

CODE V Introductory Tutorial

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Tutorial Outline

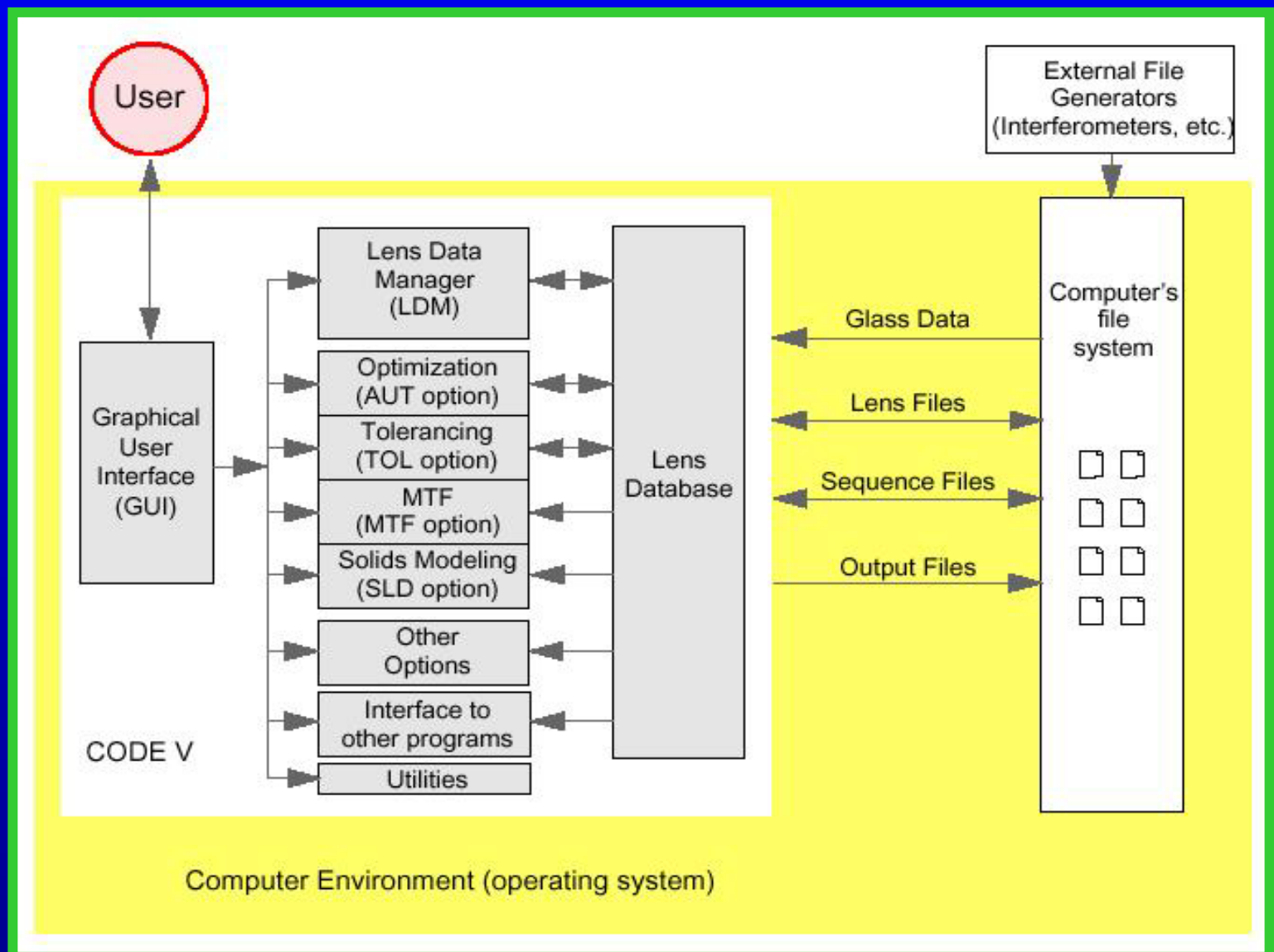
- *Introduction to CODE V*
- *Optical Design Process*
- *Code V Design Examples :*
 1. *Digital VGA Camera Objective*
 2. *10X Microscope*
- *Advanced Applications*
- *References*

Introduction to CODE V

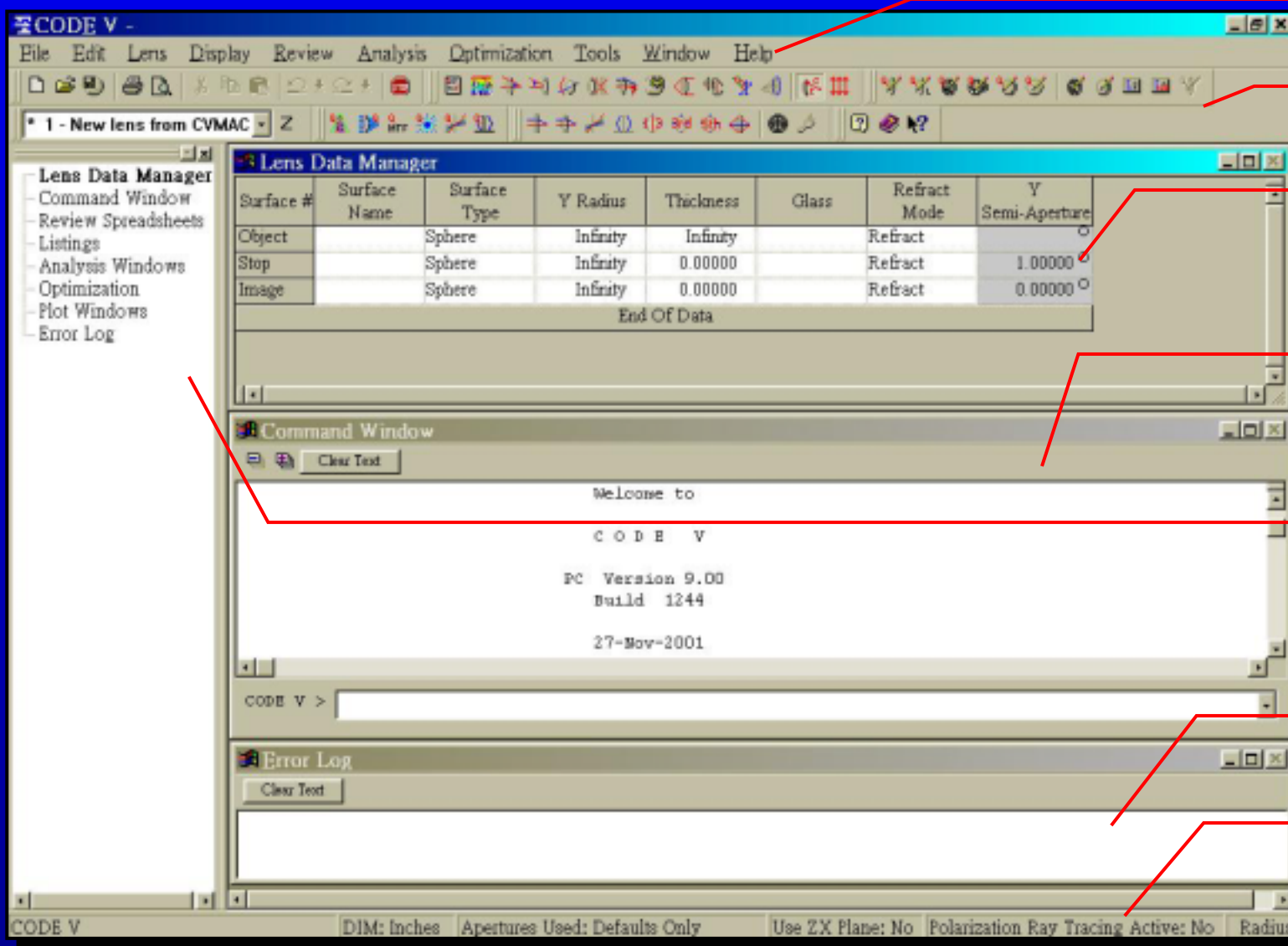
An Overview of CODE V Features

Lens Entry and Editing (data-base)	Design Functions	Diagnostic Functions	Evaluation Functions	Fabrication and Other Functions
<ul style="list-style-type: none"> • Spreadsheet data entry • Command entry • Macro language • Solves • Zoom lenses • Decentered and tilted systems • Glass catalogs • IR/UV materials • Special surfaces (Aspherics, Toroids, Gratings, HOEs, "Black Box" modules, user-defined, non-sequential, and many more) • Gradient Index • Full lens data (Optical, Mechanical, Tolerances, Coatings) 	<ul style="list-style-type: none"> • Ray or wave-based error function • MTF optimization • User-defined optimization • Exact control of constraints • User-defined constraints • Global Synthesis • Test plate fitting • Cam design for zoom lenses • Multilayer film design 	<ul style="list-style-type: none"> • Paraxial ray trace • Real ray trace • Aberration plot • Gaussian beam • Third-order aberrations • Higher-order aberrations • Polarization analysis • Astigmatism • Distortion • Pupil map • Field map • Biocular FOV • Catseye plot 	<ul style="list-style-type: none"> • PSF and LSF • MTF (Diffraction based, Geometrical, vs. focus or freq.) • Spot diagrams • RMS wavefront • Encircled energy • Partial coherence • Biocular analysis • Transmission • Narcissus analysis • Ghost images • Illumination analysis 	<ul style="list-style-type: none"> • Tolerancing (MTF/RMS, Distortion, Prim. aberr.) • Lens drawings (Designer use, Elements, Components, 3D Views, Solid models) • Footprints • Cost estimates • Weight • Alignment of built systems • Environmental analysis • Spectral analysis • Image simulation • Interfaces to: <ul style="list-style-type: none"> - NASTRAN - Interferometers - CAD/CAM via IGES - LightTools

Structure of CODE V



CODE V Version 9.00



Menu bar

Toolbar

Lens Data Manager

Command Window

Window Navigation Bar

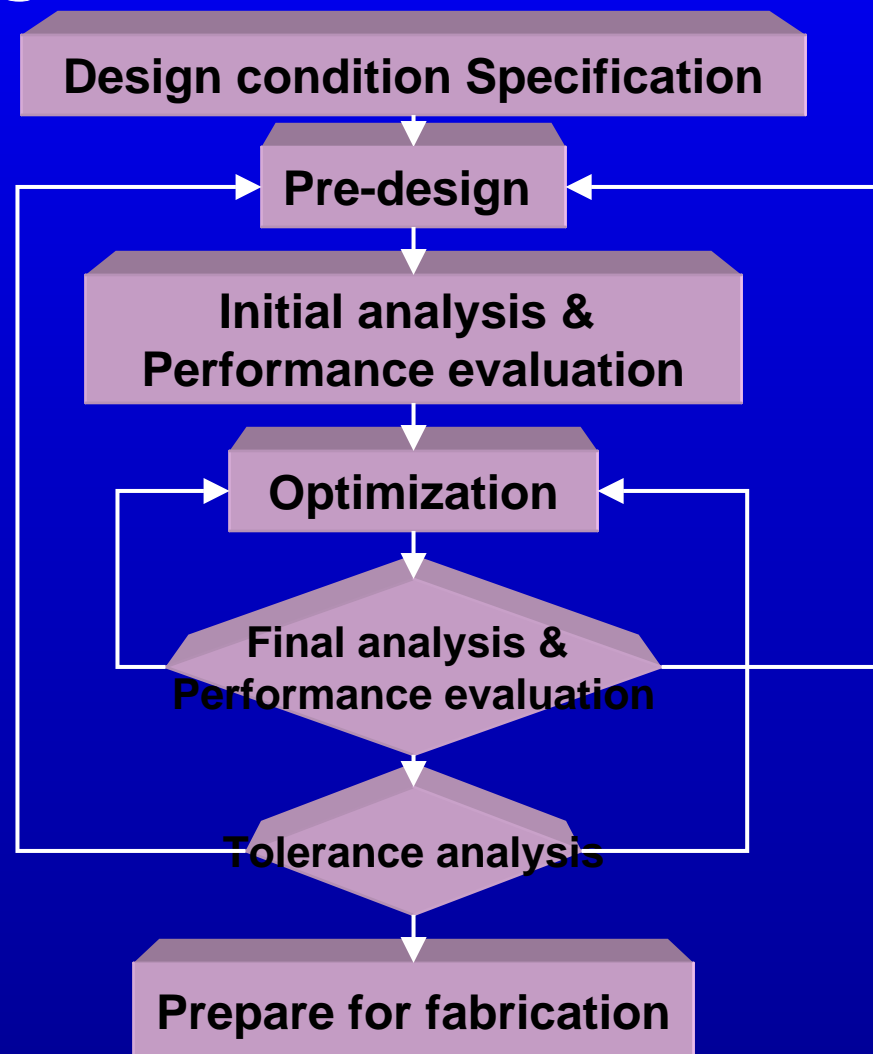
Error Log

Status Bar

Optical Design Process

Optical Design Flowchart

- Today's tutorial will be based on this process



Design Example (1): Fixed-focus VGA Digital Camera Objective

Outline

- *Fixed-focus VGA Digital Camera Objective specification*
- *Identification of a Starting Point*
 - *First-order optics consideration*
- *Selecting a Suitable Starting Point*
 - *Code V New Lens Wizard*
- *Perform a Basic Analysis*
 - *Compare with the specifications: Spot Diagram, Aberration curves, MTF output....*
 - *Guideline for Optimization*
- *Optimization*
 - *Make things better, Performance re-evaluation*
- *Tolerance Analysis*
 - *Prepare for fabrication*
- *Summary and References*

Identification of a starting point

Lens Specifications

Fixed-focus VGA Digital Camera Objective Specifications

* Small number of elements (1-3) made from common glasses or plastics

* Image sensor (baseline is Agilent FDCS-2020)

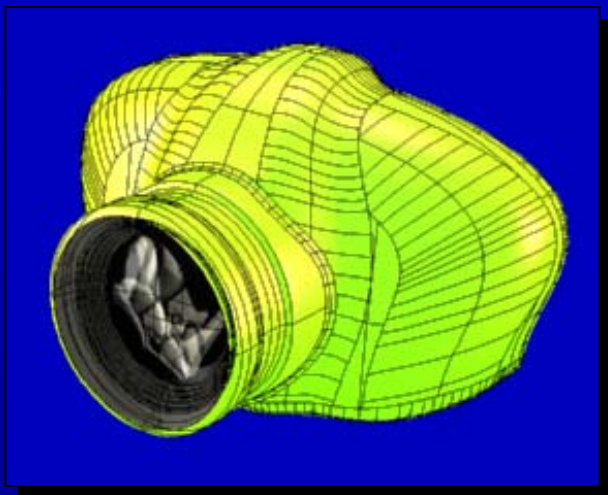
Resolution	640 x 480 effective pixels
Pixel size	7.4 x 7.4 microns
Sensitive area	3.55 x 4.74 mm (full diagonal 6 mm)

* Objective Lens

Focus	Fixed, depth of field 750 mm to infinity
Focal length	Fixed, 6.0mm
Geometric Distortion	< 4%
F/number	Fixed aperture, F/3.5
Sharpness	MTF through focus range (central area is inner 3 mm of CCD)

Low freq. 17 lp/mm	> 90% (central)	> 85% (outer)
High freq. 51 lp/mm	> 30% (central)	> 25% (outer)

Vignetting	Corner relative illumination > 60%
Transmission	Lens alone, > 80% 400-700 nm
IR filter	1 mm thick Schott IR638 or Hoya CM500

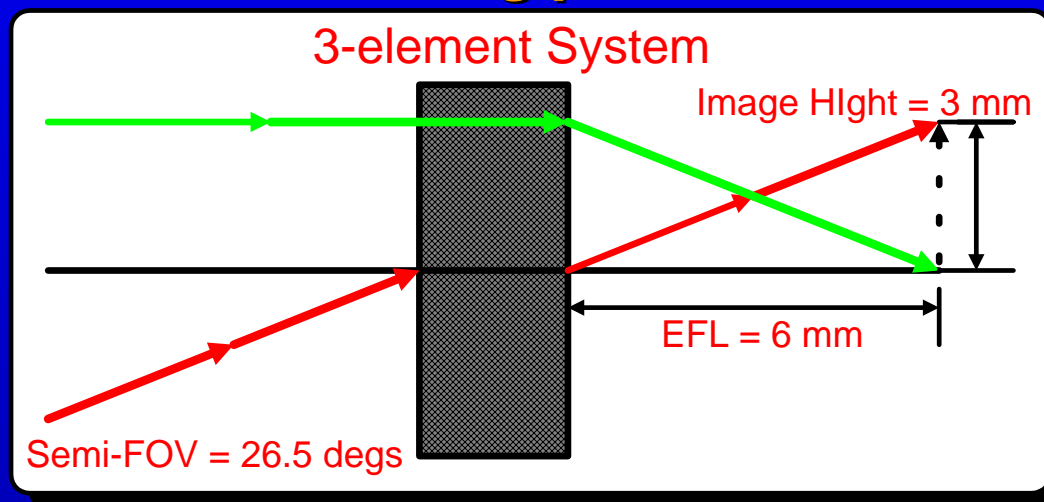


Identification of a Starting Point

- From specification directly:
 - 3-element system
 - Effective focal length = 6 mm
 - F/number = 3.5

- First-order calculation:
 - Field of view
 - $FOV = 26.5^\circ$

• Starting point scheme



$$\text{Image height} = \text{EFL} * \tan(\text{semi-FOV})$$

- These are useful to be a “filter” (criterion) for searching exiting designs in Code V new lens wizard

Selecting a Suitable Starting Point

Selecting a suitable starting point

- The Code V New Lens Wizard
 - Searching existing designs- Patent Database
 - Filter
 - A suitable starting lens



3. Lens name :
or022488

2.

Filter

		Min	Max
<input type="checkbox"/> Application	All		
<input type="checkbox"/> Spectral Range	Vis		
<input type="checkbox"/> Object Distance	Finite		
<input checked="" type="checkbox"/> F/#		1	4
<input checked="" type="checkbox"/> Field of View		20	33
<input type="checkbox"/> Zoom Ratio		0.00000	0.00000
<input type="checkbox"/> Magnification		0.00000	0.00000
<input type="checkbox"/> BFL/EFL		0.00000	0.00000
<input type="checkbox"/> OAL (w/out Image) / EFL		0.00000	0.00000
<input type="checkbox"/> OAL (with Image) / EFL		0.00000	0.00000
<input type="checkbox"/> % Distortion		0.00000	0.00000
<input checked="" type="checkbox"/> Number of Elements		1	3
<input type="checkbox"/> # of Moving Groups		0	0

Filter...

Patent #	Name	F/#	FOV
2645157	or00085	2.739	26.0
2751884	or00093	2.497	22.0
2816777	or00099	2.772	22.0
42_19755	or00162	3.614	20.0
48_5494	or00508	2.321	27.0
4892996	or01607	3.491	30.0
50_2807	or02248	2.369	27.5
50_2807	or02258	3.202	27.5
50_2807	or02259	3.969	27.5
50_2807	or02260	3.700	27.5
60_49296	or02323	3.202	20.9
60_49296	or02325	3.276	21.0

End Of Data

Selecting a suitable starting point

- Defining system data
 - Pupil specification, Wavelengths, Fields...

1. Pupil

Pupil size defines the amount of light entering the system from each field point. This can be defined in object space units (Entrance Pupil Diameter or object space Numerical Aperture) or in image space units (F-number or image space Numerical Aperture). Object space definitions are preferred. Object space NA is only valid for finite object distances.

Pupil Specification

Image F/Number

Value 3.50000

☐ Telecentric in Object Space

2. Wavelengths

Enter the Wavelengths that you wish to use for the system or choose from an existing spectrum.

Note: You may choose a spectrum and then add wavelengths to it.

Use Spectrum

	Wavelength	Weight	Plot Color
1	656.00000	1	■
2	589.00000	2	■
3	430.00000	1	■
*			

3. Fields

Fields define one or more discrete points that sample the object or image format that the system is designed to cover. Fields can be defined in object space units (object angle in degrees or object height) or in image space units (paraxial or real image height). Object space definitions are preferred.

Field Type Object Angle

☐ Wide Angle Mode

	Field			
	X Angle	Y Angle	Weight	
1	0.00000	0.00000	1.00000	■
2	0.00000	11.00000	1.00000	■
3	0.00000	19.00000	1.00000	■
4	0.00000	26.50000	1.00000	■
*				

• Lens Data Manager Spreadsheet and Command Window

1. LDM Spreadsheet

Surface #	Surface Name	Surface Type	Y Radius	Thickness	Glass	Refract Mode	Semi-Transparent
Object		Sphere	Infinity	Infinity		Refract	
1		Sphere	0.35606	0.11000	786500.501	Refract	0.20624
2		Sphere	0.70116	0.07000		Refract	0.16825
3		Sphere	-0.65975	0.02000	717360.295	Refract	0.13294
Stop		Sphere	0.41684	0.03500		Refract	0.10884
5		Sphere	0.92080	0.06500	834810.429	Refract	0.14077
6		Sphere	-0.54079	0.77426		Refract	0.15209
Image		Sphere	Infinity	-0.00403		Refract	0.47506
		Sphere		End Of Data			

2. Command Window

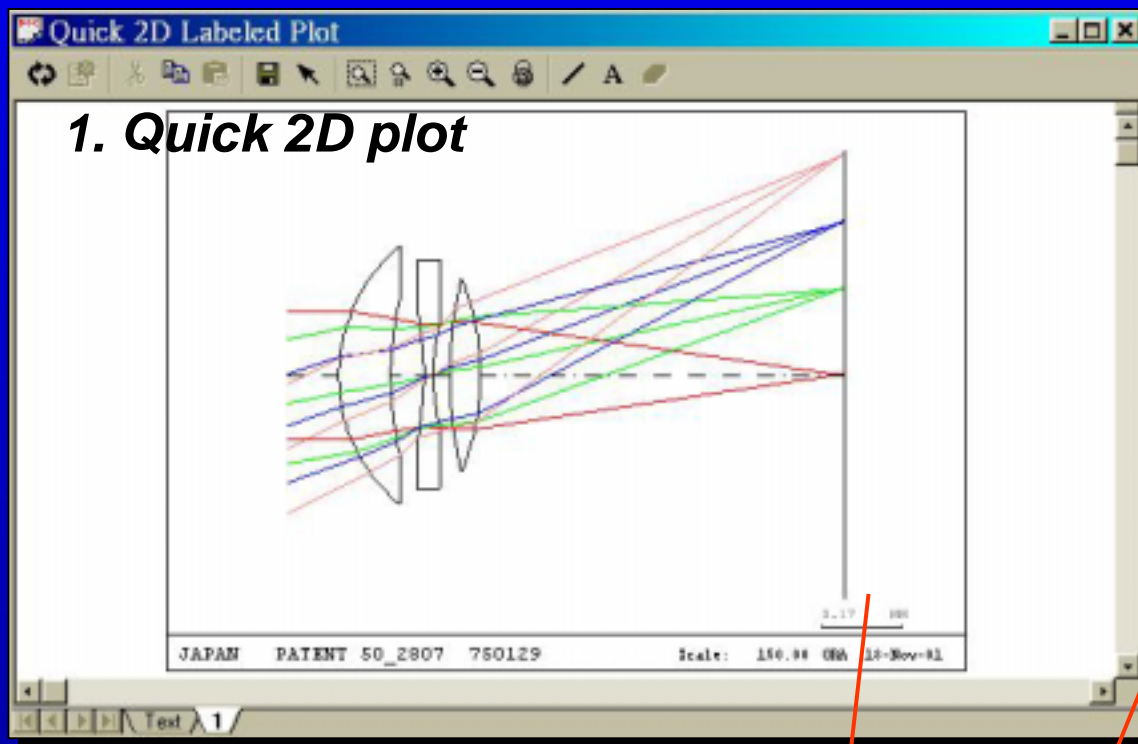
```

CODE V> IN CV_MACRO:cvnewlens.seq
CODE V> RDM
CODE V> LEN
CODE V> TIT 'New lens from CVMACRO:cvnewlens.seq'
CODE V> EPD 2
CODE V> XOB 0
CODE V> YOB 0
CODE V> WL 587.5618
CODE V>

```

- **Drawing Pictures and First order Data**

2. First Order Data



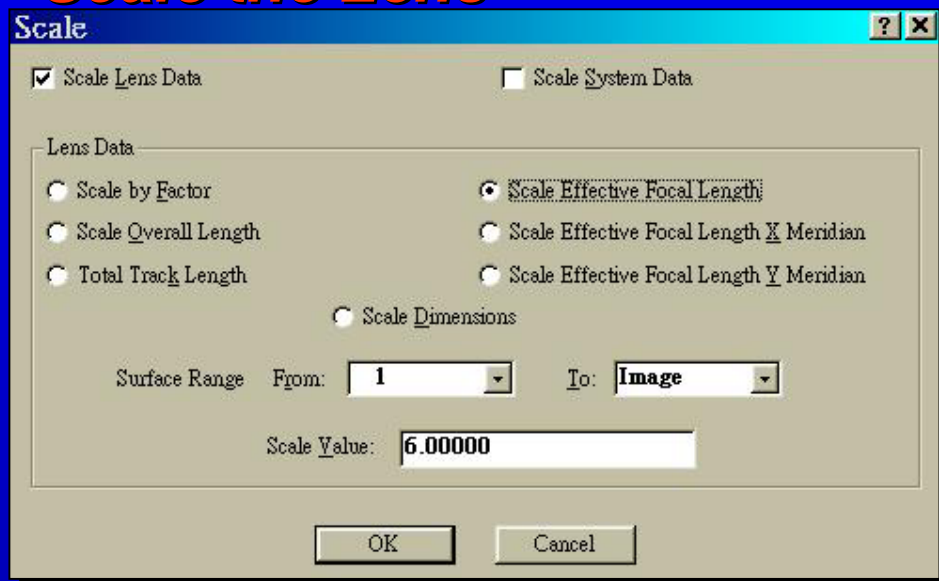
List First Order Data

INFINITE CONJUGATES	
EFL	0.9528
BFL	0.7743
FFL	-0.8673
FNO	3.5000
IMG DIS	0.7702
OAL	0.3000
PARAXIAL IMAGE	
HT	0.4751
ANG	26.5000
ENTRANCE PUPIL	
DIA	0.2722
THI	0.1949
EXIT PUPIL	
DIA	0.2442
THI	-0.0805

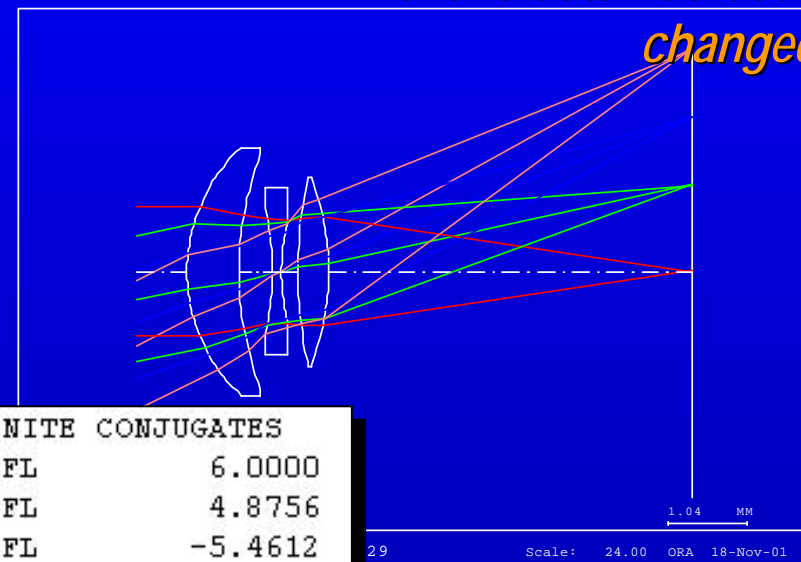
The lens system is too small

EFL, the result is not suitable for our specification

• Scale the Lens



*The EFL value is now 6mm as desired.
The paraxial image height is 2.99 mm*



INFINITE CONJUGATES

EFL	6.0000
BFL	4.8756
FFL	-5.4612
FNO	3.5000
IMG DIS	4.8502
OAL	1.8891
PARAXIAL IMAGE	
HT	2.9915
ANG	26.5000
ENTRANCE PUPIL	
DIA	1.7143
THI	1.2273
EXIT PUPIL	
DIA	1.5378
THI	-0.5067

Analyze the Starting Point

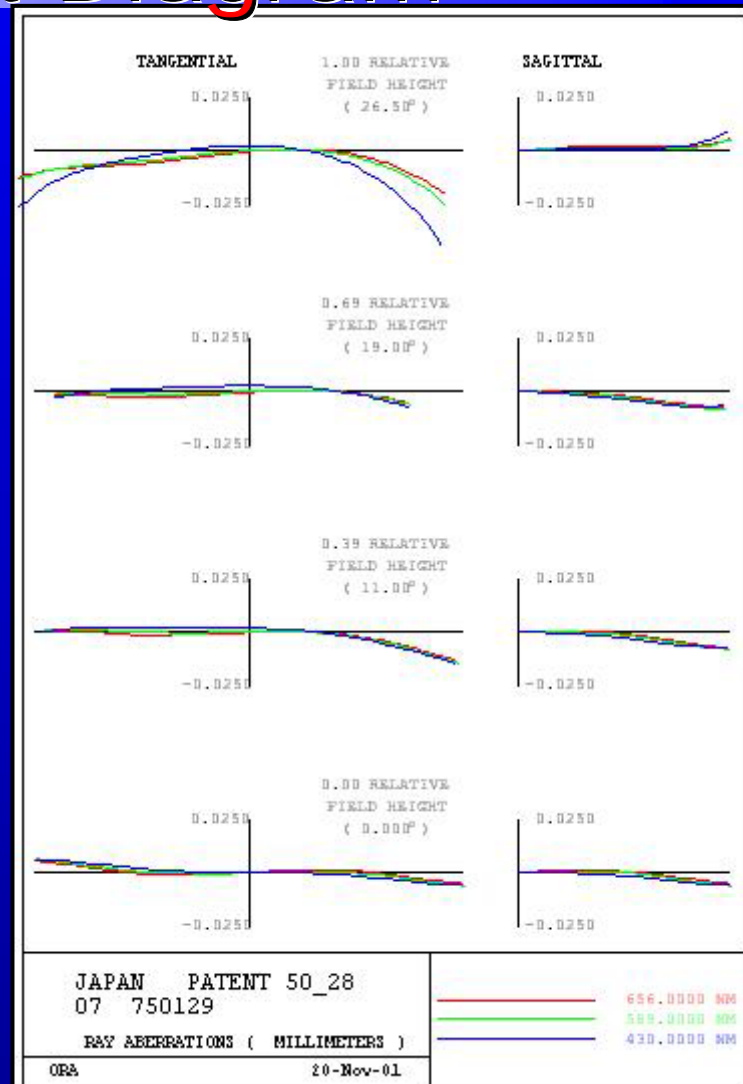
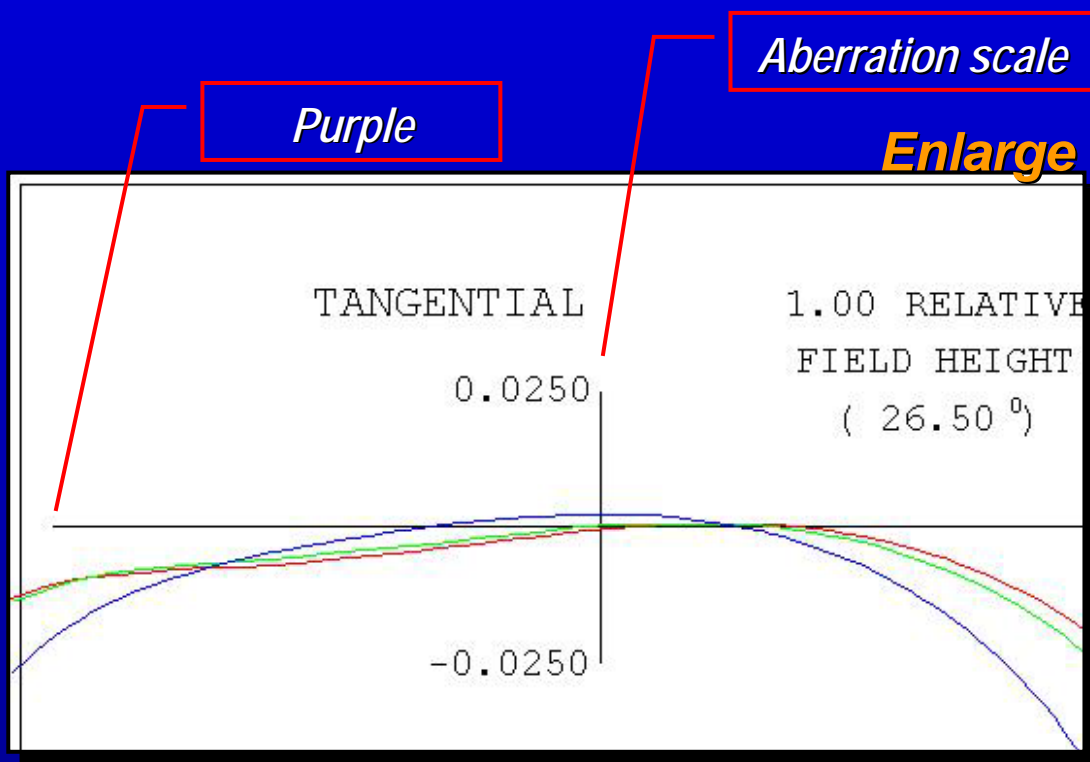
Analyze the Starting Point

- *Basic and Useful Analysis*
 - Ray aberration curves and Spot diagrams
- *Compare with Lens Specifications*
 - Distortion (Field Curve or Distortion Grid)
 - Sharpness (Diffraction MTF)
 - Vignetting

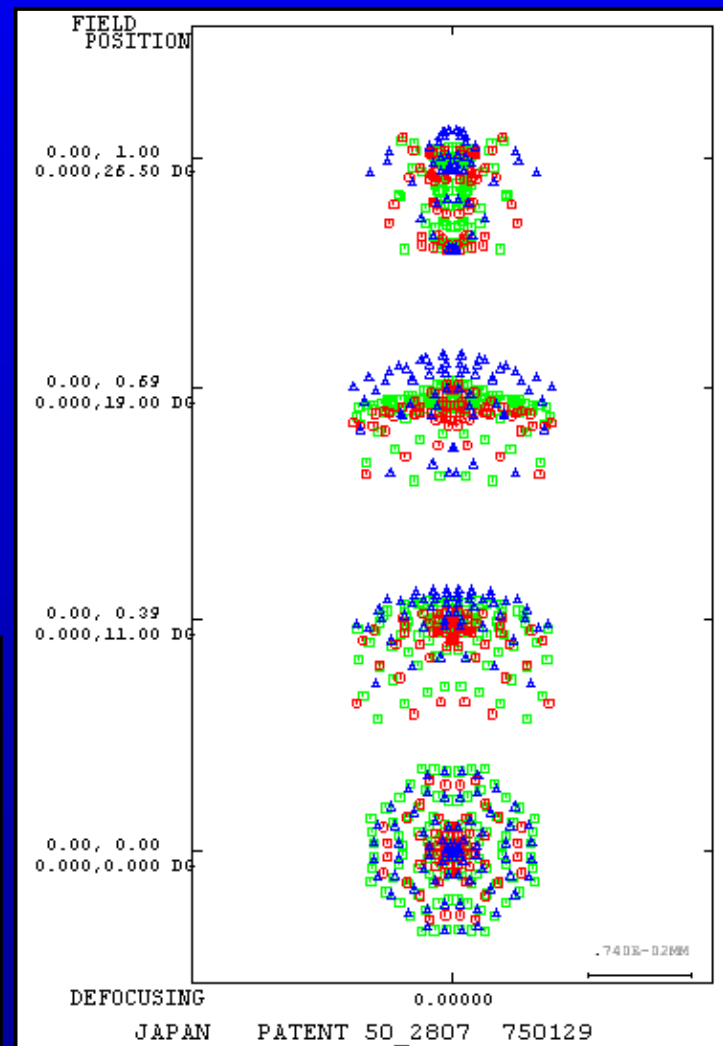
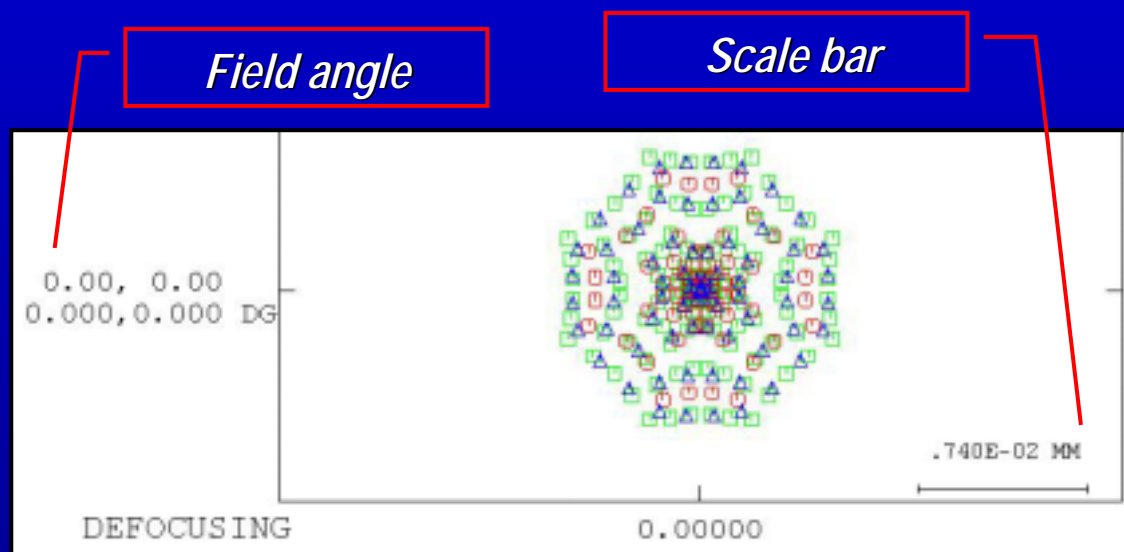
Focal length	Fixed, 6.0mm	
Geometric Distortion	< 4%	
Sharpness	MTF through focus range (central area is inner 3 mm of CCD)	
	Low freq. 17 lp/mm	> 90% (central)
	High freq. 51 lp/mm	> 30% (central)
		> 85% (outer)
		> 25% (outer)
Vignetting	Corner relative illumination > 60%	
Transmission	Lens alone, > 80% 400-700 nm	

Ray Aberration and Spot Diagram

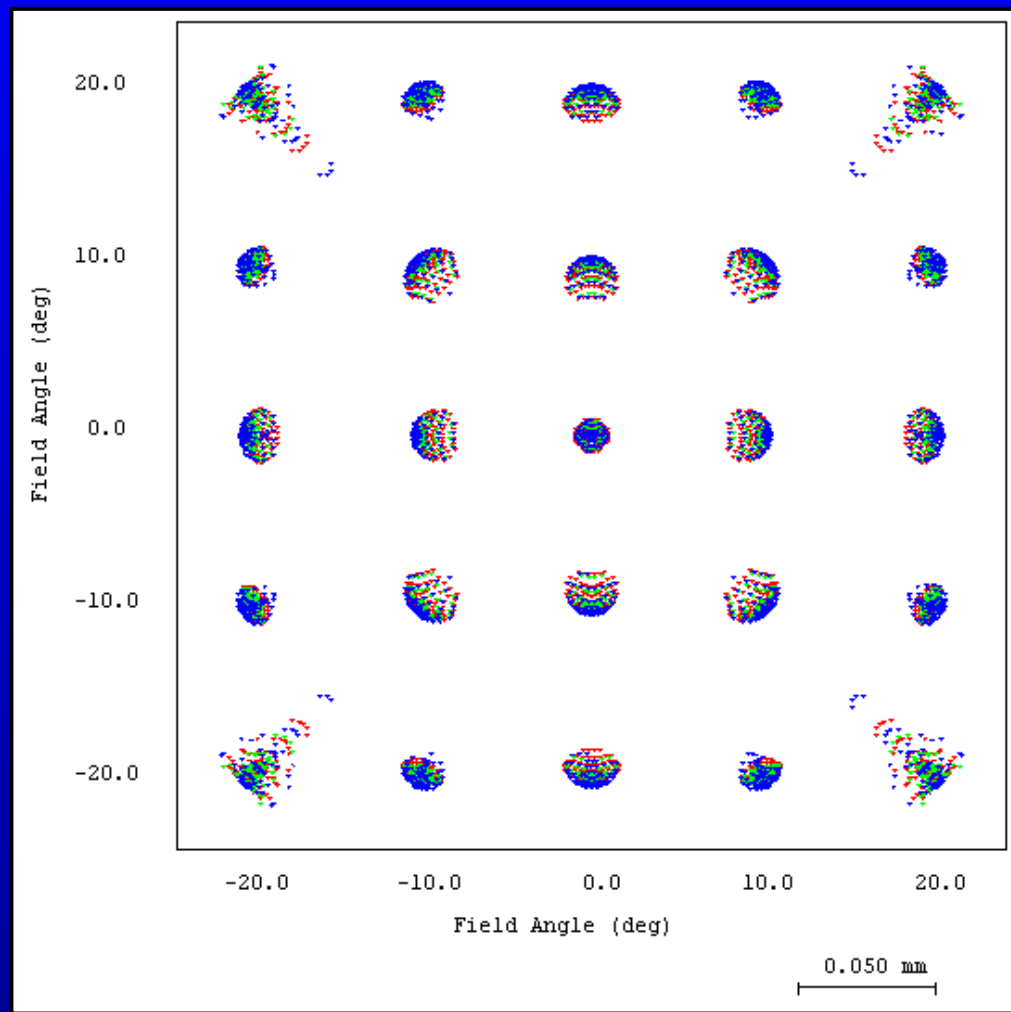
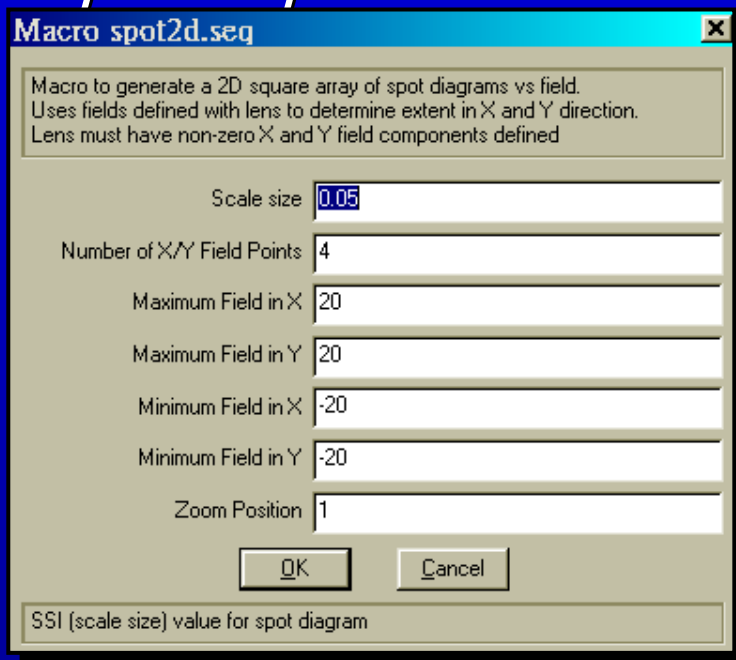
- Ray Aberration Curves
- Analysis > Diagnostics > Ray Aberration Curve



- **Spot Diagram**
- *Analysis > Geometrical > Spot Diagram*
 - Scale by Pixel Size 7.4 μm

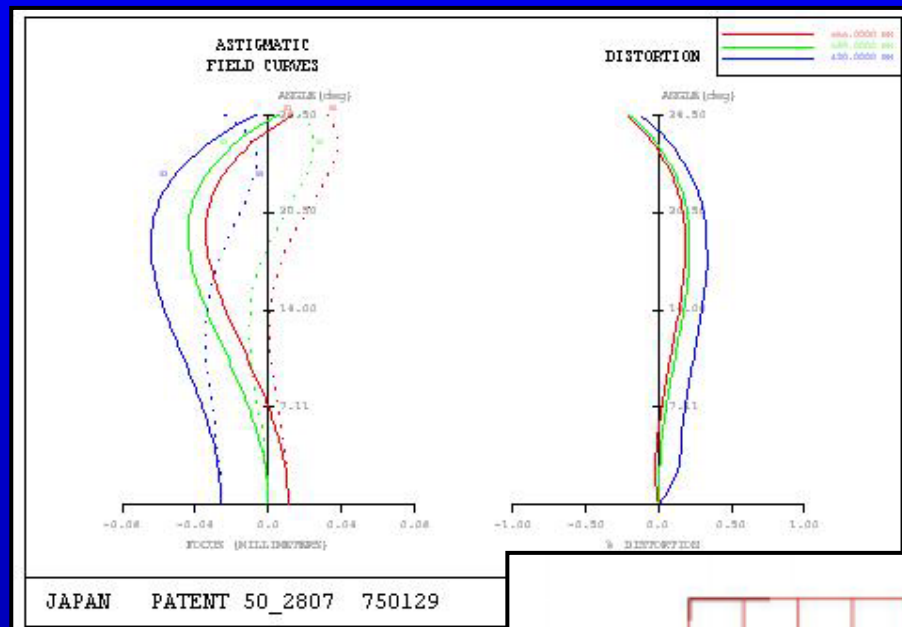


- **Useful Spot Macro**
- *Tool > Macro > Sample / Geometrical Analysis / sopt2d.seq*



Distortion

- Analysis > Diagnostics > Field Curve
- Analysis > Diagnostics > Distortion Grid



1. Field Curve

VERTICAL FOV

2. Distortion Grid

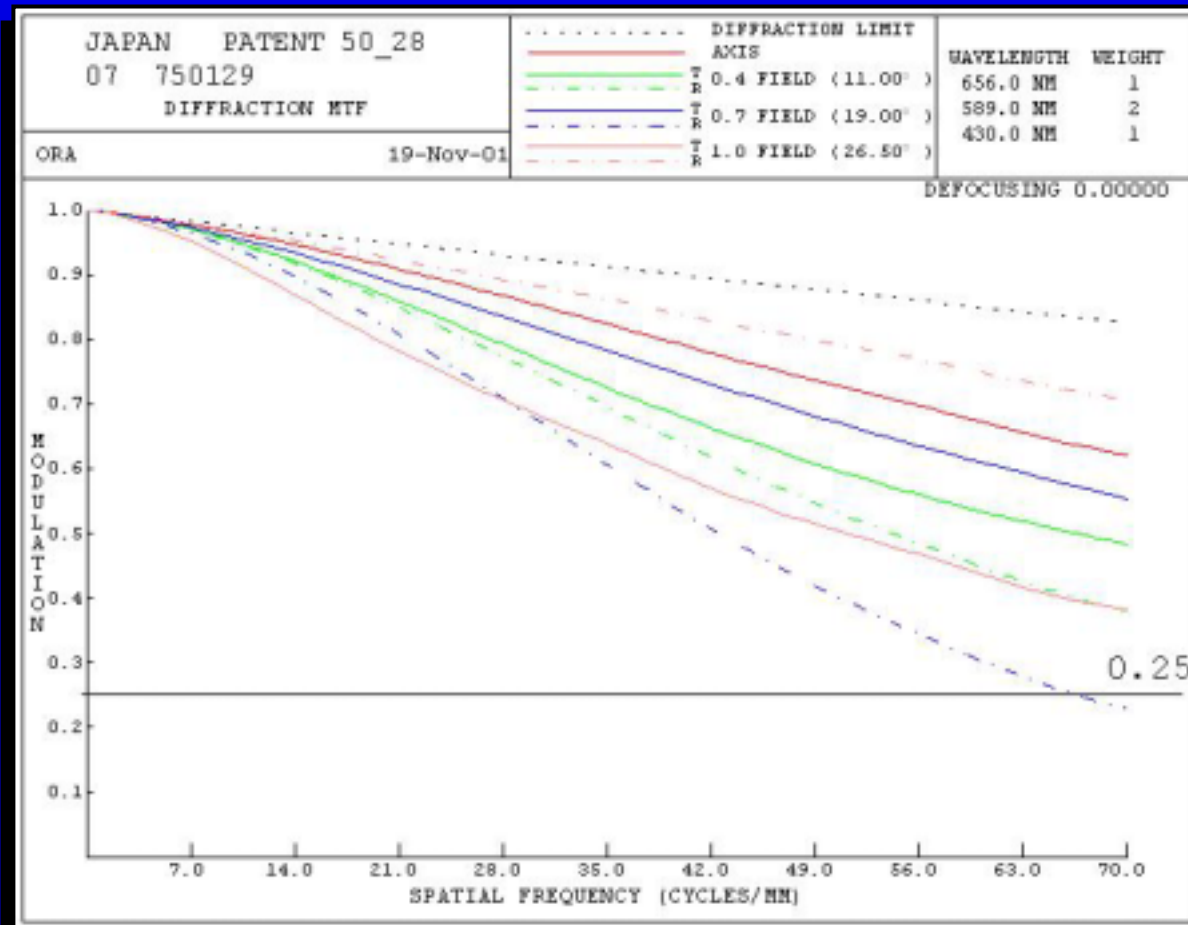
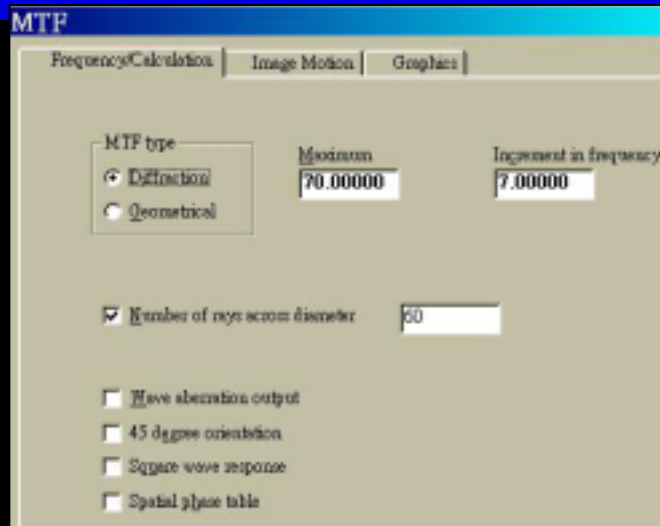
HORIZONTAL FOV

Parax FOV
Actual FOV

MTF Output

- Analysis > Diffraction > MTF

Low freq. 17 lp/mm	> 90% (central)	> 85% (outer)
High freq. 51 lp/mm	> 30% (central)	> 25% (outer)



Vignetting / Illumination and Transmission

1. Get from Text tab of MTF output
2. Analysis > system > Transmission Analysis

2.

PRODUCT	REF	0.9361	0.9648	0.8961	0.9404
ABS	1.0000	1.0000	1.0000	1.0000	1.0000
Ave Transmittance:		0.9361	0.9648	0.8961	0.9404
ILLUMINATION:		0.04042	0.04173	0.03911	0.04075
RELATIVE ILLUM:		64.0	64.9	69.7	65.7
PROJECTED SOLID					
ANGLE (IMAGE SPACE):	0.04318	0.04326	0.04365	0.04334	
USED AREA OF					
ENTRANCE PUPIL:	2.29240	2.29333	2.29596	2.29376	

Illumination and Transmission for each wavelength

1.

Digital VGA Camera

FIELD (X,Y)=(0.00, 1.00)MAX, (0.00, 26.50)DEG
 RELATIVE ILLUMINATION = 66.4 PER CENT
 ILLUMINATION (UNIT BRIGHTNESS) = 0.043192
 DISTORTION = -0.20 PER CENT

DIFFRACTION LIMIT				FOCUS POSITION	
L/MM	f/3.500	RAD	TAN	RAD	TAN
0	.999	.999	.999	.999	.999
7	.982	.981	.977	.978	.950
14	.965	.962	.953	.952	.868
21	.947	.942	.929	.922	.781
28	.929	.923	.906	.892	.705
35	.912	.904	.881	.862	.637
42	.894	.885	.858	.829	.569
49	.877	.866	.835	.799	.514
56	.859	.846	.812	.769	.467
63	.842	.828	.789	.735	.416
70	.824	.809	.767	.707	.381

Relative Illumination

* Transmission data missing for this material; 100% transmission assumed.

User-specified transmission data can be provided as part of the lens data.

Picking on Glass

- *Tool > Macro > glassfit.seq*
 - *Sample Macro / Material Information*

- *Result of glassfit.seq*

Availability Codes:

Catalog	Code	Definition
-----	----	-----

All	3	Discontinued
	4	Discontinued with recommended replacement glass
	5	Preliminary

Schott	0	Preferred glass
	1	Standard Glass
	2	Inquiry Glass

Surf	Catalog	Glass	Delta Nd	Delta Vd	Avail	Price	DPF	Bubl	Stain
1	SCHOTT	LAFN28	0.01336	0.5317	1	315.00	-75	0	1
3	SCHOTT	SF1	0.00000	-0.0129	0	36.50	0	1	1
5	SCHOTT	NLASF41	-0.00020	-0.2291	2	0.00	-79	1	0

Macro glassfit.seq

Macro to help the user convert fictitious (variable) glasses into real glasses. Several fitting methods are available. The macro prompts for all required inputs (Q to quit).

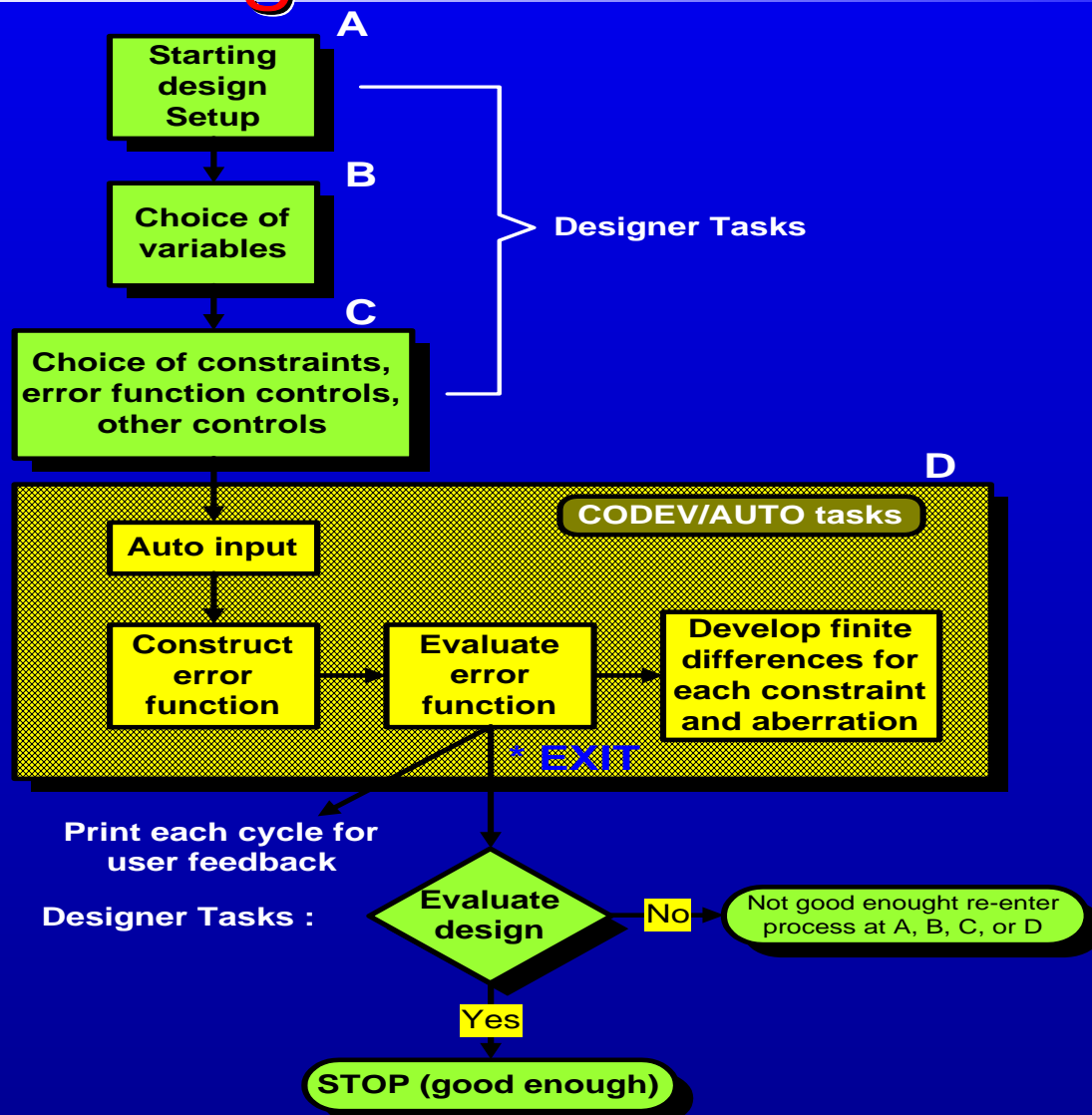
Multiplier for Delta-V

Eliminate disc. glasses?

Relative importance of Delta-V to Delta-N

Optimization: Making Things Better

Automatic Design Process



The Game Plan

- *Define as variable: all radii of curvatures, thickness values, and fictitious glasses*
- *Automatic Design Setting*
 - *Make sure all glass elements are thick enough and glass index doesn't get too high*
 - *Constrain the effective focal length (EFL) to the current 6 mm*
 - *Use the default spot size (transverse ray aberration) error function, but trace more rays in the grid*
- *optimizations*
 - *Run AUTO*
 - *Understanding the output and reevaluations*
 - *Modify AUTO setting to refine the solution*

Defining Variable

- Variables are defined in the LDM
 - To vary the constructs what you want, place the cursor on the it in the LDM window, right-click, and choose "Vary" from the shortcut menu.

The red, small letter "V" means variable

Surface #	Surface Name	Surface Type	Y Radius	Thickness	Glass	Refract Mode	Y Semi-Aperture
Object		Sphere	Infinity	Infinity		Refract	
1		Sphere	2.24216 ^V	0.69268 ^V	786500.501 ^V	Refract	1.29873 ^O
2		Sphere	4.41530 ^V	0.44080 ^V		Refract	1.05951 ^O
3		Sphere	-4.15453 ^V	0.12594 ^V	717360.295 ^V	Refract	0.83714 ^O
Stop		Sphere	2.62490 ^V	0.22040 ^V		Refract	0.68537 ^O
5		Sphere	5.79840 ^V	0.40931 ^V	834810.429 ^V	Refract	0.88647 ^O
6		Sphere	-3.40543 ^V	4.87562 ^S		Refract	0.95772 ^O
Image		Sphere	Infinity	-0.02539		Refract	2.99149 ^O
End Of Data							

Automatic Design Setting

- *The first boundary condition category is **General Constraint***
 - *General Thickness Constraint*
 - *Glass Map Constraint*
- *The second boundary condition category is **Specific Constraint***
 - *Edit Constraint : Optical Definition / First Order or Third Order Aberration*
 - *Defining Constraint Mode and Constraint Target*
- *Error Function Definitions and Controls*
 - ***Error Function Types***
- *Output Controls*

General Constraint

- *Min. center thickness*
 - 0.9 mm
- *Min. edge thickness*
 - 0.8 mm
- *Defining new corner point for the glass map*

The following constraints can be overridden on specific surfaces by use of specific constraints:

Maximum center thickness

1.30000

Minimum edge thickness

0.80000

Minimum air edge

0.00250

Minimum center thickness

0.90000

Minimum axial air

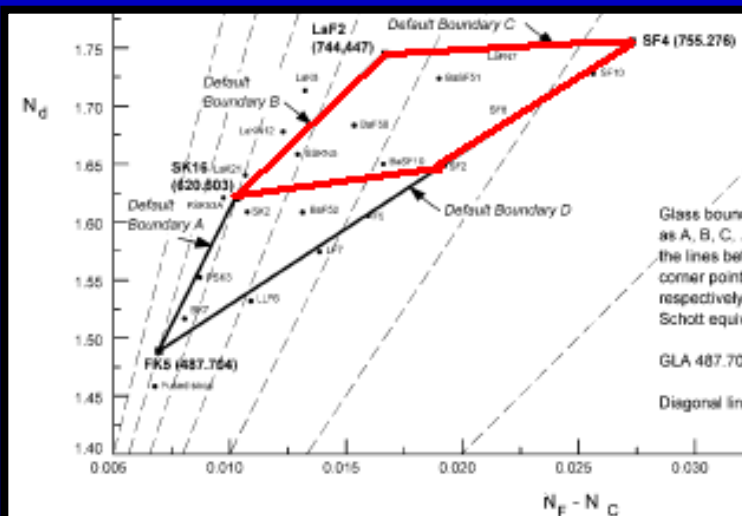
0.10000

Maximum angle of incidence

	Start Surface	End Surface	Max. Angle
*			

Glass map boundary glasses/points (enter 3-5 values, default Schott, NFK5, NSK16, NLAF2, ...)

	Start Surface	End Surface	Map 1	Map 2	Map 3	Map 4
1	Object	Image	NFK5	NSK16	SF2	
*						



Specific Constraint

- Constraint

- EFL

Constraint
category

Constraints

Constraints
mode

Edit Constraint

Category: Optical Definitions

Constraint: Effective Focal Length

Surface: Start: Object, End: Image

Wavelength: Start: W 1 - 656, End: W 1 - 656

Zoom: * 1 - JAPAN PATENT 50_280

Field: F 1 - Object Angle: X 0, Y 0

Ray: 1 - Chief Ray

Weight: 0.00000

Constraint Mode: =

Constraint Target: 6.00000

Calculate Default Target

Command Syntax

Screen Control	Explanation	Default
Constraint Mode: =	Constrains exactly to target value of the constraint. Equivalent to using the = qualifier when defining a constraint from the command line.	Constraint solved exactly (=)
Constraint Mode: >	Defines target value of the constraint as a minimum value, or lower boundary. Equivalent to using the > qualifier when defining a constraint from the command line.	Constraint solved exactly (=)
Constraint Mode: <	Defines target value of the constraint as a maximum value, or upper boundary. Equivalent to using the < qualifier when defining a constraint from the command line.	Constraint solved exactly (=)

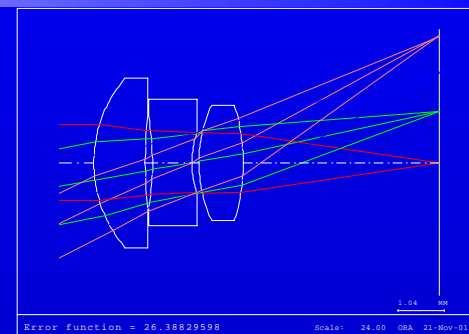
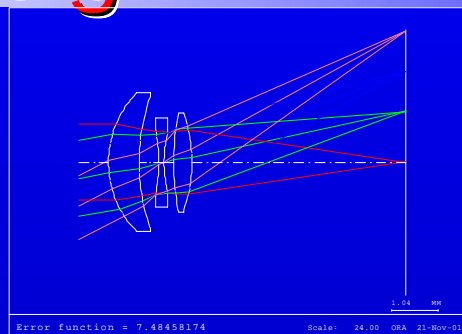
Error Function Definition and Controls

CODE V error function only
 User-defined error function only
 CODE V/User-defined composite error function
 Constraints only solution

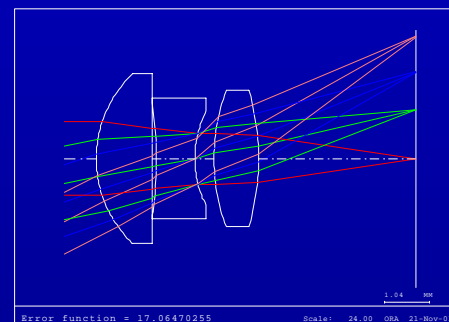
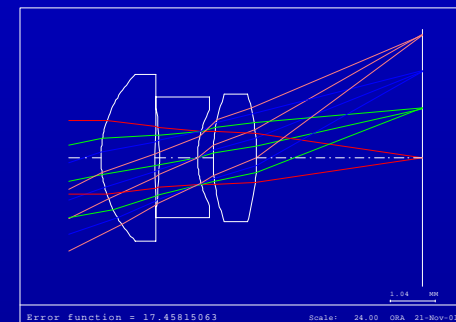
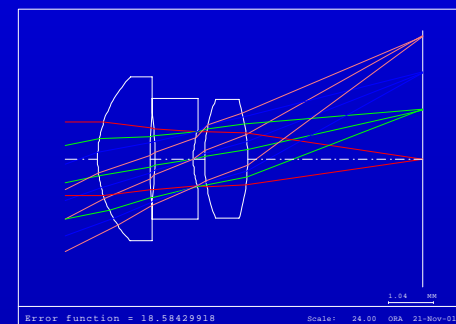
Transverse Ray Aberration
 Wavefront Error Variance
 Fiber Coupling Efficiency
 MTF

- *CODE V Error Function Only*
- *Error Function type*
 - *Transverse Ray Aberration*

Run Automatic Design



Error function
valve



Understanding AUTO Output

Active Constraints -	9:	target	value	diff	cost
EFL Z1	=	6.00000E+00	6.15943E+00	1.594E-01	2.103E-05
GL A S1					1.759E-06
GL B S1					2.903E-05
GL C S3					4.477E-05
GL B S5					9.355E-05
Mn ET S1					-1.597E-05
Mn ET S2					-4.367E-05
Mn CT S3					-1.205E-04
Mn ET S5					-4.150E-05

Active constraints

Display-only Constraints:	value	value
DIY F4 Z1	= -8.32743E-03	

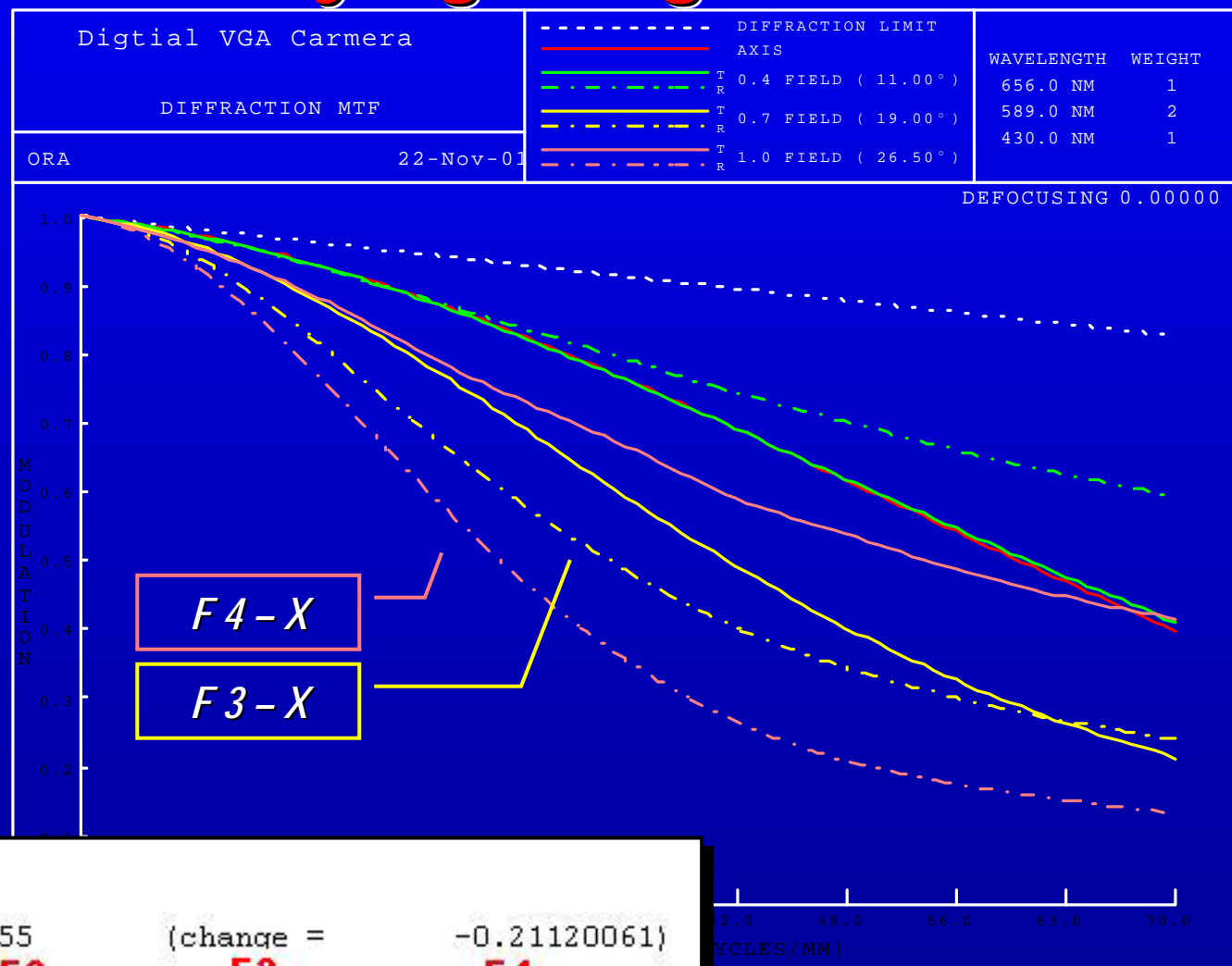
CYCLE NUMBER 1:

ERR. F.	=	49.50252745	(change =	42.01794572)
X	3.42910119	8.40039817	21.00789155	25.01625504
Y	3.42910119	5.62868597	11.10440115	119.99427554

Error function contributions

Error function change

Analyzing and Modifying Weights



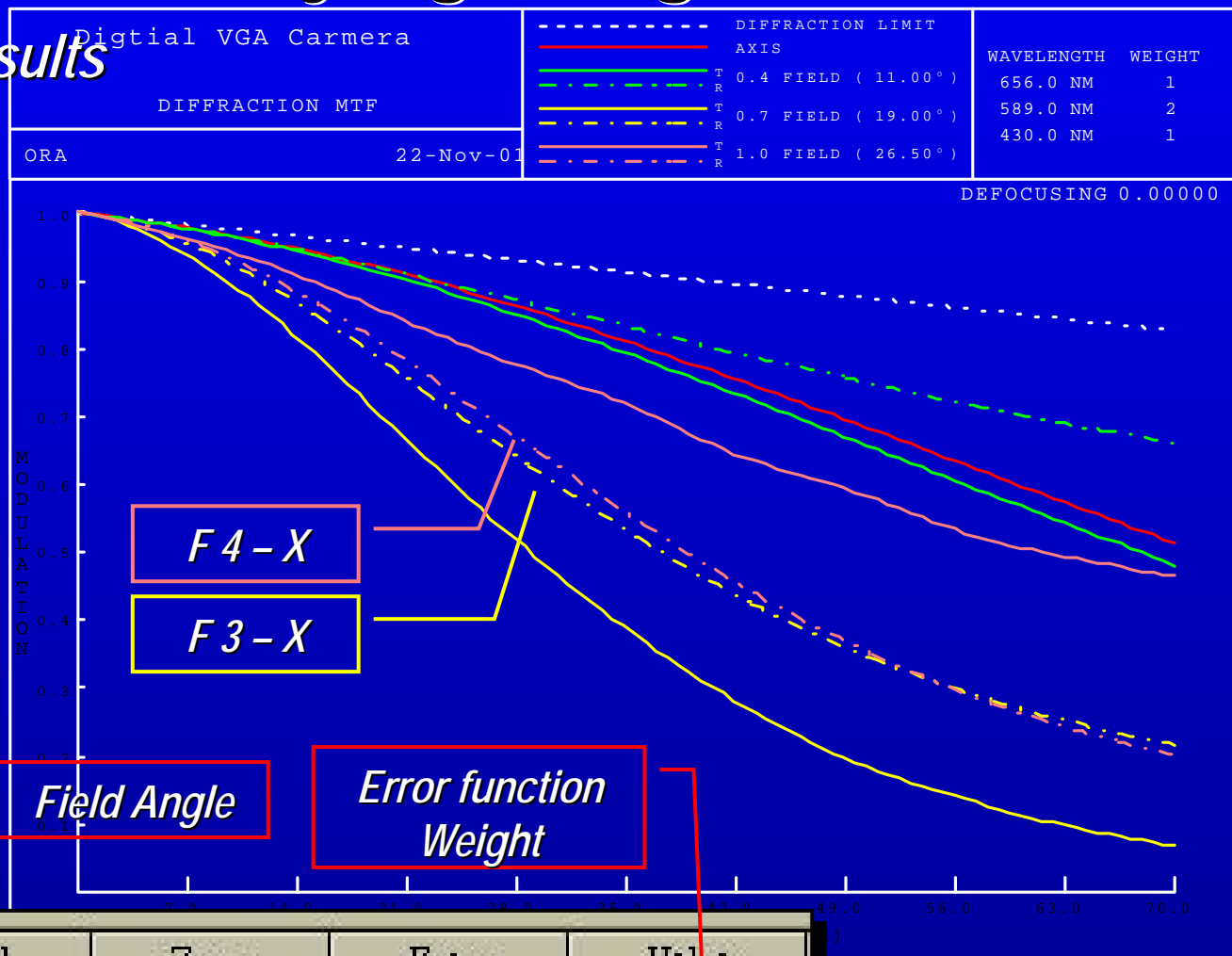
CYCLE NUMBER 8:

ERR. F. = 17.06470255 (change = -0.21120061)

	F1	F2	F3	F4
X	5.37660053	3.16298930	11.98027165	17.27086010
Y	5.37660053	5.85679282	12.06500095	7.16969432

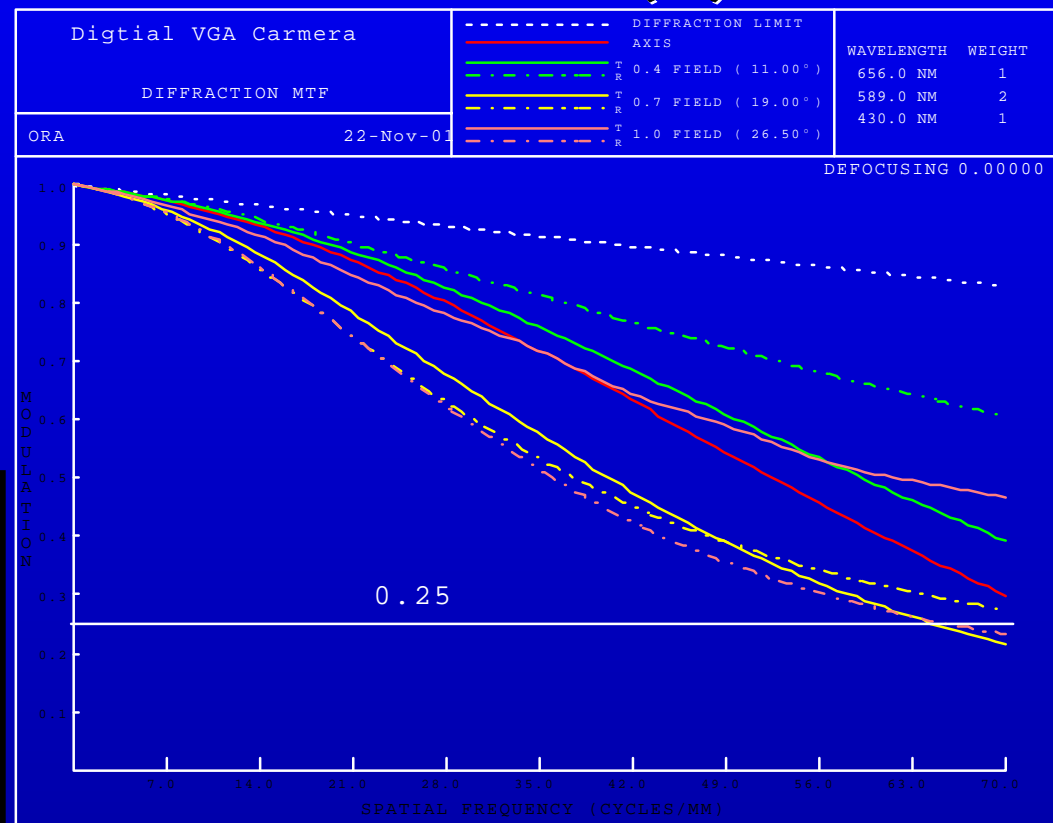
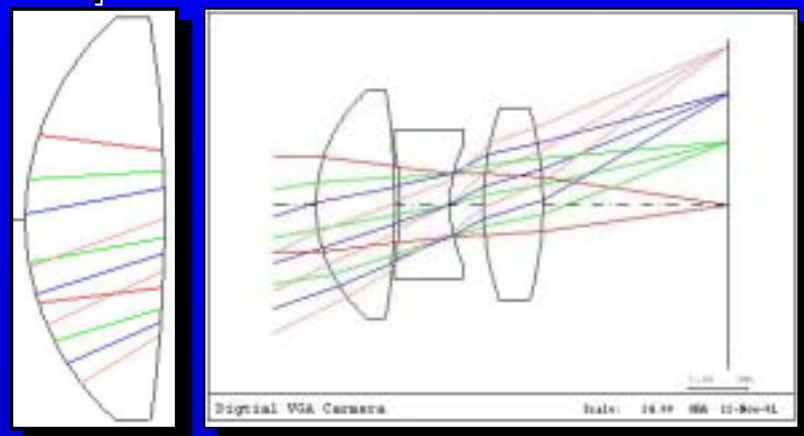
Analyzing and Modifying Weights

Optimized MTF Results



X-Aberration weights only		Field	Zoom	Focus	Value
	1	F 3 - Ob	All Zoom	1	1.2
	2	F 4 - Ob	All Zoom	1	Default

Optimization and Re-evaluations (1)



- The results are accepted for infinite objection distance

X- and Y-Absorption weights		Field	Zoom	Focus	Value
	1	F 1 - Ob	All Zoom	1	0.8
	2	F 2 - Ob	All Zoom	1	0.8
	*				
X-Absorption weights only		Field	Zoom	Focus	Value
	1	F 3 - Ob	All Zoom	1	1.2
	2	F 4 - Ob	All Zoom	1	1.3
	*				
Y-Absorption weights only		Field	Zoom	Focus	Value
	1	F 3 - Ob	All Zoom	1	1.5
	*				

Optimization and Re-evaluations (2)

- Optimization for objection distance = 750 mm
 - Consider the defocus effect (Through focus)
 - The error functions are weighting by different focus

Defocus
defining

Through focus values

	Defocus Values	Defocus Weight	Focus Num	
1	0	1.0	1	* 1
2	-0.048	1.0	2	* 1
*				

•MTF (object
distance 750 mm)

X- and
Y-Absorption
weights

	Field	Zoom
1	F 1 - Ob	All 2
*		

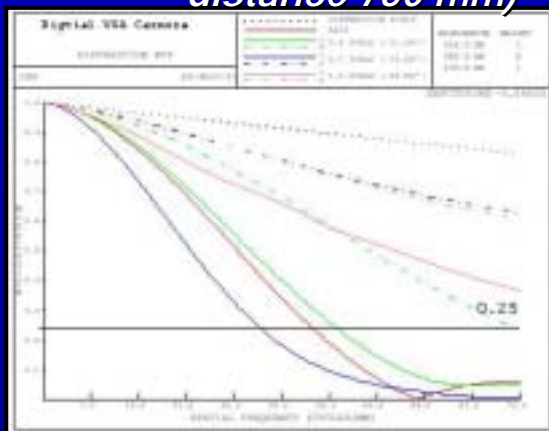
X-Absorption
weights only

	Field	Zoom	Focus	Value
1	F 3 - Ob	All Zoom	1	2.9
2	F 4 - Ob	All Zoom	1	2.9
3	F 3 - Ob	All Zoom	2	0.1
4	F 4 - Ob	All Zoom	2	0.1
5	F 2 - Ob	All Zoom	2	0.1
*				

Y-Absorption
weights only

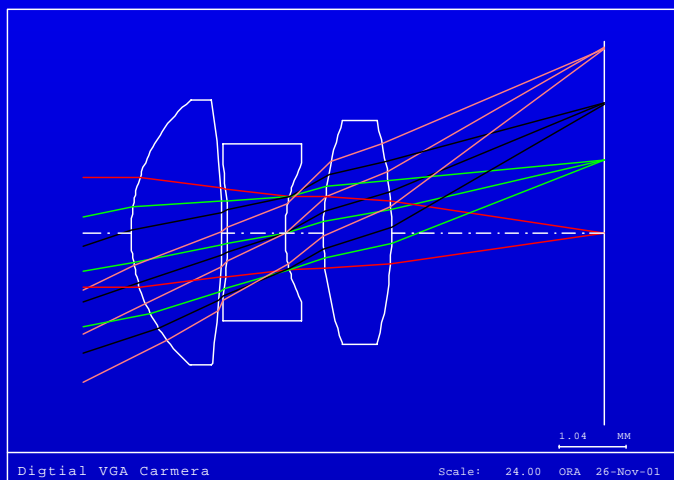
	Field	Zoom	Focus	Value
1	F 3 - Ob	All Zoom	2	4
2	F 2 - Ob	All Zoom	1	0.1
3	F 3 - Ob	All Zoom	1	0.1
4	F 4 - Ob	All Zoom	1	1.3
*				

Focus
assigning

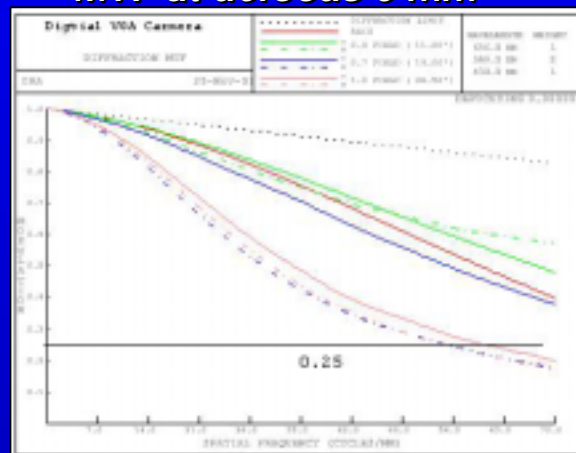


Low freq. 17 lp/mm	> 90% (central)	> 85% (outer)
High freq. 51 lp/mm	> 30% (central)	> 25% (outer)

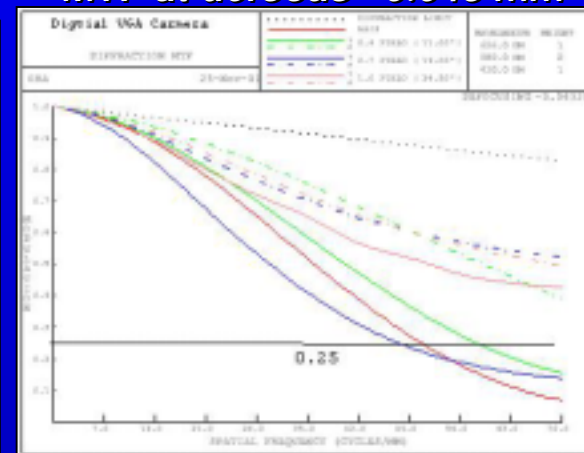
Final Evaluations



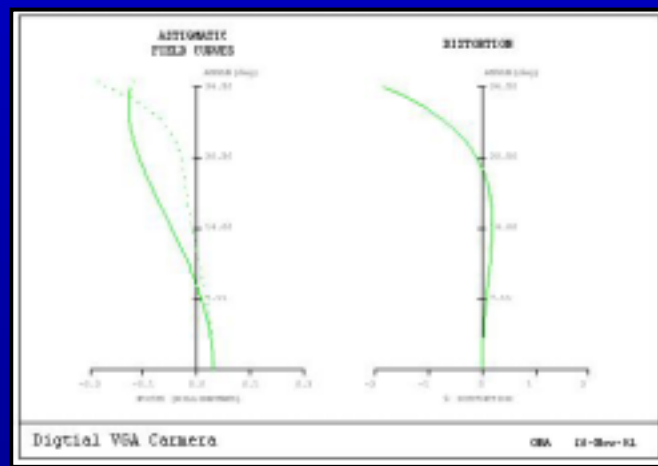
• MTF at defocus 0 mm



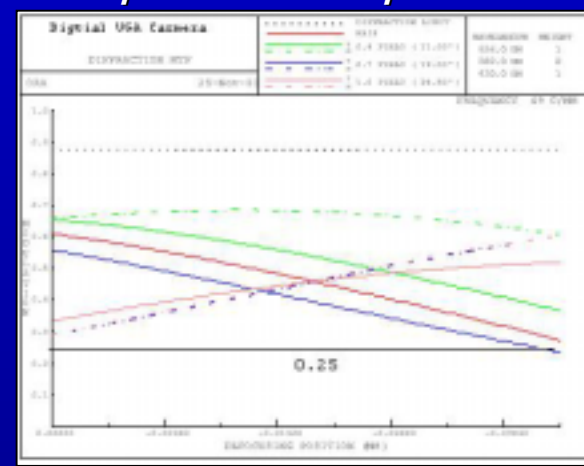
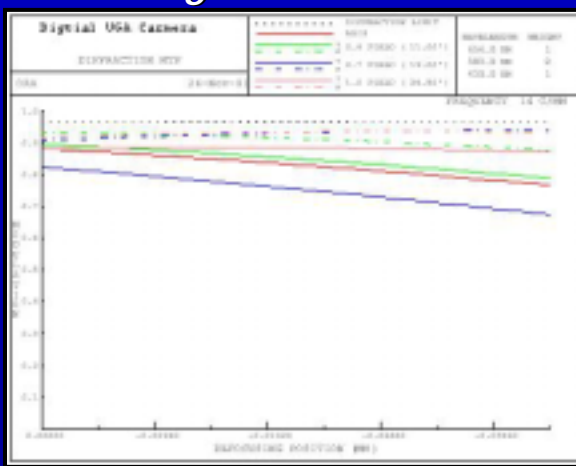
• MTF at defocus -0.048 mm



• Field curve and Distortion



• Through focus MTF at defocus 17 lp/mm and 51 lp/mm



Final Evaluations – illumination

- *Analysis > Illumination*
 - *Using Bitmap images as illumination source*
 - *The imaging process is base on Raytrace method*

