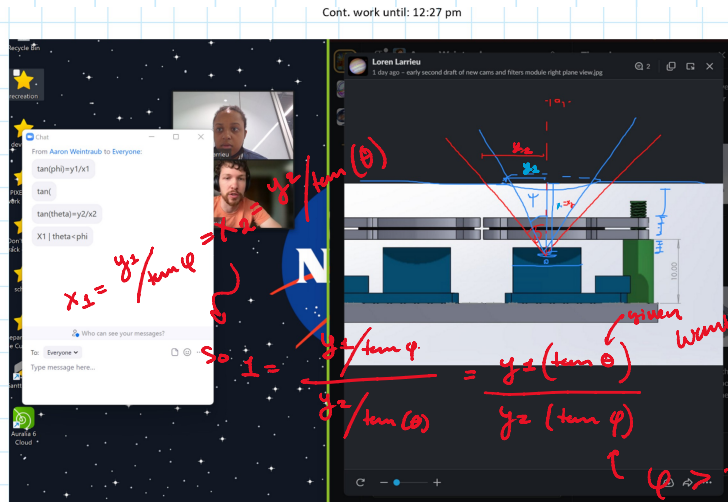


# Whiteboard

Sunday, November 7, 2021

1:24 PM



<https://lepton.flir.com/wp-content/uploads/2015/06/Lepton-3-3.5-Data-Sheet.pdf>

- Want to find max  $X_1$  such that  $\theta < \phi$  to see what space you have available
  - o  $X_1 = X_2$
  - o Theta is given FOV of the lepton
  - o Phi is some actual FOV which is controlled by  $Y_1$ , the diameter of the window
    - Question: ask Aaron to clarify what  $Y_2$  denotes --> diameter of projected "window" from leptons actual FOV onto the plane of the casing? Maybe? Ask.

## Spacer problem

- Assume that you can print spacers if need be. Cost covered by space grant

## Vibrational cushioning notes

- Cushioning in filter mounting ring should outline the whole [ shape --> protecting against random noise vibrations --> look up some literature on that! Passive cushioning

givenst def. : (\* = fixed)  
 $\theta = [\text{Horizontal FOV} = 57^\circ, \text{diagonal FOV} = 71^\circ]$

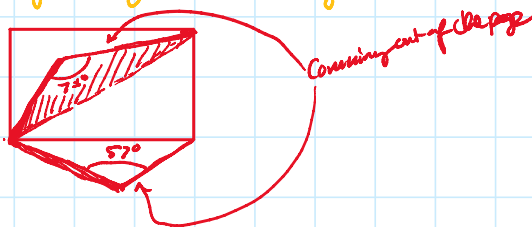
note; how is  $\theta$  FOV defined?

→ the Horizontal length of the image

@ a given dist. from the lens

↳ diagonal follows similarly

↑ maybe go w/ this one, since it's the widest dimension?



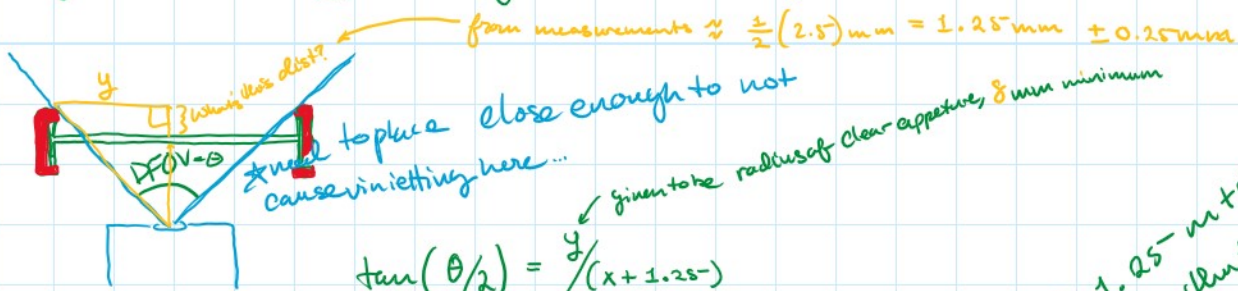
$$X_1 = X_2$$

$Y_1 = \text{radius of window} = \frac{1}{2} \text{ filter diameter} = 8 \text{ mm}$   
 ↳ can be made to be larger

$Y_2 = \text{projected "window" from camera FOV}$   
 ↳ ... .. is also not fixed

$y_2$  = projected "window" from camera FOV  
 ↳ changes with dist from window, not fixed

first, let's look @ dist from camera to filter



$$\tan(\theta/2) = \frac{y}{(x + 1.25)}$$

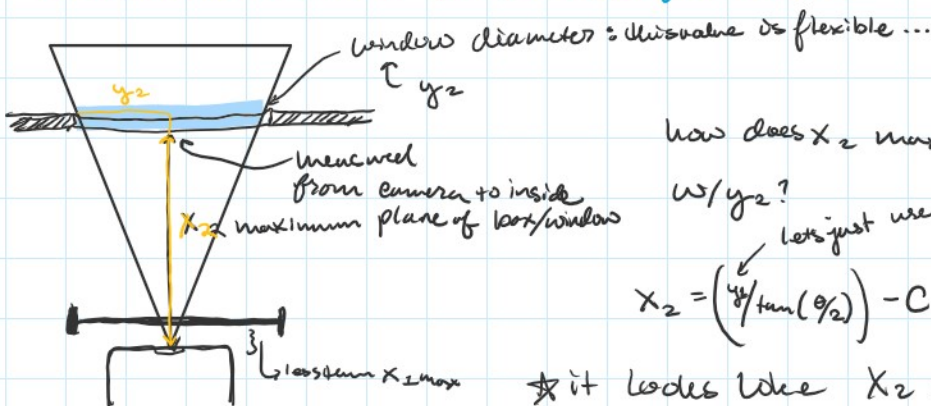
↑ maximum

$$\frac{y}{\tan(\theta/2)} = x + 1.25 \rightarrow x_{1\max} = \frac{y}{\tan(\theta/2)} - \beta$$

$$= \left( \frac{8}{\tan(73.5/2)} \right) - \beta$$

$\beta = 1.25 + \text{thickness of clamp that holds the filter}$

next, how do we prevent getting cut off by the window?



how does  $x_2$  max change

w/  $y_2$ ?

let's just use  $y_1 = 8$  mm minimum

$$x_2 = \left( \frac{y_1}{\tan(\theta/2)} \right) - C$$

★ it looks like  $x_2$  and  $x_1$  are linearly related to each other.

$$x_{2\max} = \left( \frac{8\text{ mm}}{\tan(35.5)} \right) - C$$

which should be about 5 mm ish

↳ like from previous calculation

↳ so, filter must be closer to the lens than this, and

ideally, the dist b/w the lens

and image plane should also be less than this to prevent vignetting!

FOV =  $71^\circ$ , so

$$\theta = 71 = 2 \left[ \tan^{-1} \left( \frac{y_2}{x_2 + C} \right) \right]$$

$$x_2 = \frac{y_2}{\tan(35.5)} - C$$

$$\text{so, } \frac{x_2 + C}{y_2} = \frac{1}{\tan(35.5)} \approx 1.4019483$$

$$\star x_{2\max} \approx 6.2 \text{ mm}$$

★  $X_{2max} \approx 6.2 \text{ mm}$

$\uparrow$  assuming  $c = 5 \text{ mm}$

★ Change distances in CAD Assembly to reflect this!

Note to self: ask Aaron if this was the correct way to go about this calculation

$$(8/(\tan(35.5))) - 5 = 6.215586355810689 \text{ mm}$$