

SLC 641 – Óptica

Licenciatura em Ciências Exatas – São Carlos

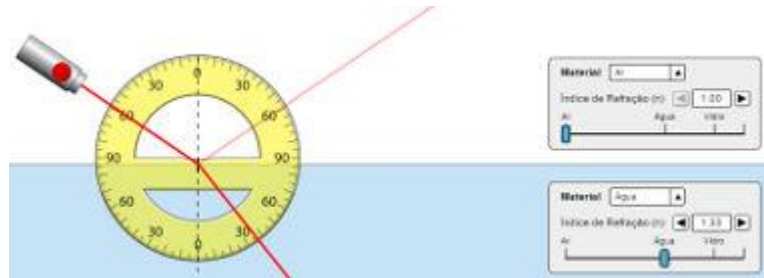
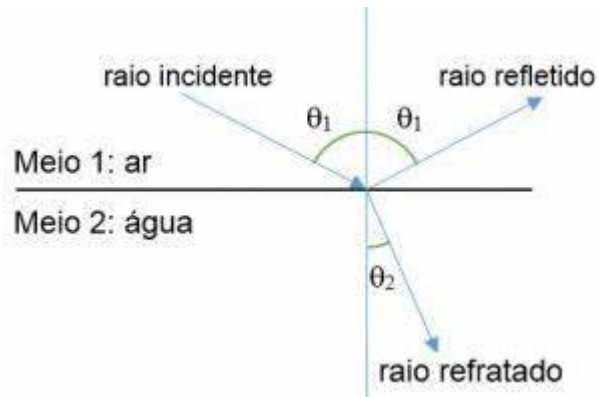
Aula 5

**Reflexão e refração:
Princípio de Fermat/Huygens
Instrumentos ópticos**

25/09/2023

Reflexão e refração

Aceitamos sem prova:



Lei da Reflexão:

$$\theta_{\text{incidência}} = \theta_{\text{reflexão}}$$

$$\theta'_1 = \theta_1$$

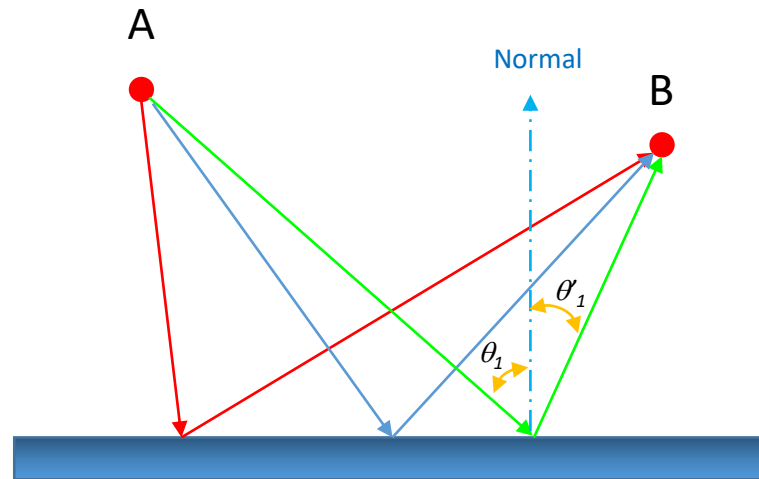
Lei da Refração:

$$n_1 \text{sen}(\theta_{\text{incidência}}) = n_2 \text{sen}(\theta_{\text{refração}})$$

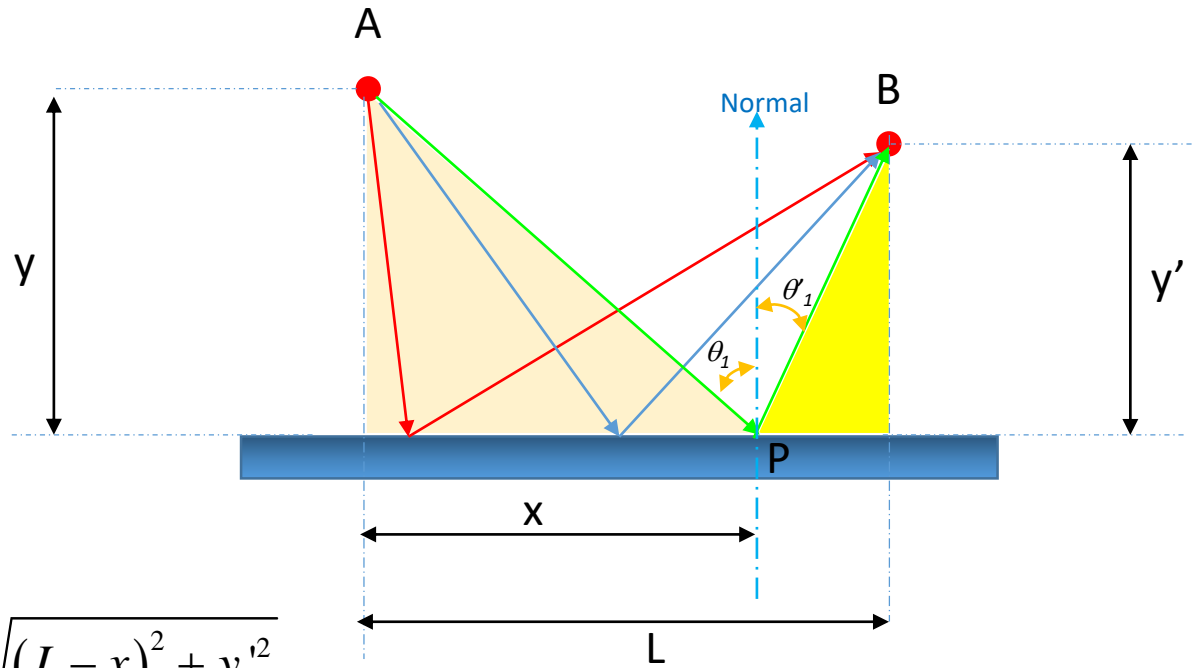
$$n_1 \text{sen } \theta_1 = n_2 \text{sen } \theta_2$$

Princípio de Fermat

Princípio de Fermat: “Dentre todos os caminhos possíveis de ir de um ponto ao outro, a luz percorre o de tempo mínimo”



Lei da Reflexão: Princípio de Fermat



$$[APB] = [AP] + [PB]$$

$$[APB] = n\sqrt{x^2 + y^2} + n\sqrt{(L-x)^2 + y'^2}$$

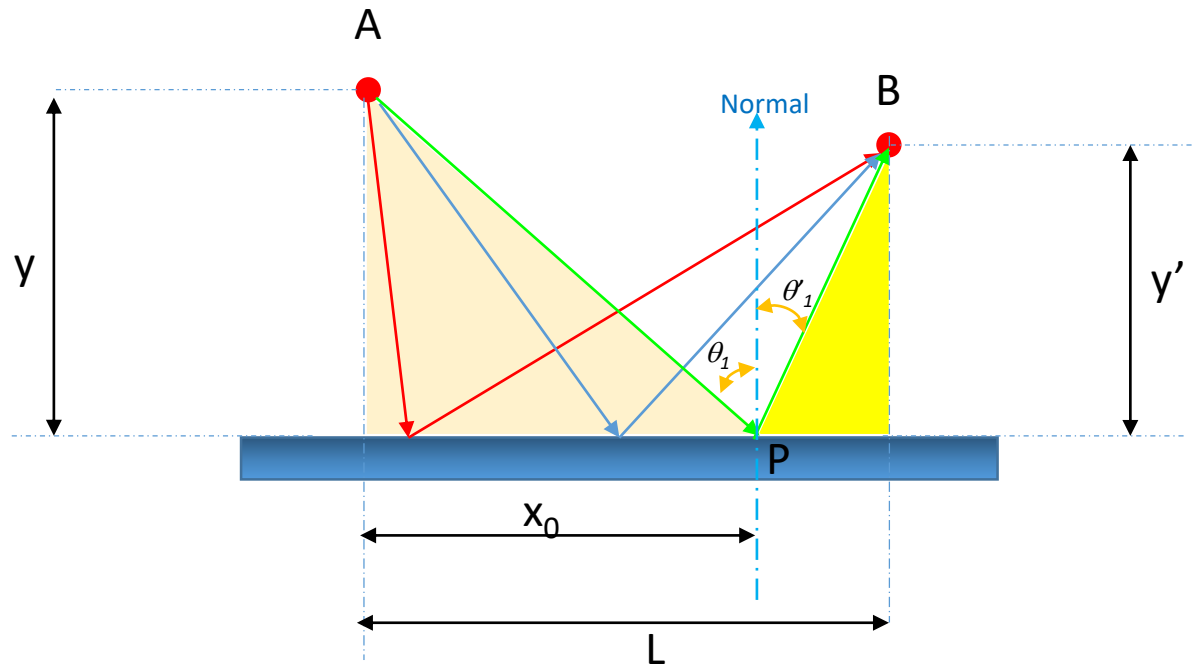
$$\frac{d[APB]}{dx} = n \left[\frac{1}{2} (x^2 + y^2)^{-1/2} 2x + \frac{1}{2} ((L-x)^2 + y'^2)^{-1/2} 2(L-x)(-1) \right]$$

$$\frac{d[APB]}{dx} = \frac{nx}{\sqrt{x^2 + y^2}} - \frac{n(L-x)}{\sqrt{(L-x)^2 + y'^2}} = 0$$

(Mínimo? $x=x_0$)

$$\frac{x_0}{\sqrt{x_0^2 + y^2}} = \frac{(L-x_0)}{\sqrt{(L-x_0)^2 + y'^2}}$$

Lei da Reflexão: Princípio de Fermat



Graficamente temos:

$$\text{sen}\theta_1 = \frac{x_0}{\sqrt{x_0^2 + y^2}}$$

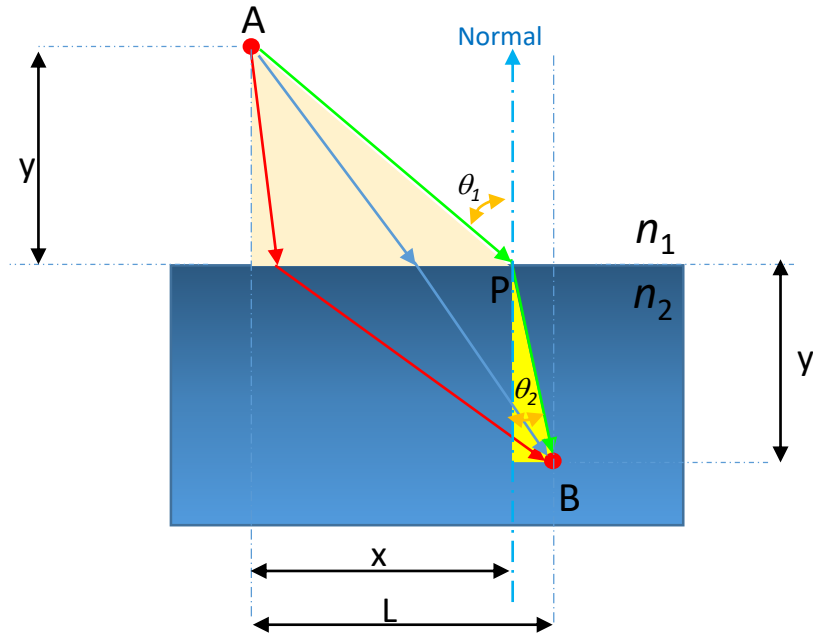
$$\text{sen}\theta'_1 = \frac{(L - x_0)}{\sqrt{(L - x_0)^2 + y'^2}}$$

$$\frac{x_0}{\sqrt{x_0^2 + y^2}} = \frac{(L - x_0)}{\sqrt{(L - x_0)^2 + y'^2}}$$

$$\text{sen}\theta_1 = \text{sen}\theta'_1$$

$$\theta_1 = \theta'_1$$

Lei da Refração: Princípio de Fermat



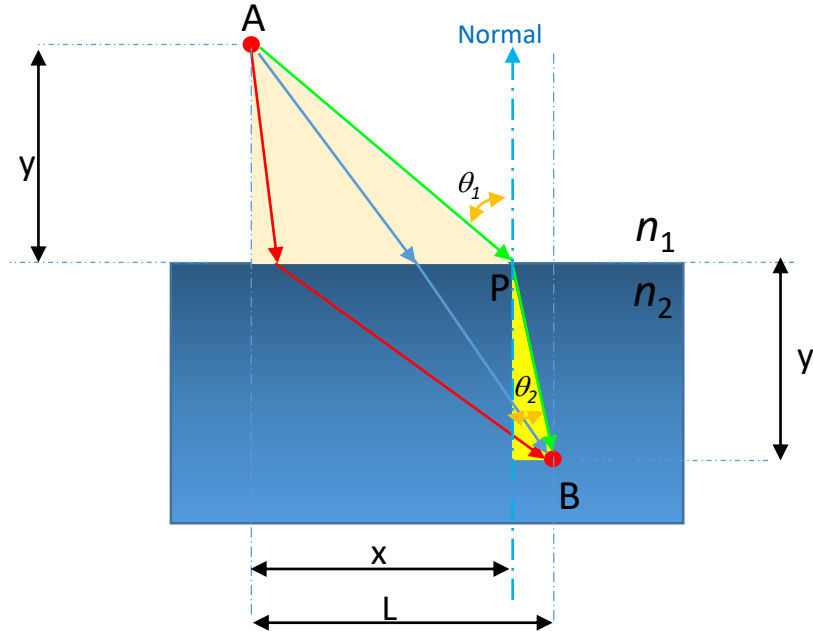
$$[APB] = [AP] + [PB]$$

$$[APB] = n_1 \sqrt{x^2 + y^2} + n_2 \sqrt{(L-x)^2 + y'^2}$$

$$\frac{d[APB]}{dx} = n_1 \left[\frac{1}{2} (x^2 + y^2)^{-1/2} 2x \right] + n_2 \left[+ \frac{1}{2} \left((L-x)^2 + y'^2 \right)^{-1/2} 2(L-x)(-1) \right] = 0$$

$$n_1 \left[\frac{x_0}{\sqrt{x_0^2 + y^2}} \right] = n_2 \left[\frac{(L-x_0)}{\sqrt{(L-x_0)^2 + y'^2}} \right]$$

Lei da Refração: Princípio de Fermat



Graficamente temos:

$$\text{sen}\theta_1 = \frac{x_0}{\sqrt{x_0^2 + y^2}}$$

$$\text{sen}\theta_2 = \frac{(L - x_0)}{\sqrt{(L - x_0)^2 + y'^2}}$$

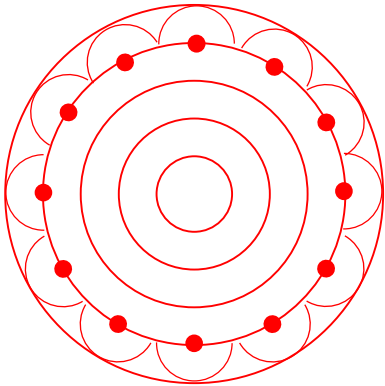
$$n_1 \left[\frac{x_0}{\sqrt{x_0^2 + y^2}} \right] = n_2 \left[\frac{(L - x_0)}{\sqrt{(L - x_0)^2 + y'^2}} \right]$$

$$n_1 \text{sen}\theta_1 = n_2 \text{sen}\theta_2$$

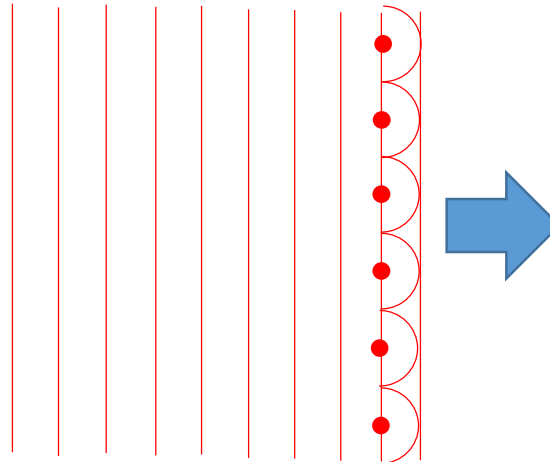
Princípio de Huygens

Princípio de Huygens: “Cada ponto da frente de onda atua como uma fonte de onda secundária esférica que se propaga com a mesma velocidade e frequência”

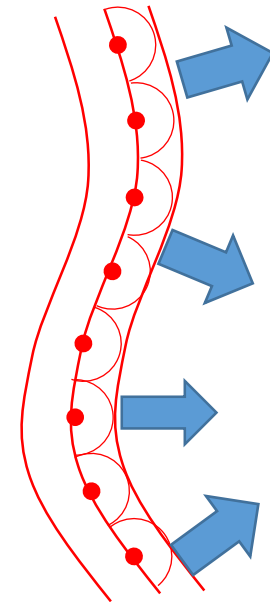
Onda esférica:



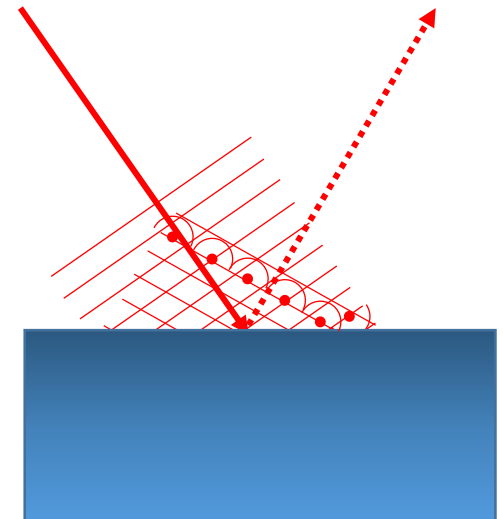
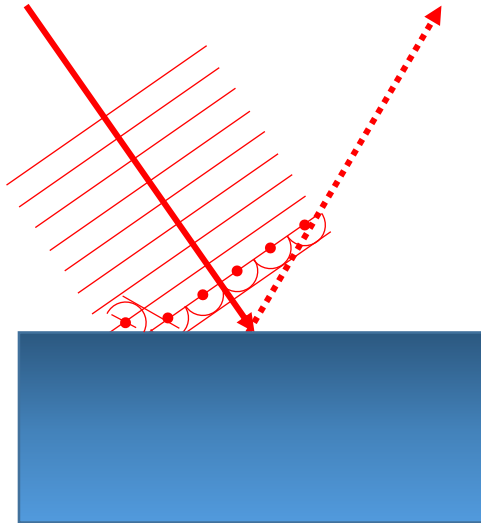
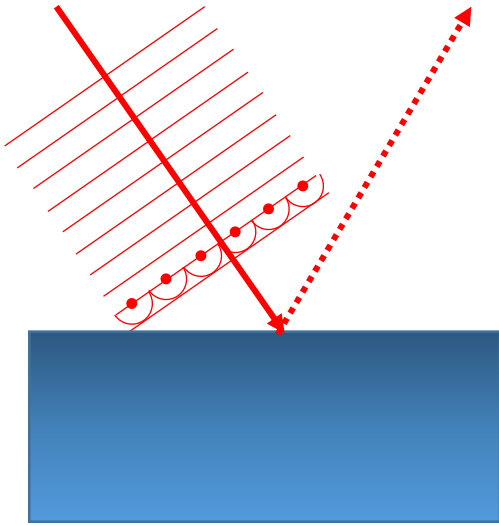
Onda plana:



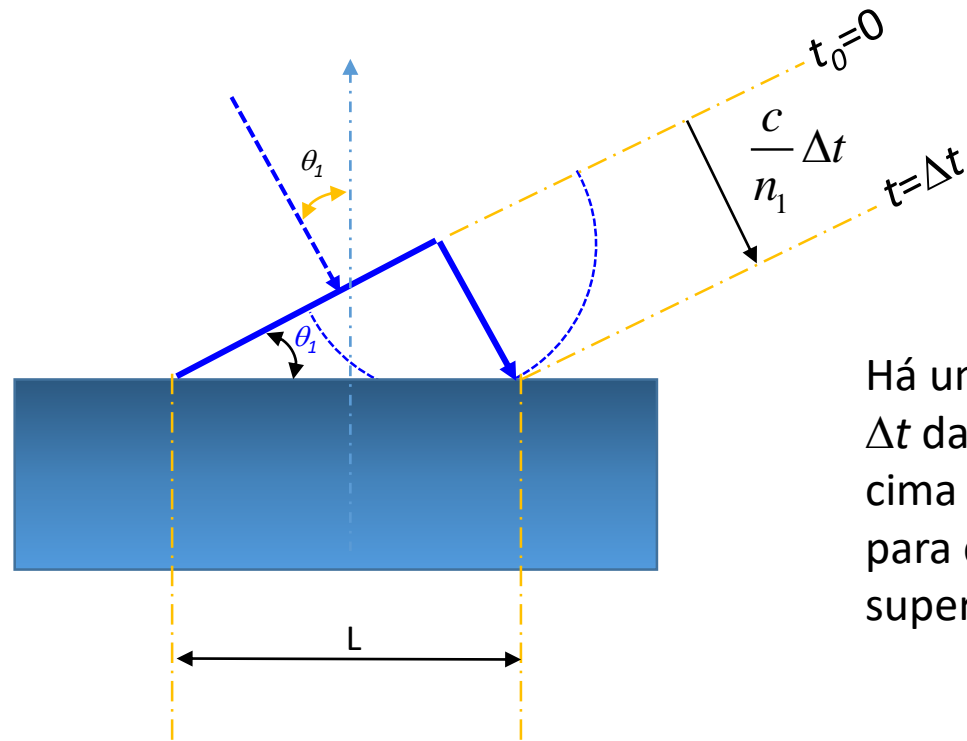
Onda qualquer:



Lei da Reflexão: Princípio de Huygens



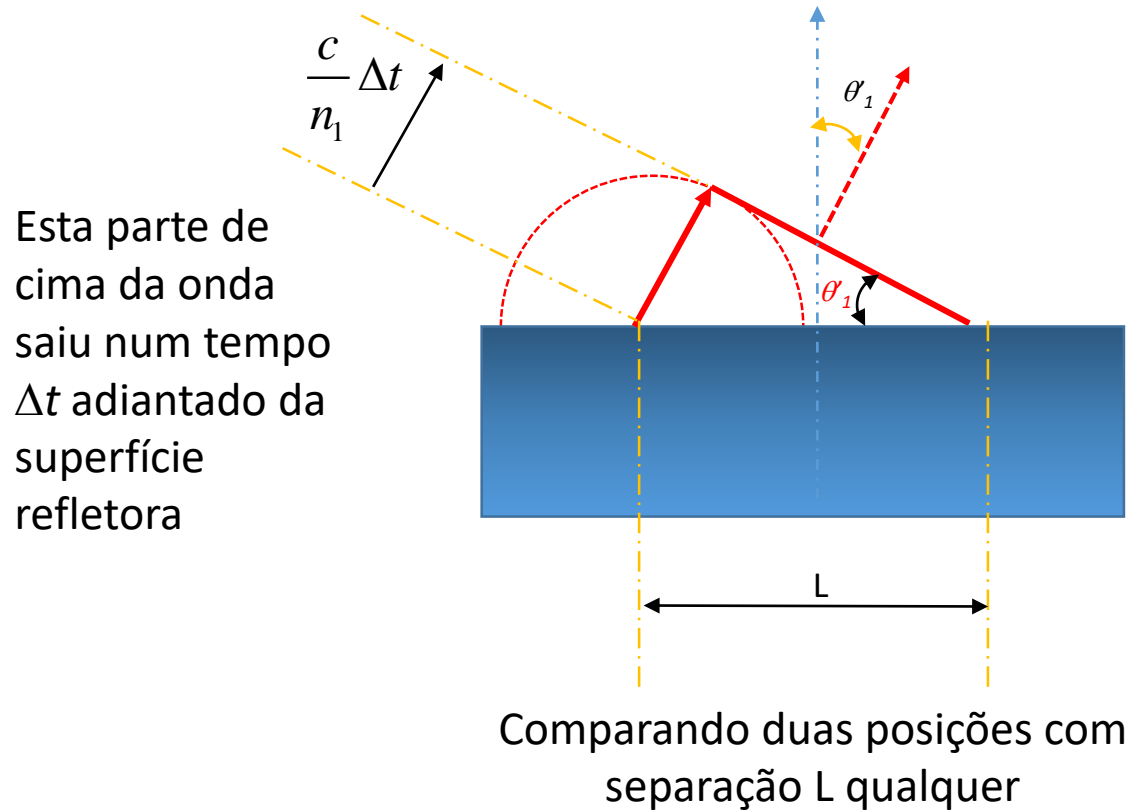
Lei da Reflexão: Princípio de Huygens



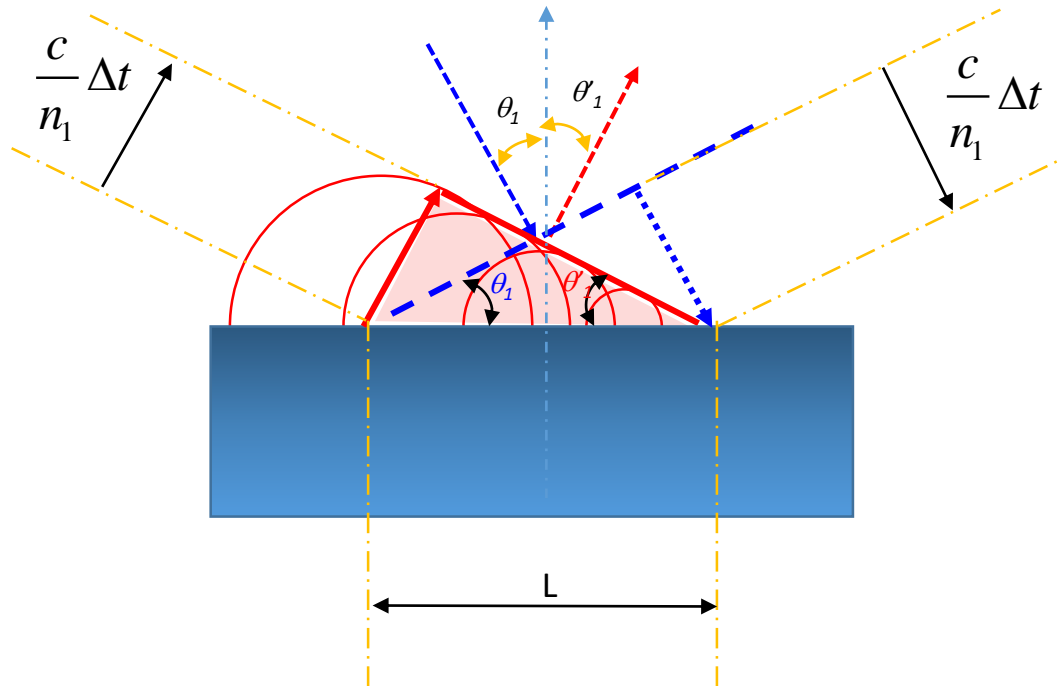
Há um retardo Δt da parte de cima da onda para chegar na superfície

Comparando duas posições com separação L qualquer

Lei da Reflexão: Princípio de Huygens



Lei da Reflexão: Princípio de Huygens



Por semelhança de triângulos:

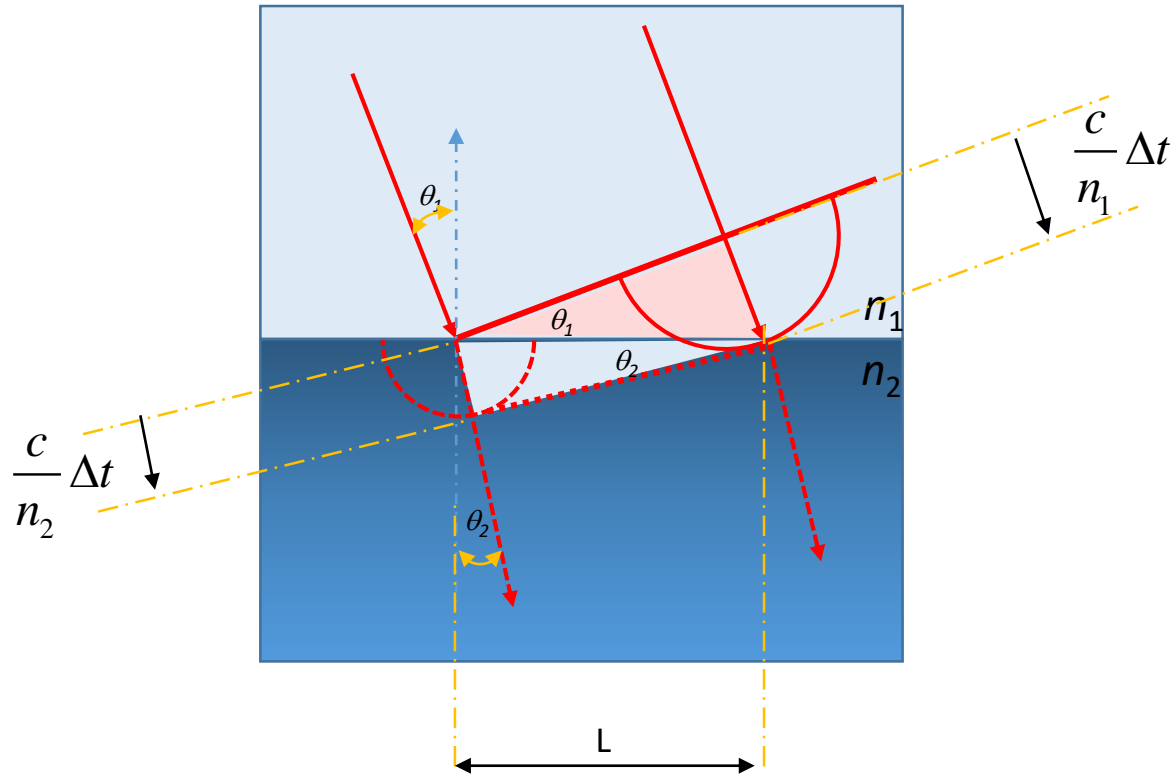
$$\text{sen}\theta_1 = \frac{c\Delta t / n_1}{L}$$

$$\text{sen}\theta'_1 = \frac{c\Delta t / n_1}{L}$$

$$\text{sen}\theta_1 = \text{sen}\theta'_1$$

$$\theta_1 = \theta'_1$$

Lei da Refração: Princípio de Huygens



$$\begin{aligned} \text{sen}\theta_1 &= \frac{c\Delta t / n_1}{L} \quad \Rightarrow \quad L = \frac{c\Delta t / n_1}{\text{sen}\theta_1} \\ \text{sen}\theta_2 &= \frac{c\Delta t / n_2}{L} \quad \Rightarrow \quad L = \frac{c\Delta t / n_2}{\text{sen}\theta_2} \end{aligned} \quad \left. \vphantom{\begin{aligned} \text{sen}\theta_1 &= \frac{c\Delta t / n_1}{L} \\ \text{sen}\theta_2 &= \frac{c\Delta t / n_2}{L} \end{aligned}} \right\} \frac{c\Delta t / n_1}{\text{sen}\theta_1} = \frac{c\Delta t / n_2}{\text{sen}\theta_2} \quad \Rightarrow \quad \boxed{n_1 \text{sen}\theta_1 = n_2 \text{sen}\theta_2}$$

Instrumentos ópticos: Lentes

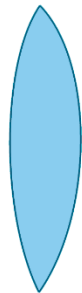
LENTES CONVERGENTES

lente
convexa



BCX

lente
biconvexa



lente
plano-convexa
PCX

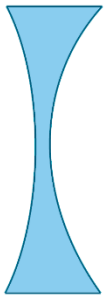


menisco
positivo



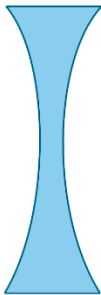
LENTES DIVERGENTES

lente
concava

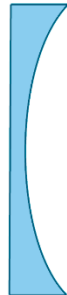


BCC

lente
biconcava



lente
plano-concava
PCC



menisco
negativo



Eq. fabricantes de lente

$$\frac{1}{f} = (n - 1) \left(\frac{1}{r_1} - \frac{1}{r_2} \right)$$

Lentes finas:

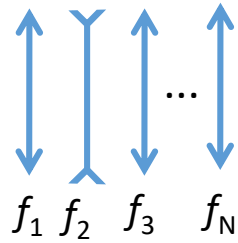


Lente positiva,
convergente



Lente negativa,
divergente

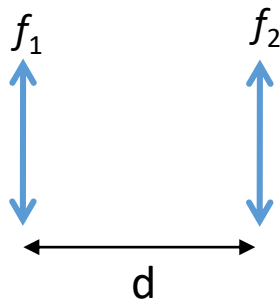
Instrumentos ópticos: Associação de lentes finas



Sem espaçamento



$$\frac{1}{f} = \frac{1}{f_1} + \frac{1}{f_2} + \dots + \frac{1}{f_N}$$



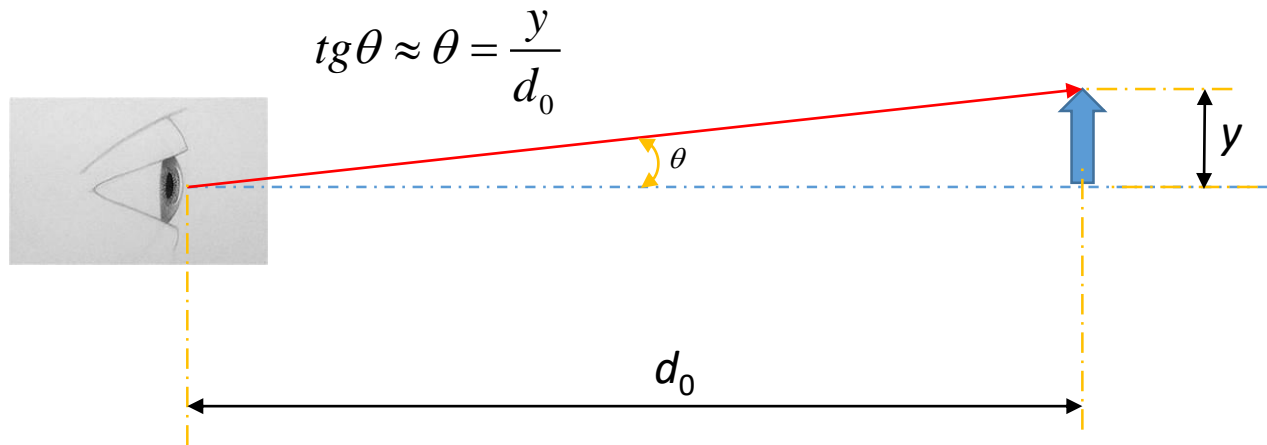
Com espaçamento



$$\frac{1}{f} = \frac{1}{f_1} + \frac{1}{f_2} - \frac{d}{f_1 f_2}$$

Instrumentos ópticos: Lupa

Simples lente positiva



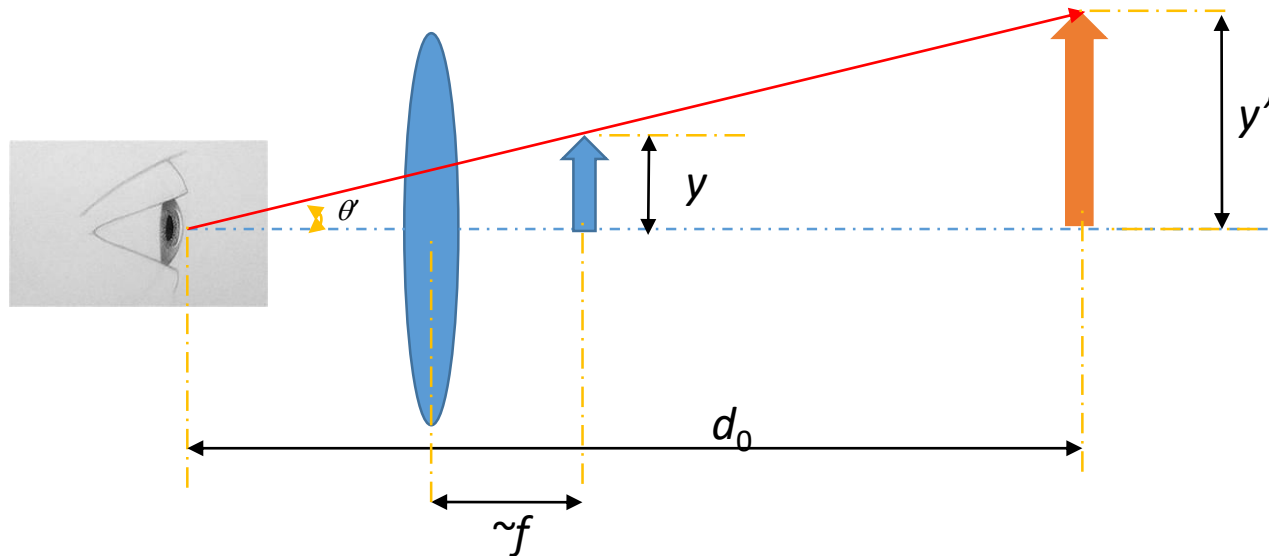
d_0 é a menor distância que o nossos olhos conseguem acomodar: 15-25 cm

Poderíamos ver mais detalhes de um objeto, simplesmente aproximando o objeto dos nossos olhos, no entanto, nossos olhos não conseguem acomodar a visão do objeto e a imagem se torna borrada.

O truque é usar uma lupa!

Instrumentos ópticos: Lupa

O objeto deve ser colocado perto do foco da lupa



Não há como quantificar exatamente o aumento da imagem, pois depende muito do posicionamento do objeto e do observador.

$\theta' > \theta \Rightarrow$ Aumento aproximado da imagem

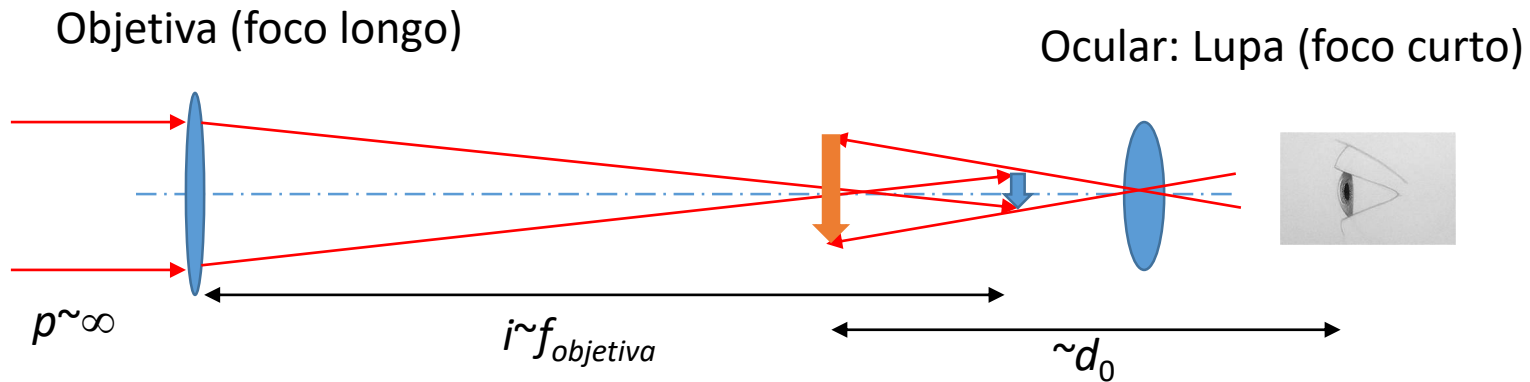
$$\text{Magnificação} = m = \frac{\theta'}{\theta} = \frac{y/f}{y/d_0} = \frac{d_0}{f}$$

Instrumentos ópticos: Telescópio

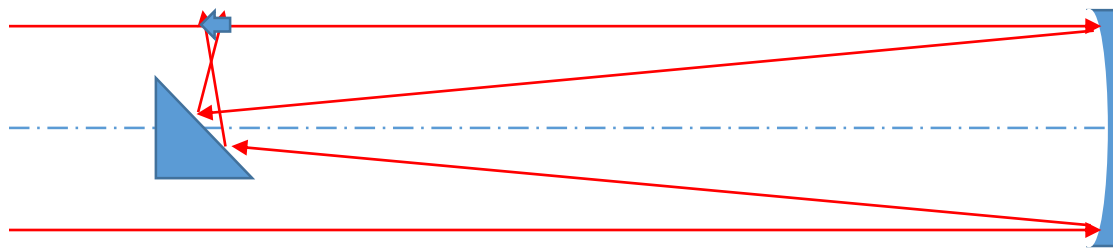
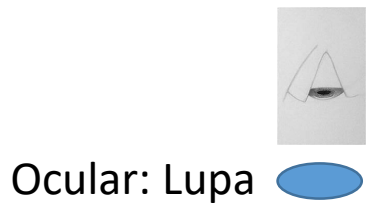


Para visualização de objetos distantes

Instrumentos ópticos: Telescópio

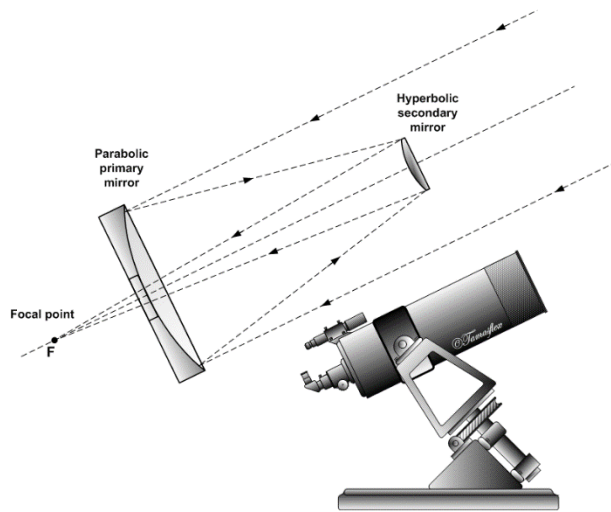
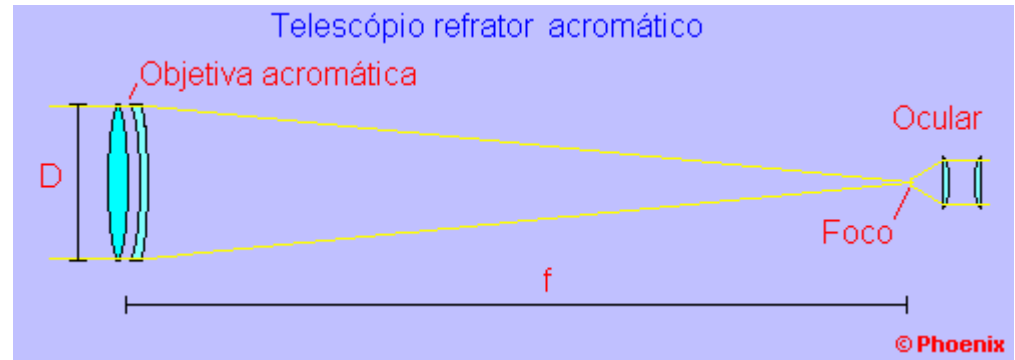
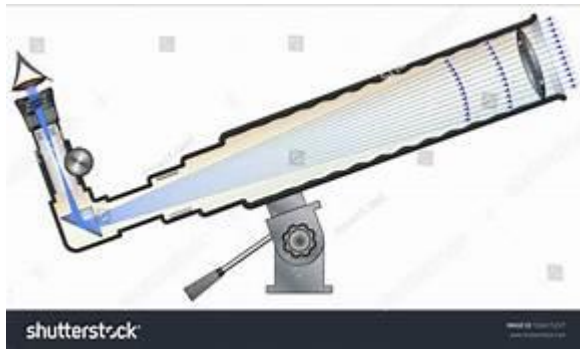


$$\text{Magnificação} = m = \frac{\theta'}{\theta} = \frac{y/f_{\text{ocular}}}{y/d_0} = \frac{d_0}{f_{\text{ocular}}}$$

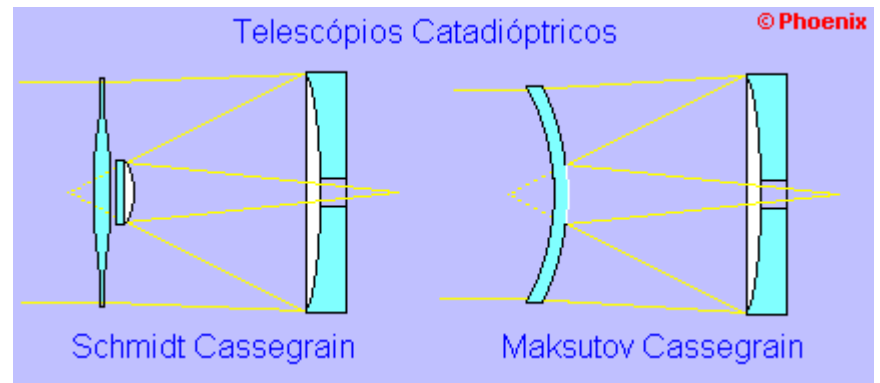


Objetiva (espelho de foco longo)

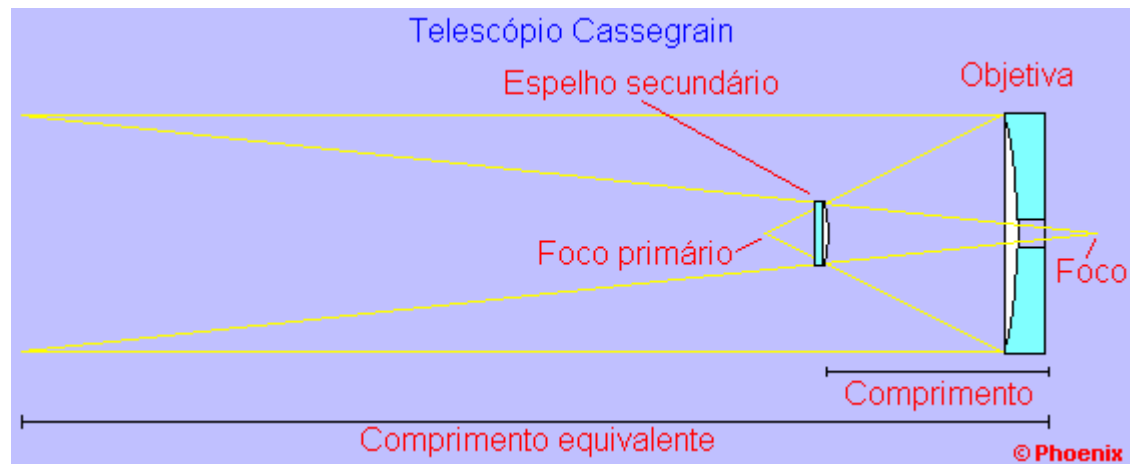
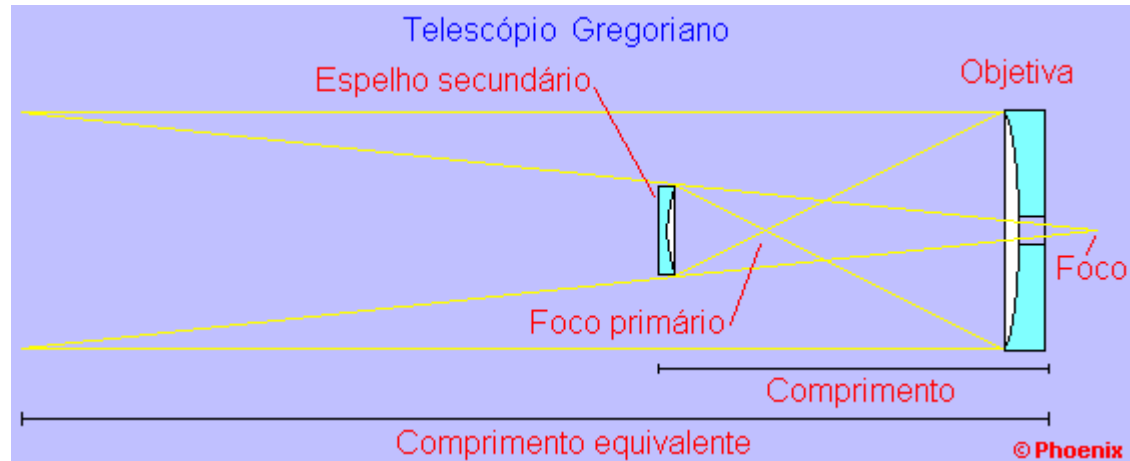
Instrumentos ópticos: Telescópio



Cassegrain (o mais compacto)



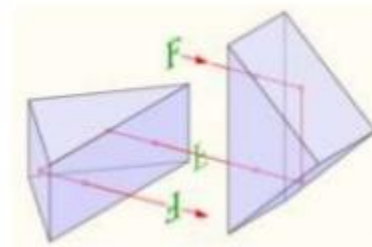
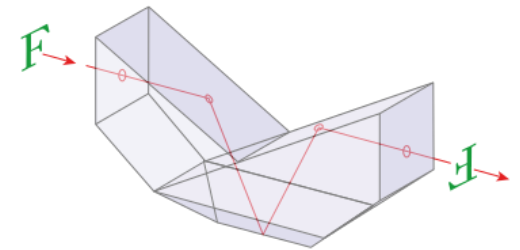
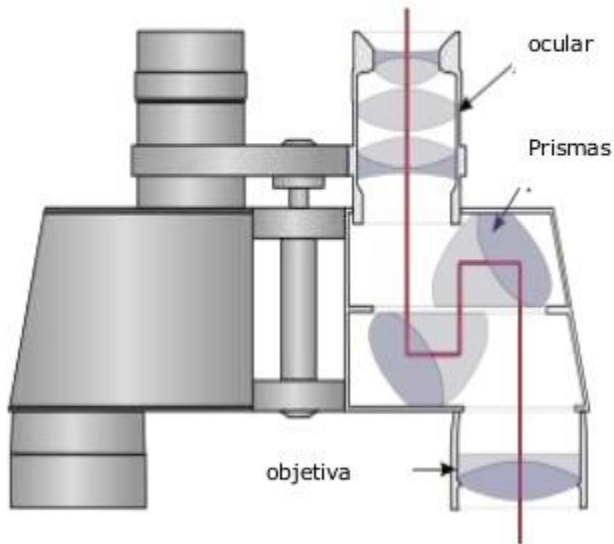
Instrumentos ópticos: Telescópio



Instrumentos ópticos: Binóculos

Ao contrário dos telescópios, os binóculos precisam corrigir (inverter) a imagem!

+ Binóculo – Luneta terrestre

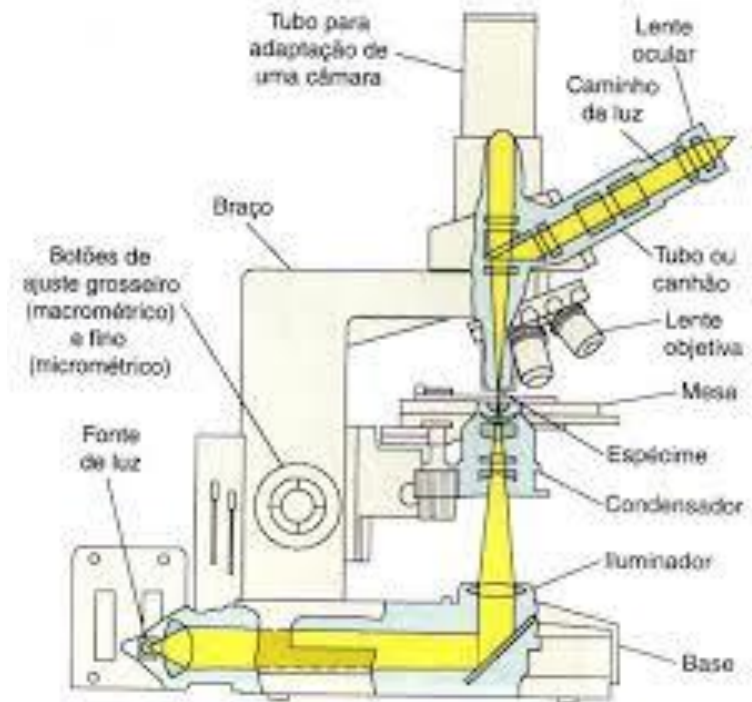
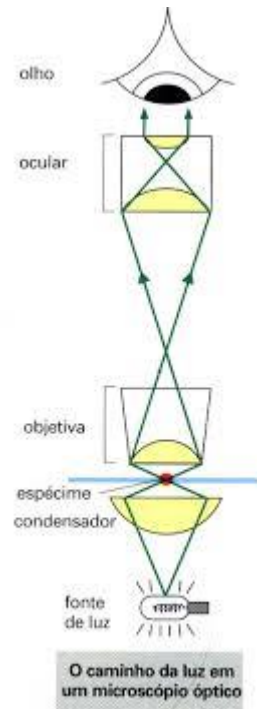
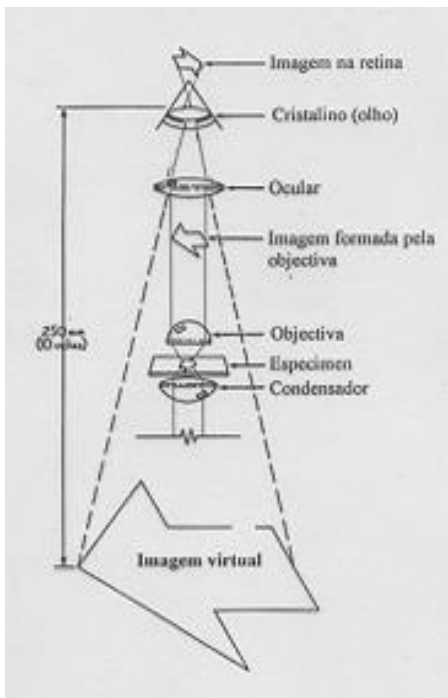


Corretor de imagem



Instrumentos ópticos: Microscópio

Para magnificação de objetos próximos (muito além da lupa)



Objetivas e oculares de focos curtos (+corretor de imagem)