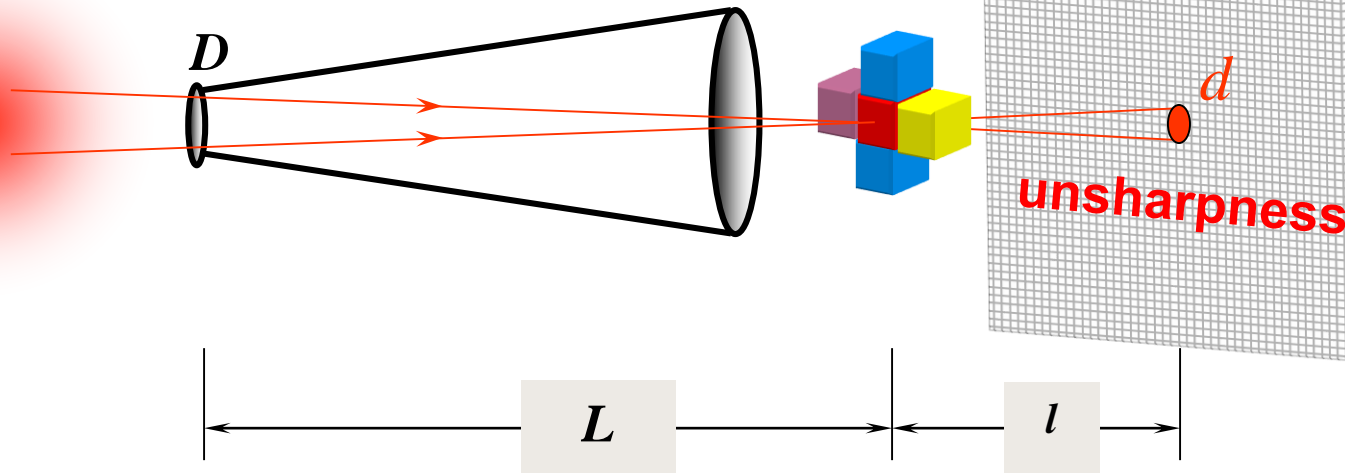# Beam Properties

Source   Collimator Object Detector

D — Aperture Diameter

L — Distance Aperture-Object

l — Distance Object-Detector

$$d = \frac{l}{L/D}$$

The angle of the source seen from the sample position determines the achievable resolution of a projection.