

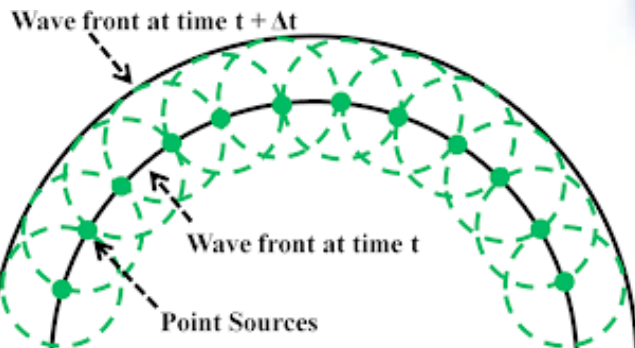
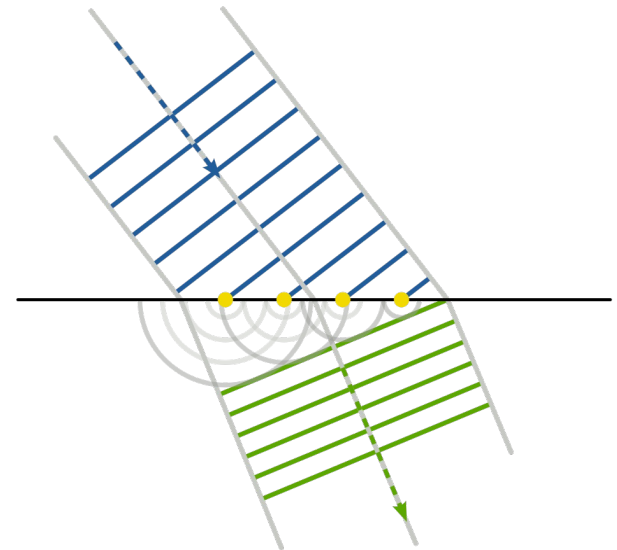
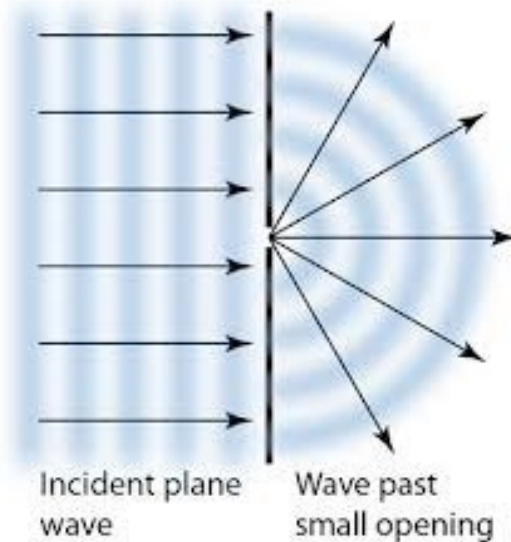


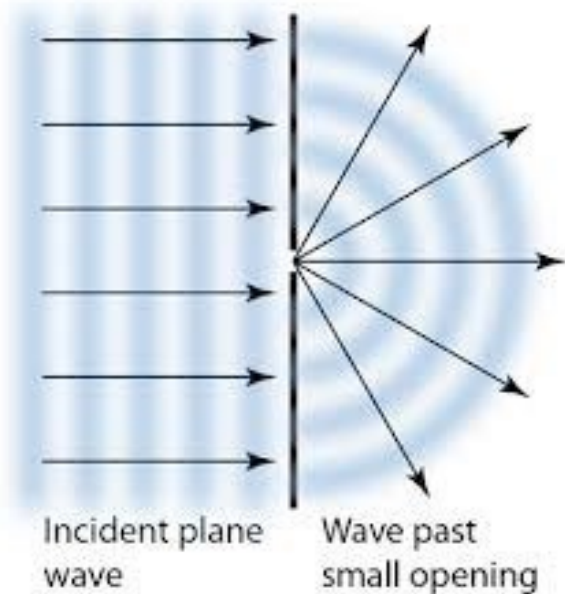
4302212 – Física IV

Princípio de Fermat

# Limite de Ótica Geométrica

- Século XVII/XVIII: a natureza da luz é corpuscular (Newton) ou ondulatória (Huygens)?
- **Princípio de Huygens:** Cada ponto em uma frente de onda se comporta como uma fonte puntiforme, gerando ondas secundárias.





– **Raios de Luz:** retas perpendiculares às frentes de onda.

– **Limite da Ótica Geométrica:**

$$\lambda \ll d$$

(visível: ~400 nm a ~700nm)

– **Índice de Refração ( $n$ ):** propriedade do meio associada à velocidade de propagação da luz (radiação EM).

$$v = \frac{c}{n}$$

$$n(\lambda) \approx A + \frac{B}{\lambda^2}$$

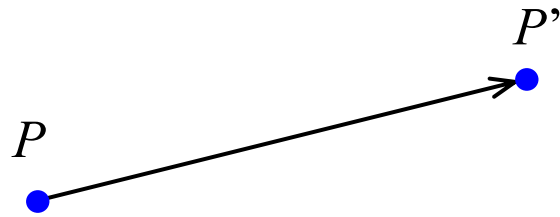
(equação de Cauchy)

Material	Index of Refraction (n)
Vacuum	1.000
Air	1.000277
Water	1.333333
Ice	1.31
Glass	About 1.5
Diamond	2.417

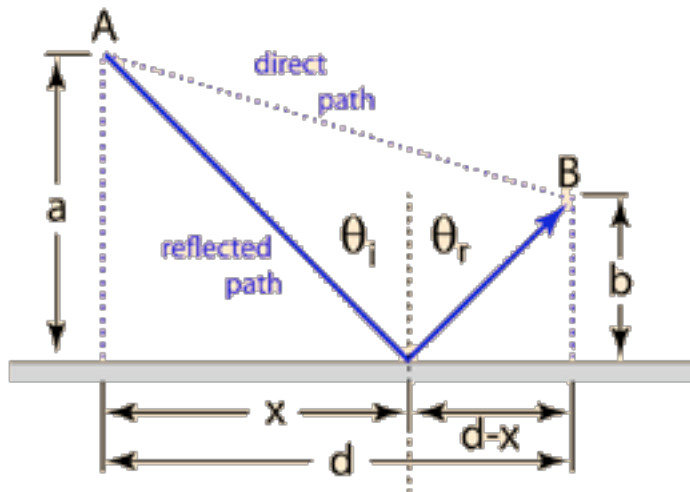
$\lambda \approx 600 \text{ nm}$

# Princípio de Fermat

– **Fermat (1657)**: dentre todos os caminhos entre dois pontos, a luz segue aquele percorrido no menor tempo.

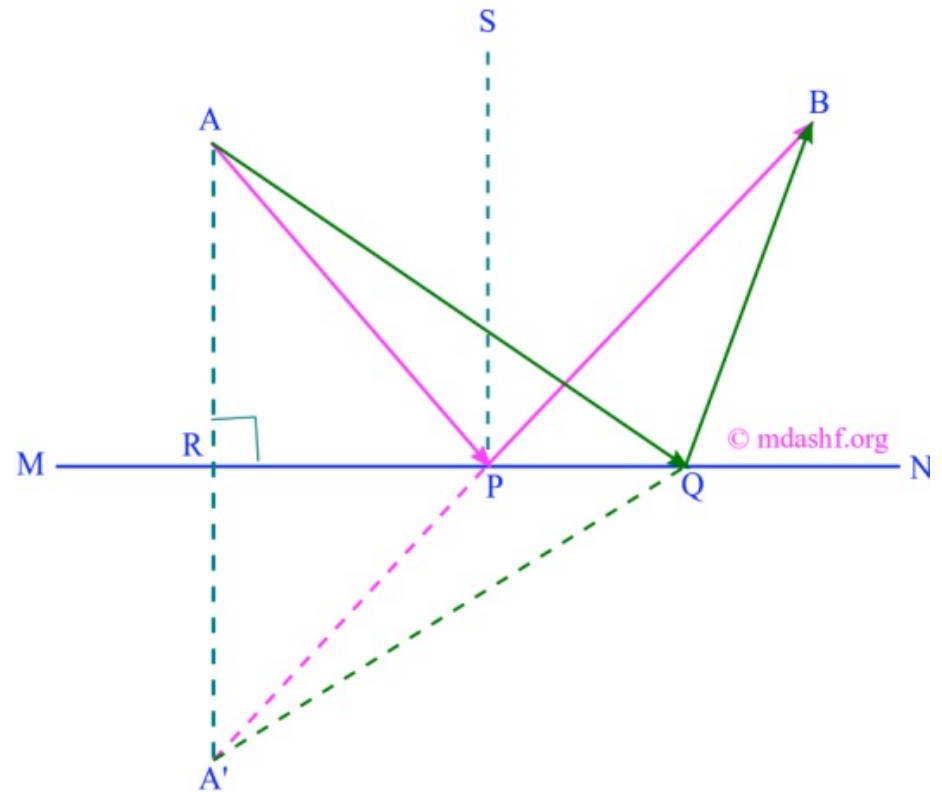
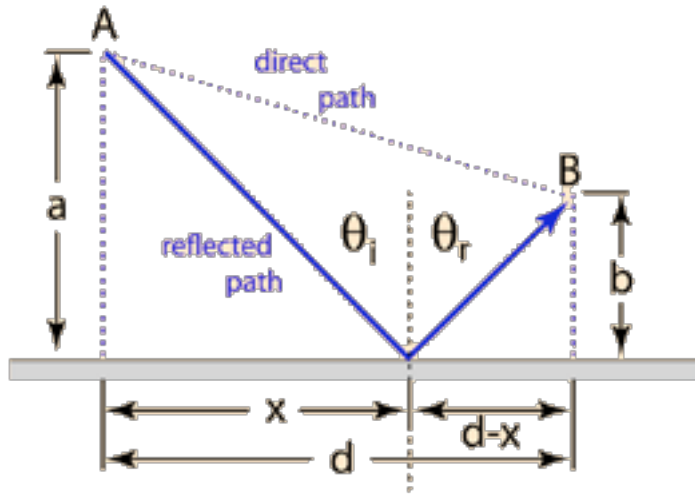


1) Em um meio homogêneo, a propagação da luz é retilínea.



2) **Lei da Reflexão**: Os raios incidente, a normal e o raio refletido estão no mesmo plano (plano de incidência). Além disso,

$$\theta_i = \theta_r$$

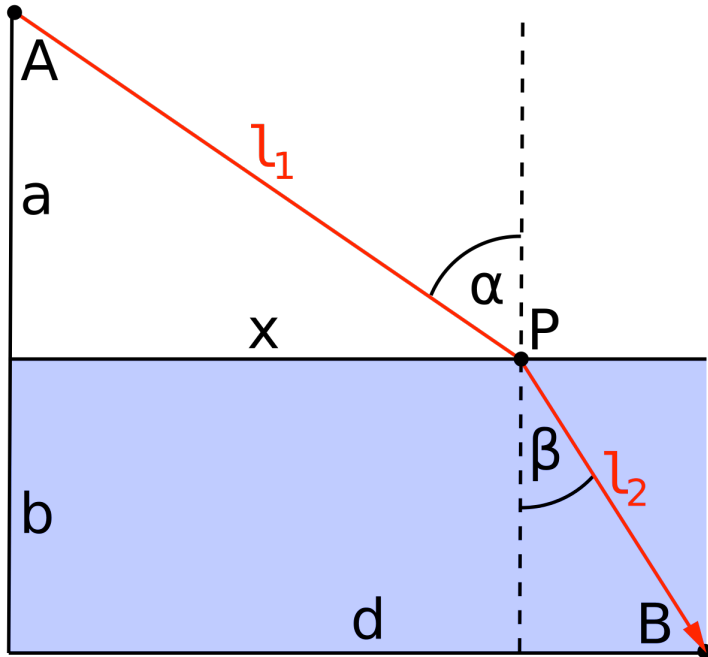


$$t = \frac{1}{v} \left\{ (a^2 + x^2)^{1/2} + [b^2 + (d - x)^2]^{1/2} \right\}$$

$$t_{\min} \implies x = \frac{d}{2}$$

$$\theta_i = \theta_r$$

$$\alpha = \theta_i \quad \beta = \theta_r$$



3) **Refração (Lei da Snell):** Os raios incidente, a normal e o raio refletido estão no mesmo plano (plano de incidência). Além disso,

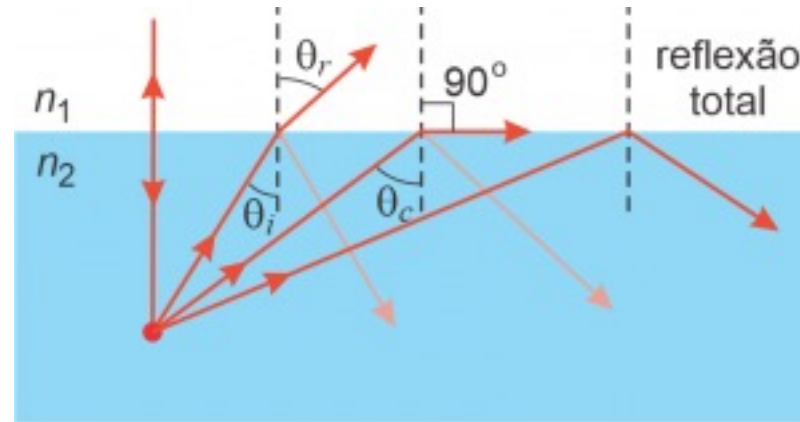
$$\frac{n_i}{n_r} = \frac{\text{sen}(\theta_r)}{\text{sen}(\theta_i)}$$

$$t = \frac{1}{v_i} (a^2 + x^2)^{1/2} + \frac{1}{v_r} [b^2 + (d - x)^2]^{1/2}$$

$$t_{\min} \implies n_i \text{sen}(\theta_i) = n_r \text{sen}(\theta_r)$$

# Reflexão Total

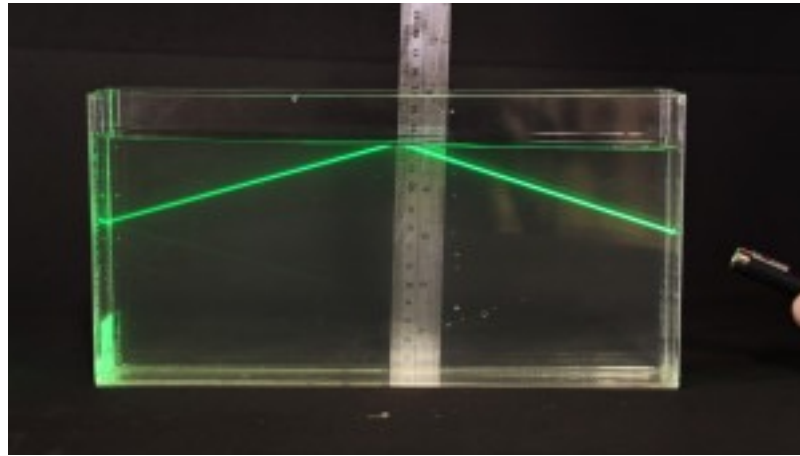
$$n_2 > n_1$$



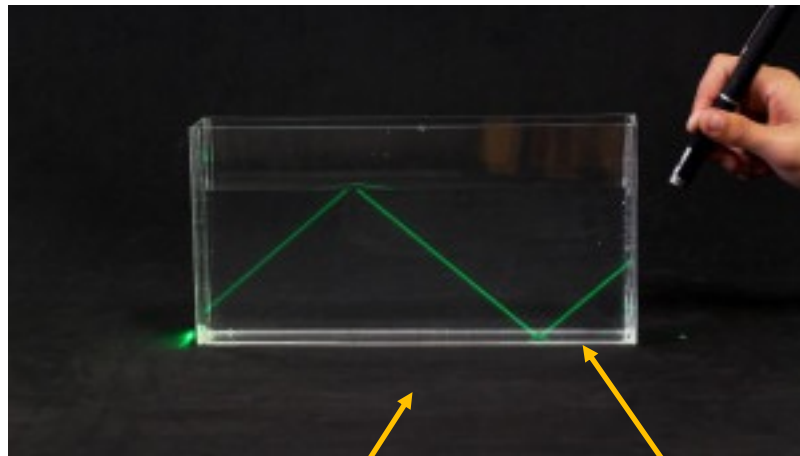
Ângulo Crítico ( $\theta_c$ ):  $\theta_r = \pi/2$

$$\text{sen}(\theta_c) = \frac{n_1}{n_2}$$

$$n_{\text{ar}} = 1.00$$
$$n_{\text{ag}} = 1.33$$
$$\theta_c = 49^\circ$$



$$n_{\text{ar}} = 1.00$$
$$n_{\text{ac}} = 1.5$$
$$\theta_c = 42^\circ$$

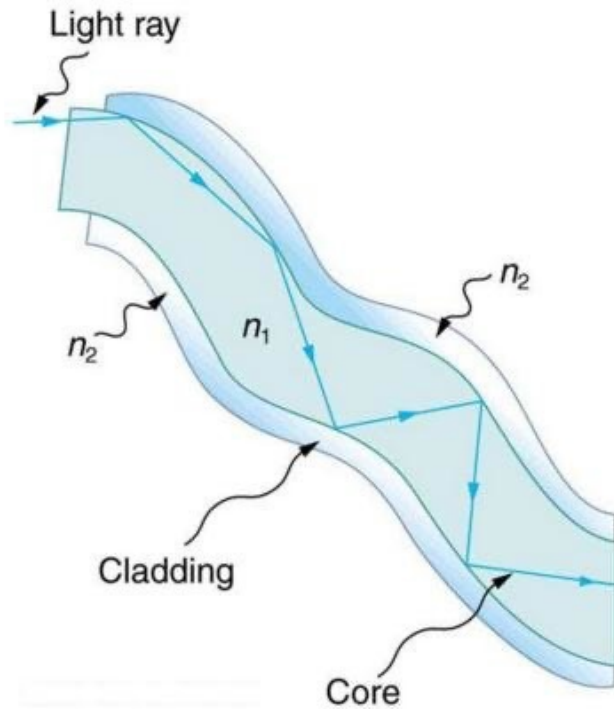


(ar)

(acrílico)



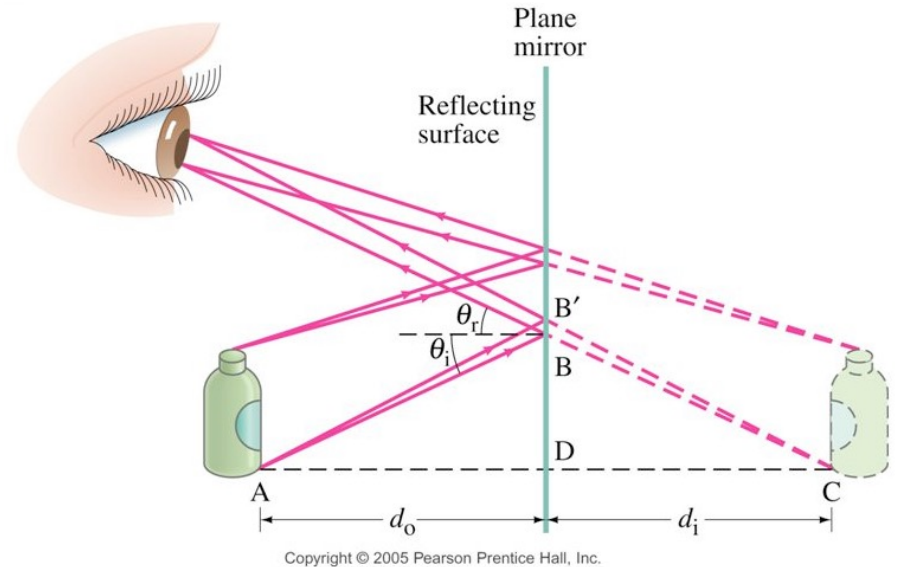
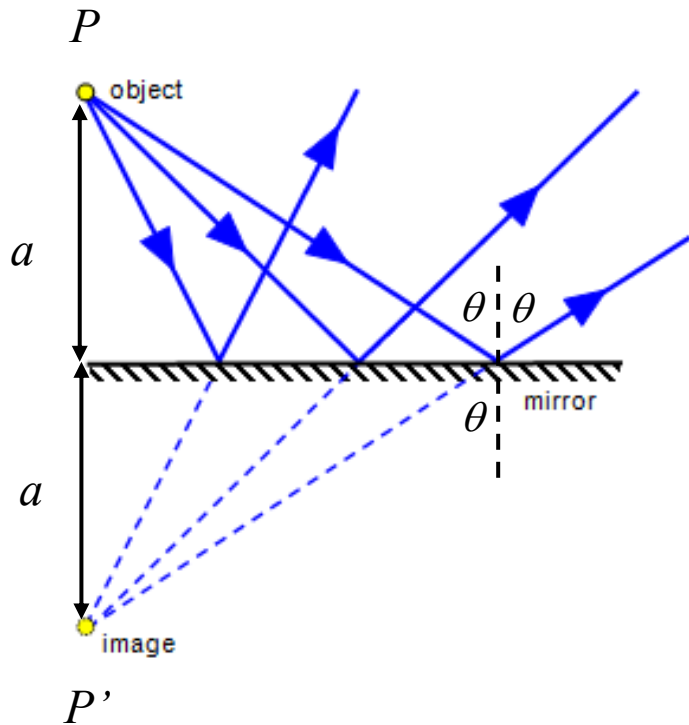
# Fibra Ótica:



demonstração:

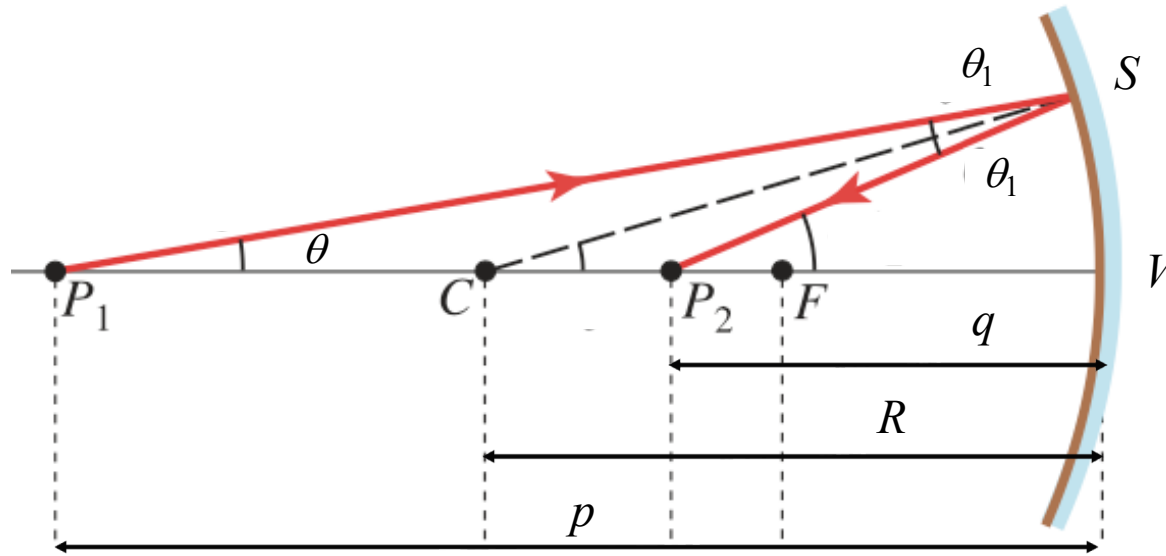
[https://www.youtube.com/watch?v=Lic3gCS\\_bKo](https://www.youtube.com/watch?v=Lic3gCS_bKo)

# Espelho Plano



As continuações de todos os raios refletidos convergem para *P'*, formando a **imagem** de *P*.

# Espelho Esférico



Triângulo  $P_1CS$ :

$$\frac{(p - R)}{\text{sen}\theta_1} = \frac{R}{\text{sen}\theta}$$

Triângulo  $CP_2S$ :

$$\begin{aligned} \frac{(R - q)}{\text{sen}\theta_1} &= \frac{R}{\text{sen}(\pi - \theta - 2\theta_1)} \\ &= \frac{R}{\text{sen}(\theta + 2\theta_1)} \end{aligned}$$

# Aproximação Paraxial (pequenos ângulos)

$$\text{sen}(\theta_1) \approx \theta_1$$

$$\text{sen}(\theta) \approx \theta$$

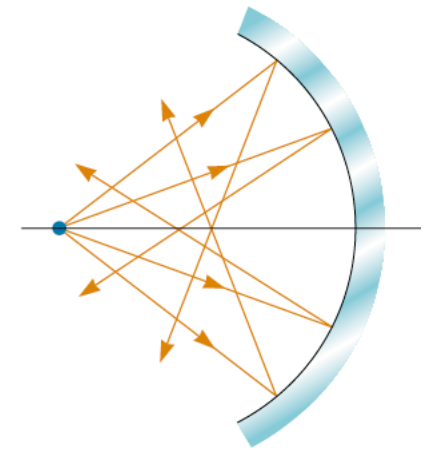
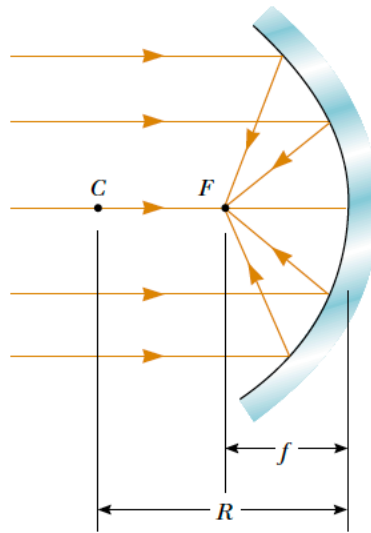
$$\frac{1}{p} + \frac{1}{q} = \frac{2}{R}$$

## Ponto Focal (Foco)

$$p \longrightarrow \infty$$

$$\frac{1}{f} \equiv \frac{1}{q} = \frac{2}{R}$$

$$f = \frac{R}{2}$$



(aberração esférica)

