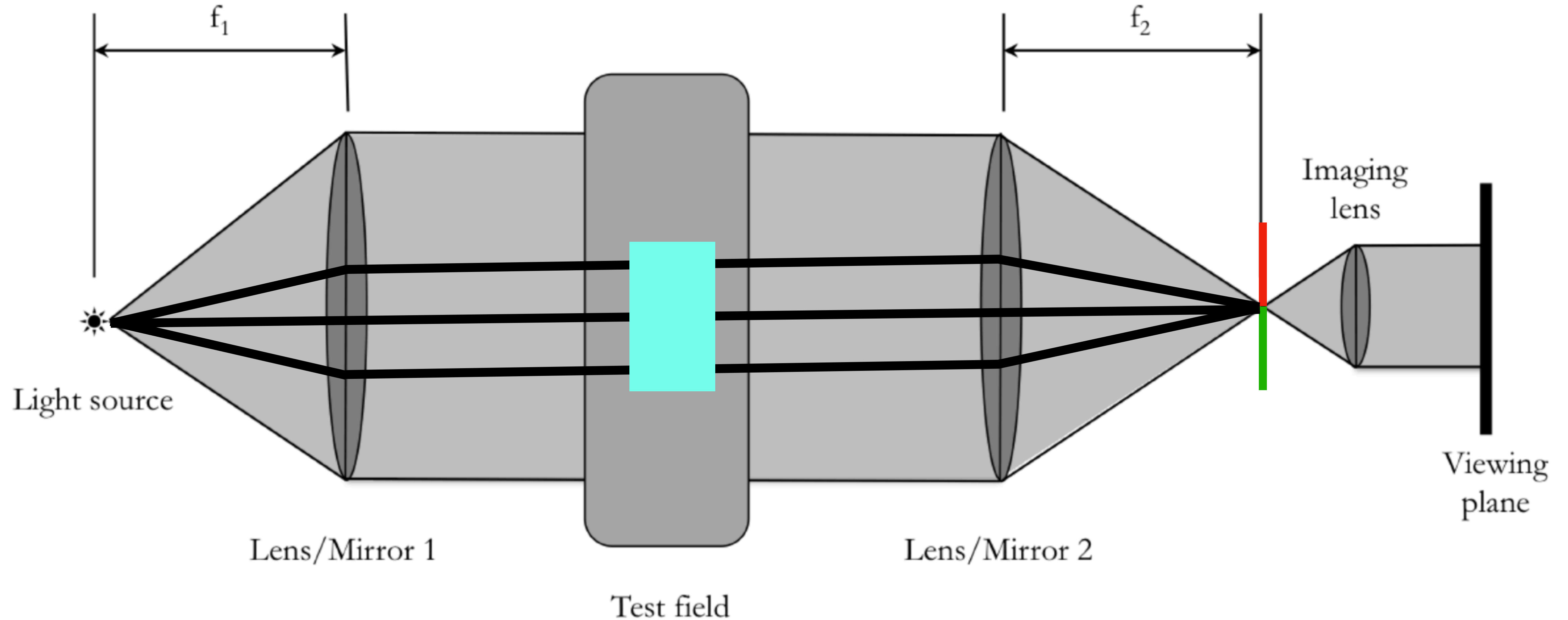


Schlieren

Light can not be focused to a true point, so we imagine (i.e. approximate) that the light rays have a width.



Schlieren

Each (wide) ray passes through both color filters equally.
We see uniform color across the screen

