

Photoelasticity

- Easy to use; simple; relatively inexpensive
- Provide full field map of differences in principal stresses.
- Both 2D and 3D possible.

Material / Sample Restrictions

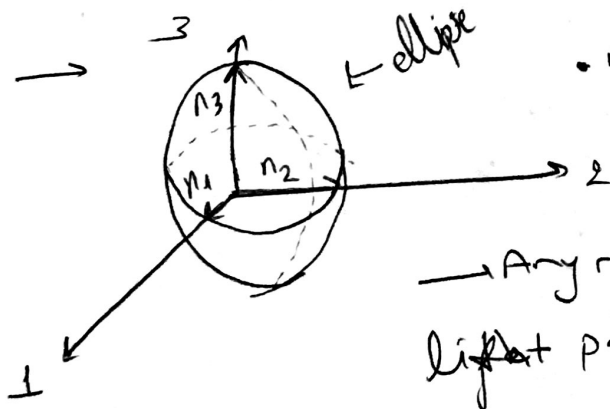
- ① Transparent, non-crystalline material.
- ② Optically isotropic when free of stress.
→ Create optical anisotropy when stressed;
"Temporary double refraction or birefringence".

Birefringence

Optical property of having ^{refractive} index that depends on propagation direction of light.

Optical Anisotropy

- (which can be temporarily induced due to applied stress)
- can be represented as index ellipsoid.



• n_1, n_2, n_3 --- principal indices of refraction of the material at a point.

→ Any radius can represent the direction of light propagation through a point.

→ $n_{\text{air}} = 1.0003$

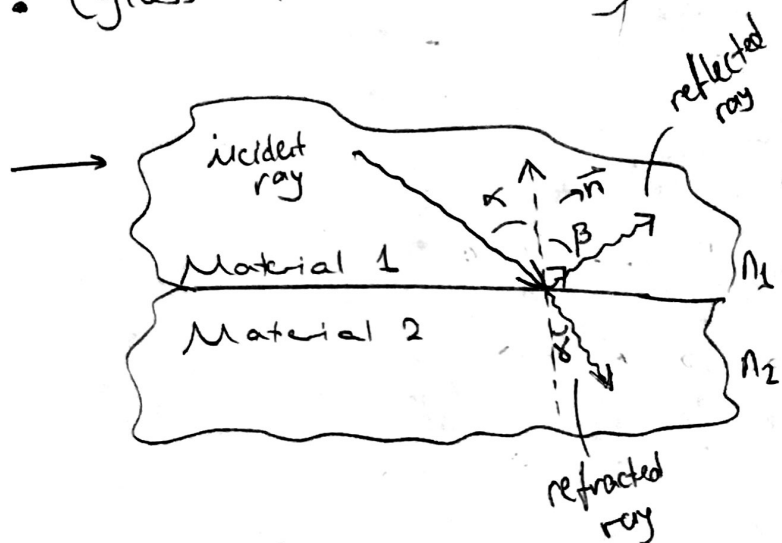
• liquids, $n = 1.3 - 1.5$

• $n_{\text{H}_2\text{O}} = 1.33$

• Solids, $n = 1.4 - 1.8$

• $n_{\text{glass}} = 1.5$

n can vary slightly with λ being transmitted (dispersion)



Two transparent materials

• α = angle of incidence.

• β = angle of reflection

• γ = angle of refraction

→ $\boxed{\alpha = \beta}$

→ $\boxed{\frac{\sin \alpha}{\sin \gamma} = \frac{n_2}{n_1} = n_{21}}$

— index of refraction of material 2 with respect to 1.

→ if material 1 has n_1 greater than material 2, n_2

• $n_1 > n_2$, $n_{21} < 1$, there exists a critical α_c , for

which $\gamma = 90^\circ$ and no light is refracted.

Total internal reflection

→ Eqn of an ellipse. Light exhibiting this behaviour is known as elliptically polarized.

→ 2 special cases

① ^{if} $a_x = a_y$ and if $\delta = \left(\frac{2n+1}{4}\right)\lambda$, $n=1, 2, 3, \dots$

Makes ① reduced to; $E_x^2 + E_y^2 = a^2$ — circularly polarized light

② When linear phase difference δ between E_x and E_y and $\delta = \frac{n\lambda}{2}$, $n=0, 1, 2, \dots$

$$E_y = \left(\frac{a_y}{a_x}\right)^2 E_x$$

→ Straight line, back to plane or linearly polarized light.

Reflection and Refraction

→ So far, light propagating in free space

→ Interesting effects, however, when light interacts with some physical material.

→ free space, light velocity is $c = 3 \times 10^8 \text{ m/s}$ in any other medium, velocity would be reduced (v)

$$\frac{c}{v} = \mu$$

μ = index of refraction of medium.

In gases, μ is only slightly > 1

②