



(a) Ideal Blazed Grating



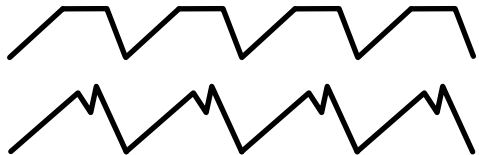
(b) Ion-etched holographic approximation



(c) Blaze angle too high/too low



(d) Additional periodic structure



(e) Ruling depth errors / tip flaws