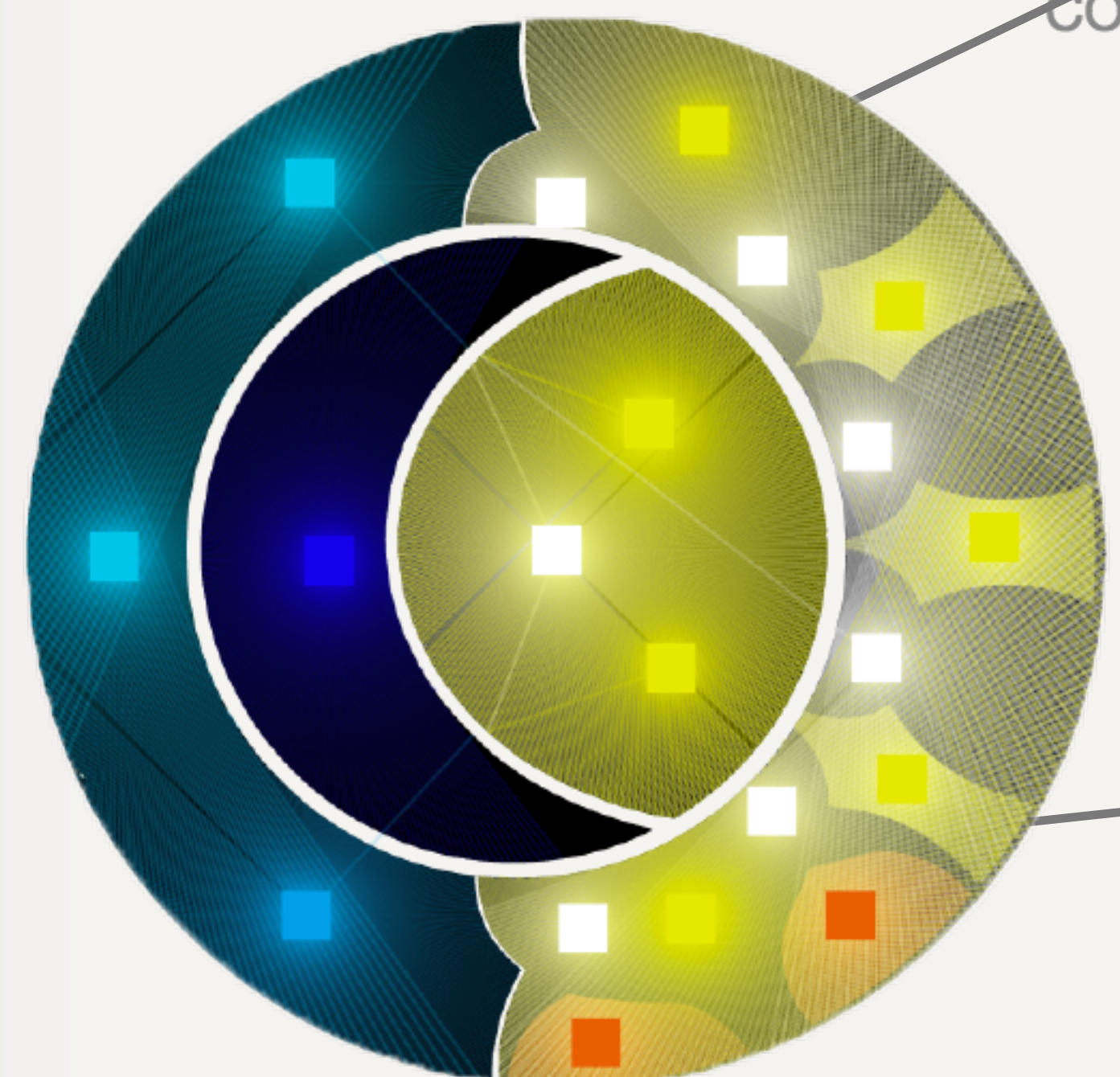


INTERACTION


FRONTEND ILLUMINATION DESIGN TOOL





Color palette with various colored circles for ray selection.








Main visualization area showing a circular beam plane with light rays and components.

NORMAL 

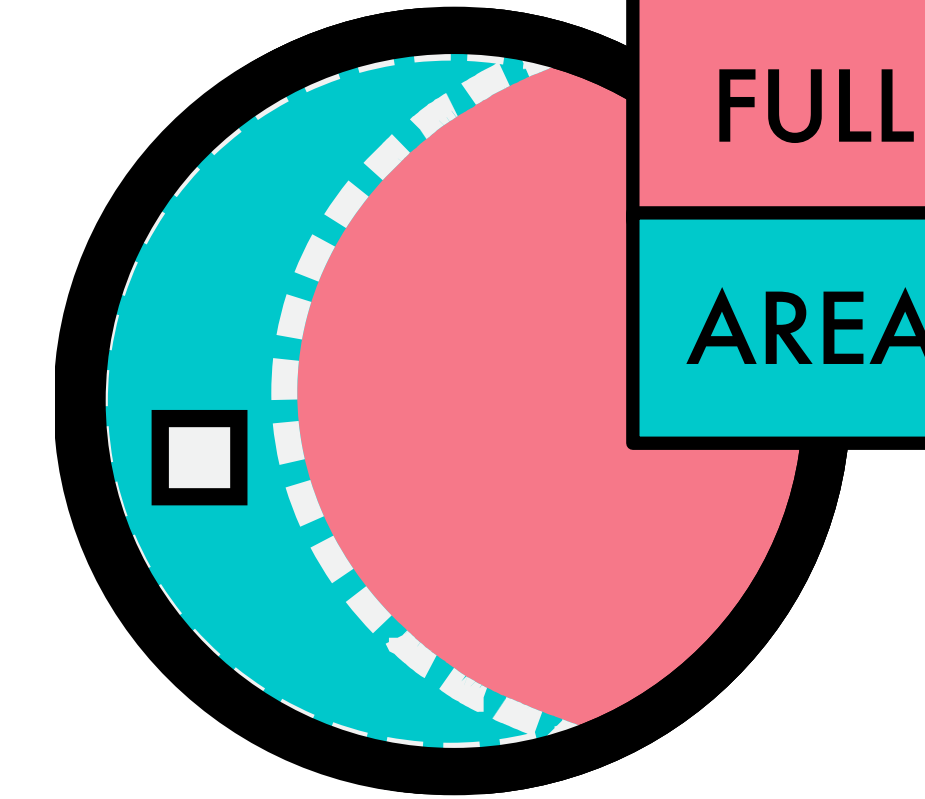
COLORED RAYS 

WHITE RAYS 

LIGHTS OUT 

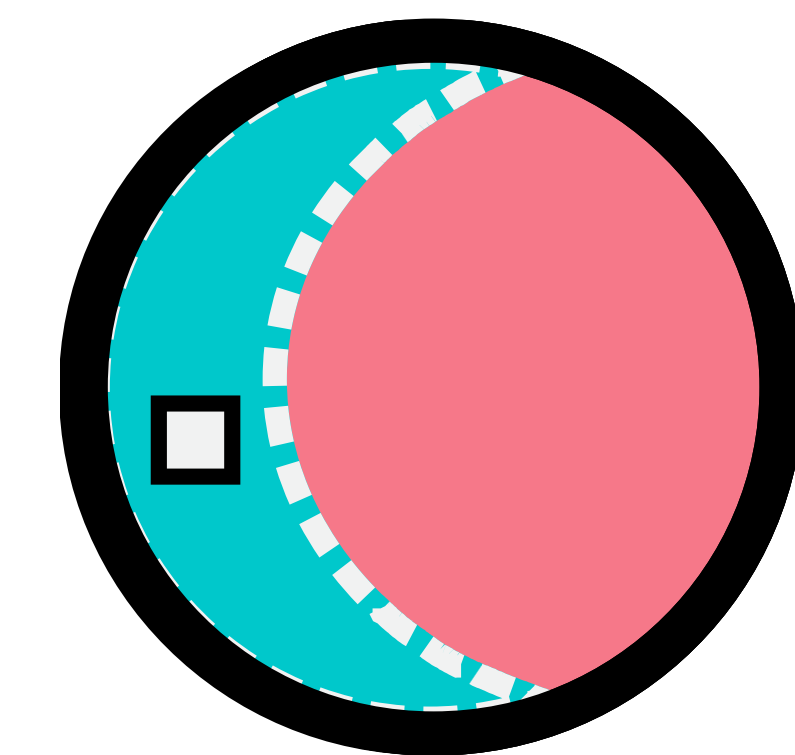
TARGET BEAM PLANE



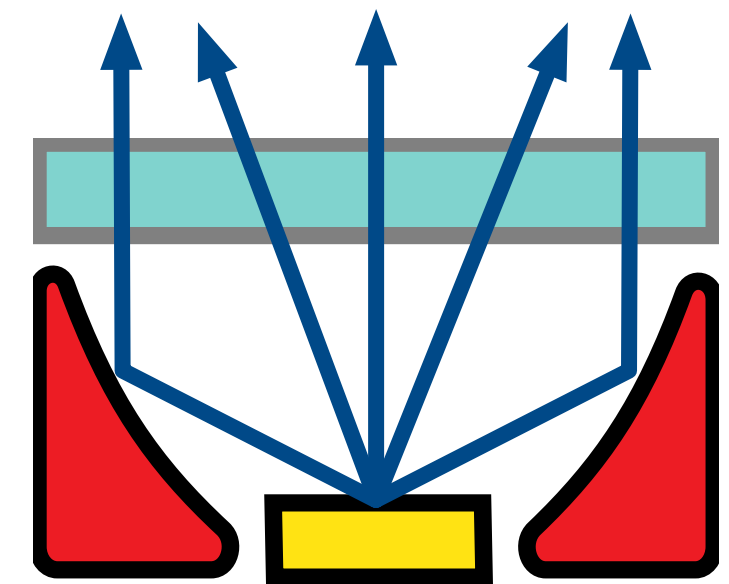
FULL AREA

Annotated SVG

INPUT



Target



Secondary Optic

LIGHT SOURCE





TARGET

DIFFUSER



REFLECTOR


Parametric Optimization


COMPUTATIONAL DESIGN BACKEND


   


STL PNG


SUNMOON 4IN  


MOLD 


DIFFUSER 


CONE 


CONE LENS 


SIDE EMIT REFL 


TIR LENS 


TIR REF 


REF 

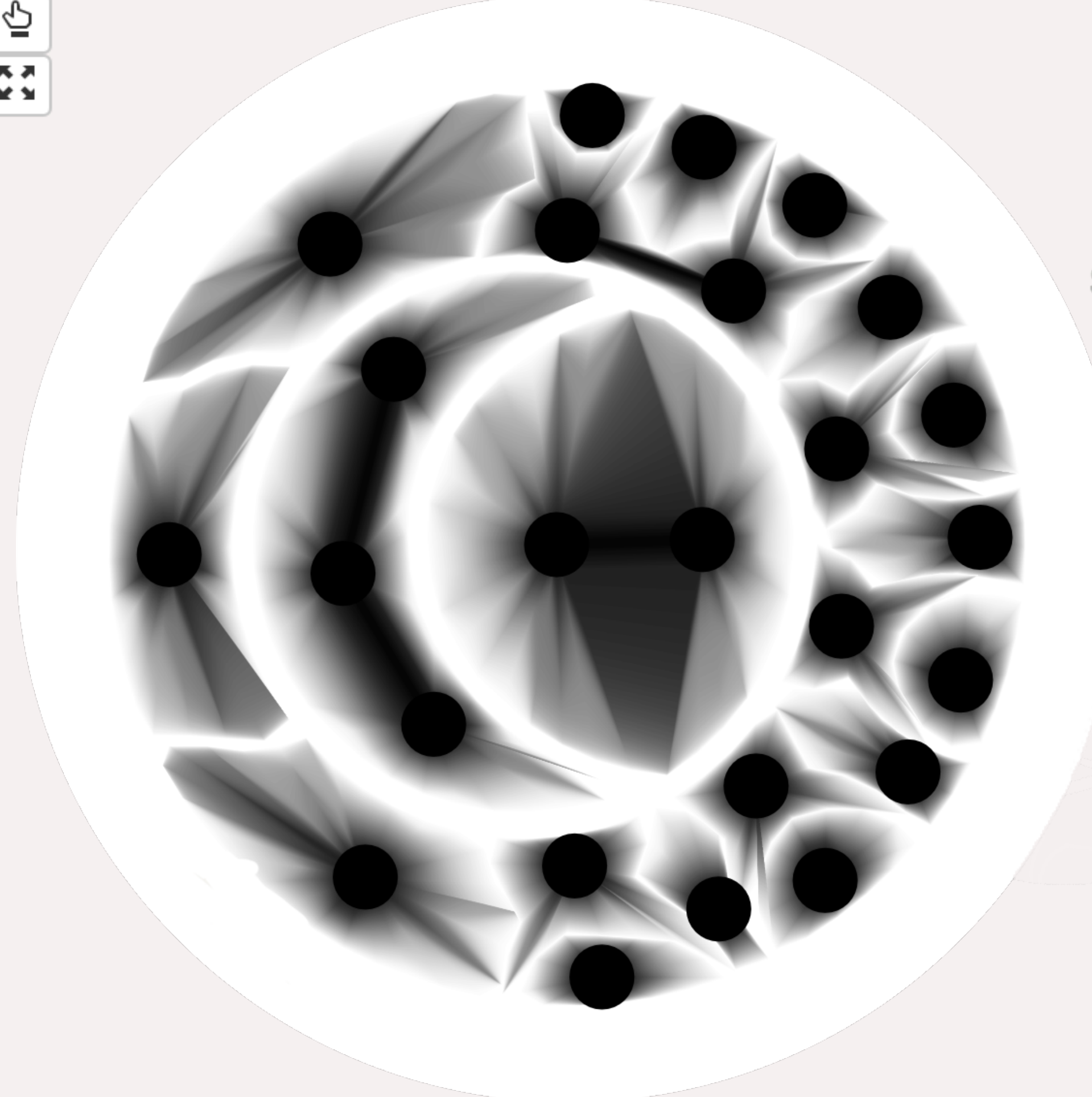
NO LENS 

SPACER 

CIRCUIT 

BASE 

CODE 



OPTIMIZED REFLECTOR

FABRICATION PIPELINE

