



# Chapter 33 - Light and Illumination

A PowerPoint Presentation by

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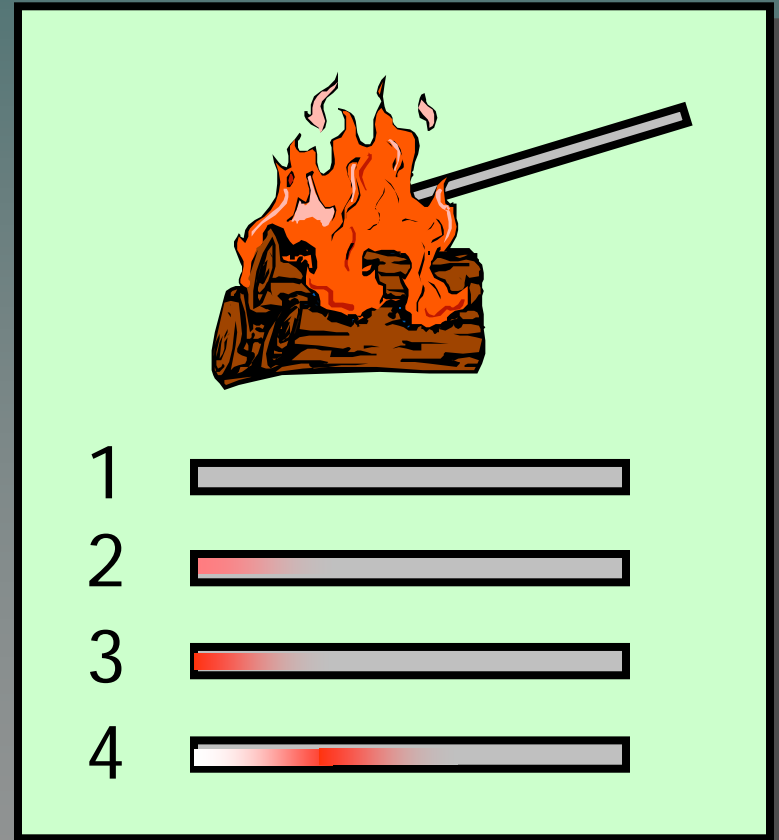
# Objectives: After completing this module, you should be able to:

- Define **light**, discuss its properties, and give the range of wavelengths for visible spectrum.
- Apply the relationship between **frequencies** and **wavelengths** for optical waves.
- Define and apply the concepts of **luminous flux**, **luminous intensity**, and **illumination**.
- Solve problems similar to those presented in this module.

# A Beginning Definition

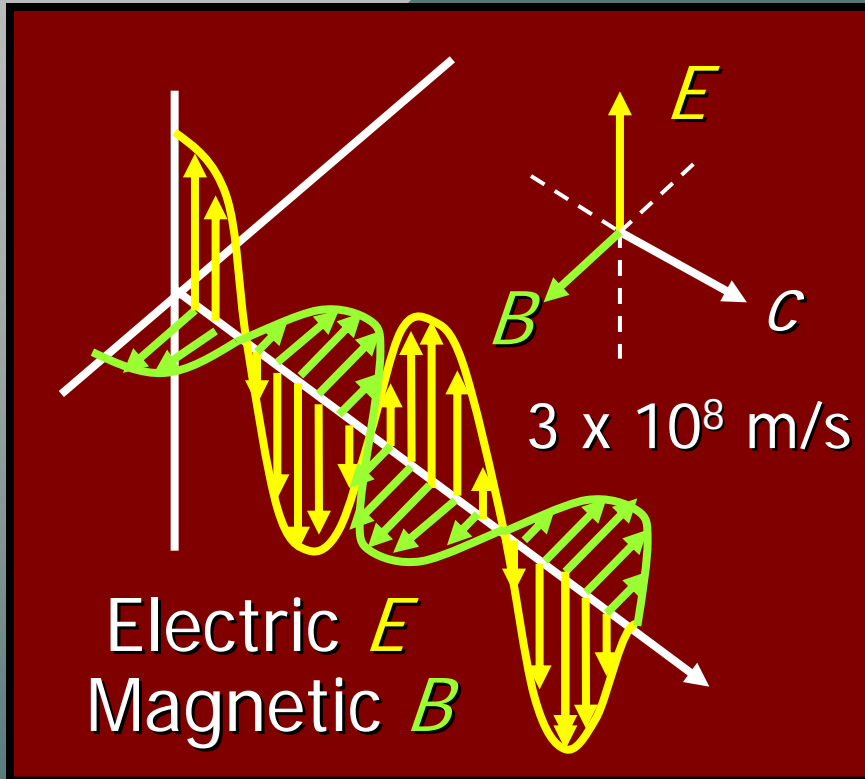
All objects are emitting and absorbing EM radiation. Consider a poker placed in a fire. →

As heating occurs, the emitted EM waves have higher energy and eventually become visible. First red . . . then white.



**Light** may be defined as electromagnetic radiation that is capable of affecting the sense of sight.

# Electromagnetic Waves



## Wave Properties:

1. Waves travel at the speed of light  $c$ .
2. Perpendicular electric and magnetic fields.
3. Require no medium for propagation.

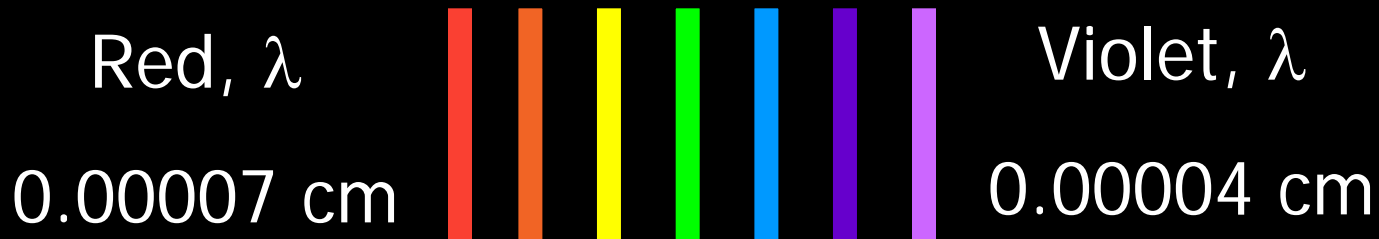
For a complete review of the electromagnetic properties, you should study module 32C.

# The Wavelengths of Light

The electromagnetic spectrum spreads over a tremendous range of frequencies or wavelengths. The **wavelength  $\lambda$**  is related to the **frequency  $f$** :

$$c = f\lambda \quad c = 3 \times 10^8 \text{ m/s}$$

Those EM waves that are visible (light) have wavelengths that range from 0.00004 to 0.00007 cm.



# The EM Spectrum

A wavelength of one nanometer 1 nm is:

$$1 \text{ nm} = 1 \times 10^{-9} \text{ m}$$

Frequency $f$ (Hz)	wavelength $\lambda$ (nm)
$10^{24}$	$10^{-7}$
$10^{23}$	$10^{-6}$
$10^{22}$	$10^{-4}$
$10^{21}$	$10^{-3}$
$10^{20}$	$10^{-1}$
$10^{19}$	1
$10^{18}$	10
$10^{17}$	$10^2$
$10^{16}$	$10^3$
$10^{15}$	$10^4$
$10^{14}$	$10^5$
$10^{13}$	$10^6$
$10^{12}$	$10^7$
$10^{11}$	$10^8$
$10^{10}$	$10^9$
$10^9$	$10^{10}$
$10^8$	$10^{11}$
$10^7$	$10^{12}$
$10^6$	$10^{13}$
$10^5$	
$10^4$	

Gamma rays

X-rays

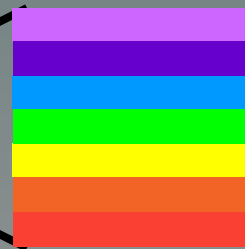
Ultraviolet

Infrared rays

Short Radio waves

Broadcast Radio

Long Radio waves



Visible Spectrum

400 nm  $\rightarrow$  700 nm

Red 700 nm  $\rightarrow$  Violet 400 nm

$$c = f\lambda \quad c = 3 \times 10^8 \text{ m/s}$$

**Example 1.** Light from a Helium-Neon laser has a wavelength of **632 nm**. What is the frequency of this wave?

The Helium Neon Laser



Wavelength

$$\lambda = 632 \text{ nm}$$

$$c = f\lambda \quad f = \frac{c}{\lambda} = \frac{3 \times 10^8 \text{ m/s}}{632 \times 10^{-9} \text{ m}}$$

$$f = 4.75 \times 10^{14} \text{ Hz}$$

 Red light

# Properties of Light

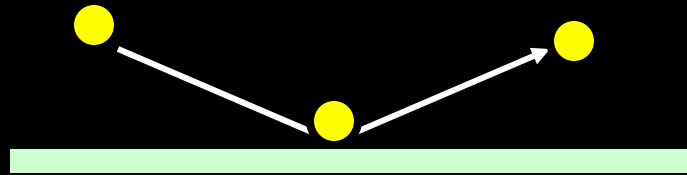
Any study of the nature of light must explain the following observed properties:

- Rectilinear propagation: Light travels in straight lines.
- Reflection: Light striking a smooth surface turns back into the original medium.
- Refraction: Light bends when entering a transparent medium.

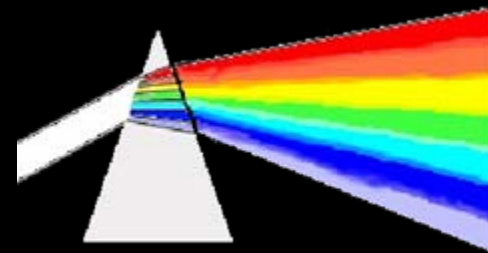


# The Nature of Light

Physicists have studied light for centuries, finding that it sometimes behaves as a particle and sometimes as a wave. Actually, both are correct!



Reflection and  
rectilinear propagation  
(straight line path)



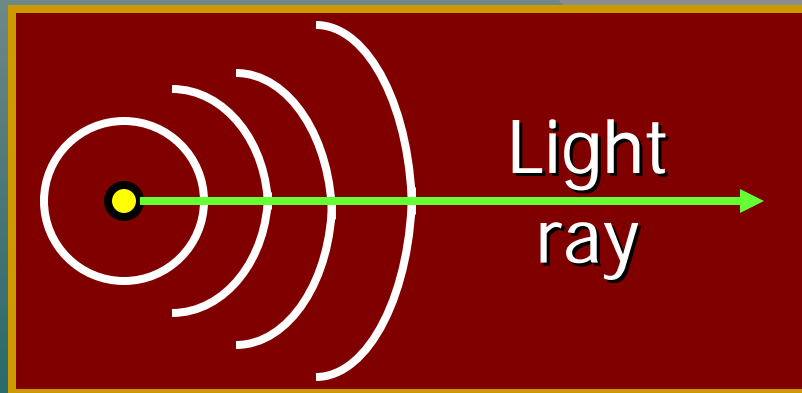
Dispersion of white  
light into colors.

# Photons and Light Rays

Light may be thought of as little bundles of waves emitted in discrete packets called **photons**.



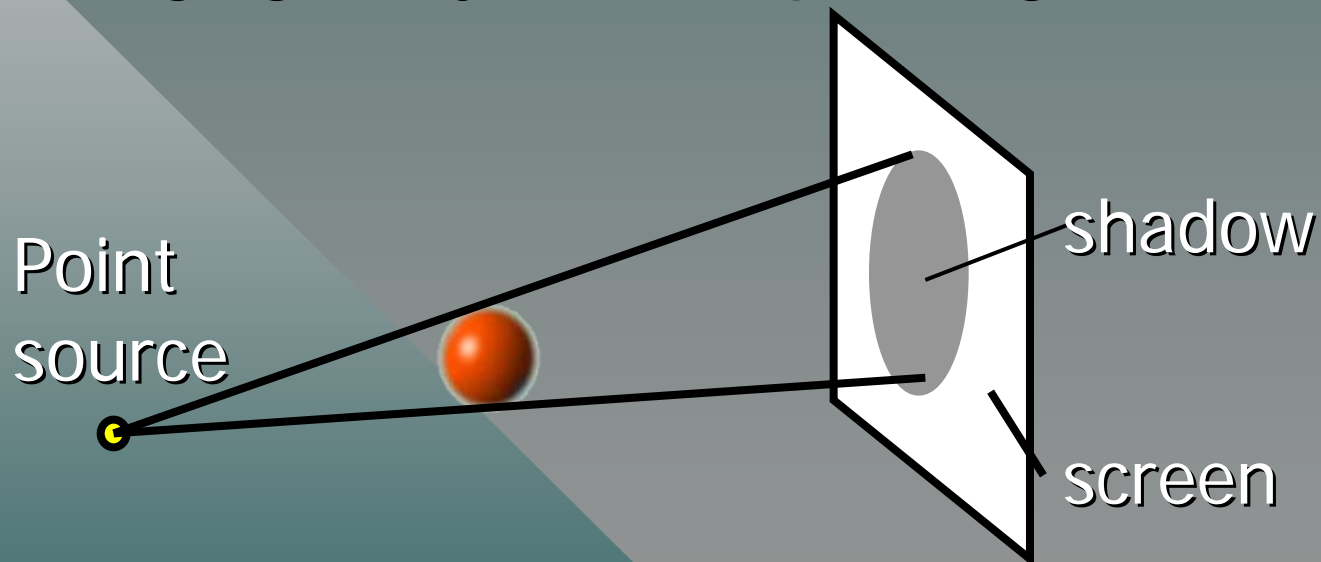
The wave treatment uses **rays** to show the direction of advancing wave fronts.



Light rays are convenient for describing how light behaves.

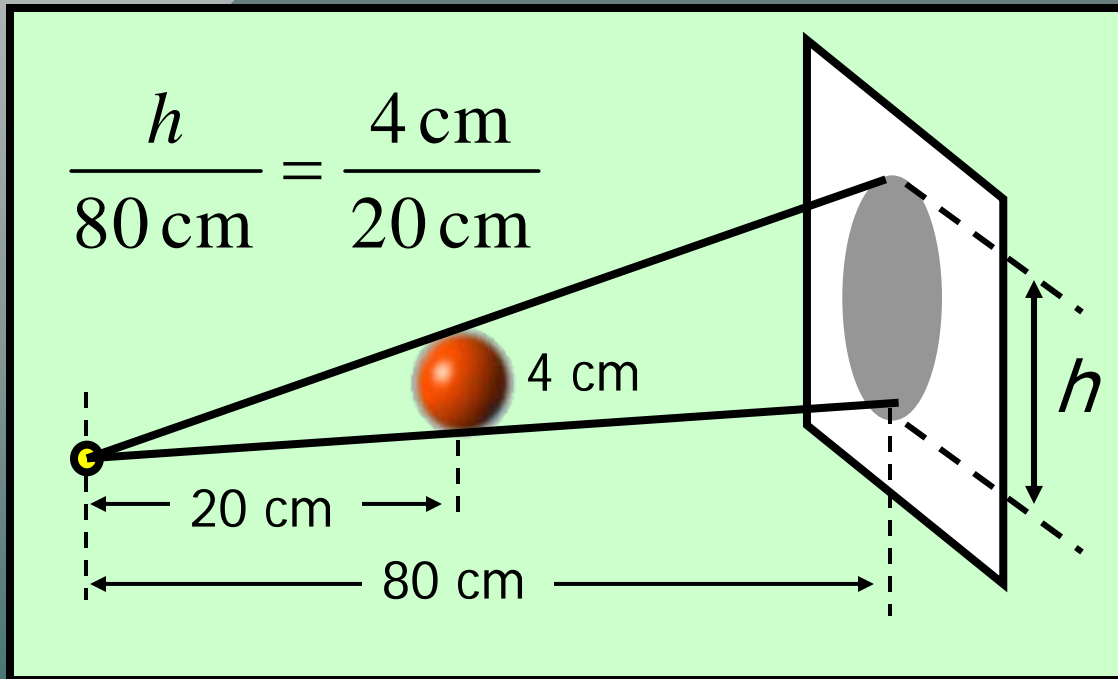
# Light Rays and Shadows

A geometric analysis may be made of shadows by tracing light rays from a point light source:



The dimensions of the shadow can be found by using geometry and known distances.

Example 2: The diameter of the ball is **4 cm** and it is located **20 cm** from the point light source. If the screen is **80 cm** from the source, what is the diameter of the shadow?

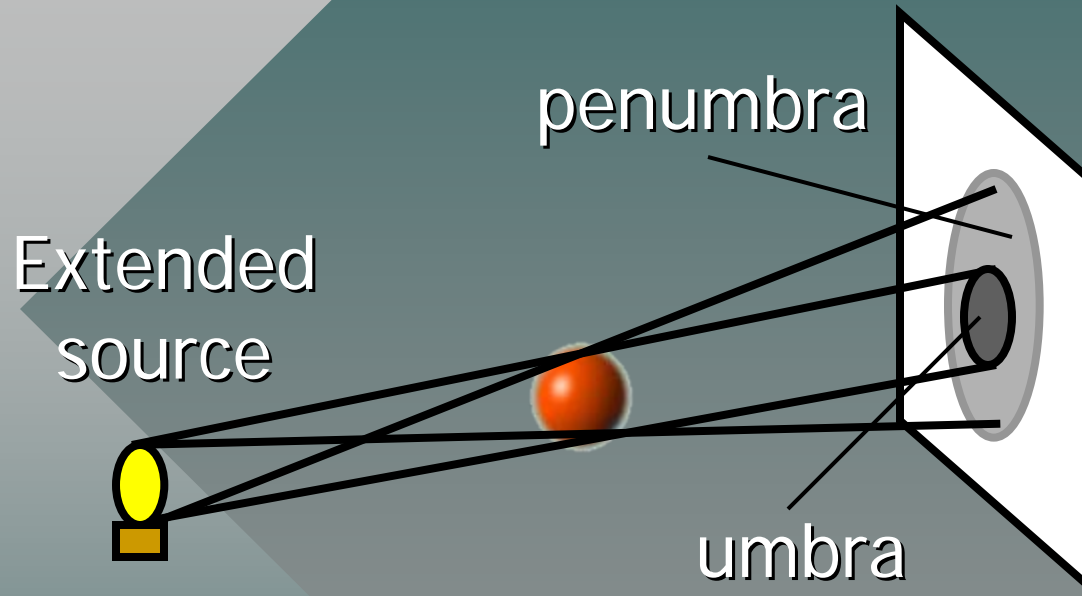


The ratio of shadow to the source is same as that of ball to source. Therefore:

$$h = \frac{(4 \text{ cm})(80 \text{ cm})}{20 \text{ cm}}$$

$$h = 16 \text{ cm}$$

# Shadows of Extended Objects



- The **umbra** is the region where no light reaches the screen.
- The **penumbra** is the outer area where only part of the light reaches the screen.

# The Sensitivity Curve

Human eyes are not equally sensitive to all colors.

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Eyes are most sensitive in the mid-range near  $\lambda = 555 \text{ nm}$ .

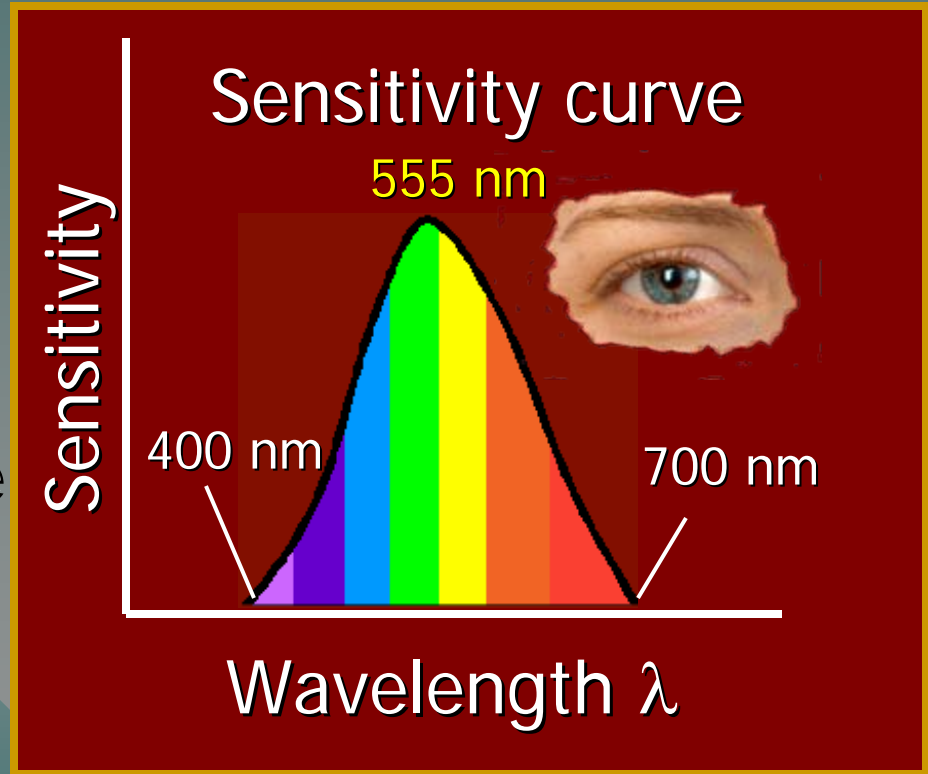
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40 W



40 W



**Yellow** light appears brighter to the eye than does **red** light.

# Luminous Flux

**Luminous flux** is the portion of total radiant power that is capable of affecting the sense of sight.



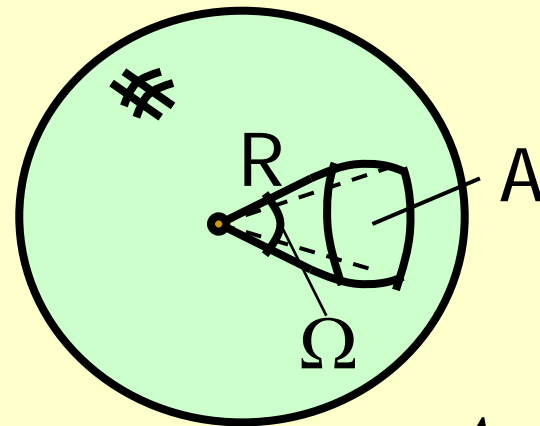
Typically only about 10% of the power (flux) emitted from a light bulb falls in the visible region.

The unit for luminous flux is the **lumen** which will be given a quantitative definition later.

# A Solid Angle: Steradians

Working with luminous flux requires the use of a solid angle measure called the steradian (sr).

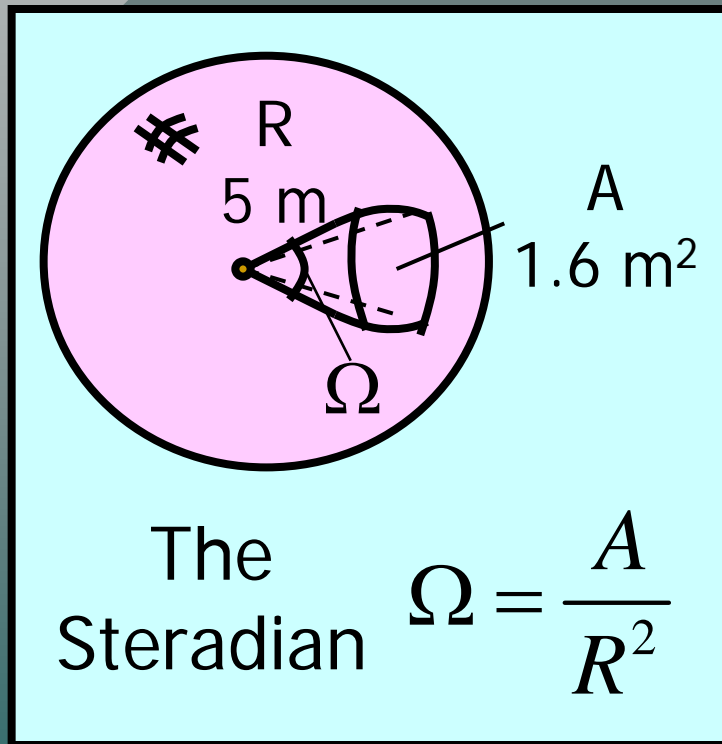
A solid angle of one **steradian** (1 sr) is subtended at the center of a sphere by an area  $A$  equal to the square of its radius ( $R^2$ ).



The Steradian  $\Omega = \frac{A}{R^2}$



Example 3. What solid angle is subtended at the center of a sphere by an area of  $1.6 \text{ m}^2$ ? The radius of the sphere is  $5 \text{ m}$ .



$$\Omega = \frac{A}{R^2}$$

$$\Omega = \frac{1.60 \text{ m}^2}{(5.00 \text{ m})^2}$$

$$\Omega = 0.00640 \text{ sr}$$

# The Lumen as a Unit of Flux

One lumen (lm) is the **luminous flux** emitted from a **1/60 cm<sup>2</sup>** opening in a standard source and included in a solid angle of **one steradian** (1 sr).

In practice, sources of light are usually rated by comparison to a commercially prepared standard light source.



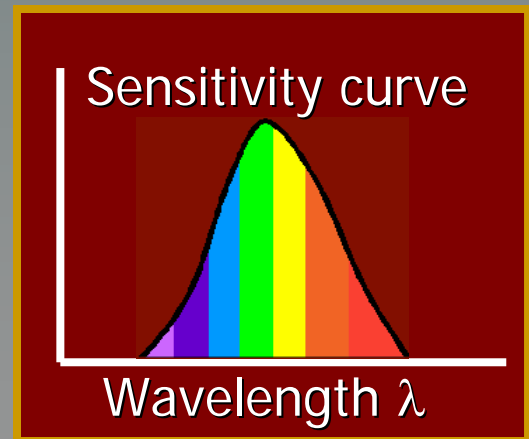
A typical **100-W** incandescent light bulb emits a total radiant power of about **1750 lm**. This is for light emitted in all directions.

# The Lumen in Power Units

Recalling that luminous flux is really radiant power allows us to define the lumen as follows:

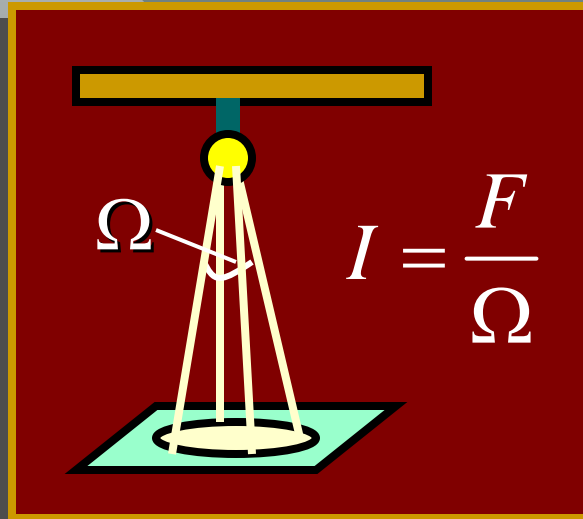
One lumen is equal to  $1/680$  W of yellow-green light of wavelength 555 nm.

A disadvantage of this approach is the need to refer to sensitivity curves to determine the flux for different colors of light.



# Luminous Intensity

The **luminous intensity**  $I$  for a light source is the luminous flux per unit solid angle.



Luminous intensity:

$$I = \frac{F}{\Omega}$$

Unit is the candela (cd)

A source having an intensity of one candela emits a flux of one lumen per steradian.

# Total flux for Isotropic Source

An isotropic source emits in **all** directions; i.e., over a solid angle of  $4\pi$  steradians.

Thus, for such a source, the intensity is:

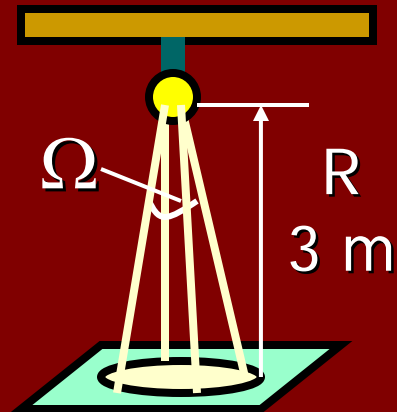
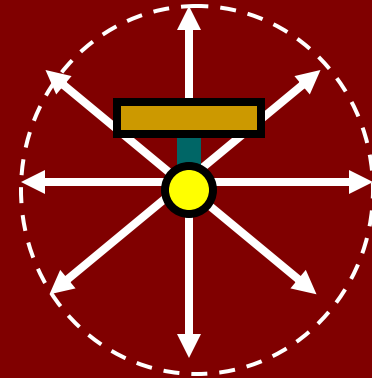
$$I = \frac{F}{\Omega} = \frac{F}{4\pi}$$

$$\text{Total flux: } F = 4\pi I$$

The flux confined to area A is:

$$F = I A$$

$$\Omega = 4\pi \text{ sr}$$



Example 4. A 30 cd spotlight is located 3 m above a table. The beam is focused on a surface area of 0.4 m<sup>2</sup>. Find the intensity of the beam.

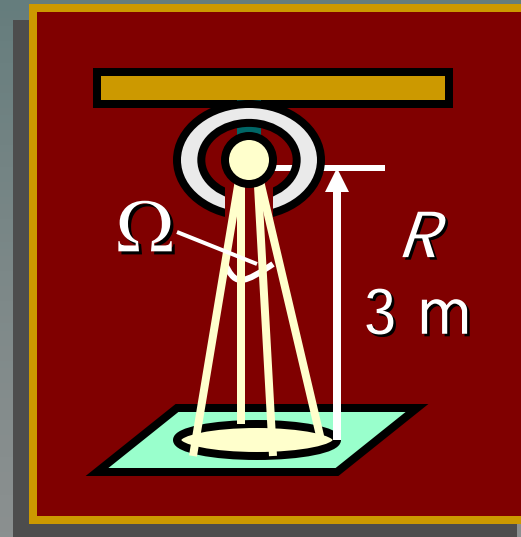
$$\text{Total flux: } F = 4\pi I$$

$$F_T = 4\pi(30 \text{ cd}) = 377 \text{ lm}$$

The luminous intensity of the beam depends on  $\Omega$ .

$$\Omega = \frac{A}{R^2} = \frac{0.4 \text{ m}^2}{(3 \text{ m})^2}; \quad \Omega = 0.0444 \text{ sr}$$

$$I = \frac{F}{\Omega} = \frac{754 \text{ lm}}{0.0444 \text{ sr}}$$



Beam Intensity:

$$I = 8490 \text{ cd}$$

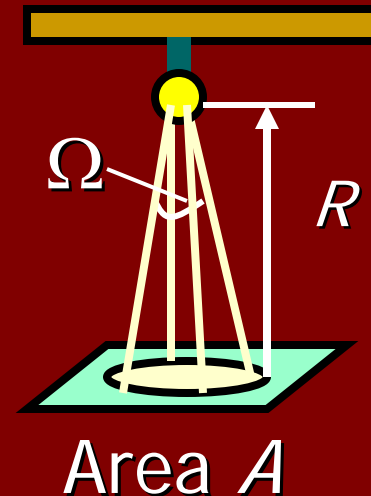
# Illumination of a Surface

The **illumination**  $E$  of a surface  $A$  is defined as the luminous flux per unit area ( $F/A$ ) in **lumens per square meter** which is renamed a **lux (lx)**.

An illumination of one lux occurs when a flux of one lumen falls on an area of one square meter.

$$E = \frac{F}{A} \quad \text{Unit: lux (lx)}$$

Illumination,  $E$



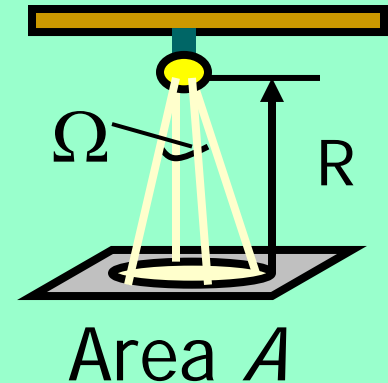
# Illumination Based on Intensity

The **illumination**  $E$  of a surface is directly proportional to the **intensity**  $I$  and inversely proportional to the **square** of the **distance**  $R$ .

$$E = \frac{F}{A}; \quad I = \frac{F}{\Omega}; \quad F = I\Omega$$

$$E = \frac{I\Omega}{A} \quad \text{but} \quad \Omega = \frac{A}{R^2} \quad \text{so that}$$

$$\text{Illumination, } E = \frac{I}{R^2}$$



*This equation applies for perpendicular surfaces.*

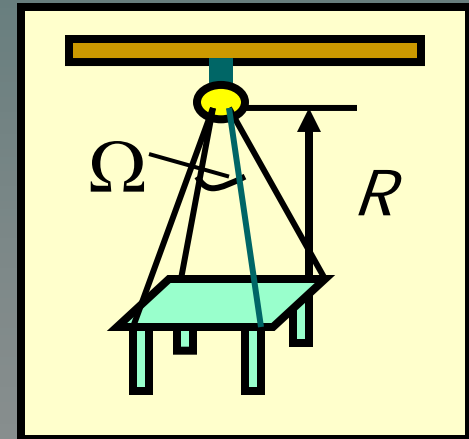


Example 5. A 400-cd light is located 2.4 m from a tabletop of area 1.2 m<sup>2</sup>. What is the illumination and what flux  $F$  falls on the table?

$$E = \frac{I}{R^2} = \frac{400 \text{ cd}}{(2.40 \text{ m})^2}$$

Illumination:

$$E = 69.4 \text{ lx}$$

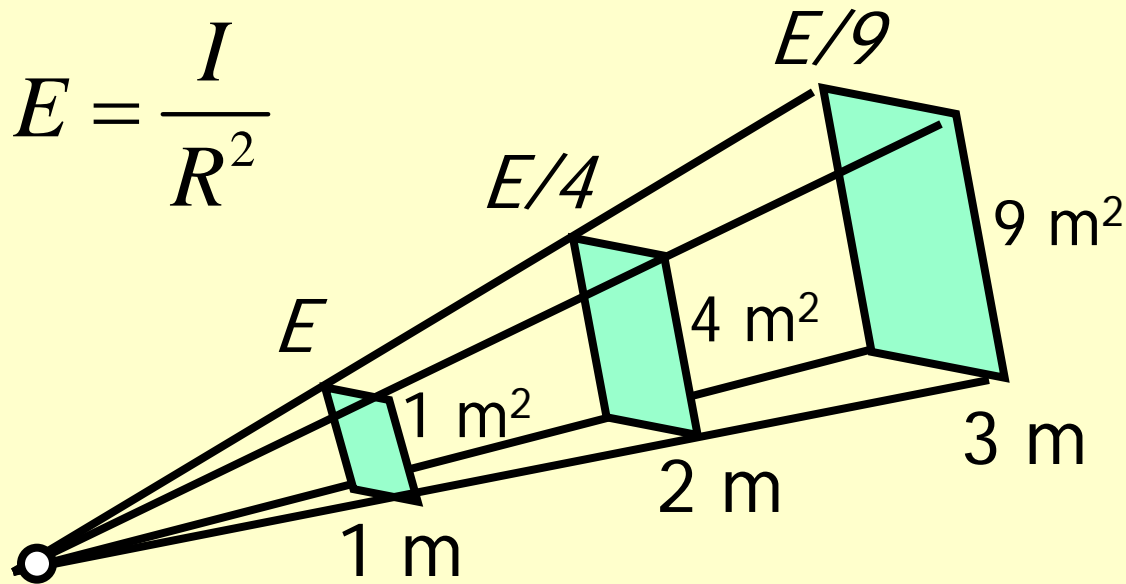


Now, recalling that  $E = F/A$ , we find  $F$  from:

$$F = EA = (69.4 \text{ lx})(1.20 \text{ m}^2)$$

$$F = 93.3 \text{ lm}$$

# The Inverse Square Relationship



If the intensity is 36 lx at 1 m, it will be 9 lx at 2 m and only 4 lx at 3 m.

# Summary

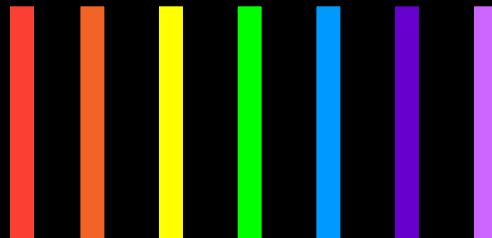
**Light** may be defined as electromagnetic radiation that is capable of affecting the sense of sight.

## General Properties of Light:

- Rectilinear propagation
- Reflection
- Refraction

$$c = f\lambda \quad c = 3 \times 10^8 \text{ m/s}$$

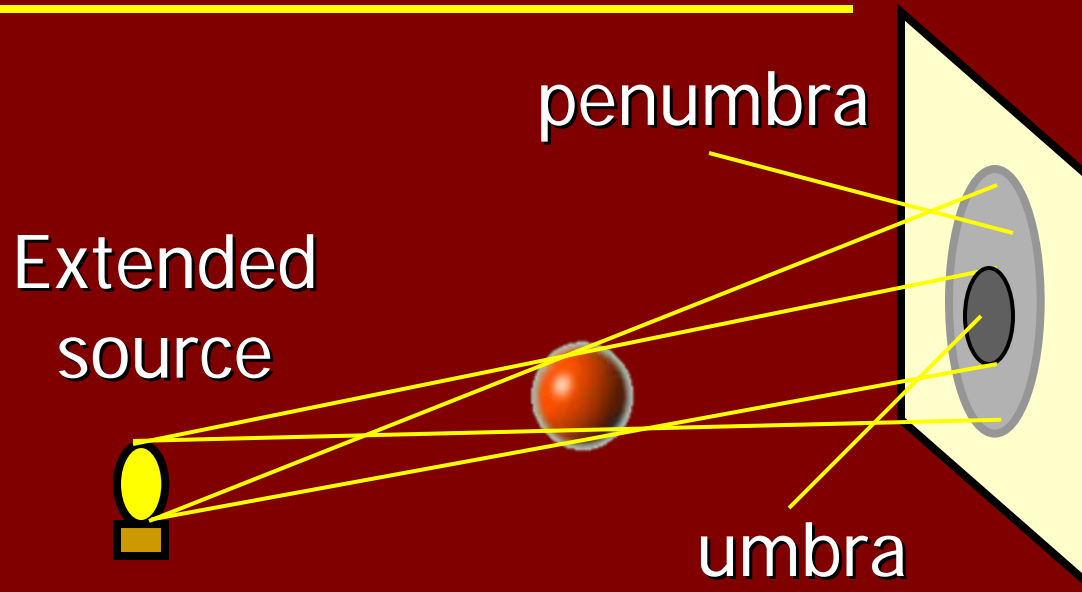
Red,  $\lambda$   
700 nm



Violet,  $\lambda$   
400 nm

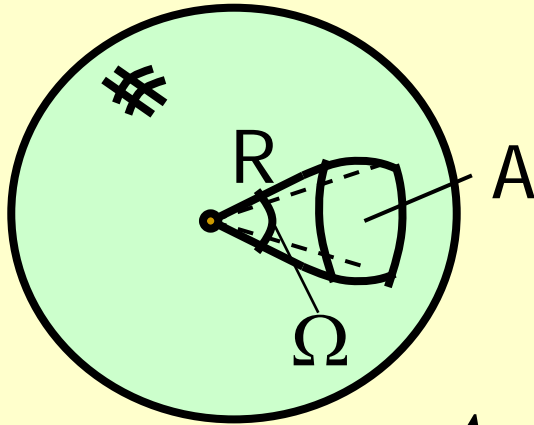
# Summary (Continued)

The formation of shadows:



**Luminous flux** is the portion of total radiant power that is capable of affecting the sense of sight.

# Summary (Continued)



The Steradian  $\Omega = \frac{A}{R^2}$

Total flux:  $F = 4\pi I$

Luminous intensity:

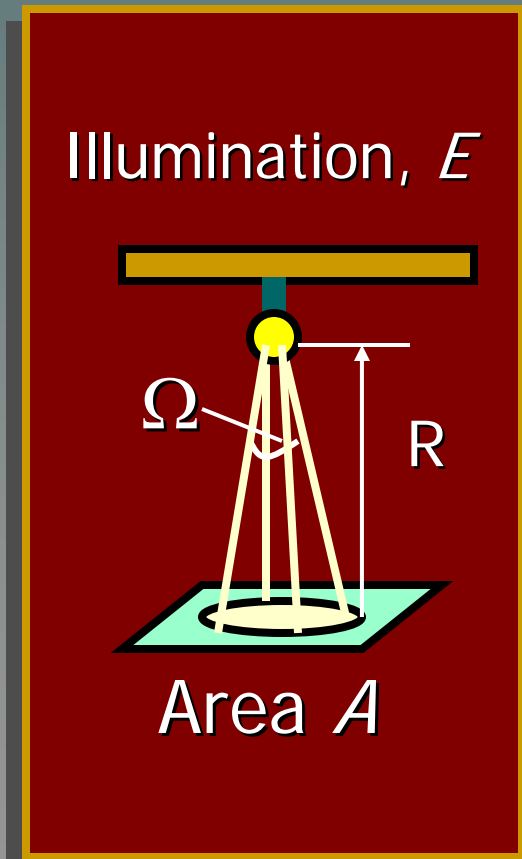
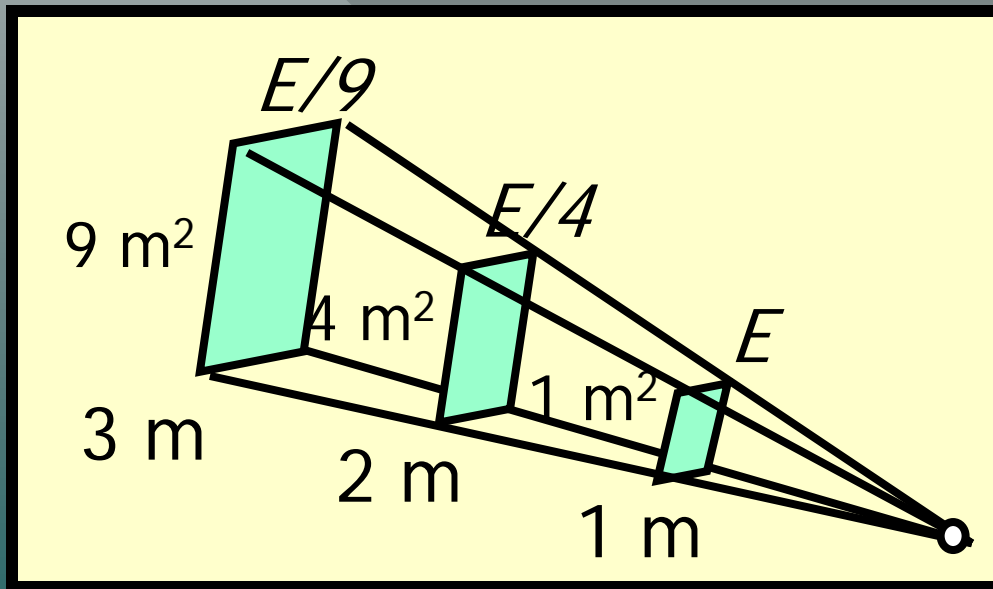
$$I = \frac{F}{\Omega}$$

Unit is the candela (cd)

$$E = \frac{F}{A} \quad \text{Unit: lux (lx)}$$

# Summary (Cont.)

Illumination,  $E = \frac{I}{R^2}$



# CONCLUSION: Chapter 33

## Light and Illumination

