20.Light-Matter Interactions

Wednesday, November 2, 2022 2:55 PM

Today

Reading assignment: Guidebook, Dye Techniques 1 Do Not Disturb and 2 High Visibility

SPECIFIC FV techniques

Boundary techniques. Boundary between 'seeded' and unseeded fluid.

Choice depends on physics desired

I DYES **Today**. Mostly in water.

Light/matter interactions in general

- 2 Light emitting fluids 3 Index of refraction techniques
- 4 Particles. In air (aerosols, fog, smoke)
- 5 Particles in water

Refraction **Emission** Absorption Fluorescence Diffraction Excitation Reflection Scattering/diffusion

Transmission Dispersion

1) Transmission

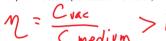
o Refraction, at change of refractive index

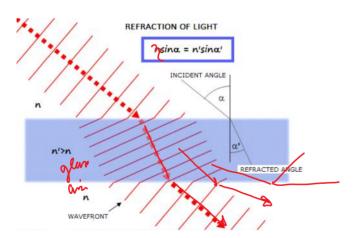


Lecture 02 Overview2 Snell's law

http://upload.wikimedia.org/wikipe dia/commons/thumb/1/13/F%C3% A9nyt%C3%B6r%C3%A9s.jpg/220px-F%C3%A9nyt%C3%B6r%C3%A9s.jpg

There are many flow vis techniques based on refraction; will cover later.





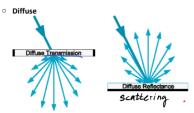
 $How \ fiber \ optics \ work: total \ internal \ reflection, 100\% \ light \ transmission \ if \ incident \ angle \ is \ greater \ than \ angle \ in \ greater \ than \ in \ fiber \ f$ critical angle (shallow compared to surface, large compared to surface normal). Glass core is surrounded by cladding, doped glass with lower refractive index. No data loss, and light is faster than electrons.

Brewster's angle (also known as the polarization angle) is an <u>angle of incidence</u> at which <u>light</u> with a particular <u>polarization</u> is perfectly transmitted through a transparent <u>dielectric</u> surface, with *no* <u>reflection</u>. When <u>unpolarized</u> light is incident at this angle, the light that is reflected from the surface is therefore perfectly polarized. This special angle of incidence is named after the Scottish physicist <u>Sir David Brewster</u> (1781–1868).

From < https://en.wikipedia.org/wiki/Brewster%27s_angle>

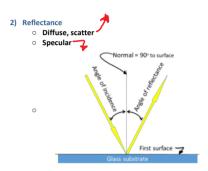
 $\underline{\text{https://www.youtube.com/watch?v=wCrtk-pyP0I}} \ Plasma \ from \ grapes \ in \ a \ microwave$ At microwave frequencies, EM wavelength is 12 cm in air, but much smaller in a grape; 1 =10. Grape acts like a lens, trapping waves. Two grapes together causes focus, heating air and grape to plasma, with emissions near sodium and potassium.

https://www.youtube.com/watch?v=wCrtk-pyP0I Plasma from grapes in a microwave At microwave frequencies, EM wavelength is 12 cm in air, but much smaller in a grape; 10. Grape acts like a lens, trapping waves. Two grapes together causes focus, heating air and grape to plasma, with emissions near sodium and potassium.



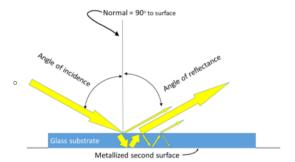
Diffuse transmission and reflectance.

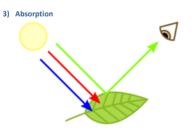
http://library.thinkquest.org/26162/manili.htm https://www.telescope-optics.net/reflection.htm



The first surface is often a naked metal (aluminum) thin film; very easily damaged. Almost impossible to clean without worsening the damage.

Flat first surface mirrors good to 1 wavelength are not expensive. 1/4 wavelength mirrors and curved mirrors are expensive.



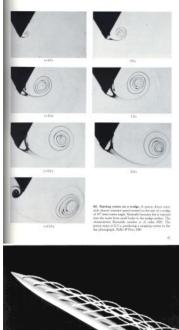


- Light that strikes a surface that is not reflected or transmitted is generally absorbed; the photons are converted to heat energy.
- In the world around us that we see, most of the light hitting objects is absorbed.
- White light, i.e. light from the sun and from our common light sources are broad-band, and contain a range of wavelengths.

 When an object has color that means that it has absorbed all the light hitting it
- When an object has color that means that it has absorbed all the light hitting it
 except for the wavelengths corresponding to that color, so an object that looks
 red will have absorbed all the wavelengths except for the red ones, which are
 then reflected back into our eyes.
- White objects reflect the whole visible spectrum, and
- black objects absorb across the whole spectrum, but even then, not all the light
 that strikes a black object is absorbed; some is reflected or we wouldn't be able
 to see it at all. (Google Vantablack)

From < https://www.flowvis.org/Flow%20Vis%20Guide/dye-techniques-2-high-visibility/>

Make sure lighting and backdrop are appropriate for the type of light interaction.



E.g.:

Dye = dark food color. Absorption is primary, so use bright backdrop

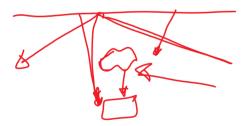
Dye = milk. Scatter is primary; use black backdrop

Group discussion: Which is better for a dark backdrop like the above picture:

A) smooth, maybe shiny

B) matte, not shiny, maybe textured?

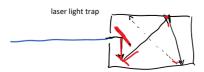
emitted under slight pressure from 0.3 was holes spirith around the core of the means wreter. The Republic nam-ber is 400 based on the disasses of 1 cm. Finkley 1969



Specular



Smooth is good if you can control what the specular reflection shows. If not, rough is



For maximum absorption:

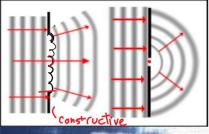
Vantablack is the trademarked name (owned by Surrey NanoSystems Limited)[1] for a chemical substance made of vertically aligned carbon nanotube arrays^[2] and is one of the darkest artificial substances[3] known, absorbing up to 99.965% of radiation in the visible spectrum. [4][5]

From https://en.wikipedia.org/wiki/Vantablack

Vantablack S-VIS, a sprayable paint that uses randomly-aligned carbon nanotubes and only has high absorption in the <u>visible light</u> band, has been <u>exclusively licensed</u> to <u>Anish Kapoor</u>'s studio for artistic use. [18] This has caused outrage among some other artists, including <u>Christian Furr</u> and <u>Stuart Semple</u>.

From https://en.wikipedia.org/wiki/Vantablack#Exclusive_licence_within_arts-





http://www.me ted.ucar.edu/m arine/ripcurren ts/NSF/media gallery.php

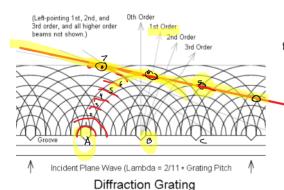
Fraunhofer diffraction, for incoming plane waves Fresnel diffraction, for incoming spherical waves (light source very close)



http://www.meted.ucar. edu/marine/ripcurrents/ NSF/media gallery.php

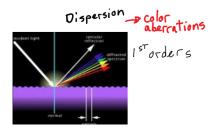
Refraction Peaks 74,68 \$ 5 c line up to create 13t order

Arne Nordmann (norro) - Own illustration, based on Image:Wellen-Brechung.png and Image:Huygens_brechung.png

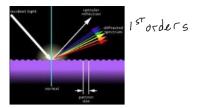


http://exoplanet.as.arizona.edu/~lclose/a302/lecture14/lecture_14.html

- Dispersion, any of these, but
 - Affects differently based on wavelength
 - leads to chromatic aberration, prisms, cloud iridescence (maybe diffraction around particles; interference)



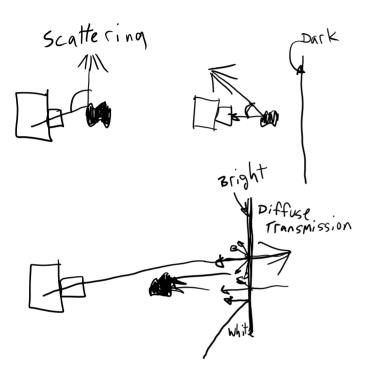




https://wiki.metropolia.fi/display/Physics/Diffraction

Minute Paper:

Sketch two setups showing how light interacts with dye: One a scattering setup (the dye scatters light), and one an absorbance setup. Show a typical light path from light source to dye to camera for each. If you are on zoom, In your breakout room, somebody share your screen; a whiteboard is one of the options. In View Options you can all select Annotate. Don't forget to save a jpg



Dyes: Water soluble propylene glycol