

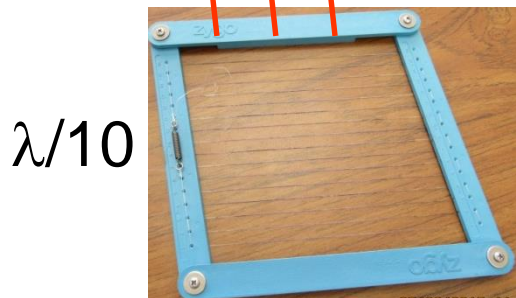
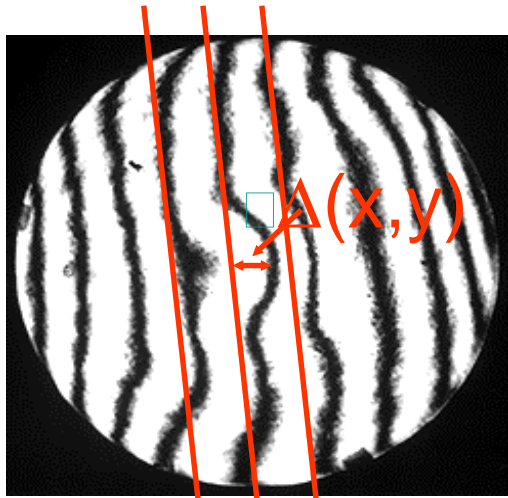
4D Technology

4D TECHNOLOGY
Optical Metrology for a Dynamic World

***Polarization Structured Light
For Handheld 3D Surface
Measurements***

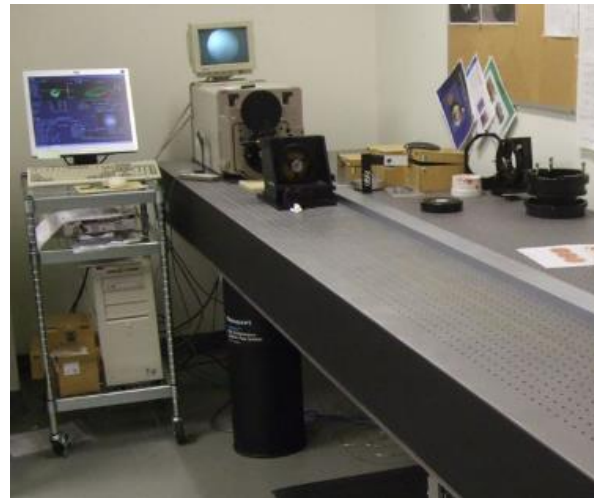
Evolution of fringe analysis

► By Hand



► Temporal PSI

► Precision



$< \lambda/1000$

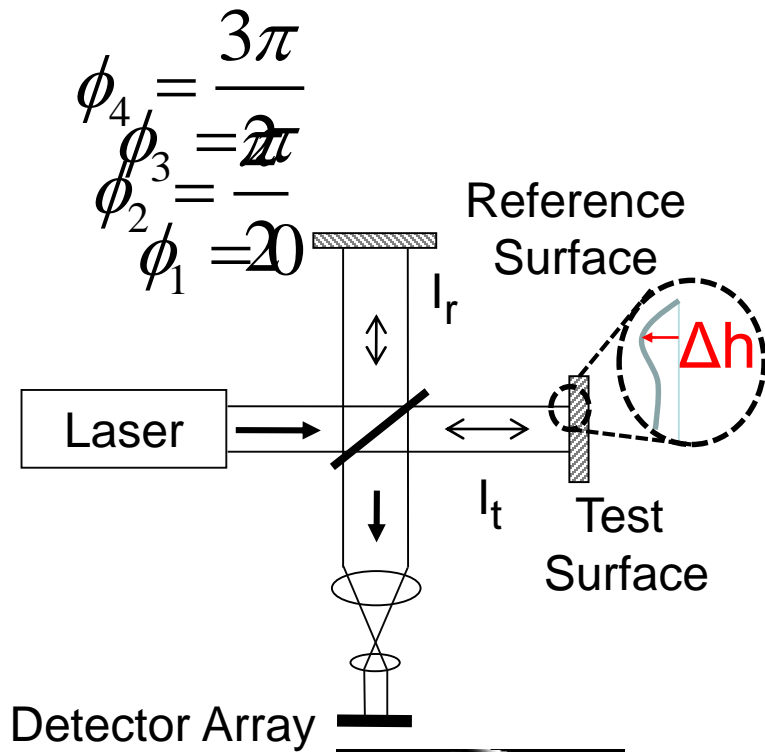
► Dynamic PSI

► Portable



$< \lambda/10,000$

Temporal Phase-Shift Interferometry



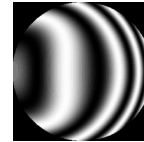
$$I_n = I_T(1 + \gamma \cos(\phi + \phi_n))$$

$$\phi = 4\pi \frac{\Delta h}{\lambda}$$

$$\gamma = 2 \sqrt{(I_t \cdot I_r) / (I_t + I_r)}$$



$$I_1 = I_T(1 + \gamma \cos(\phi))$$



$$I_2 = I_T(1 + \gamma \sin(\phi))$$

Is it a hill or valley?



$$I_3 = I_T(1 - \gamma \cos(\phi))$$

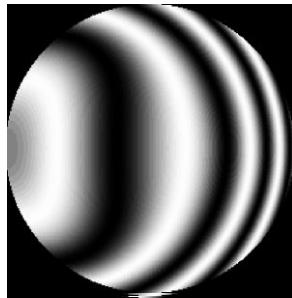
reflectivity or surface?



$$I_4 = I_T(1 + \gamma \sin(\phi))$$

Detector Array

$$I_3(x, y)$$



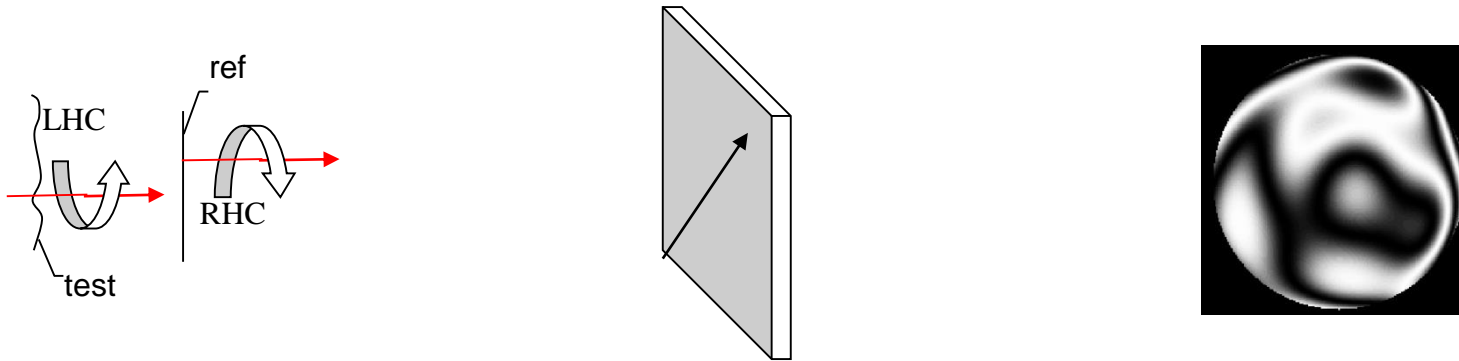
120 milliseconds for acquisition

$$\tan(\phi(x, y)) = \frac{I_4(x, y) - I_2(x, y)}{I_3(x, y) - I_1(x, y)}$$

$$\text{Height}(x, y) = \frac{\lambda}{4\pi} \phi(x, y)$$

Polarization Phase Shift Method

Use polarizer as phase shifter

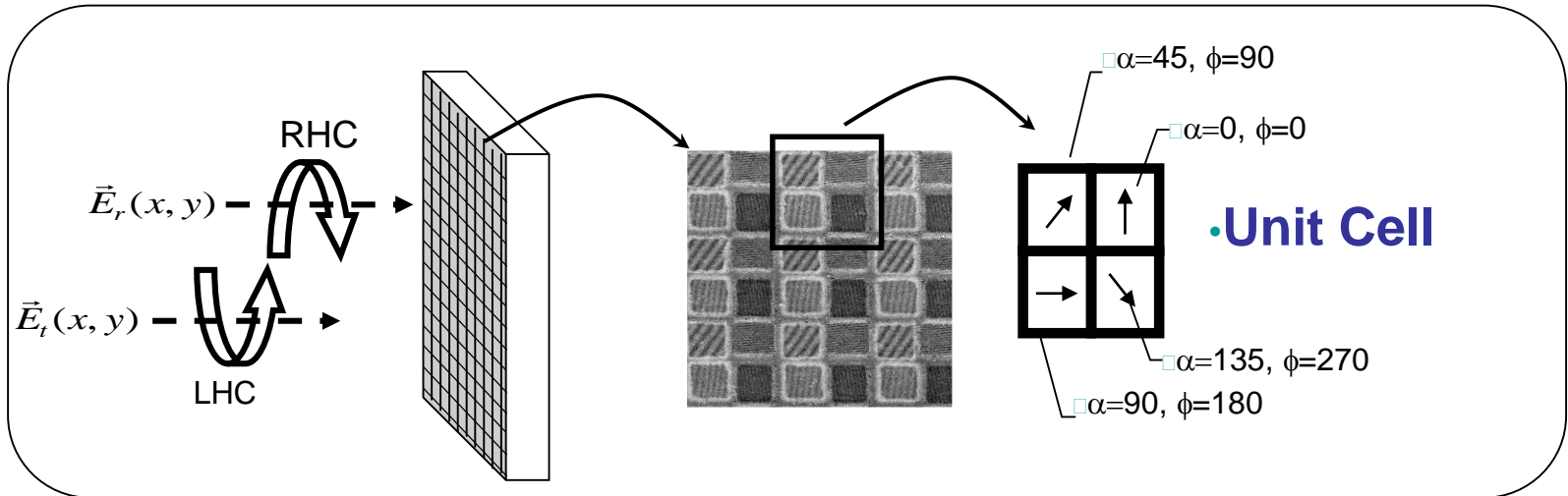


Circular polarized beams (θ) + linear polarizer (α) \Rightarrow $I = I_T(1 + \gamma \cos(\theta + 2\alpha))$

Phase-shift depends on polarizer angle

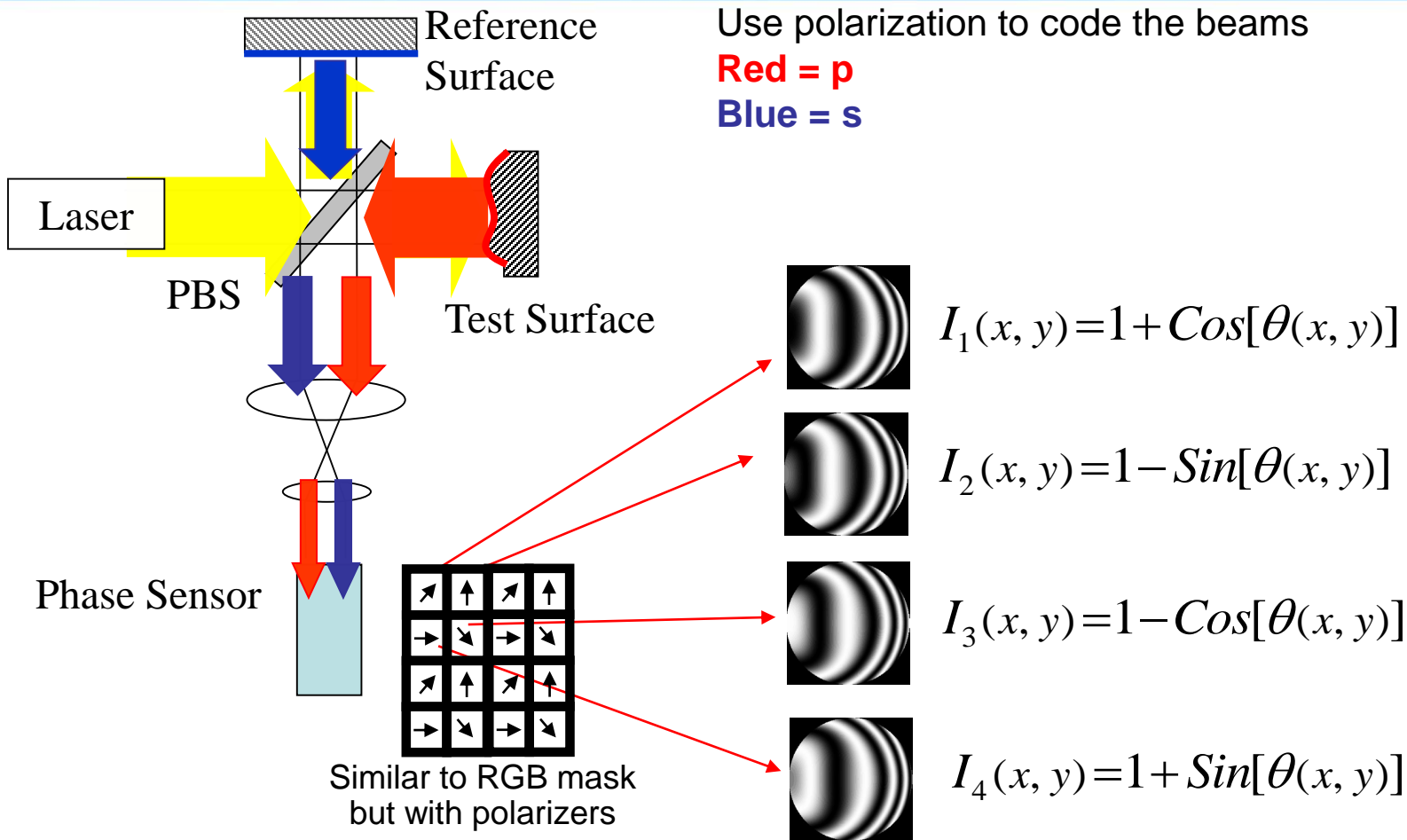
Kothiyal and Delsile, (1985)

Simultaneous polarization phase-shift – micro-polarizer camera



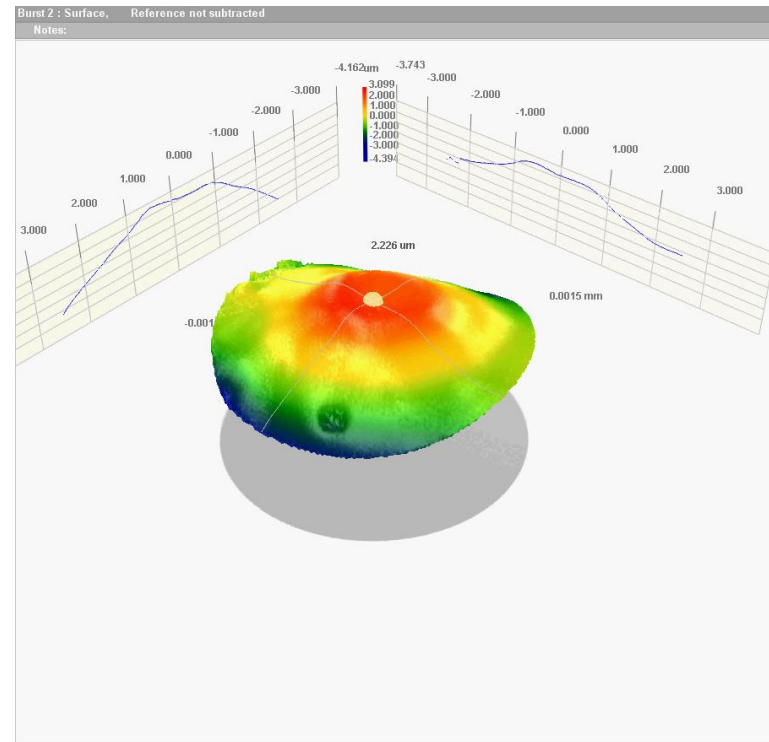
- ▶ Array of oriented micropolarizers
- ▶ Similar to RGB color mask
- ▶ On-axis imaging, broadband wavelength
- ▶ **Dynamic Interferometry™**
“Precision measurement in dynamic environments”

Dynamic Interferometry



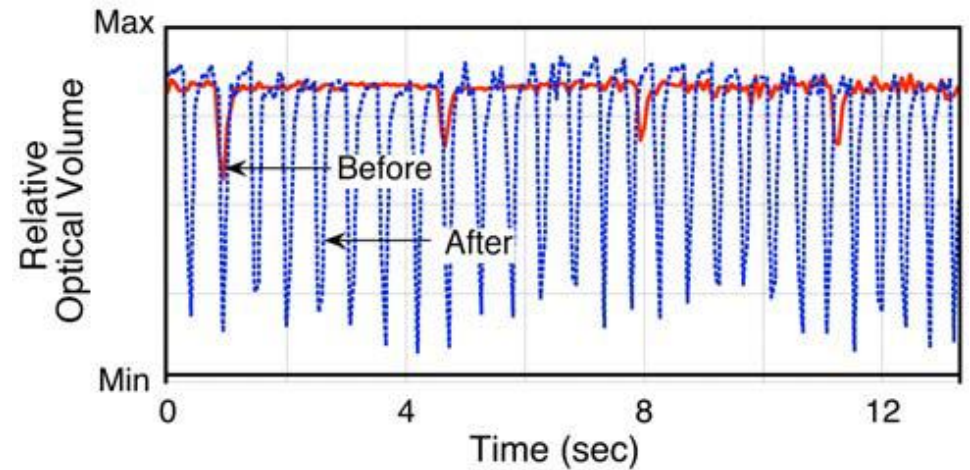
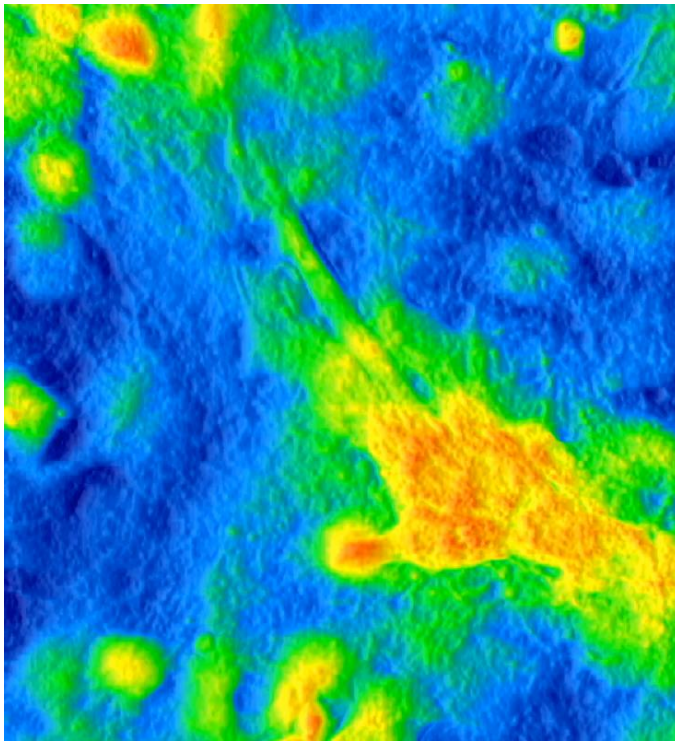
Nanoseconds for acquisition!

Dynamic Measurement of Human Eye



Dynamic Phase Imaging

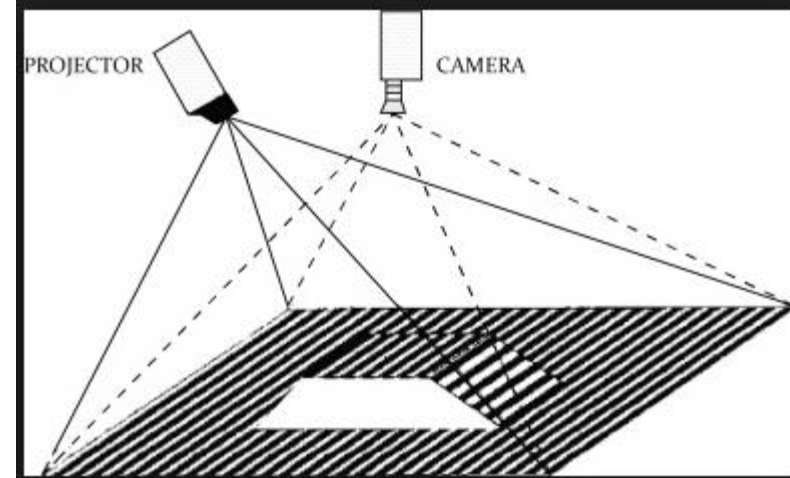
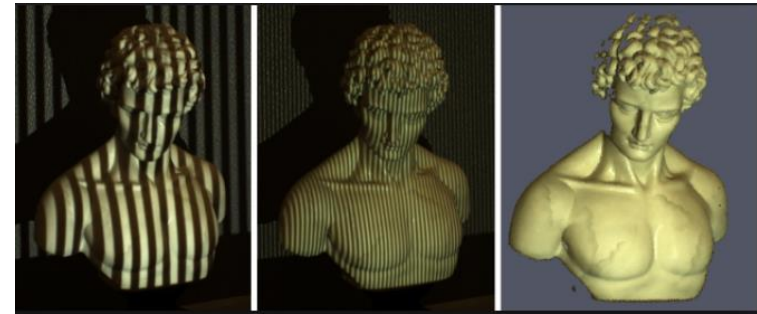
- Rat cardiac myocytes – before & after administering drug



- Both frequency and strength are measured

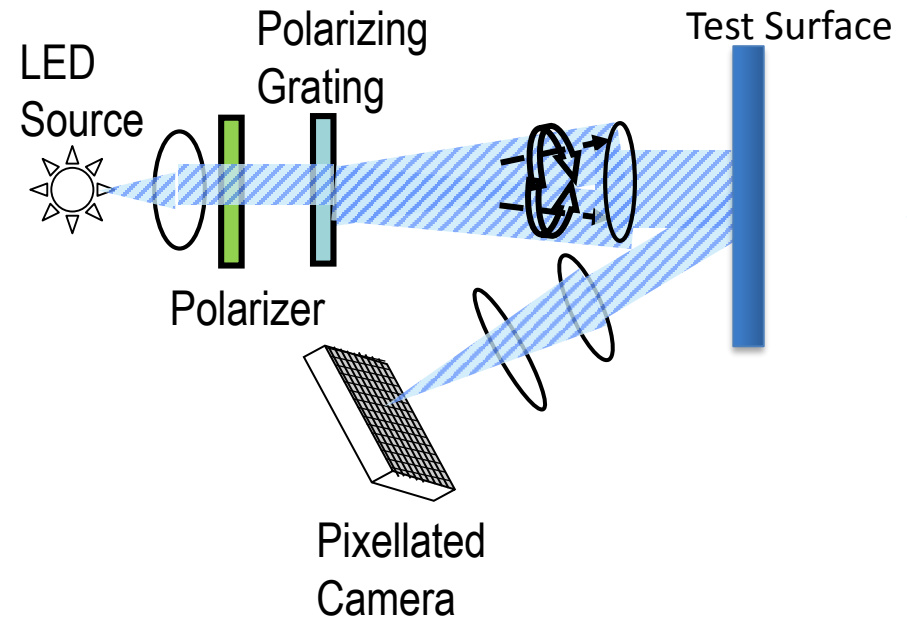
Structured Light Measurements

- ▶ Project stripes onto a surface.
- ▶ Use deformation of stripes to determine surface shape
- ▶ To determine high vs. low points, take multiple images, changing frequency, color, or angle.
- ▶ Not suited for vibration-rich environments



Polarization Structured Light (PSL) Combines Dynamic Interferometry with Fringe Projection

- ▶ Use specialized grating to create two orthogonally polarized beams
- ▶ Create 'virtual' fringes on test part (cannot see with naked eye)
- ▶ Use 4D's pixelated camera to view fringes and determine surface shape



Sections of the InSpec

