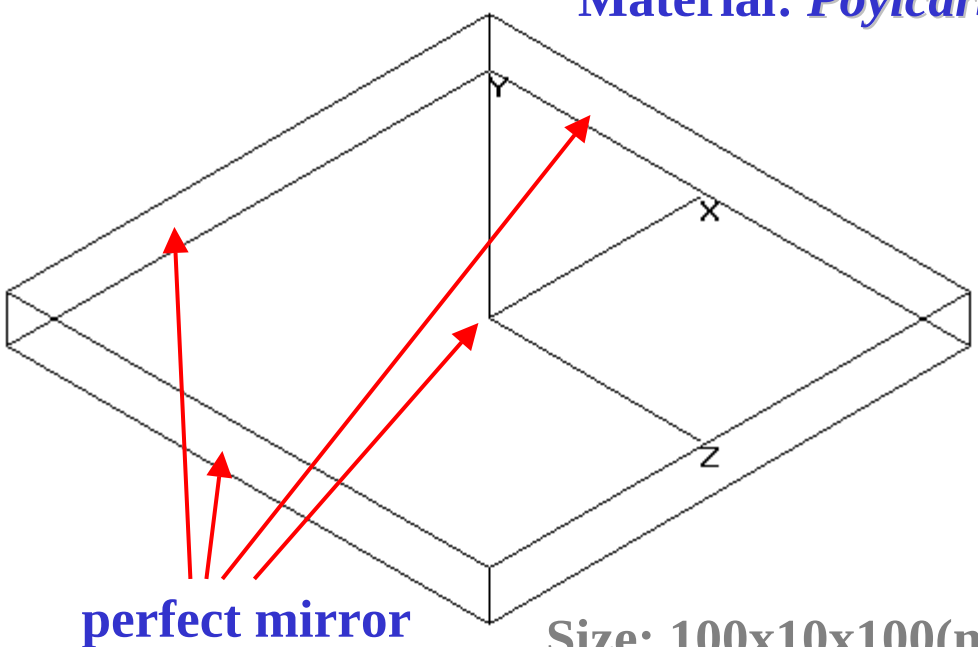
Advanced Application

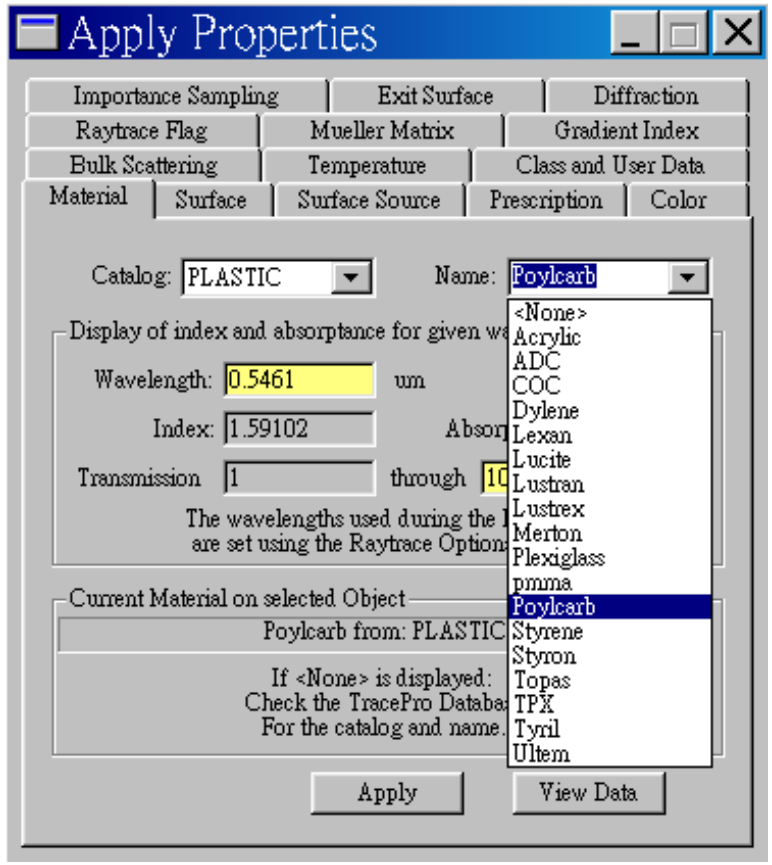
- Example 1: LCD Backlight
- Example 2: LED Source
- Example 3: Speedometer Pointer
- Example 4: Telescope

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Example 1: LCD Backlight

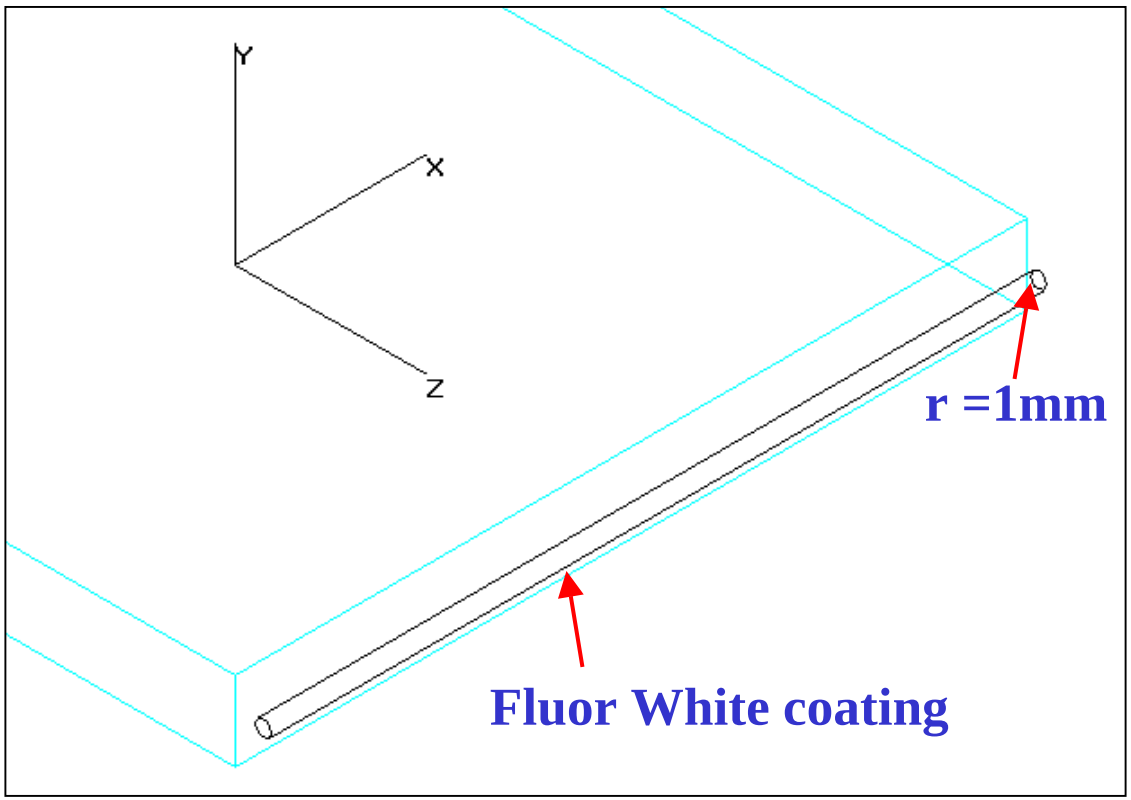
- Create an LCD Panel

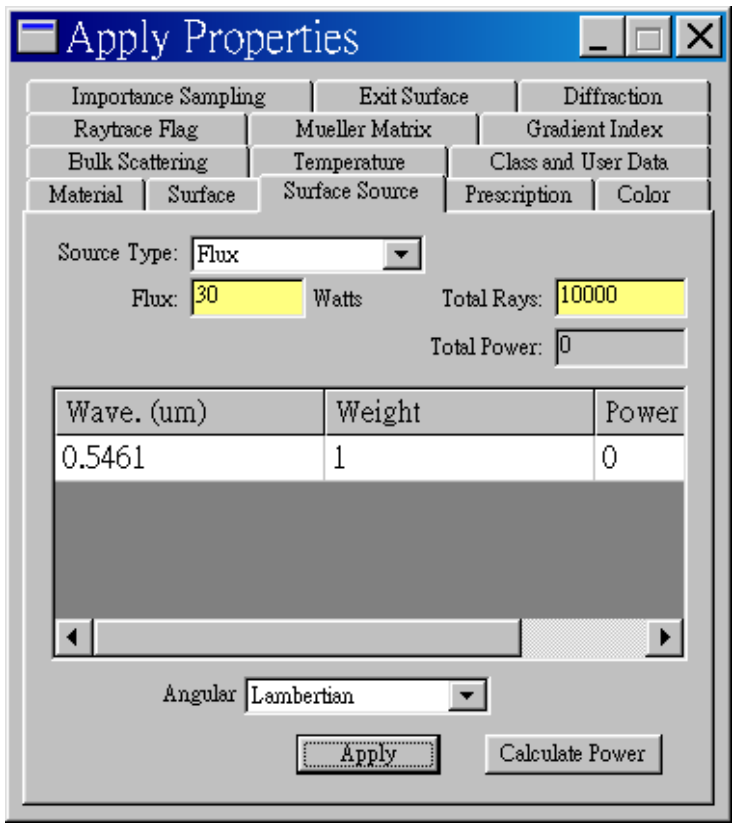




Example 1: LCD Backlight

- Creating the Fluorescent Bulb

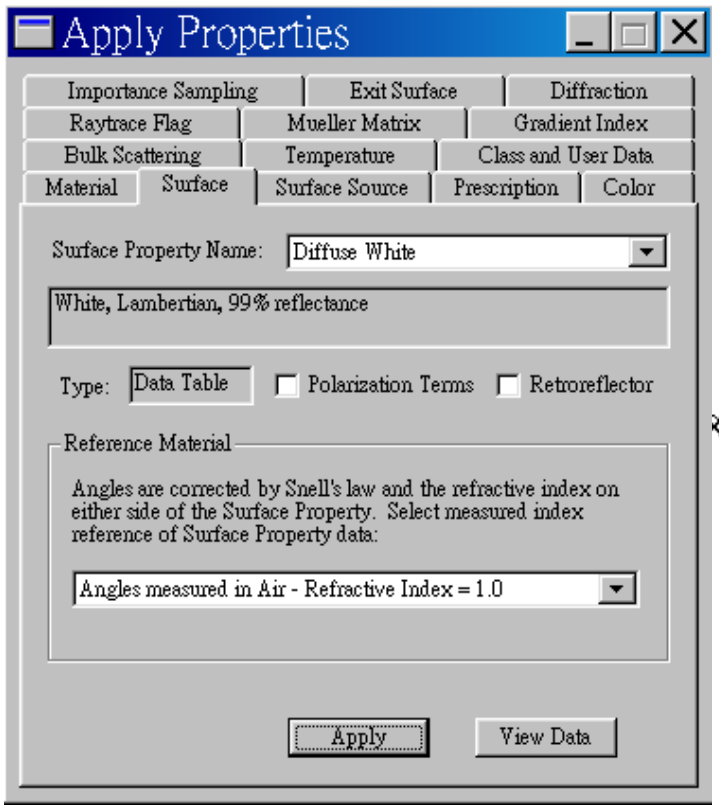


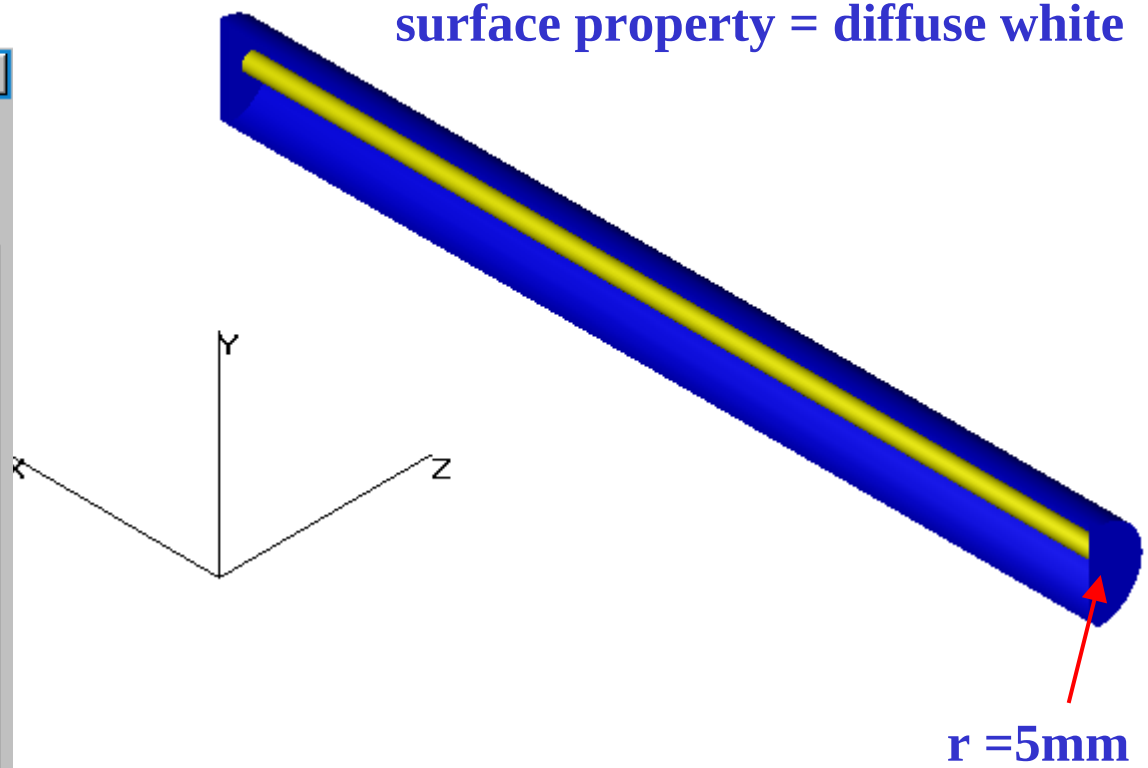


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Example 1: LCD Backlight

- Creating the Reflector

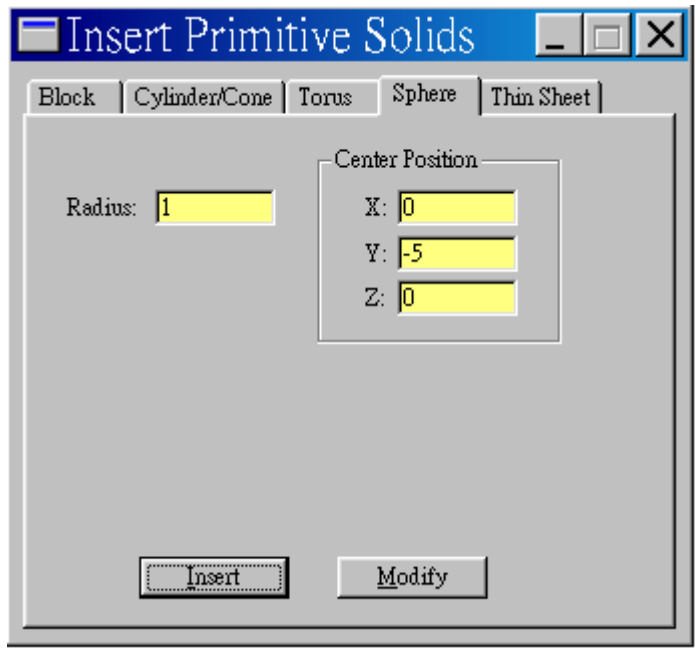


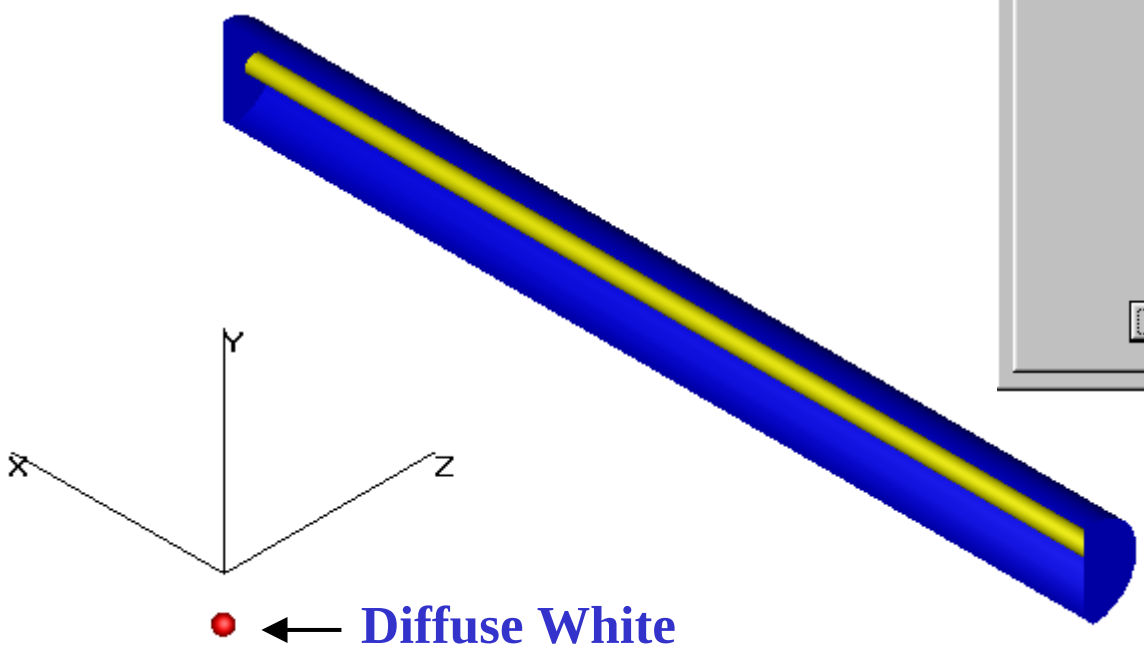


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Example 1: LCD Backlight

- Creating a dot pattern

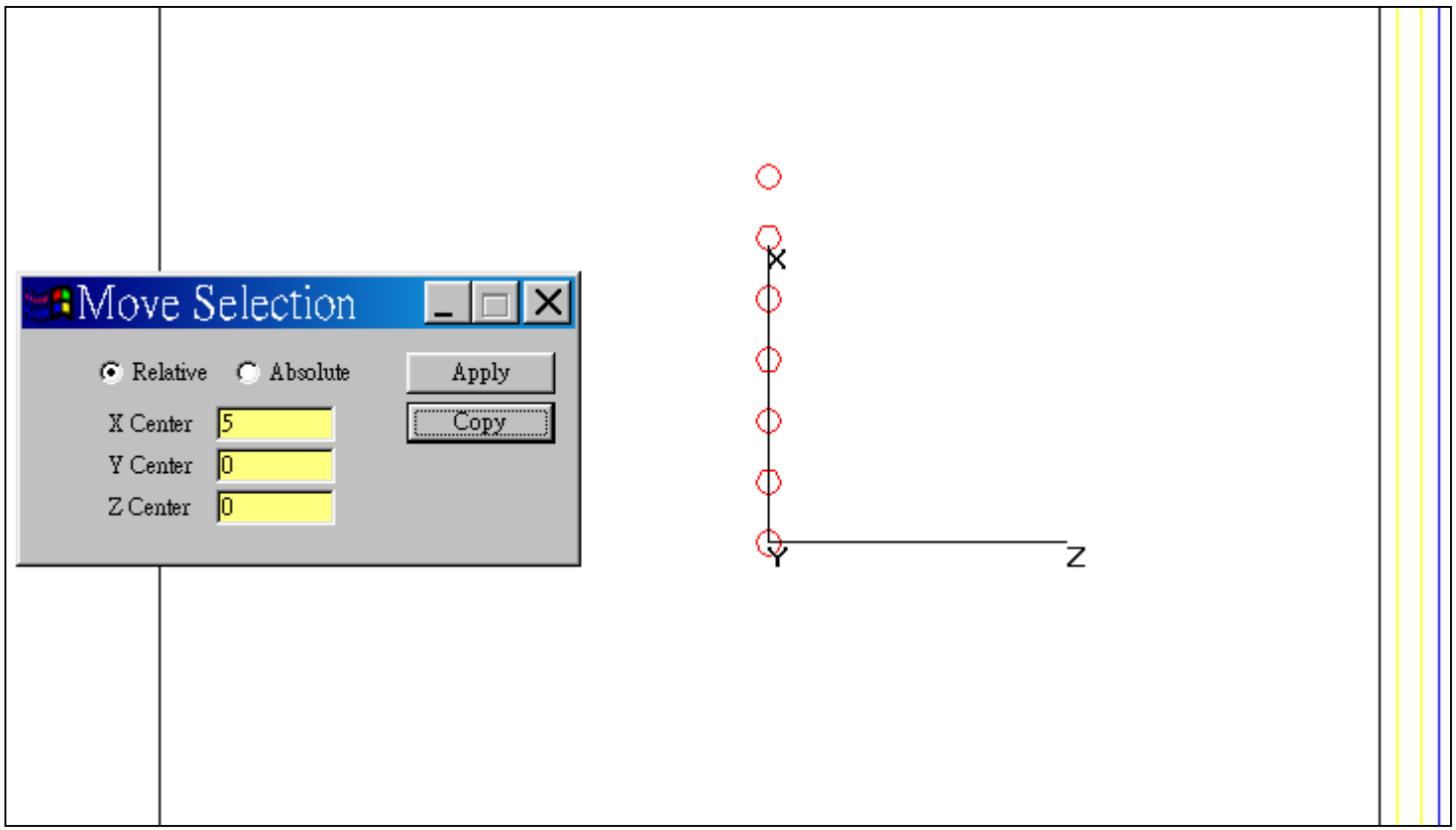




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Example 1: LCD Backlight

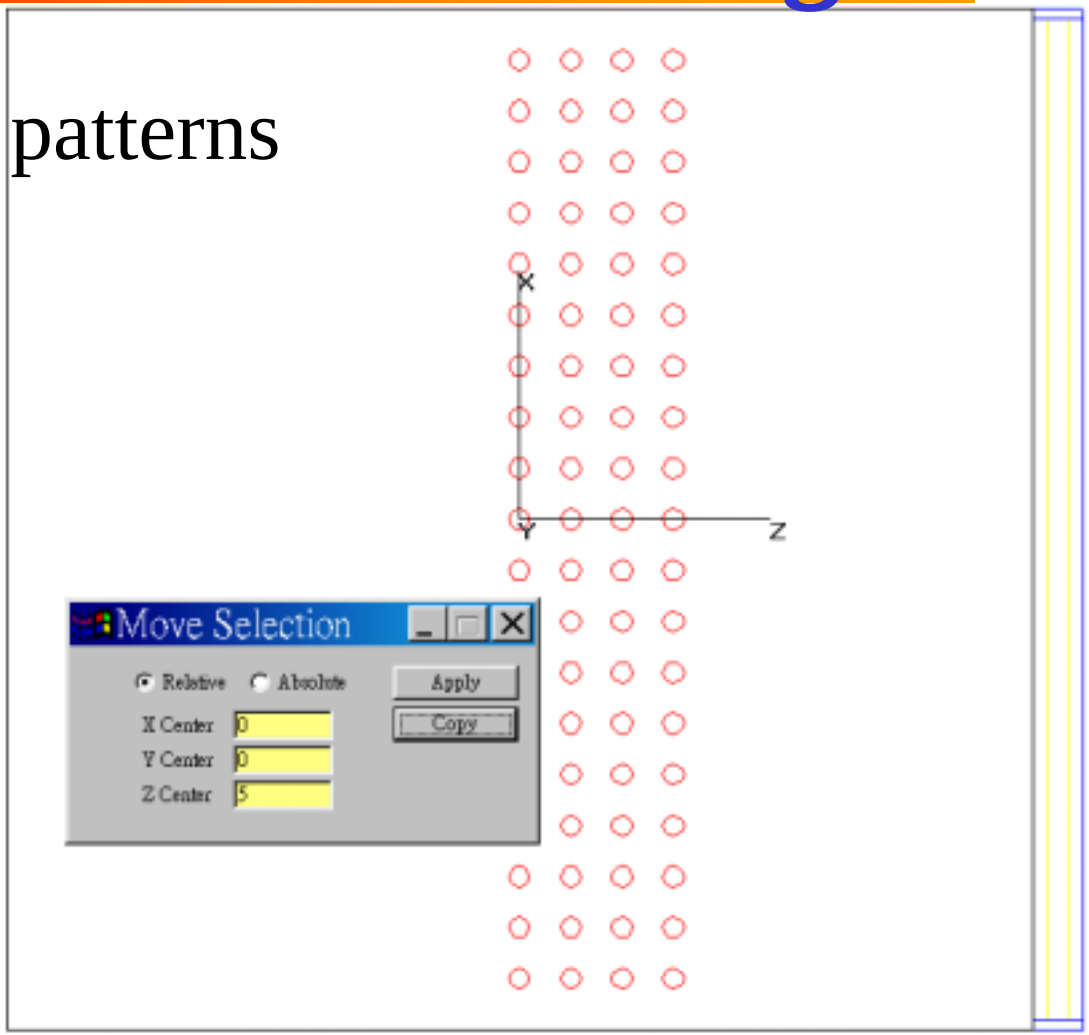
- Copy dot patterns



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Example 1: LCD Backlight

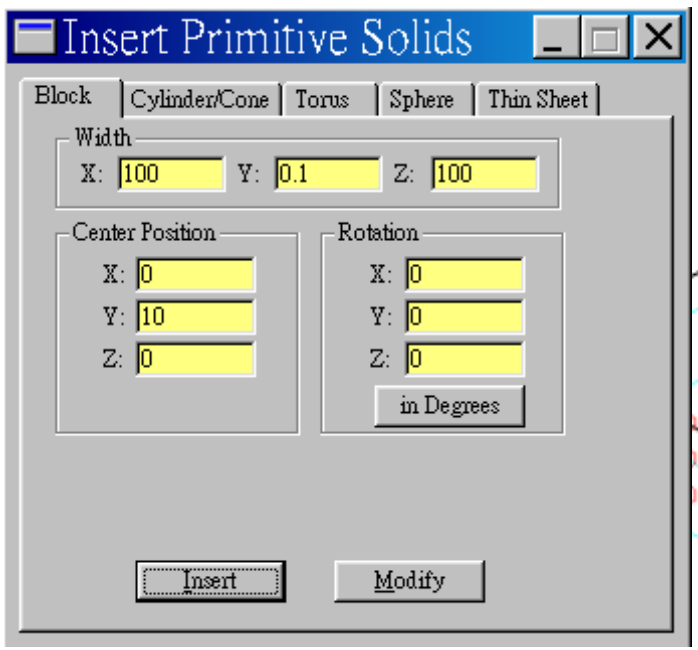
- Copy dot patterns

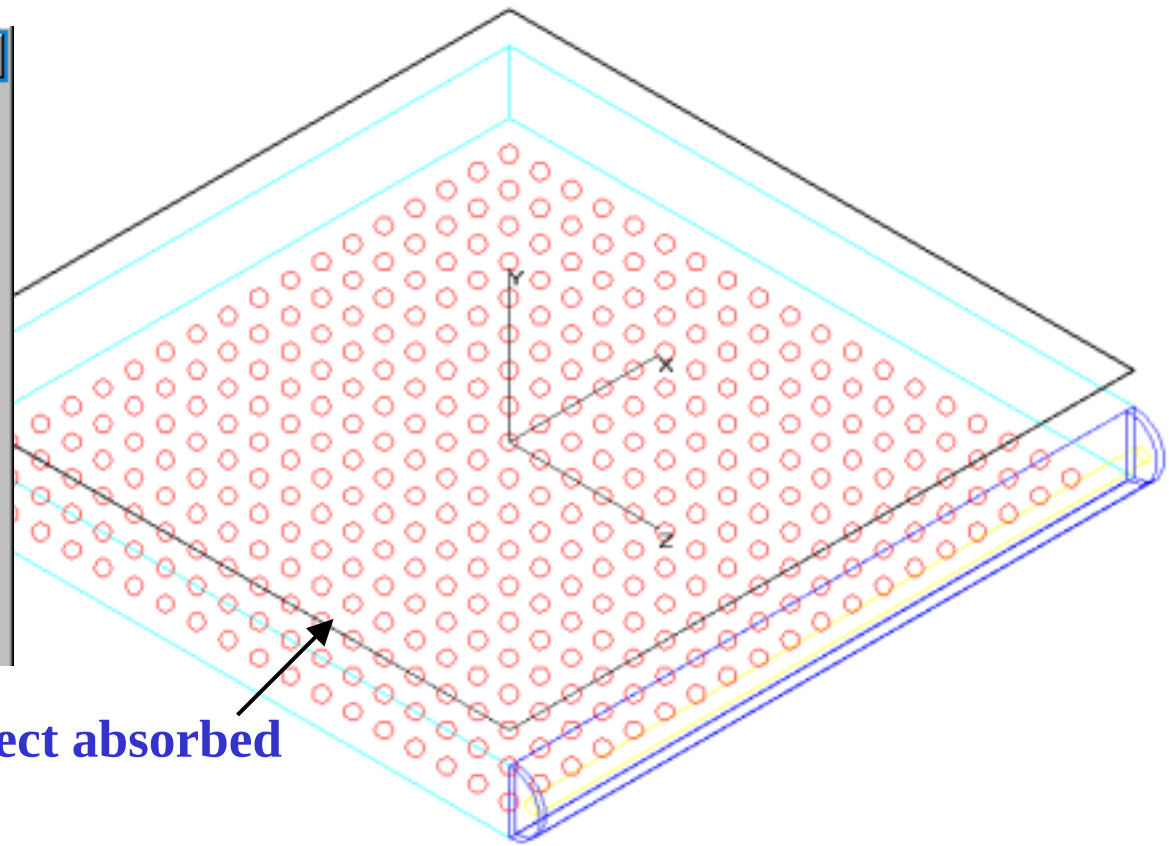


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Example 1: LCD Backlight

- Adding an observation plane

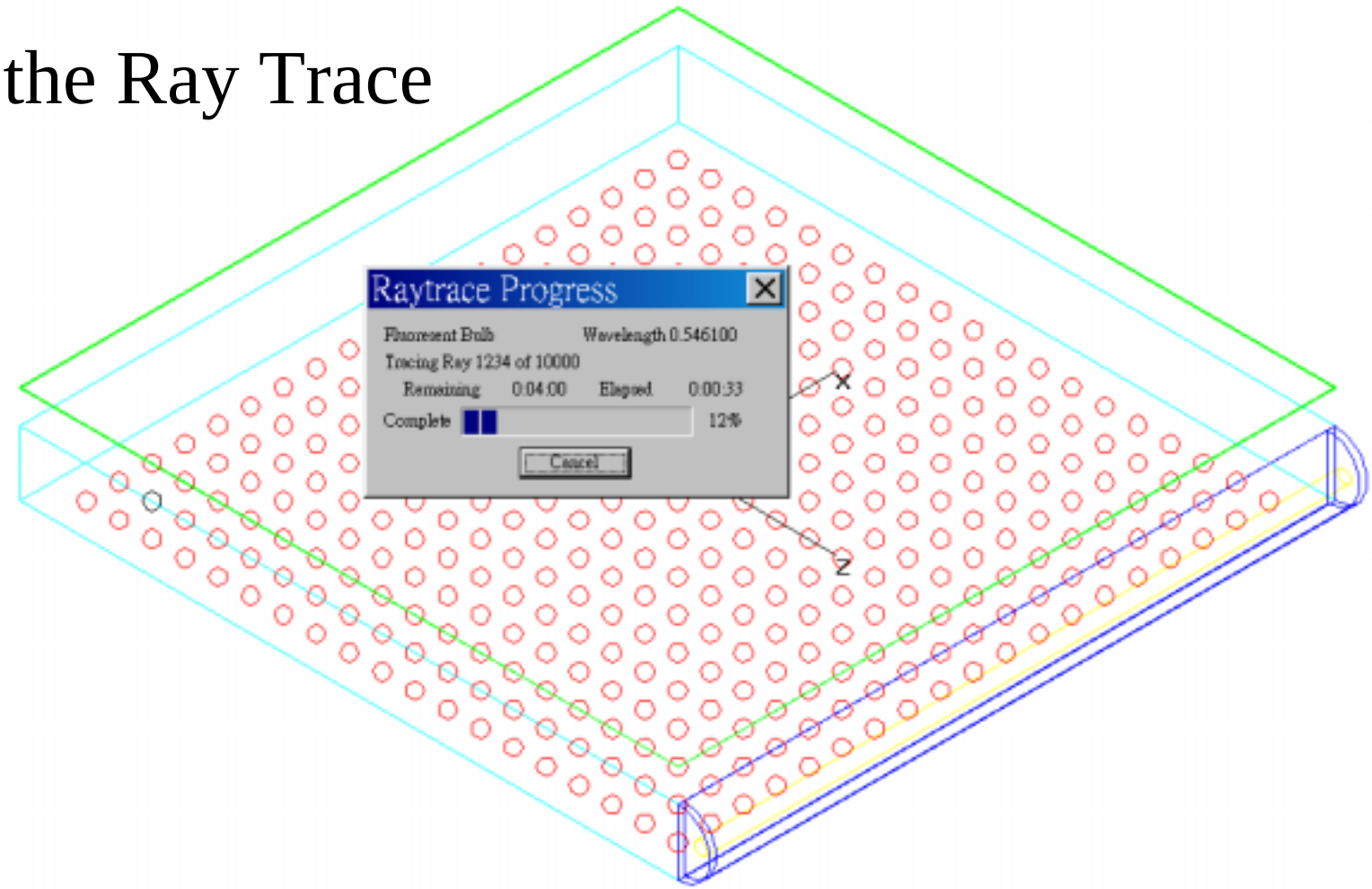




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Example 1: LCD Backlight

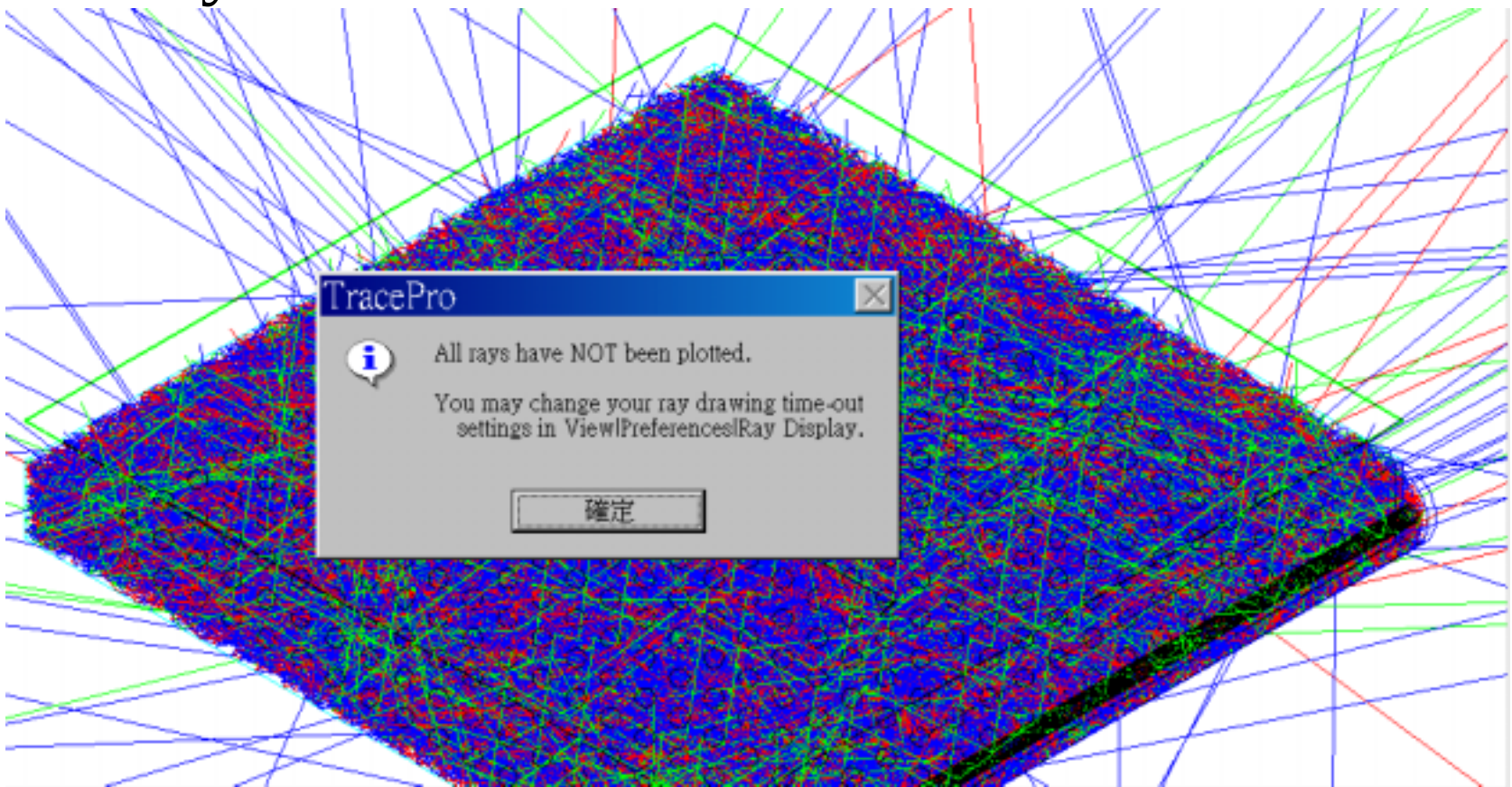
- Do the Ray Trace



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Example 1: LCD Backlight

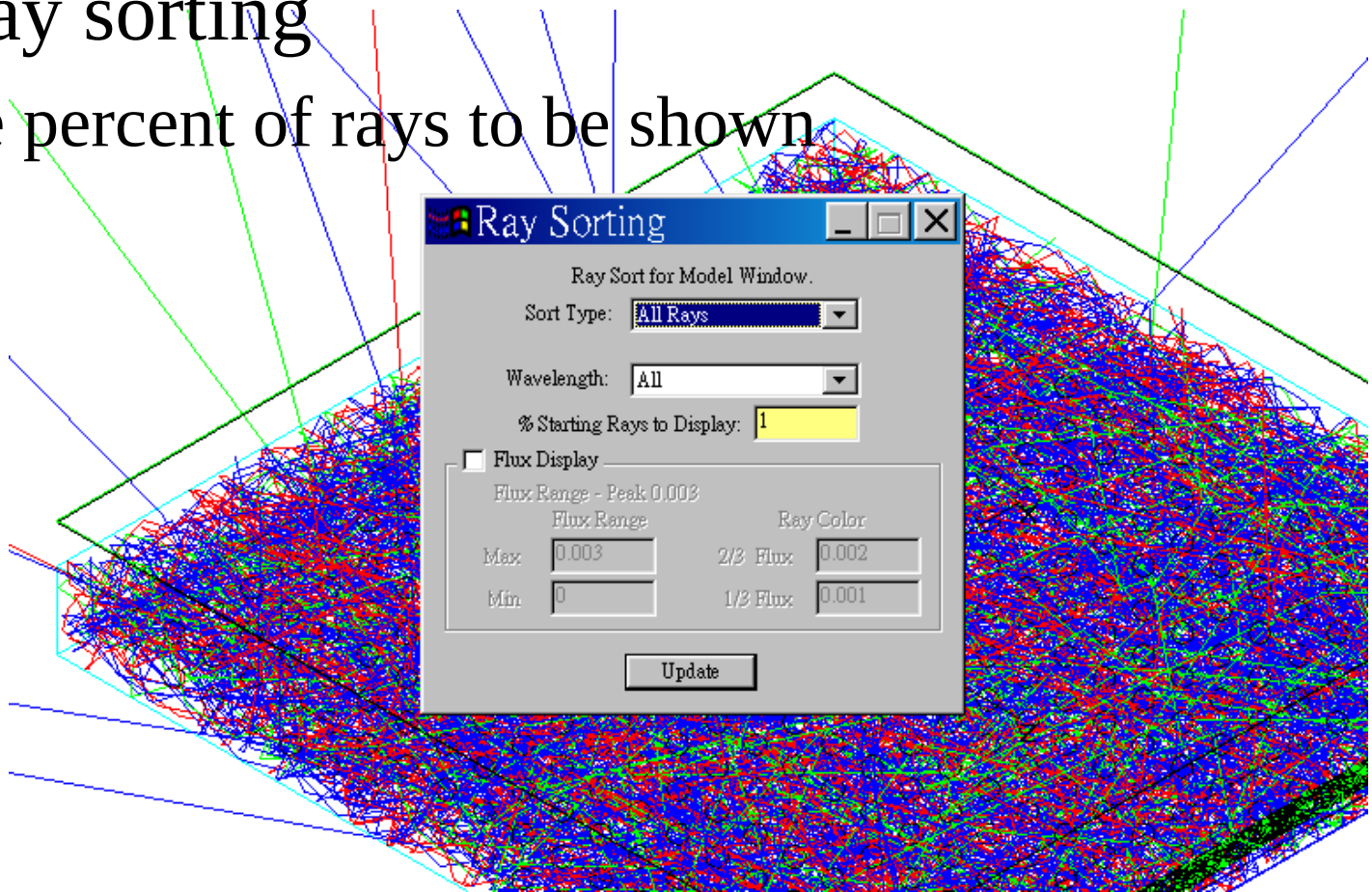
- The ray is too much



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Example 1: LCD Backlight

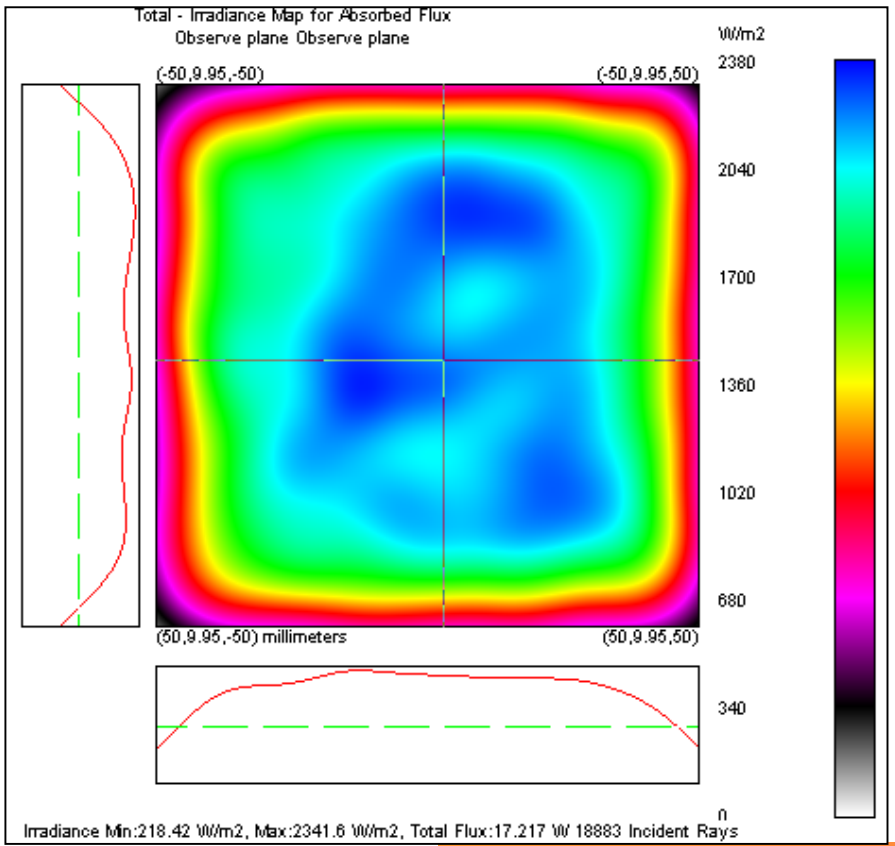
- Set Ray sorting
  - One percent of rays to be shown

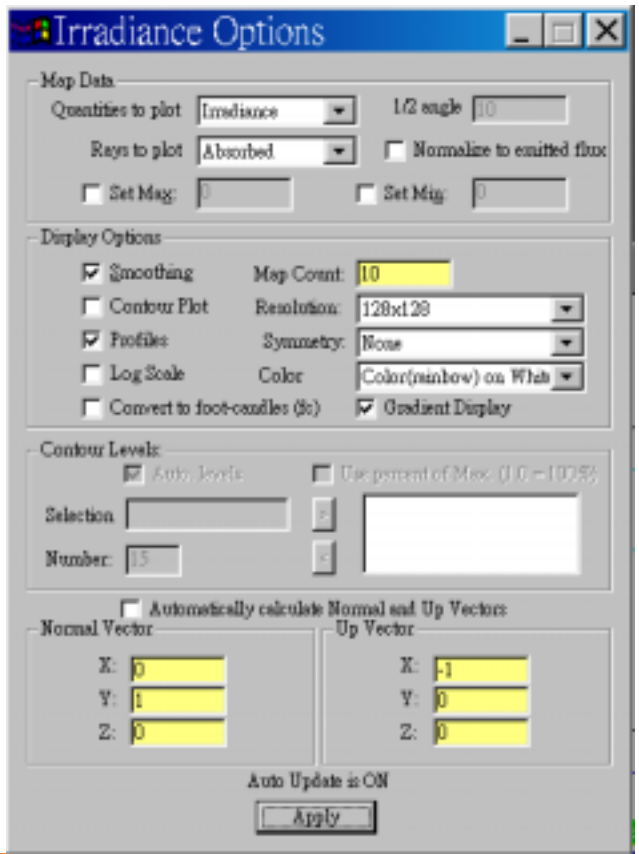


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Example 1: LCD Backlight

- Irradiance Map

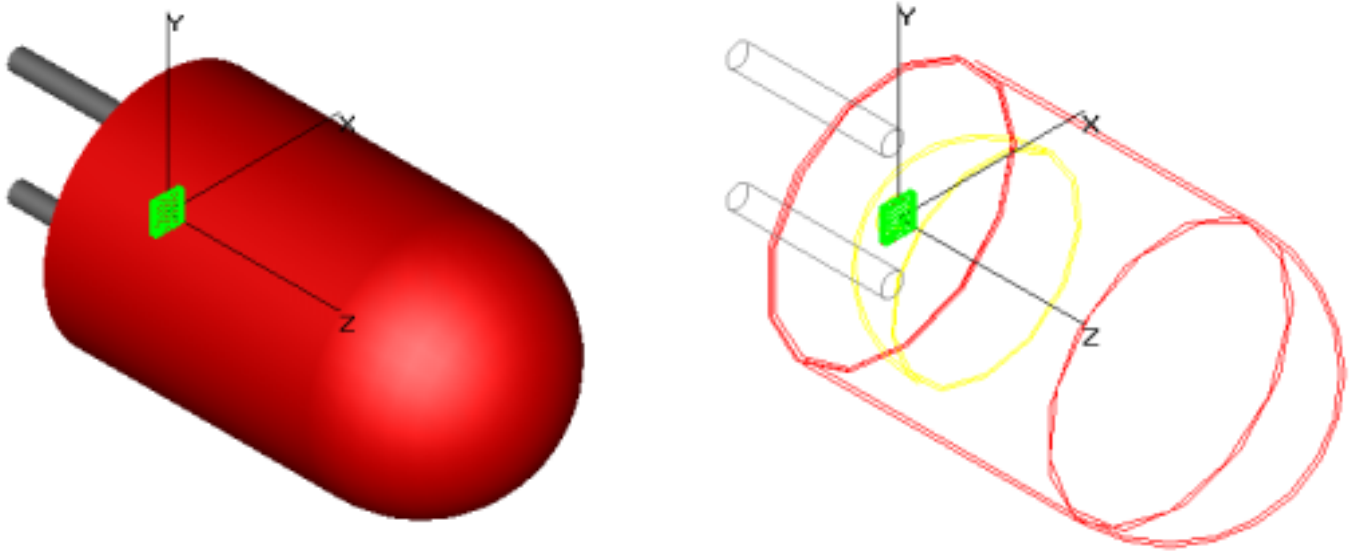




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Example 2: LED Source

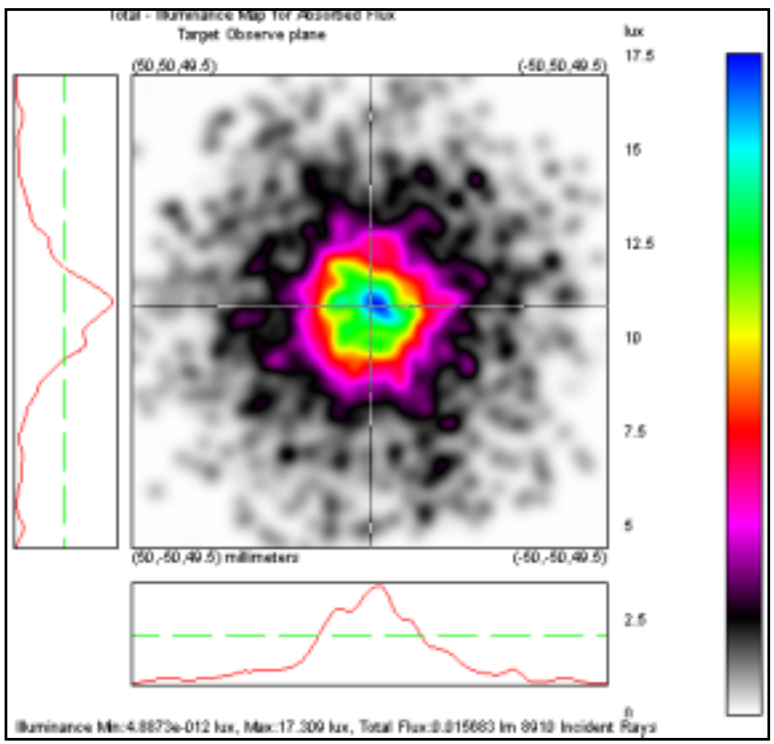
- Original design

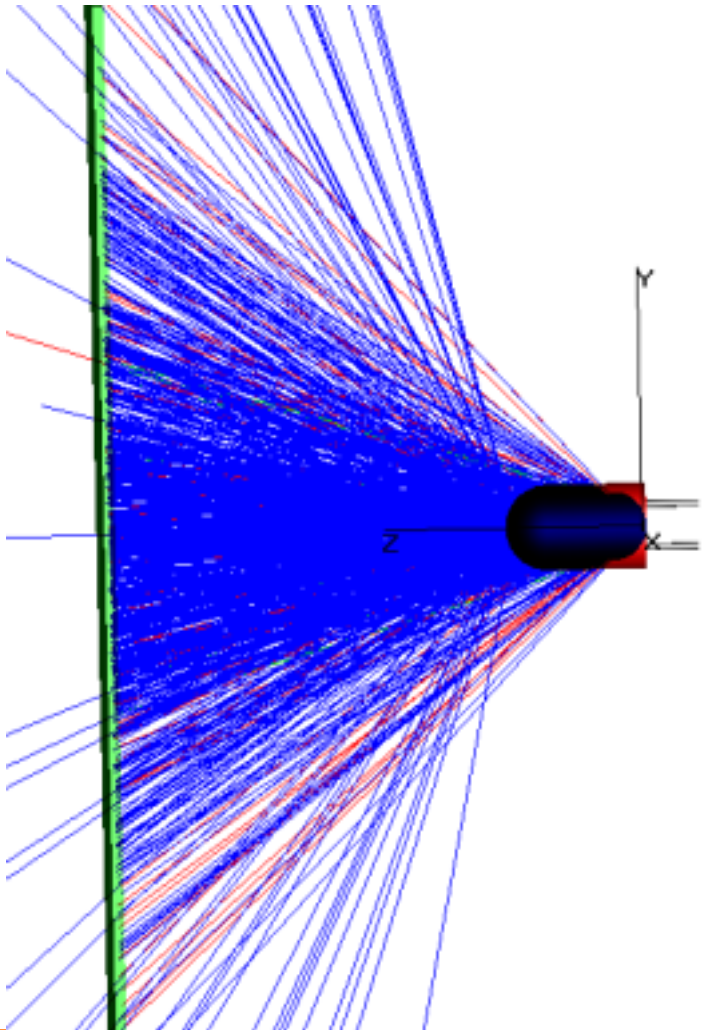


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Example 2: LED Source

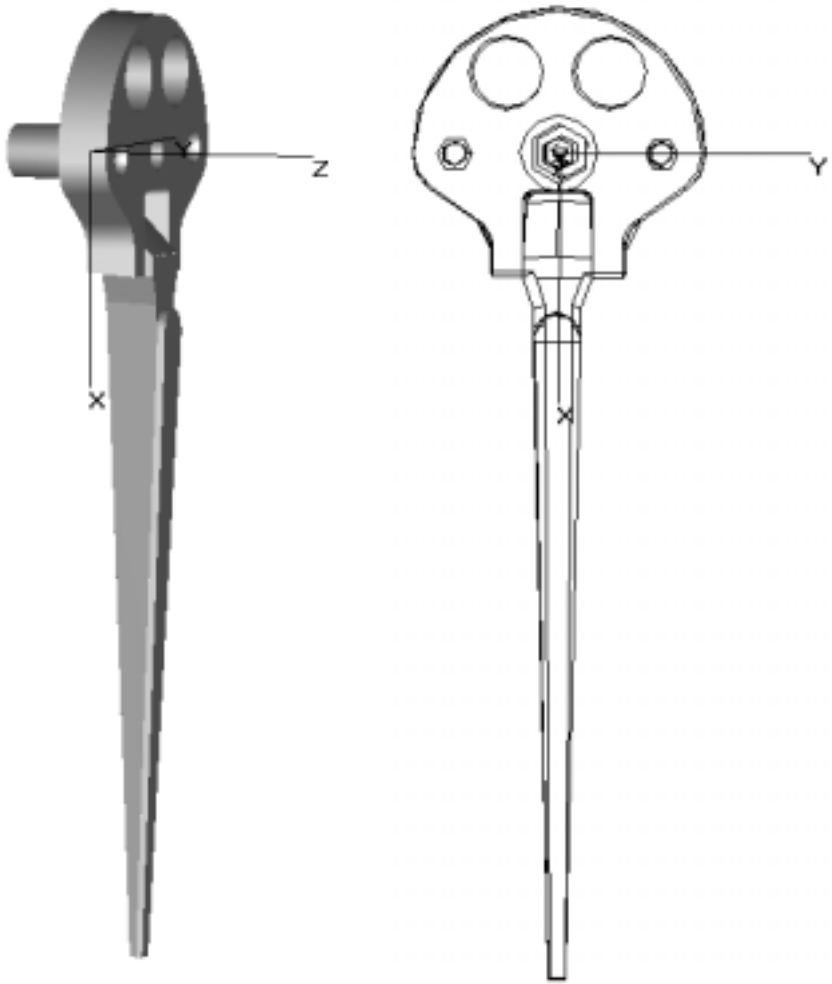
- After Ray Tracing





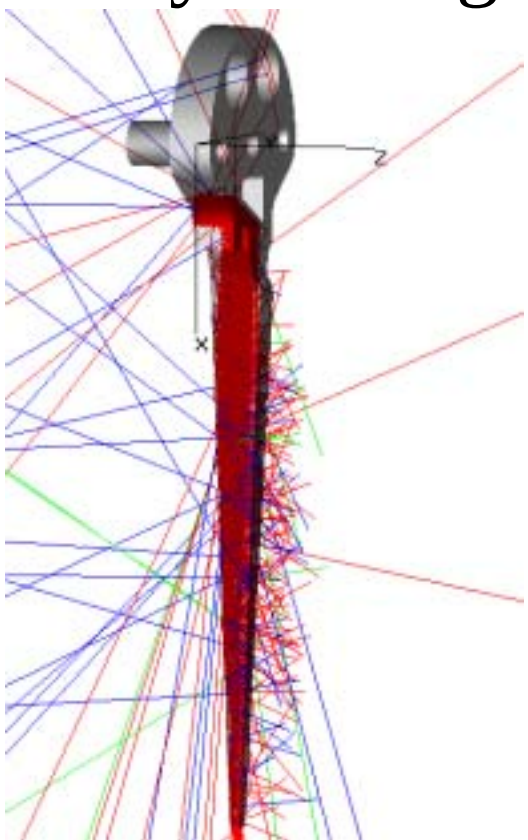
Example 3: Speedometer Pointer

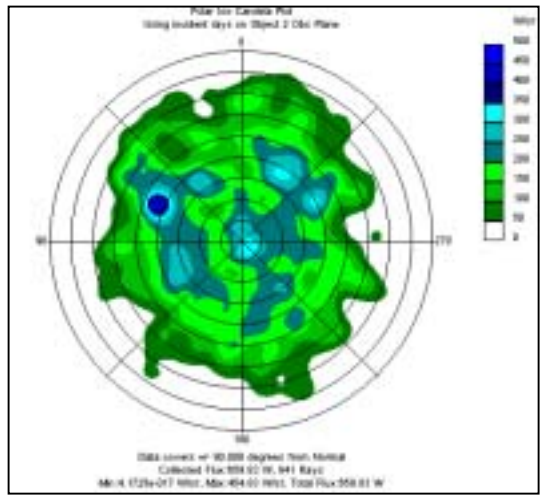
- Original design

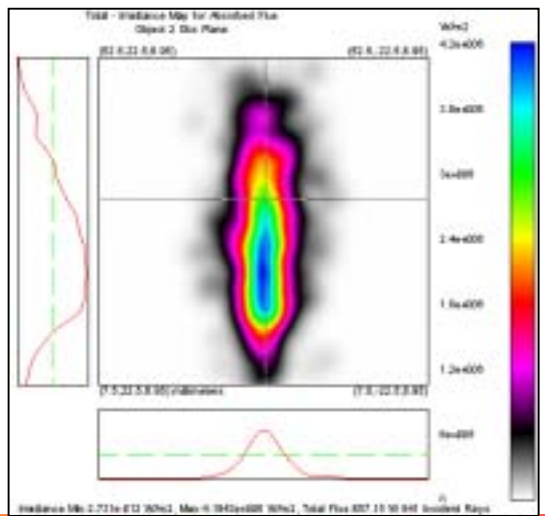


Example 3: Speedometer Pointer

- After Ray Tracing



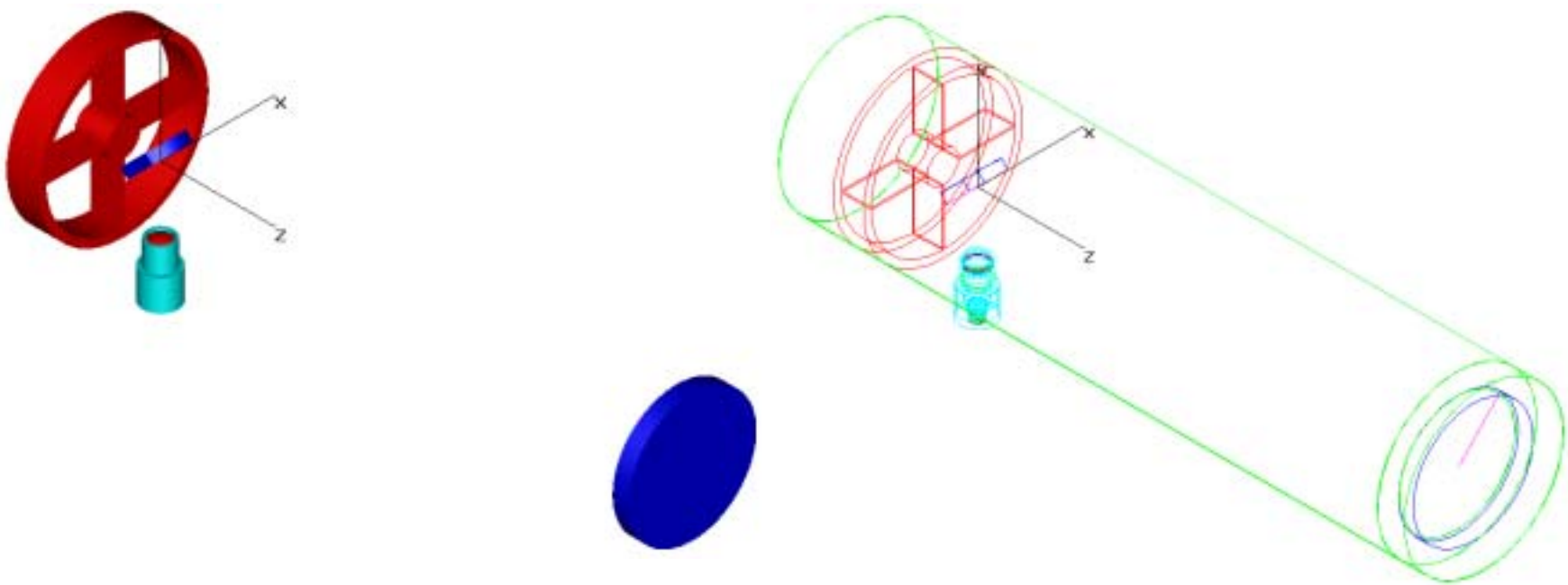




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Example 4: Telescope

- Original design



Example 4: Telescope

- After Ray Tracing

