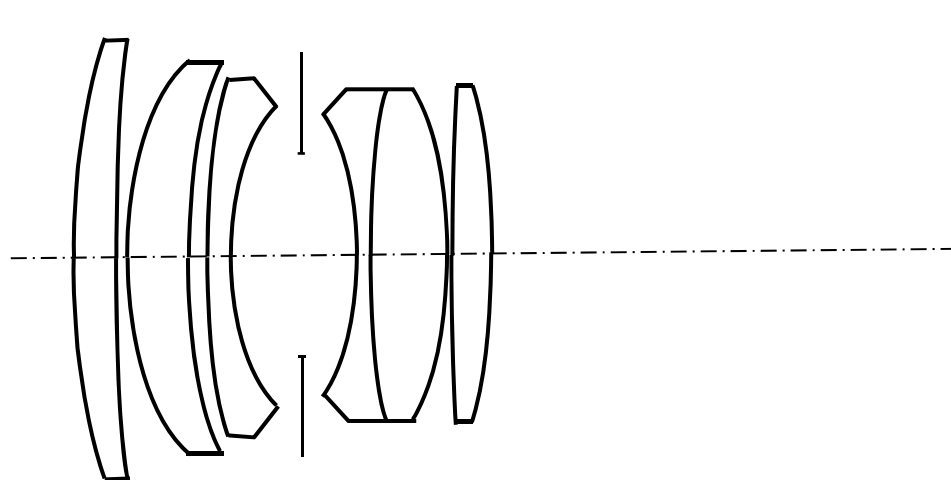
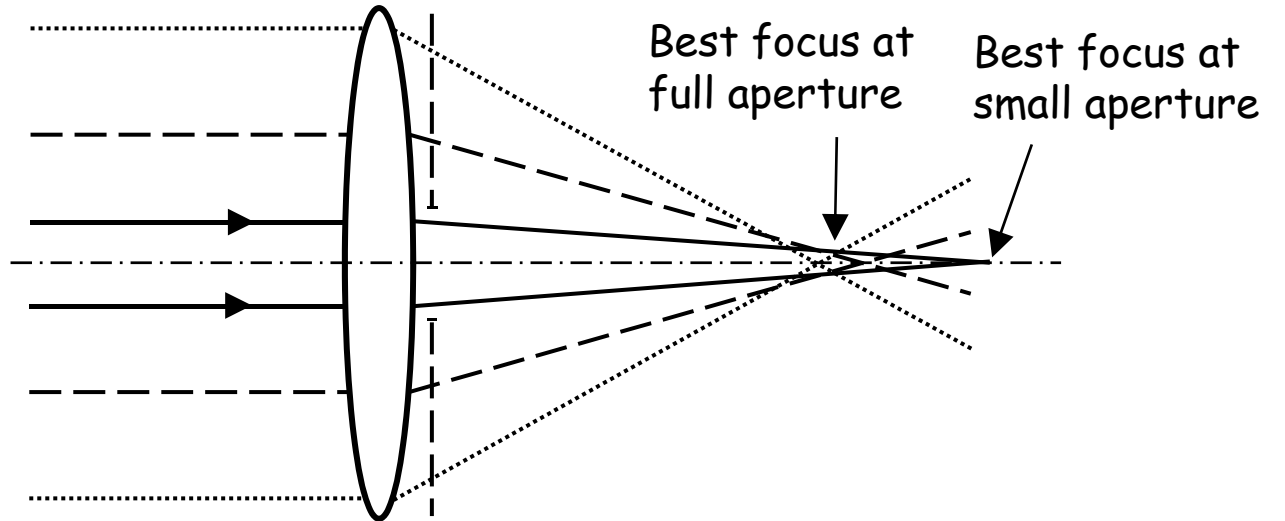


Kameraobjektiv har många linselement för att reducera avbildningsfelen.

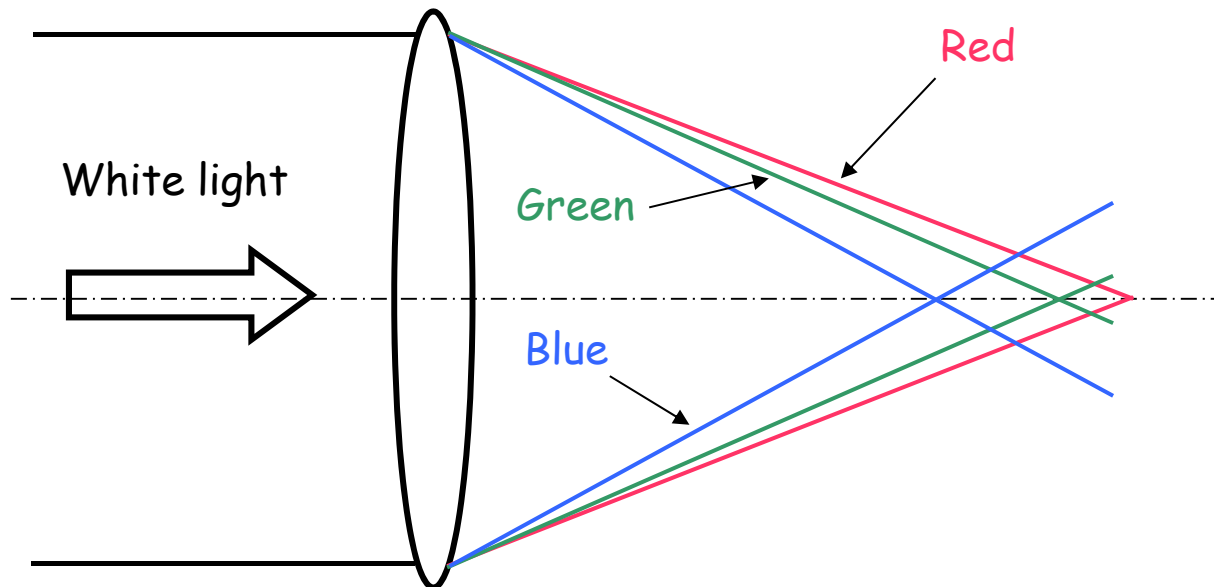


Aberrations

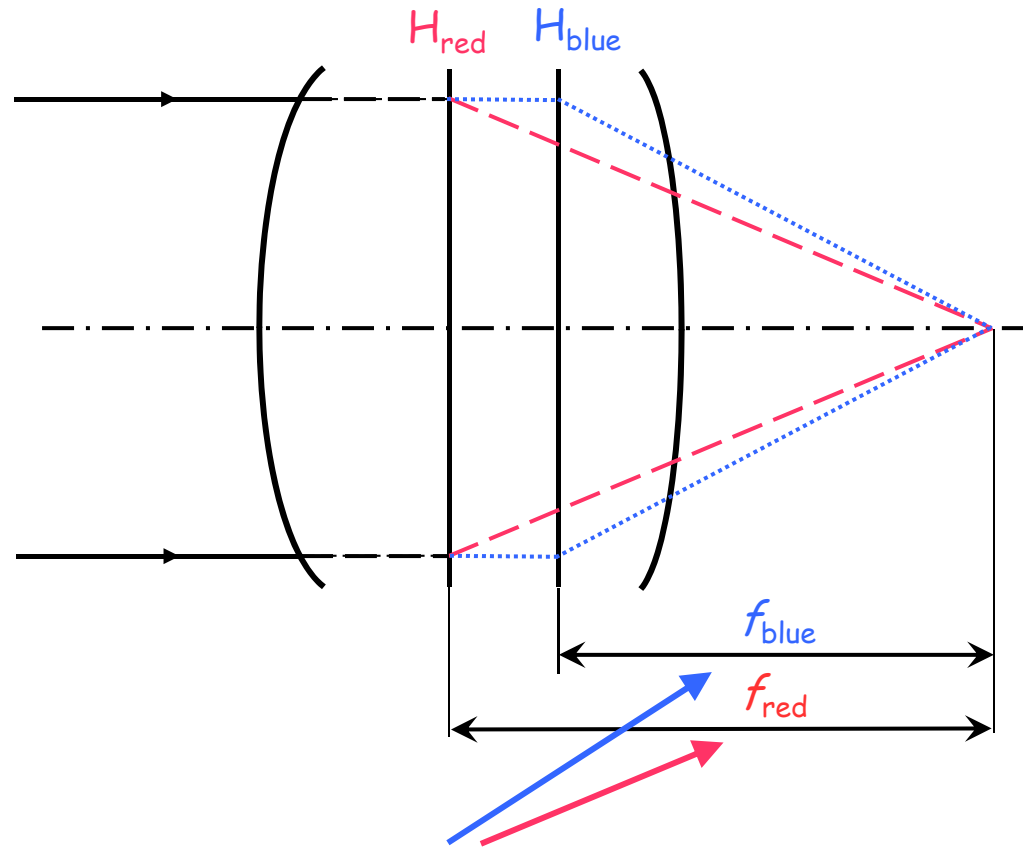
Spherical
aberration



Chromatic
aberration
(longitudinal)

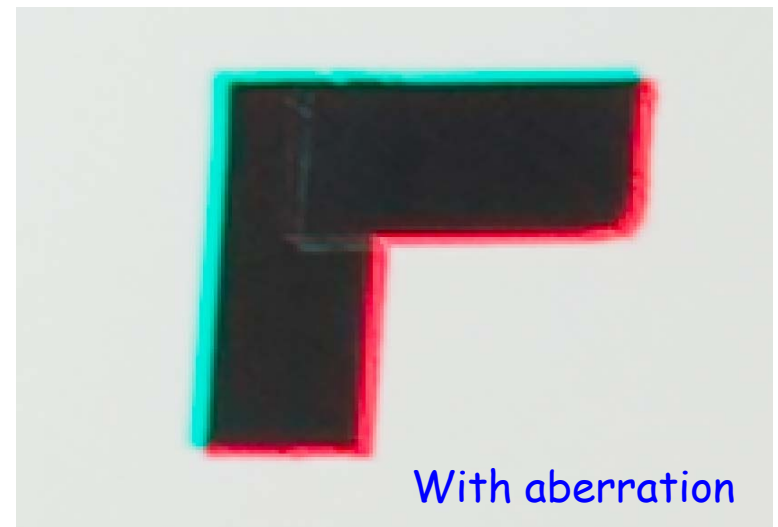


Lateral chromatic aberration

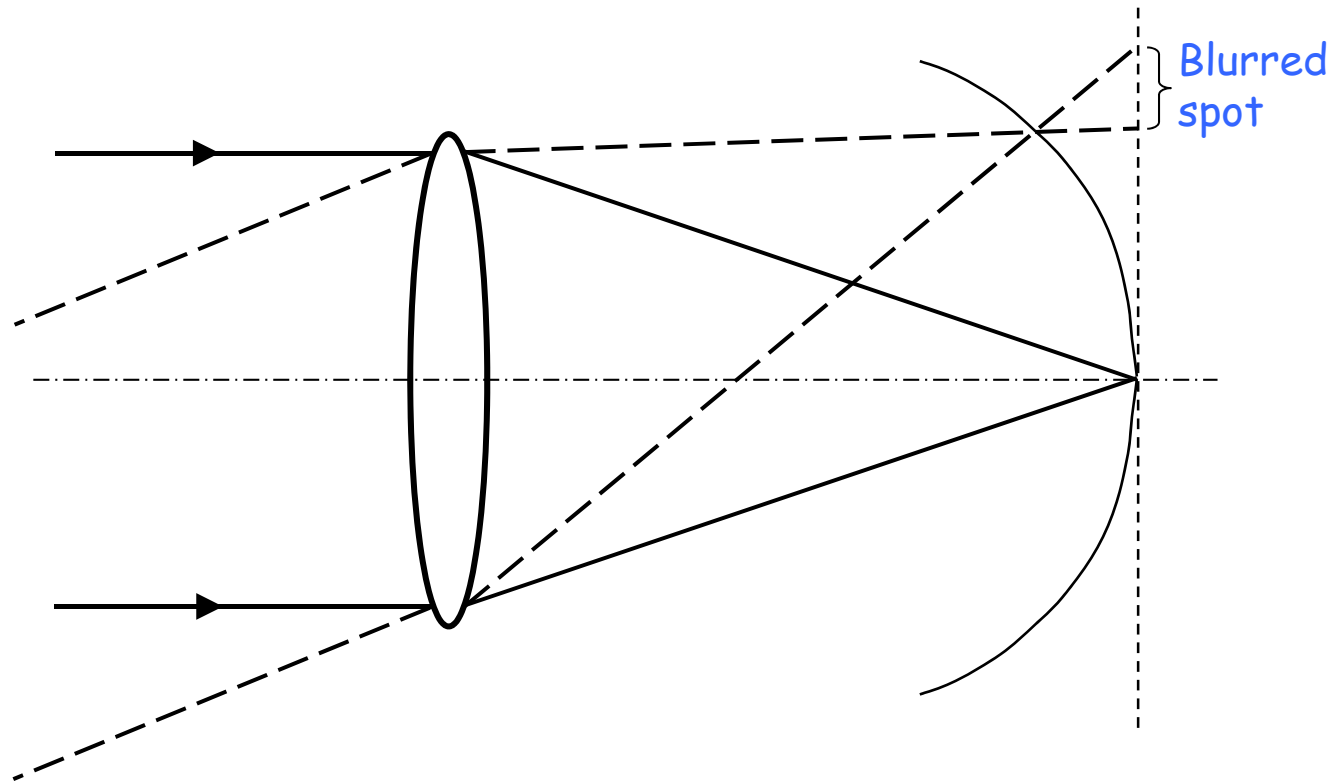


Different imaging scales for different colors

Image corner

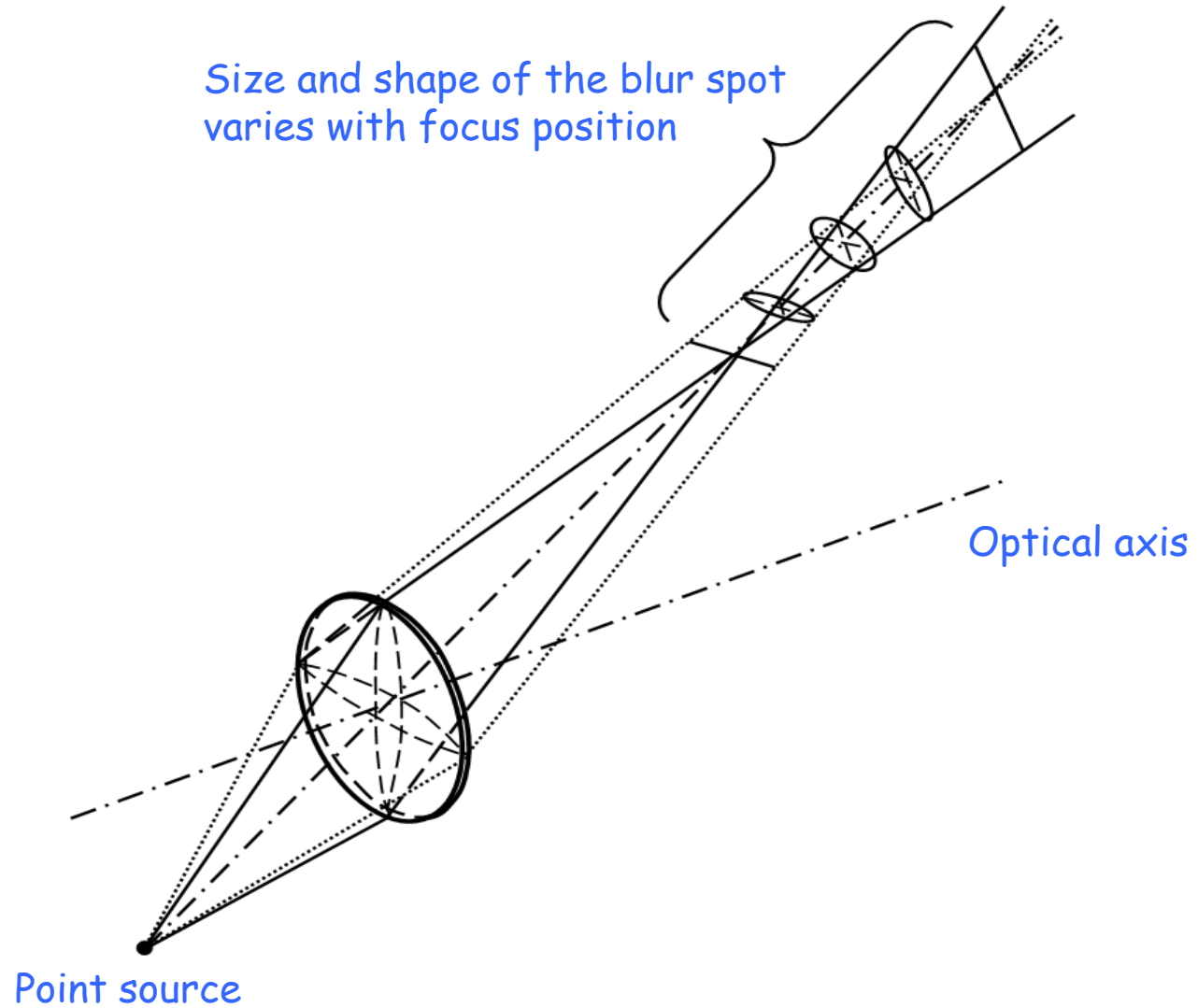


Curvature of field

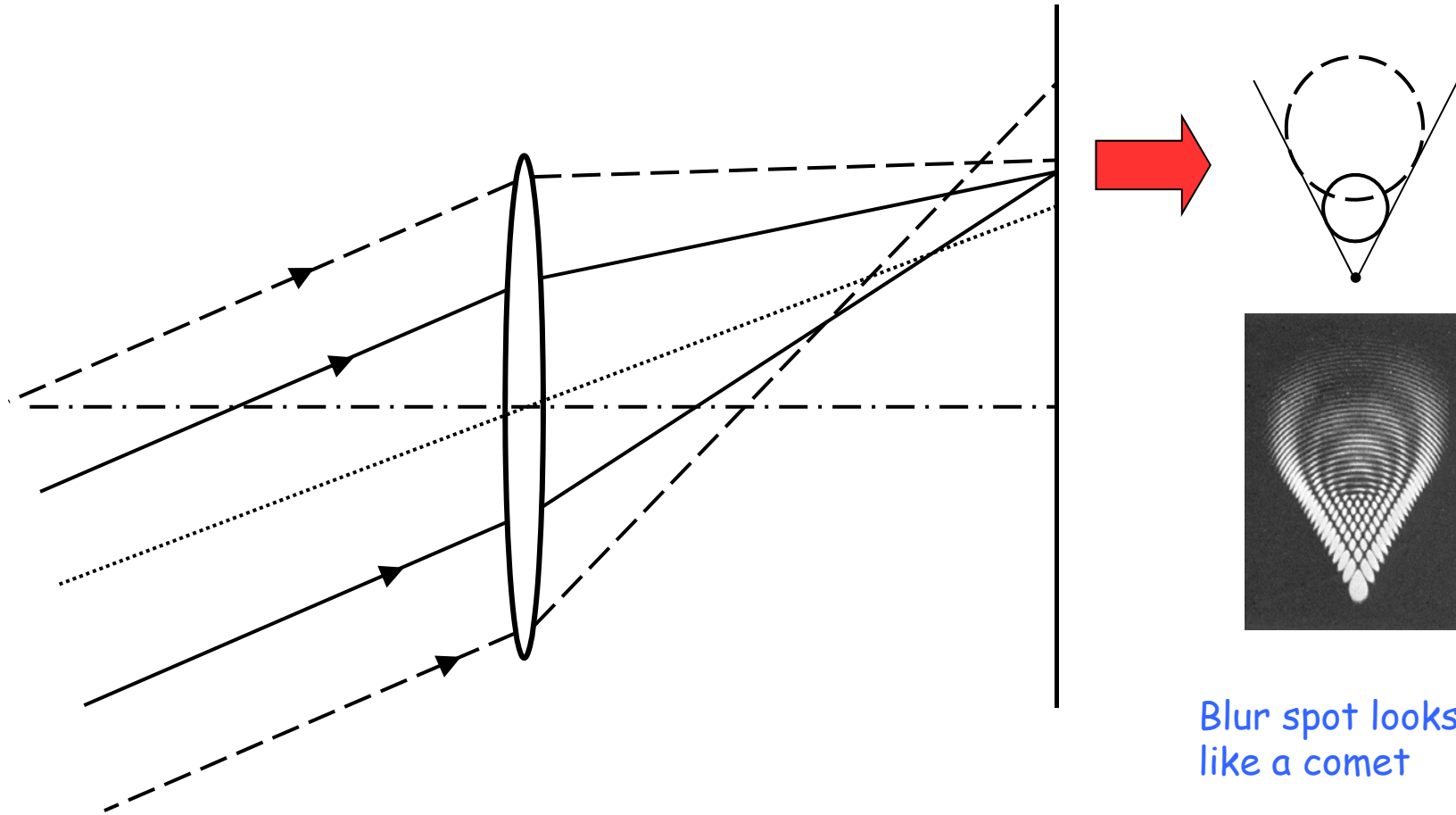


Astigmatism

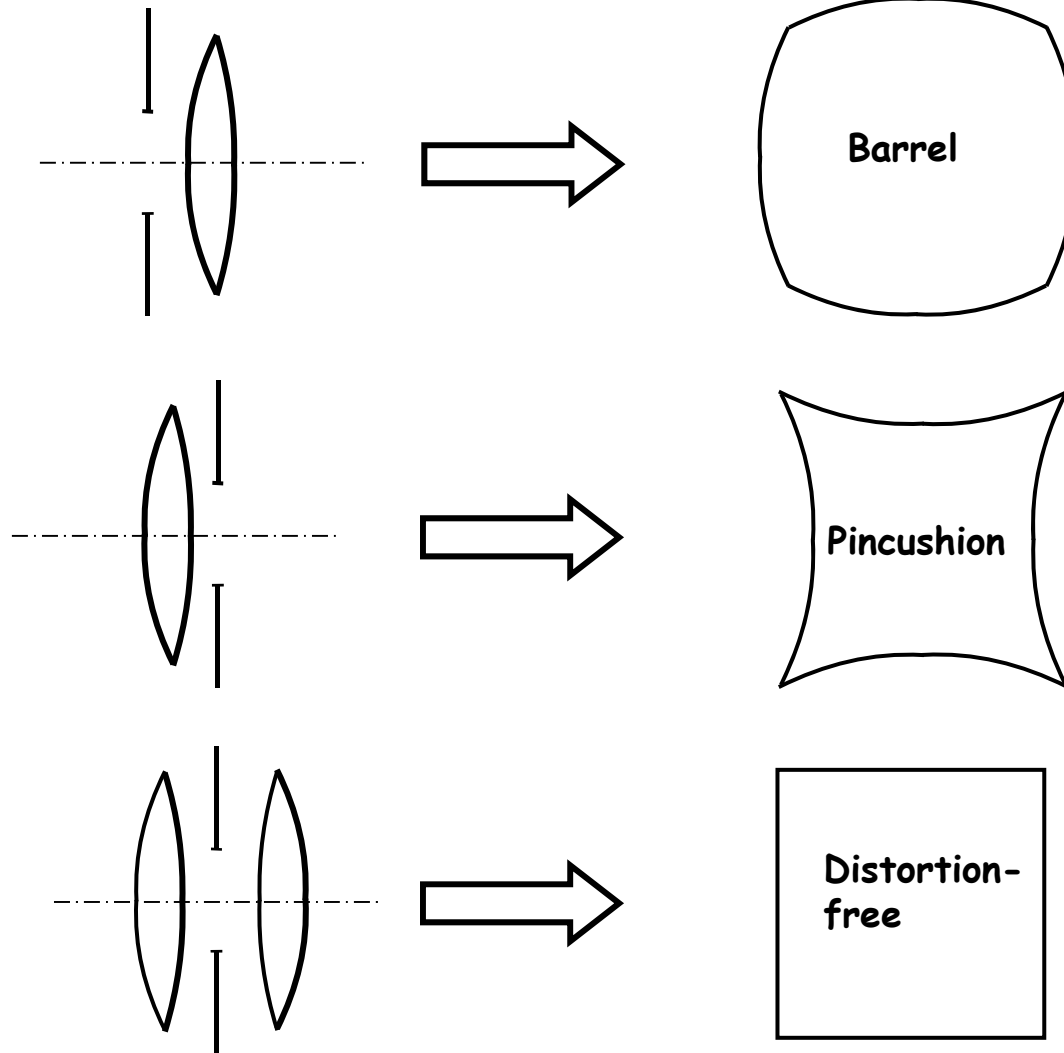
Size and shape of the blur spot varies with focus position



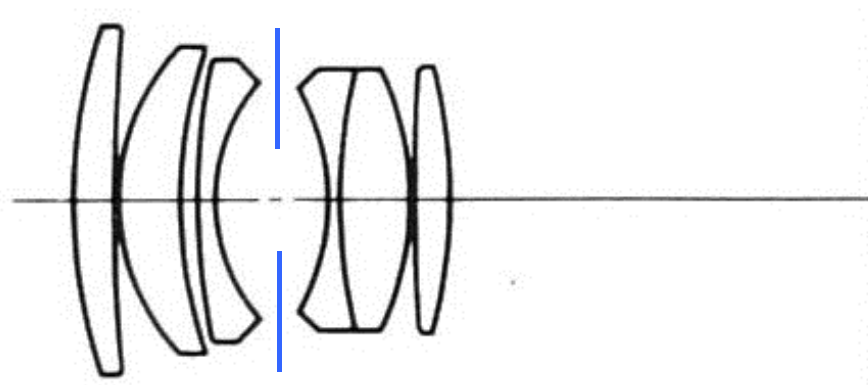
Coma



Distortion



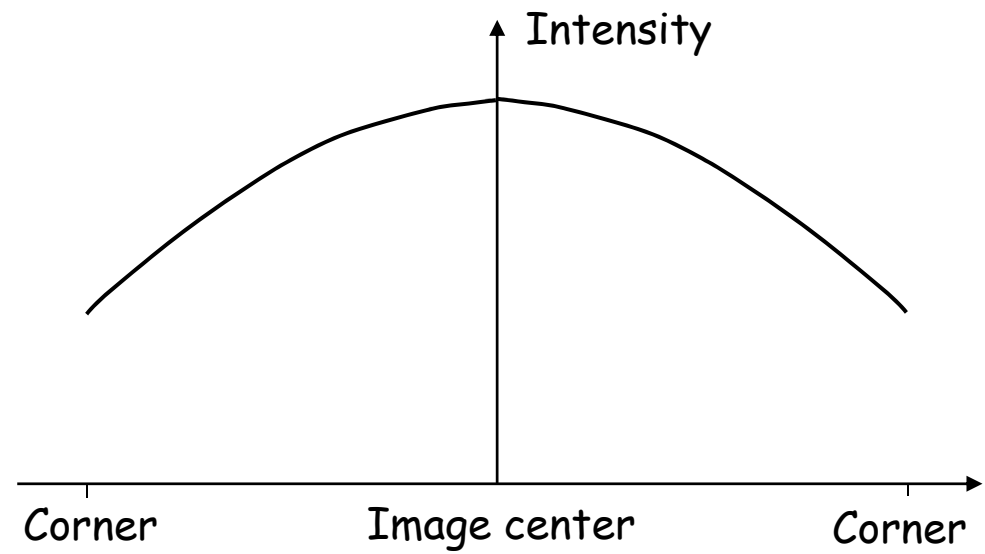
To minimize aberrations



- Many lens elements
- Suitable types of glass
- Symmetric build-up
- Diaphragm (bländare) position

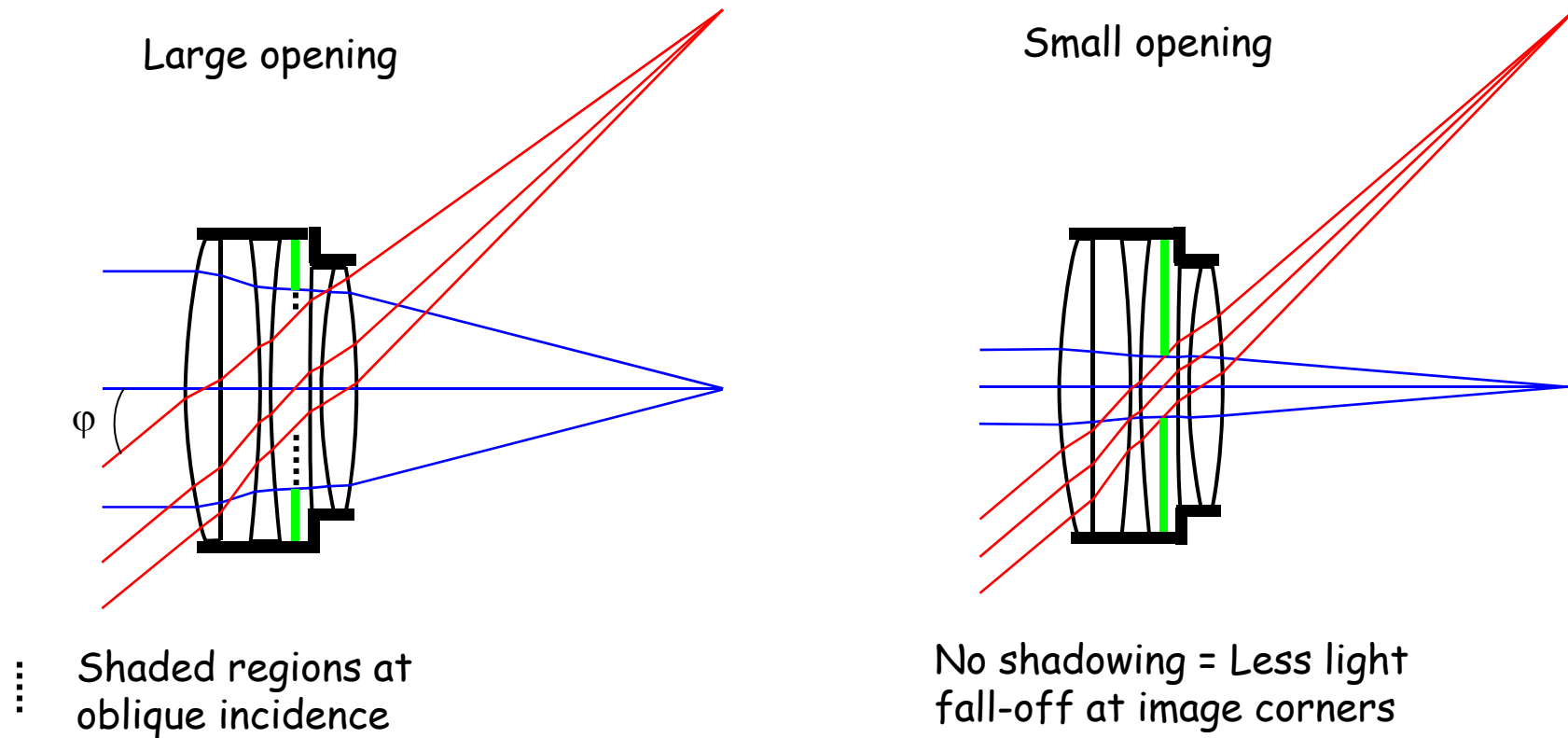
Vignetting

(Image corners are darker than the center)



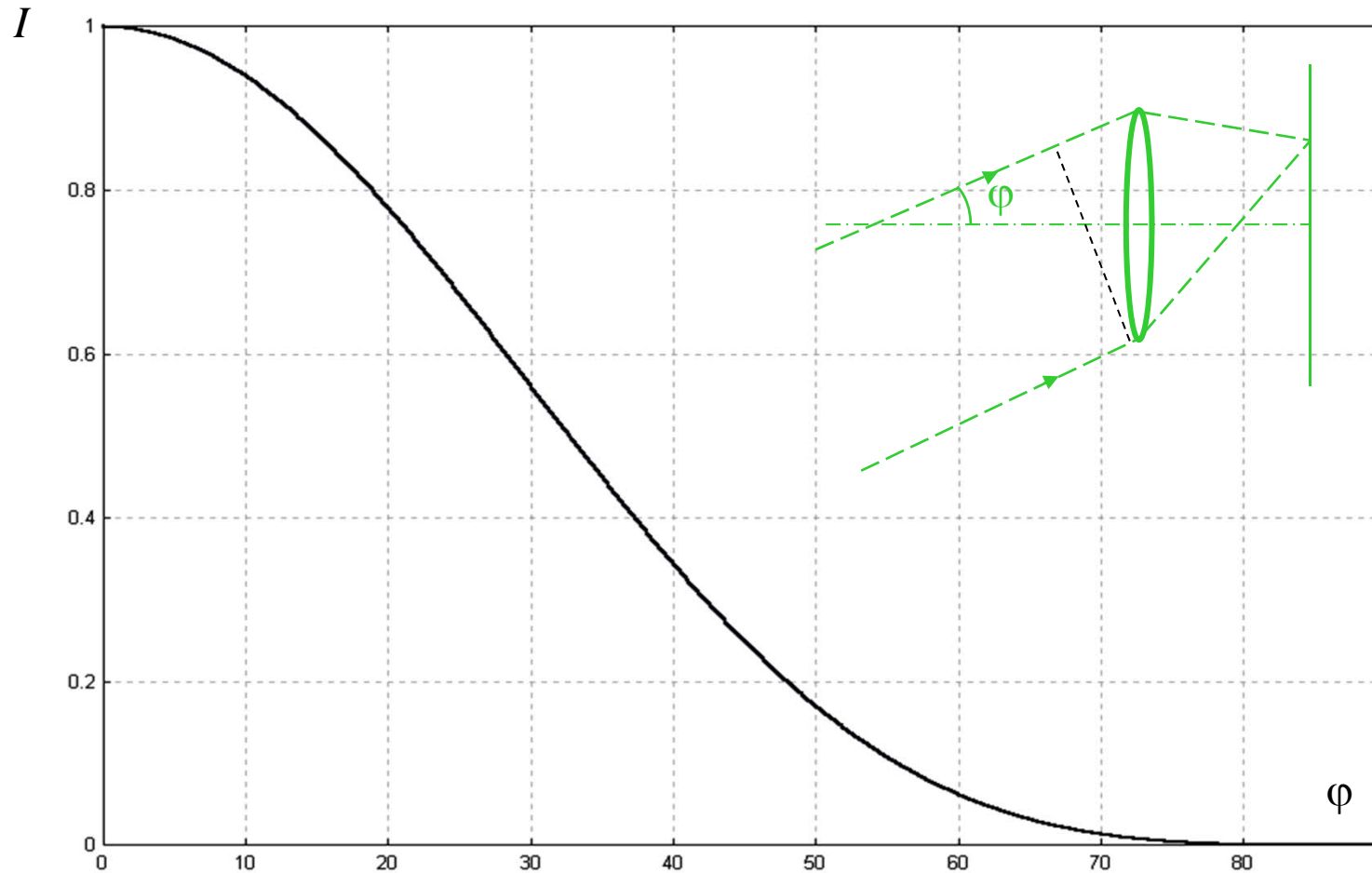
2 effects: Shadowing and $\cos^4\phi$

Shadowing:



Small lens opening = Less vignetting!

$\cos^4\phi$: (Caused by basic physical processes)



Most pronounced for wide-angle lenses, negligible for tele-photo lenses

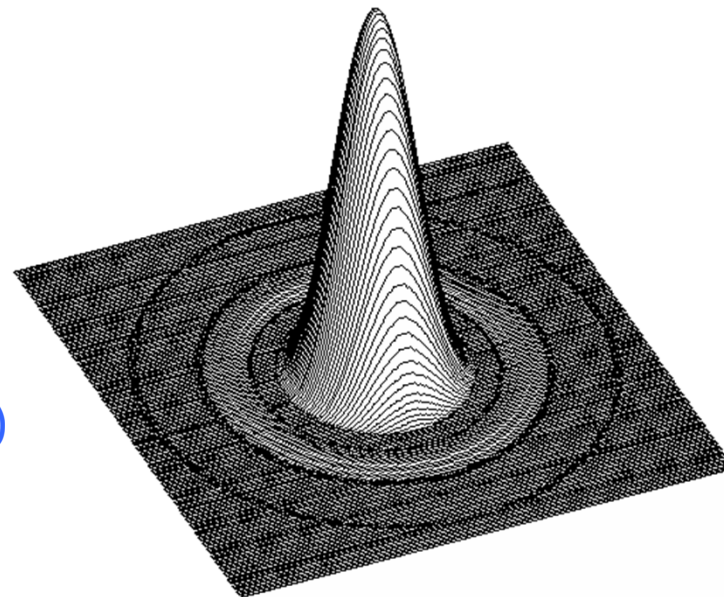
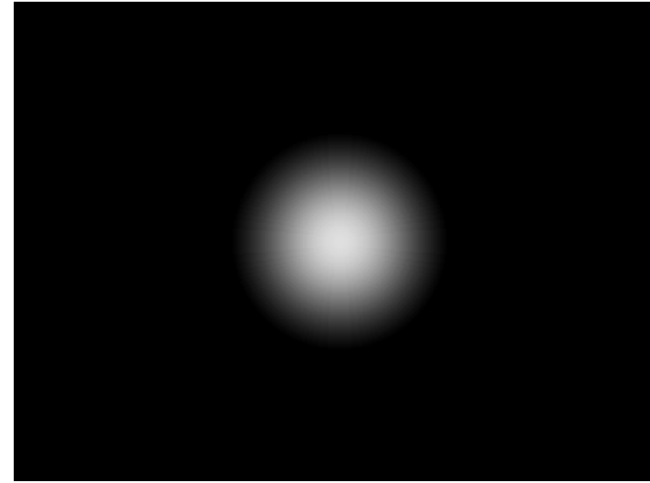


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Fish-eye lenses

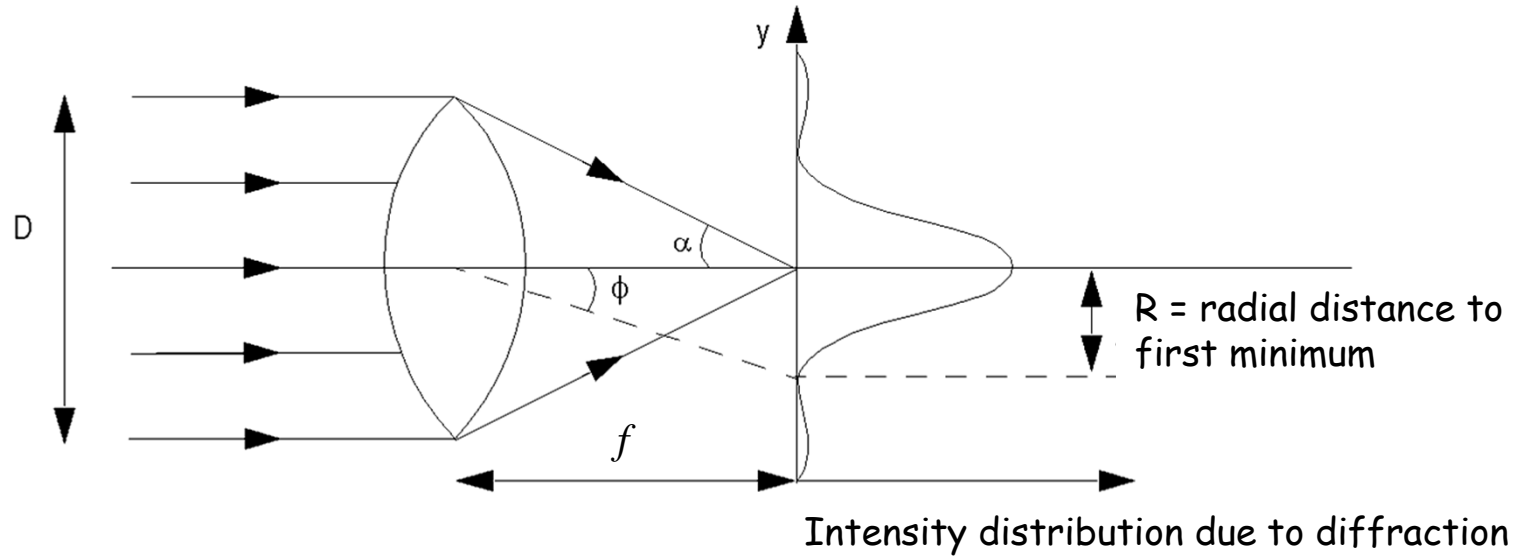
Introduce distortion to reduce vignetting

The image of a point object is blurred due to diffraction



Point spread function (psf)

Diffraction



$$D \sin \Phi = 1.22 \lambda \quad R \approx \frac{1.22 \lambda f}{D} = 1.22 \lambda F \leftarrow \text{F-number (bländartal)}$$

Small F-numbers: Image quality is limited by aberrations

Large F-numbers: Image quality is limited by diffraction

Best image quality is often obtained for $F \approx 8$

(Best balance between aberrations and diffraction)