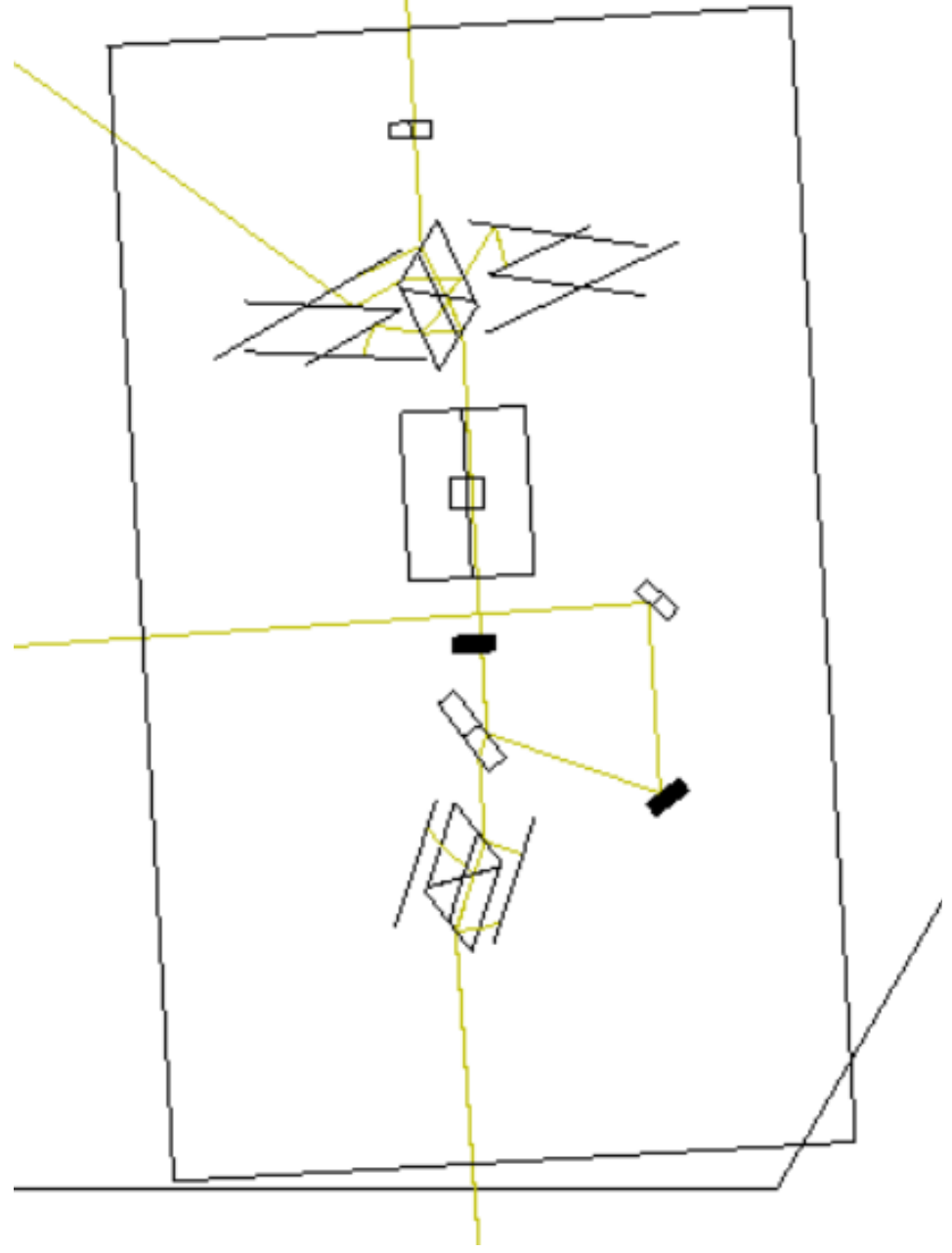
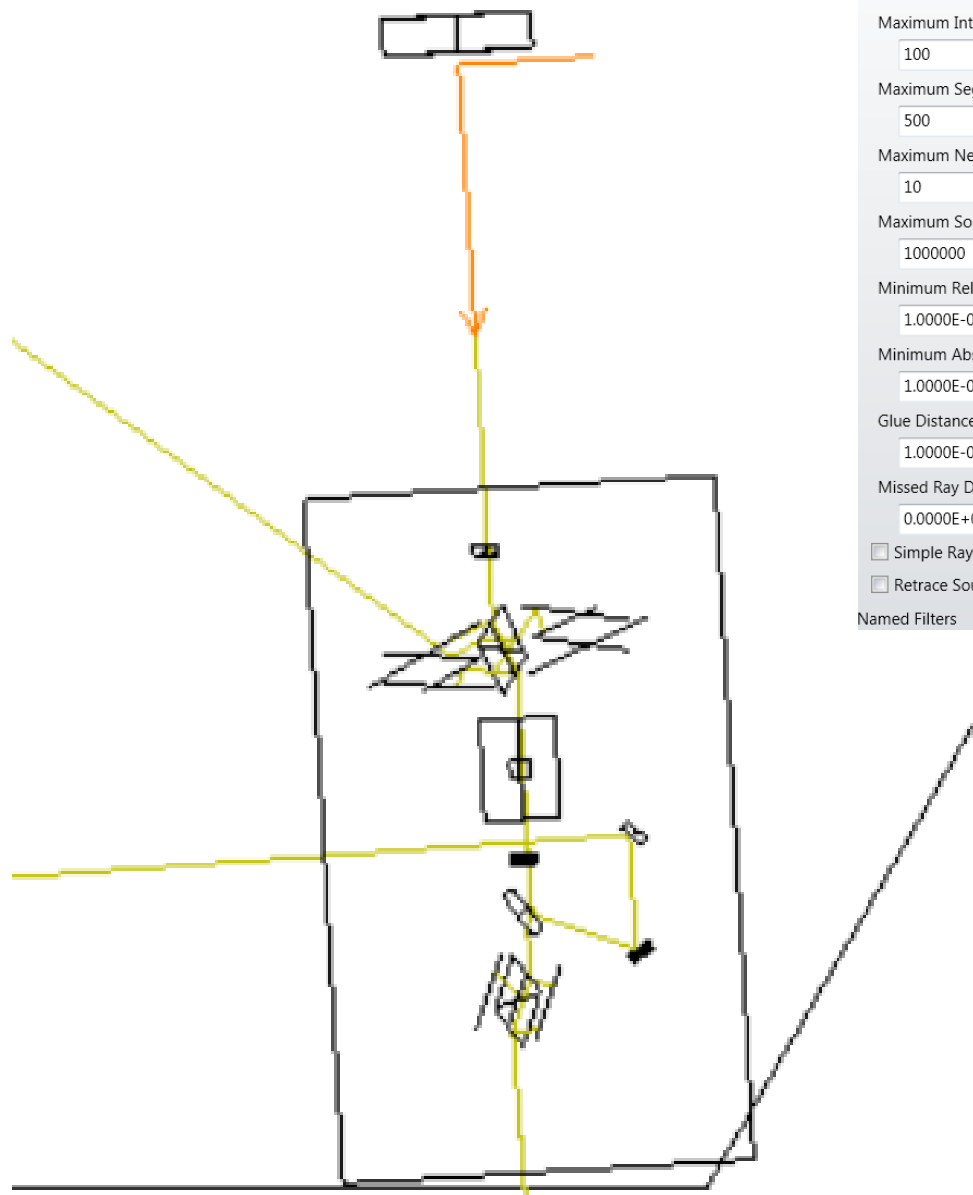


Zemax model of OFI bench for input
to OFI shroud

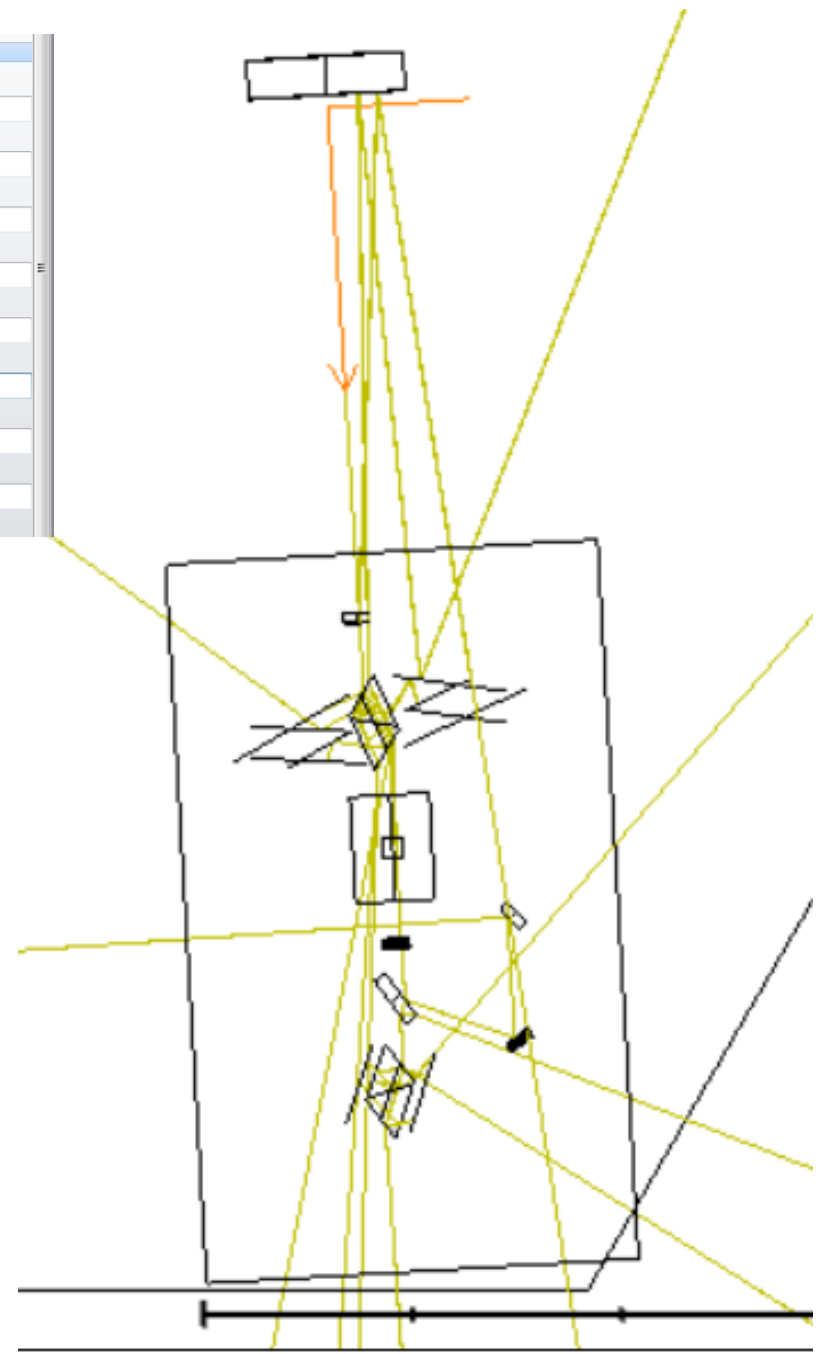
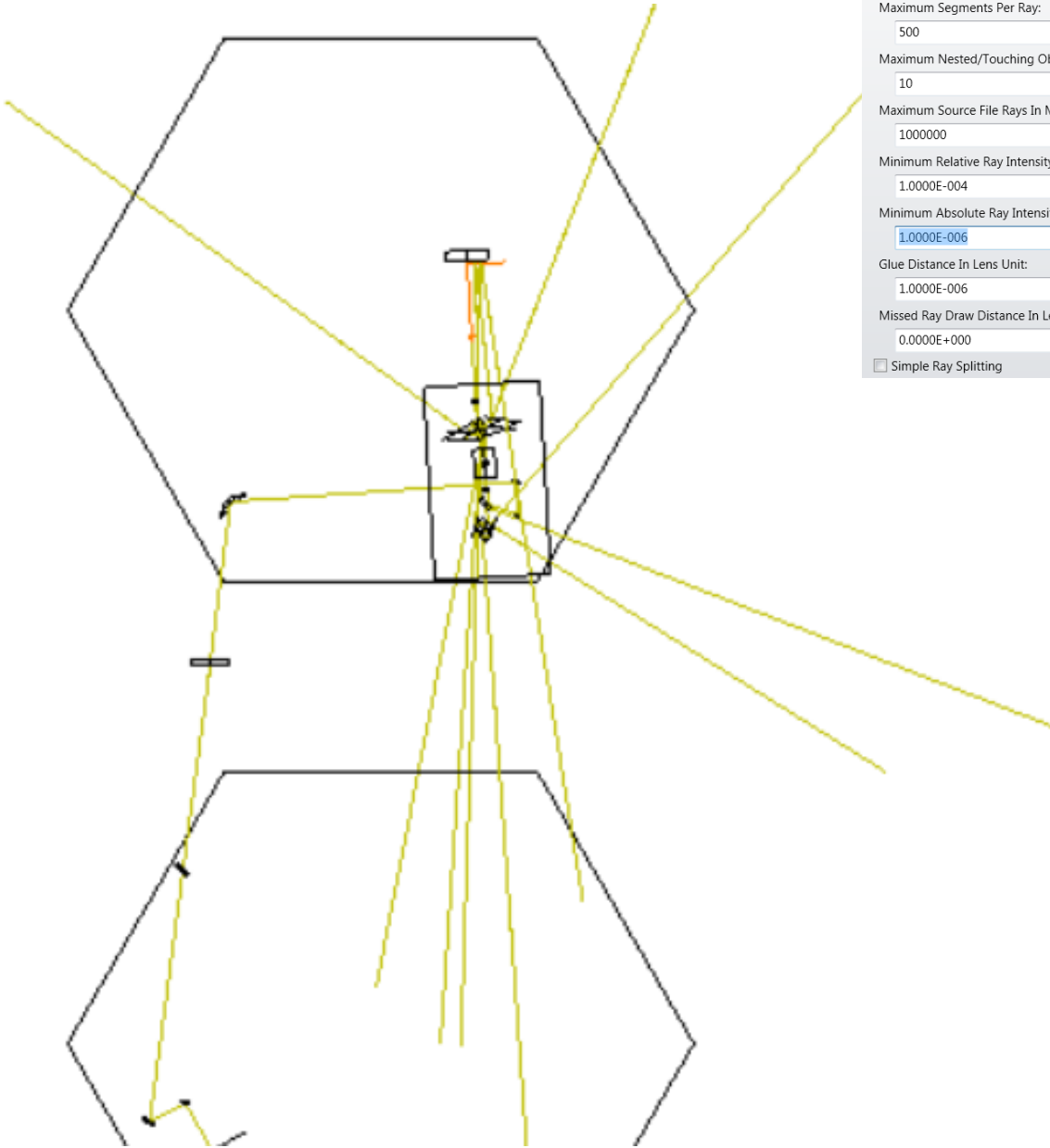
- Environment
 - Polarization
 - Advanced
 - Material Catalogs
 - Non-Sequential**
- Maximum Intersections Per Ray:
100
- Maximum Segments Per Ray:
500
- Maximum Nested/Touching Objects:
10
- Maximum Source File Rays In Memory:
1000000
- Minimum Relative Ray Intensity:
1.0000E-003
- Minimum Absolute Ray Intensity:
1.0000E-006
- Glue Distance In Lens Unit:
1.0000E-006
- Missed Ray Draw Distance In Lens Unit:
0.0000E+000
- Simple Ray Splitting
- Retrace Source Rays Upon File Open
- Named Filters

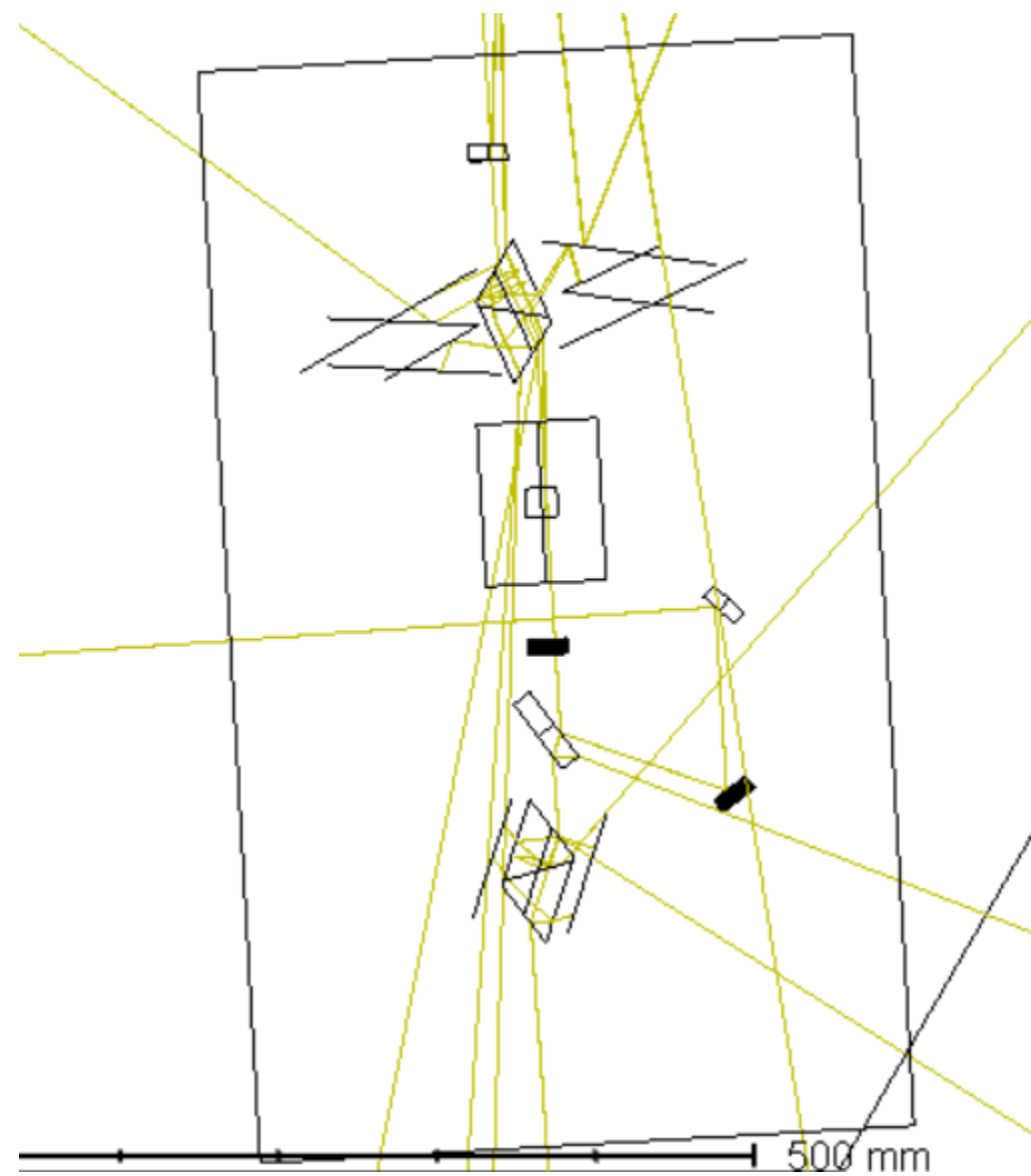
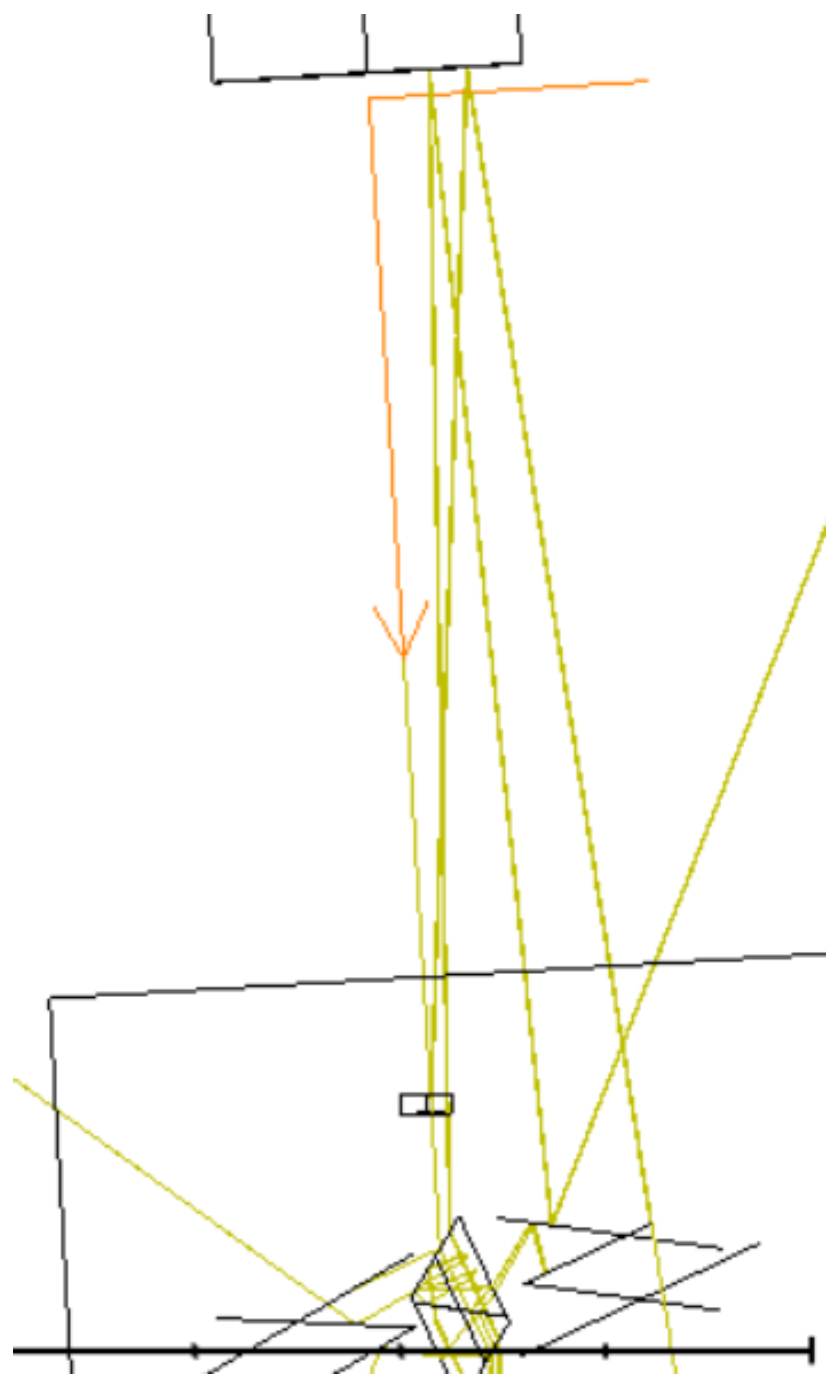


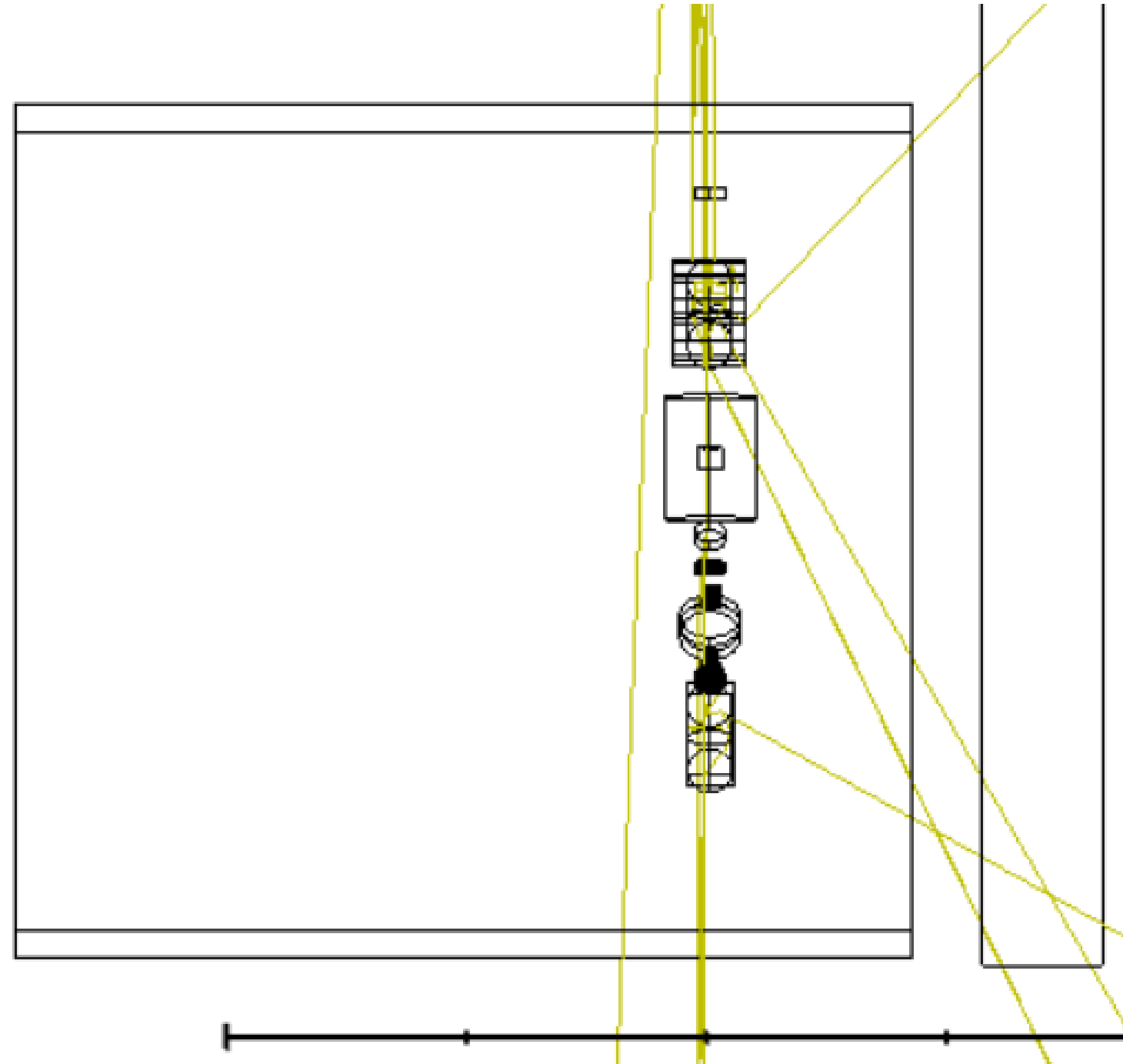
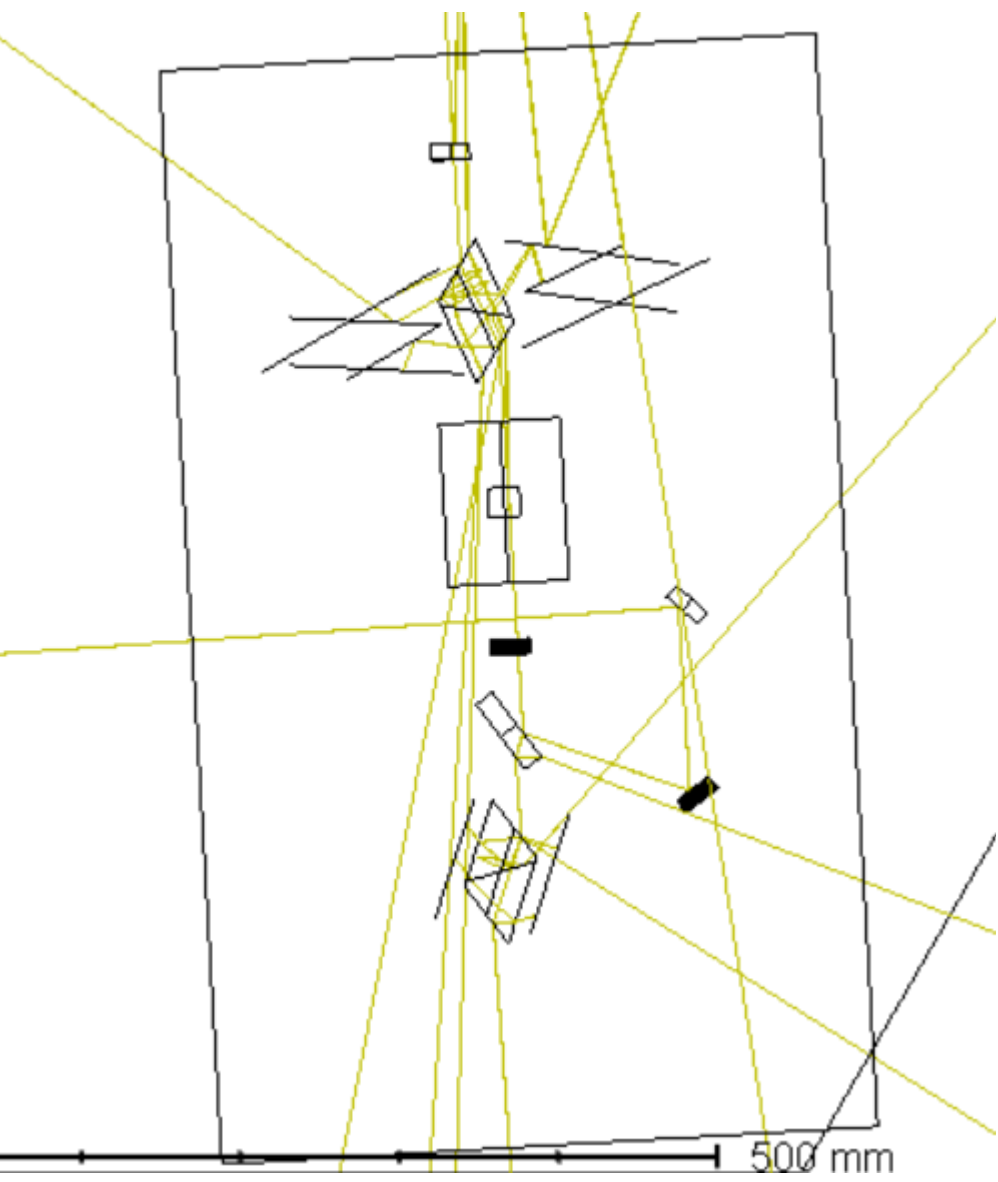
Material Catalogs

Non-Sequential

Maximum Intersections Per Ray:	100
Maximum Segments Per Ray:	500
Maximum Nested/Touching Objects:	10
Maximum Source File Rays In Memory:	1000000
Minimum Relative Ray Intensity:	1.0000E-004
Minimum Absolute Ray Intensity:	1.0000E-006
Glue Distance In Lens Unit:	1.0000E-006
Missed Ray Draw Distance In Lens Unit:	0.0000E+000
<input type="checkbox"/> Simple Ray Splitting	







Material Catalogs

Non-Sequential

Maximum Intersections Per Ray:

100

Maximum Segments Per Ray:

500

Maximum Nested/Touching Objects:

10

Maximum Source File Rays In Memory:

1000000

Minimum Relative Ray Intensity:

1.0000E-004

Minimum Absolute Ray Intensity:

1.0000E-006

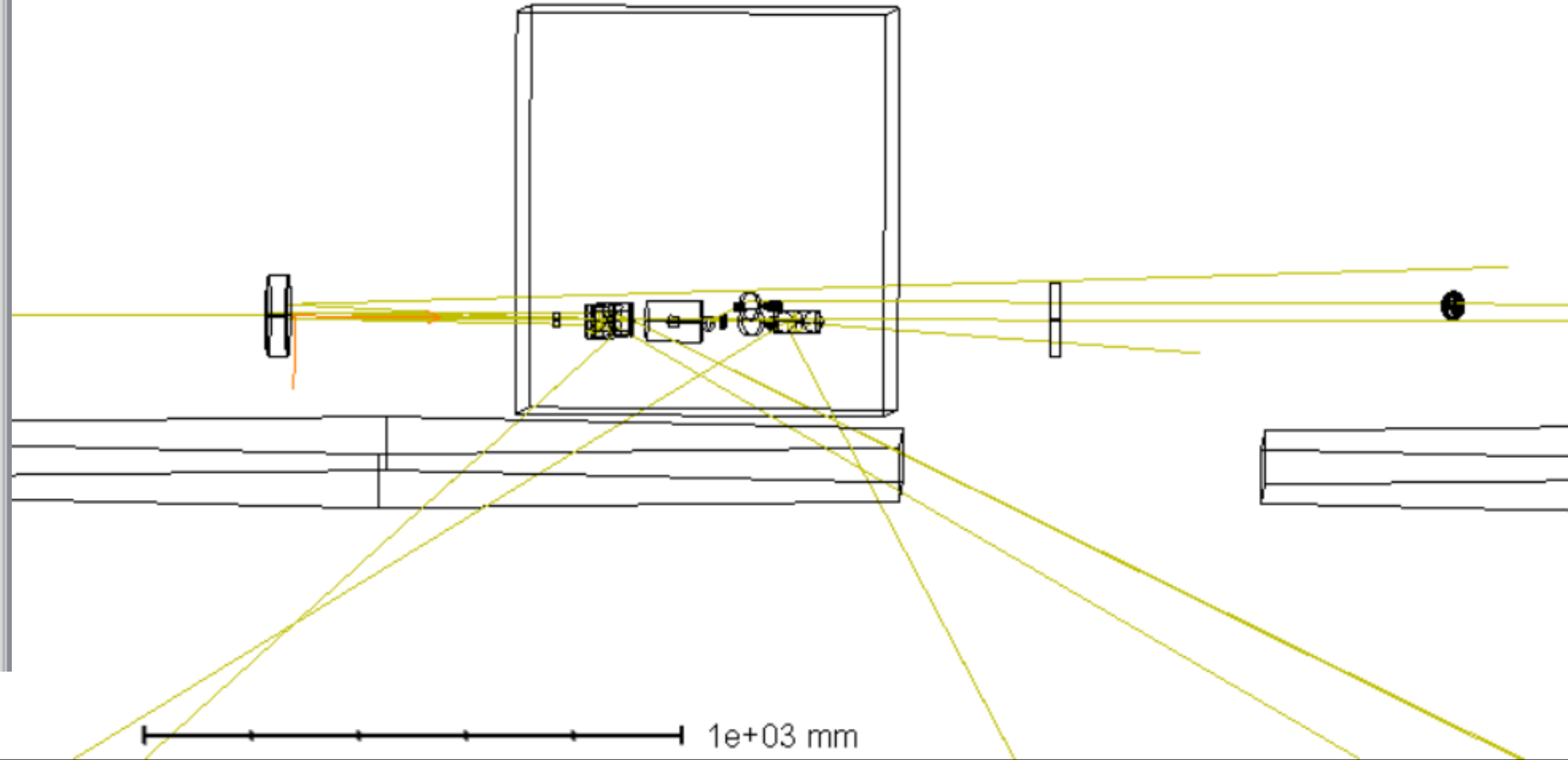
Glue Distance In Lens Unit:

1.0000E-006

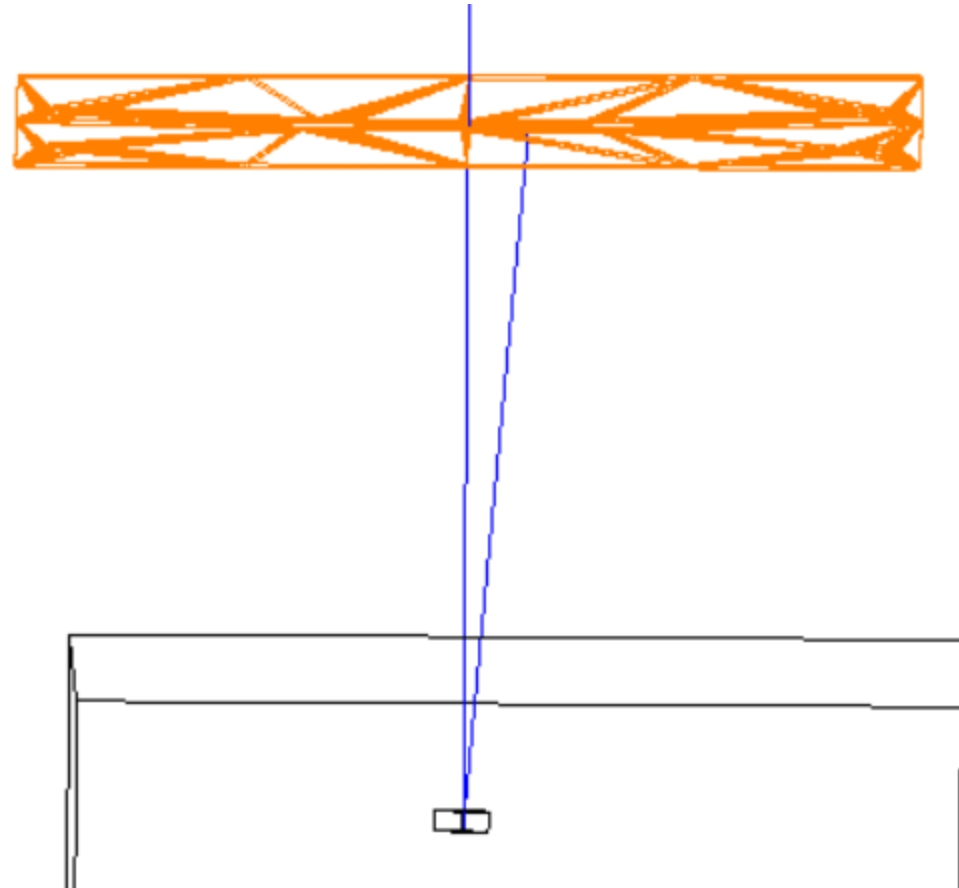
Missed Ray Draw Distance In Lens Unit:

0.0000E+000

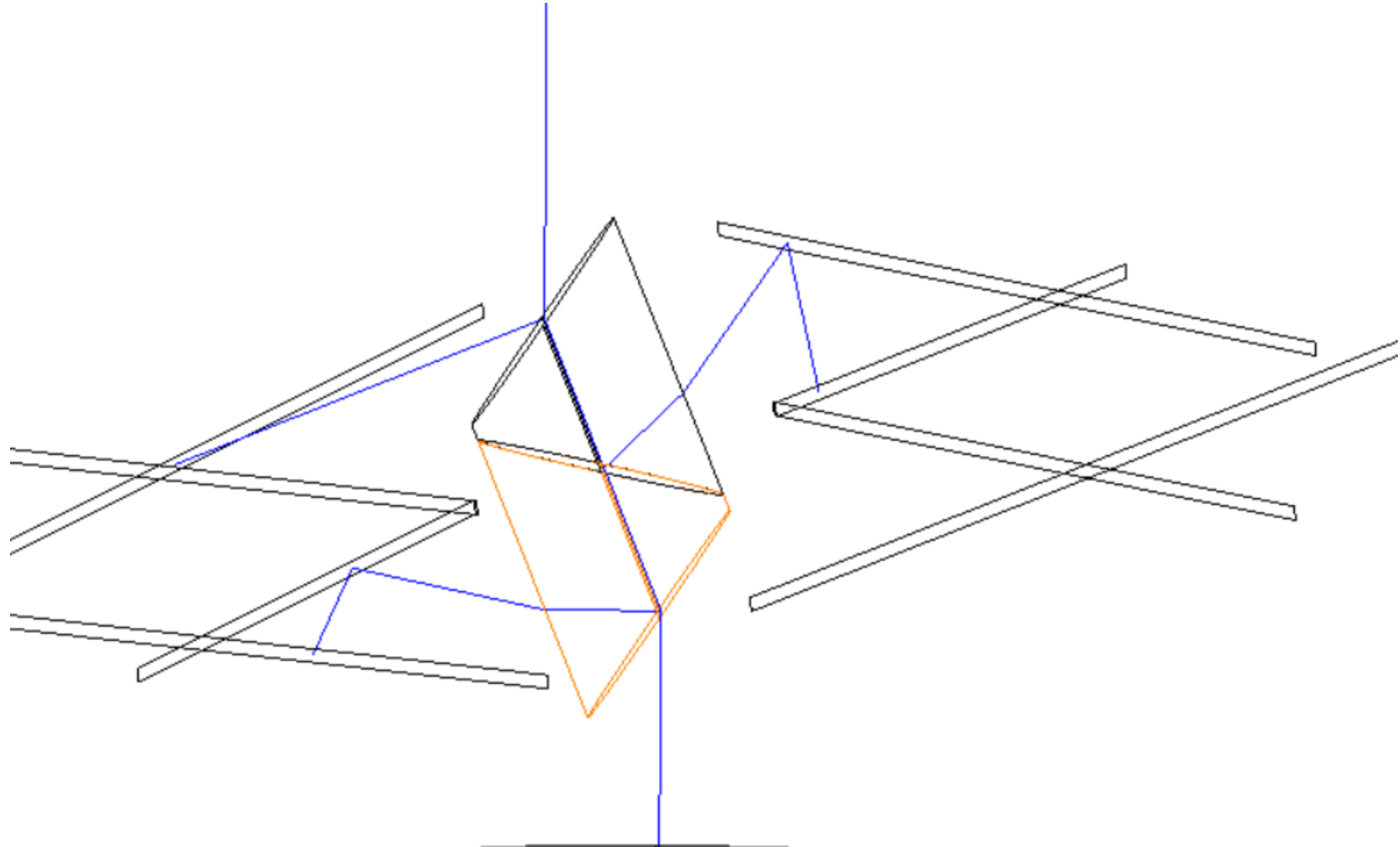
Simple Ray Splitting



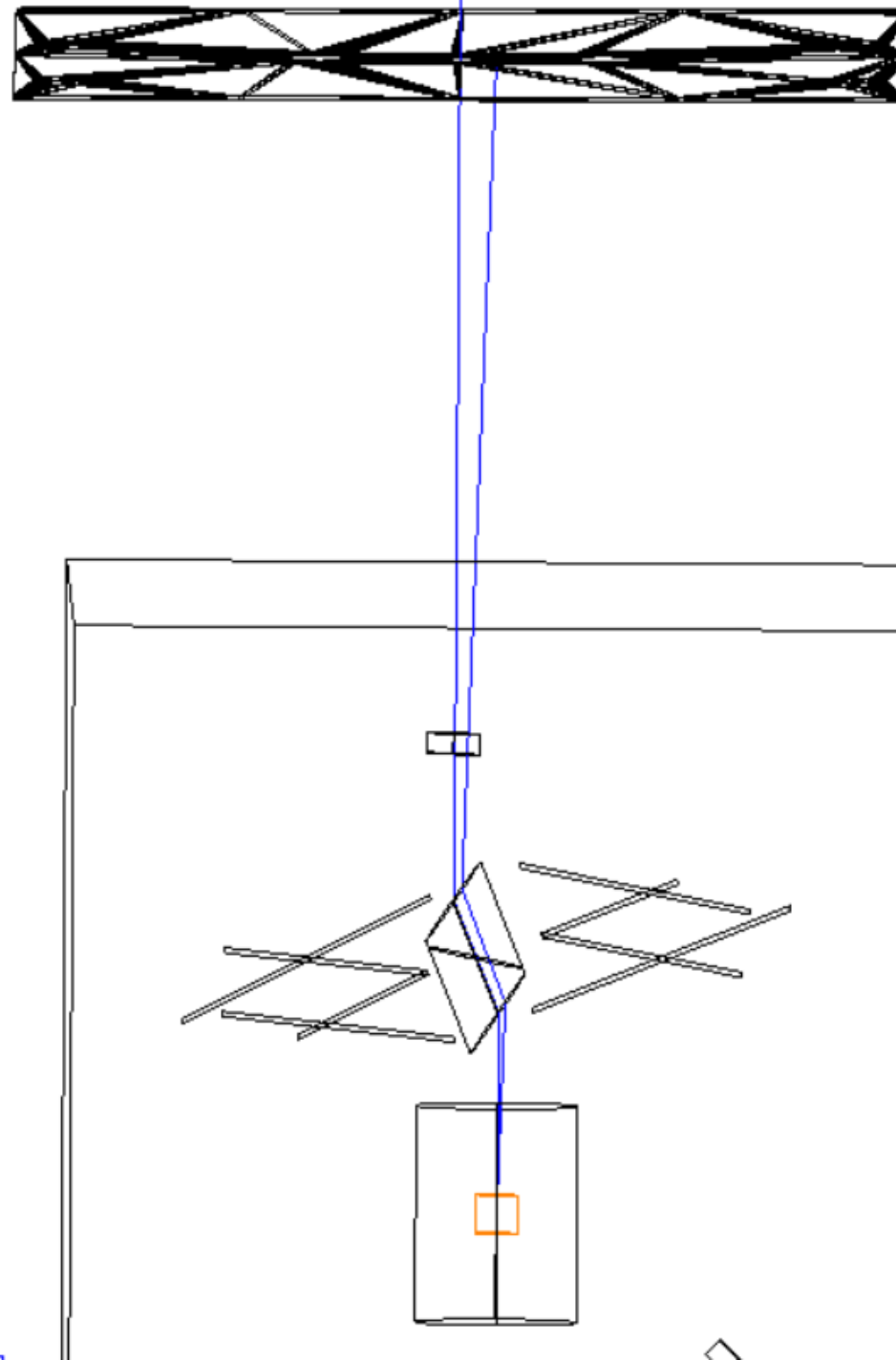
Input Wedge ghost beam dumped on SRM-AR baffle



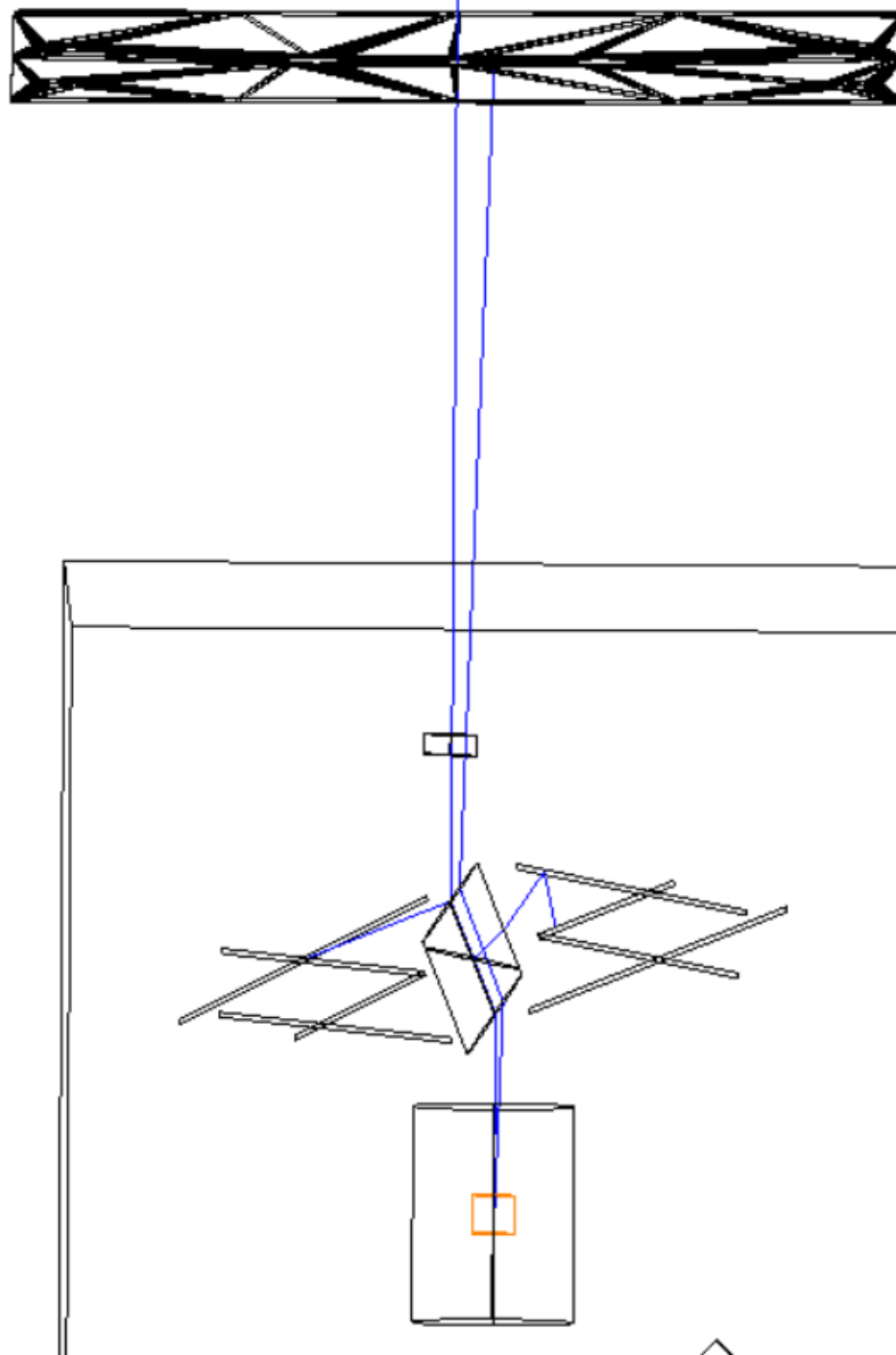
Brewster prism 1st order dumped by 'W'
baffles



TGG Crystal front face dumped by SRM-AR baffle

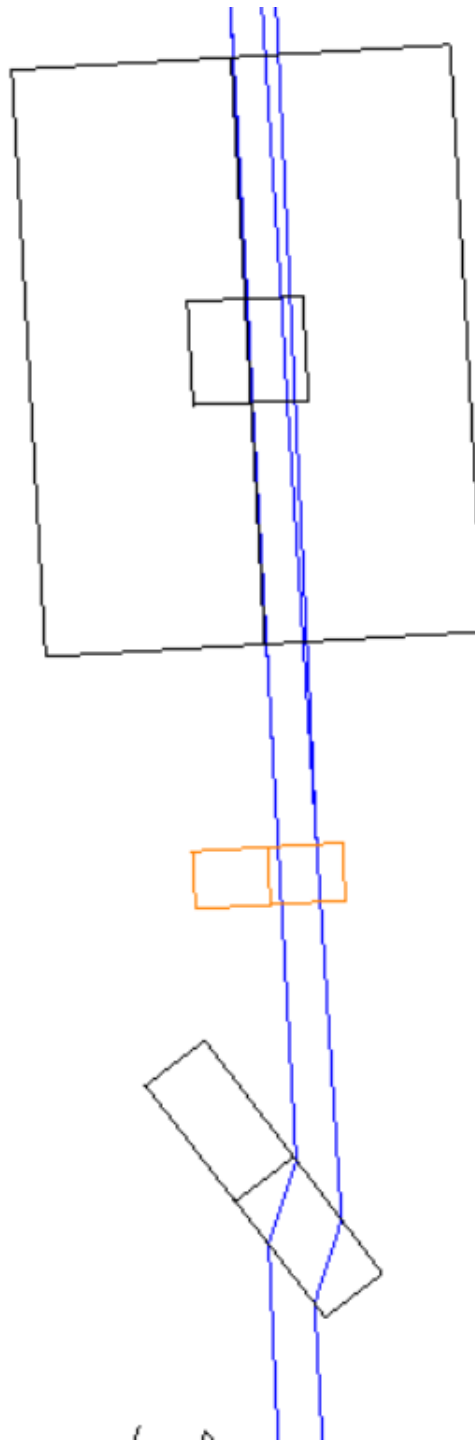


TGG Crystal back face dumped by SRM-AR
baffle

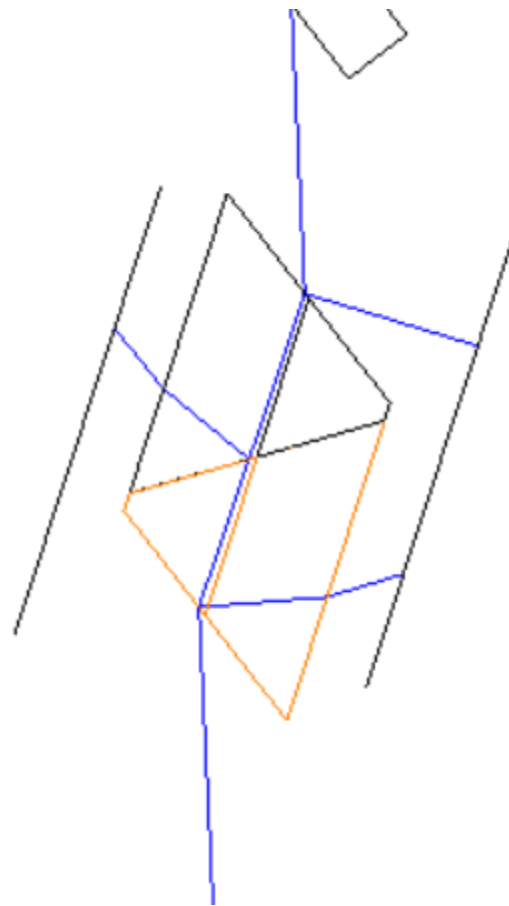


Half Wave Plate

- No wedge?
- Ghost beam goes to SRM, reflected from HR face and returns. Makes it all the way back through OFI

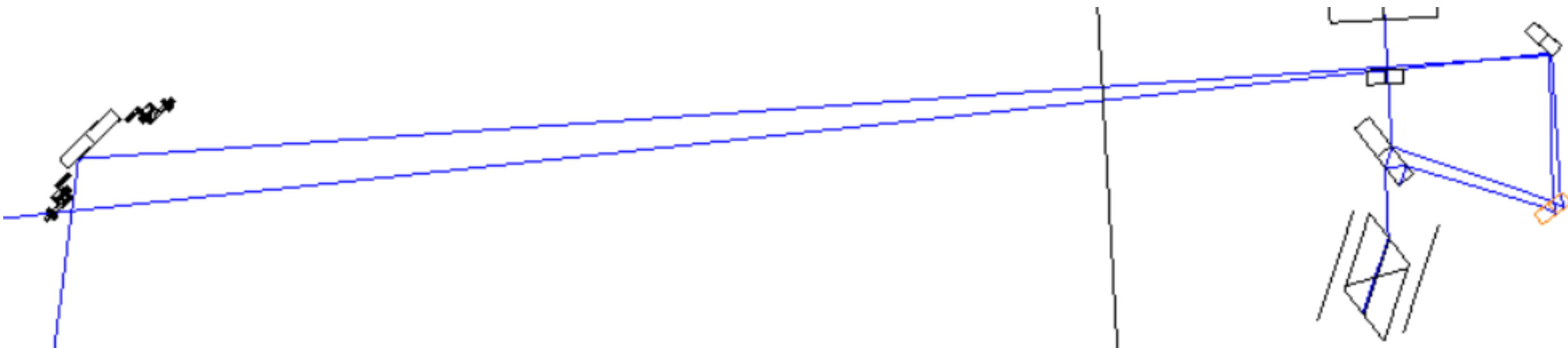


Output Brewster prism dumped by small baffles on OFI bench



OFI SQZ M2

- No wedge?
- Both TFP beams shown
- Both hit OFI SQZ M1
- Similar path to TFP ghost beams, possible clipping on HWP



OFI SQZ M1

- No wedge?
- Both TFP beams shown
- Similar path to TFP ghost beams

