

Injection Molding Tolerance Impact on Freeform Parking Lot Lens Performance

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OSA – Optical Fabrication and Testing

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the application – parking lot lighting



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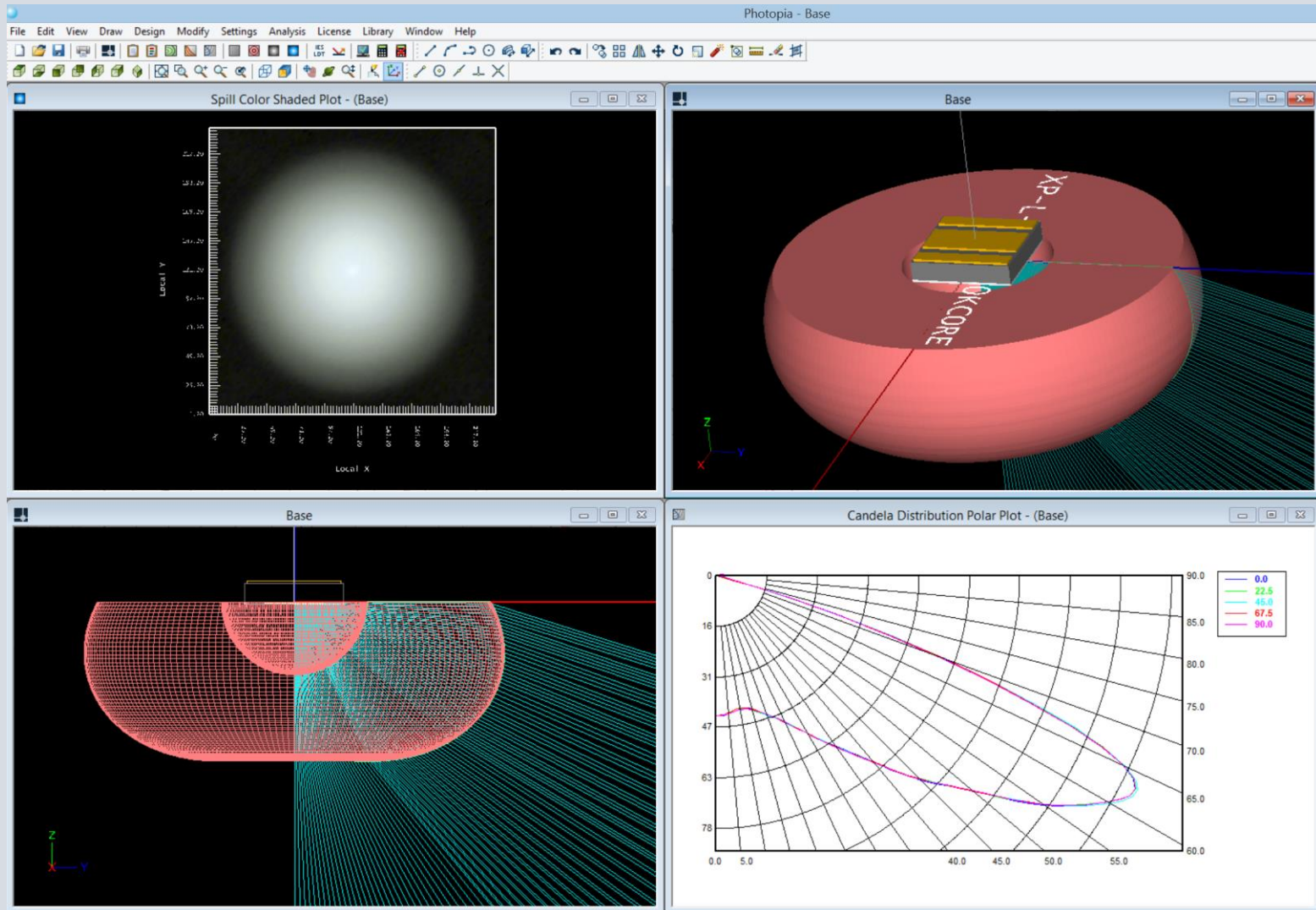
the application – parking lot lighting



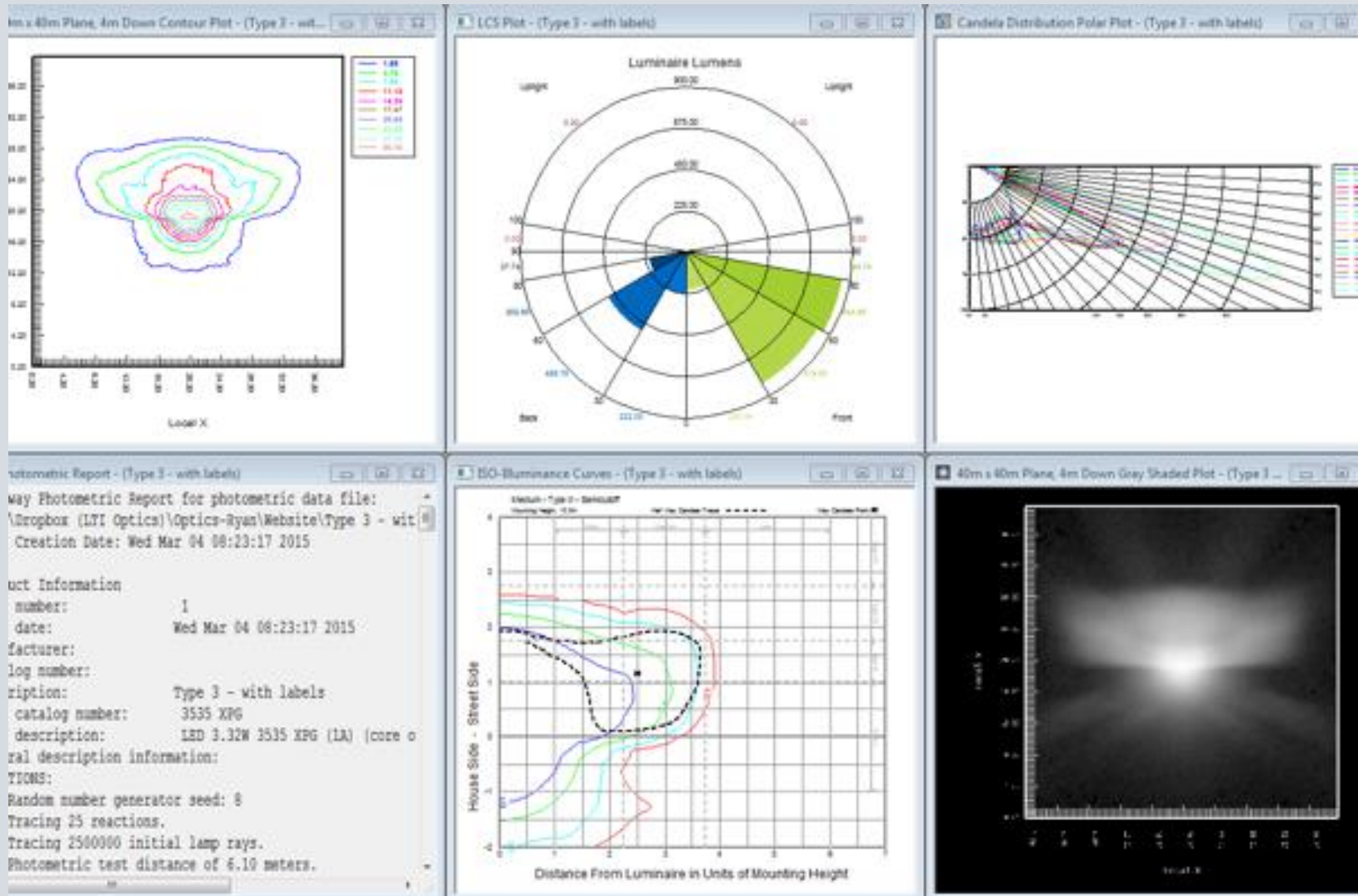
the product



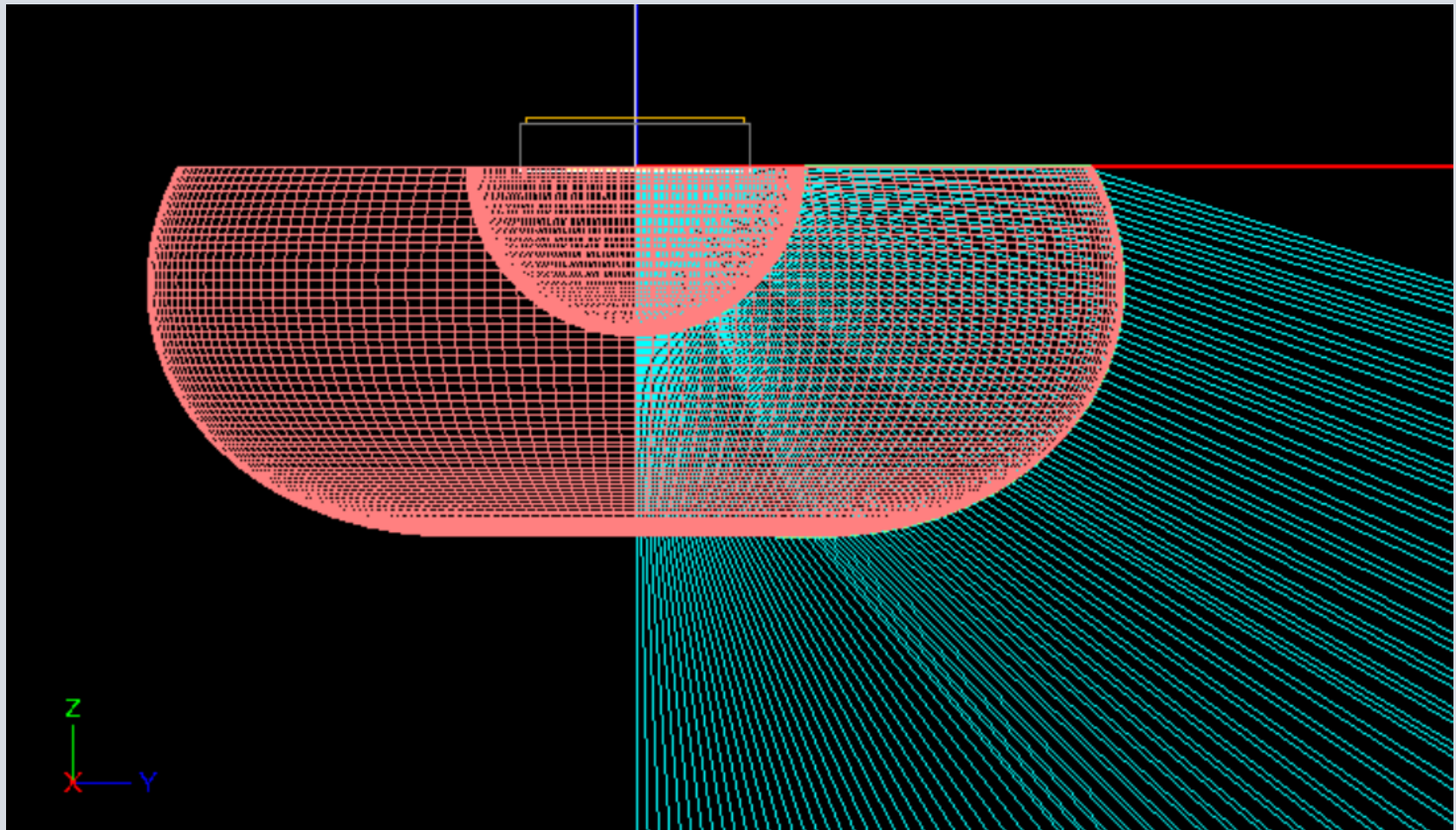
the design – freeform parking lot lens



another design – freeform roadway lens



the lens profile



driving factors for tolerance

commodity product – low cost



driving factors for tolerance

commodity product – low cost

injection molded – PMMA or PC



driving factors for tolerance

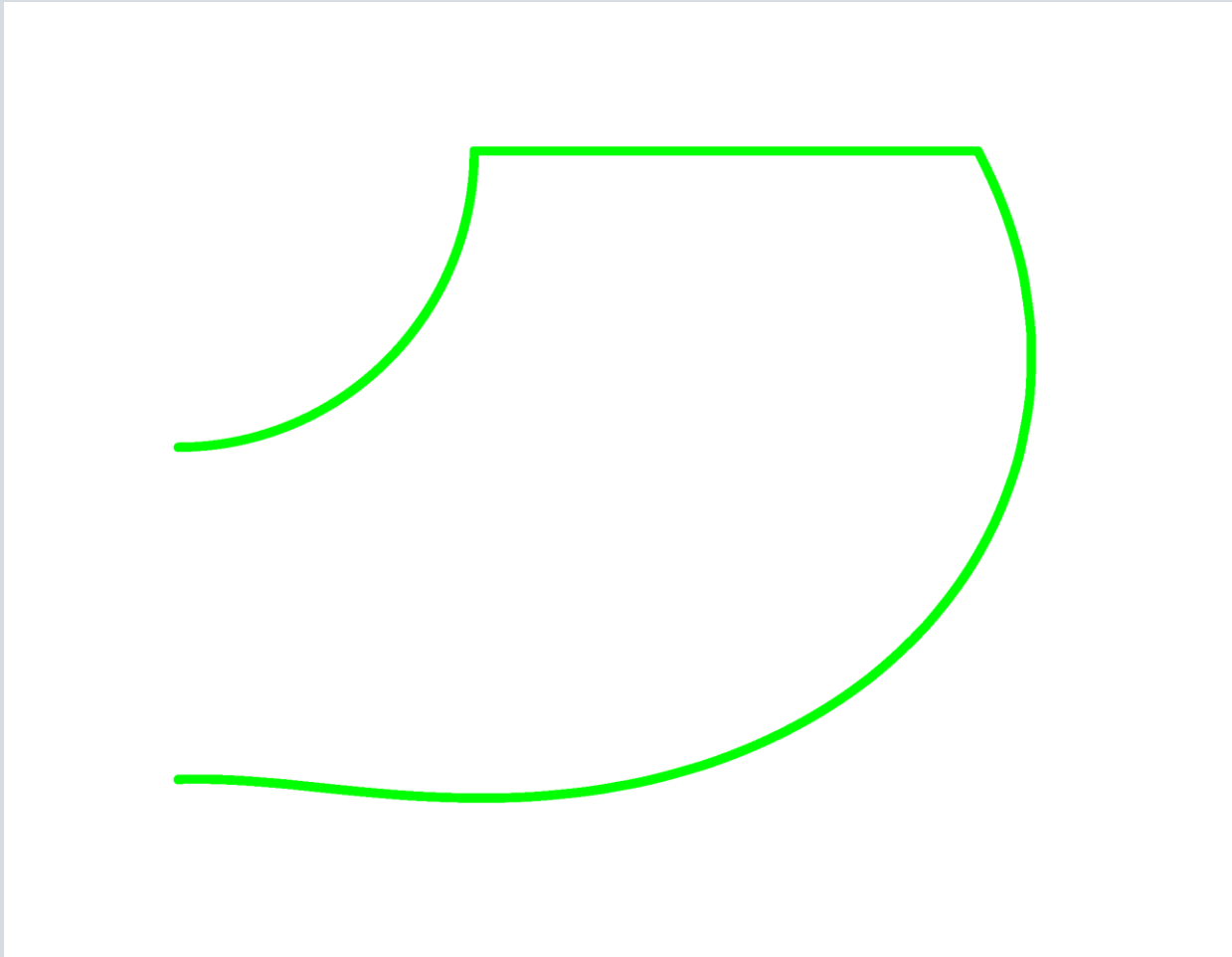
commodity product – low cost

injection molded – PMMA or PC

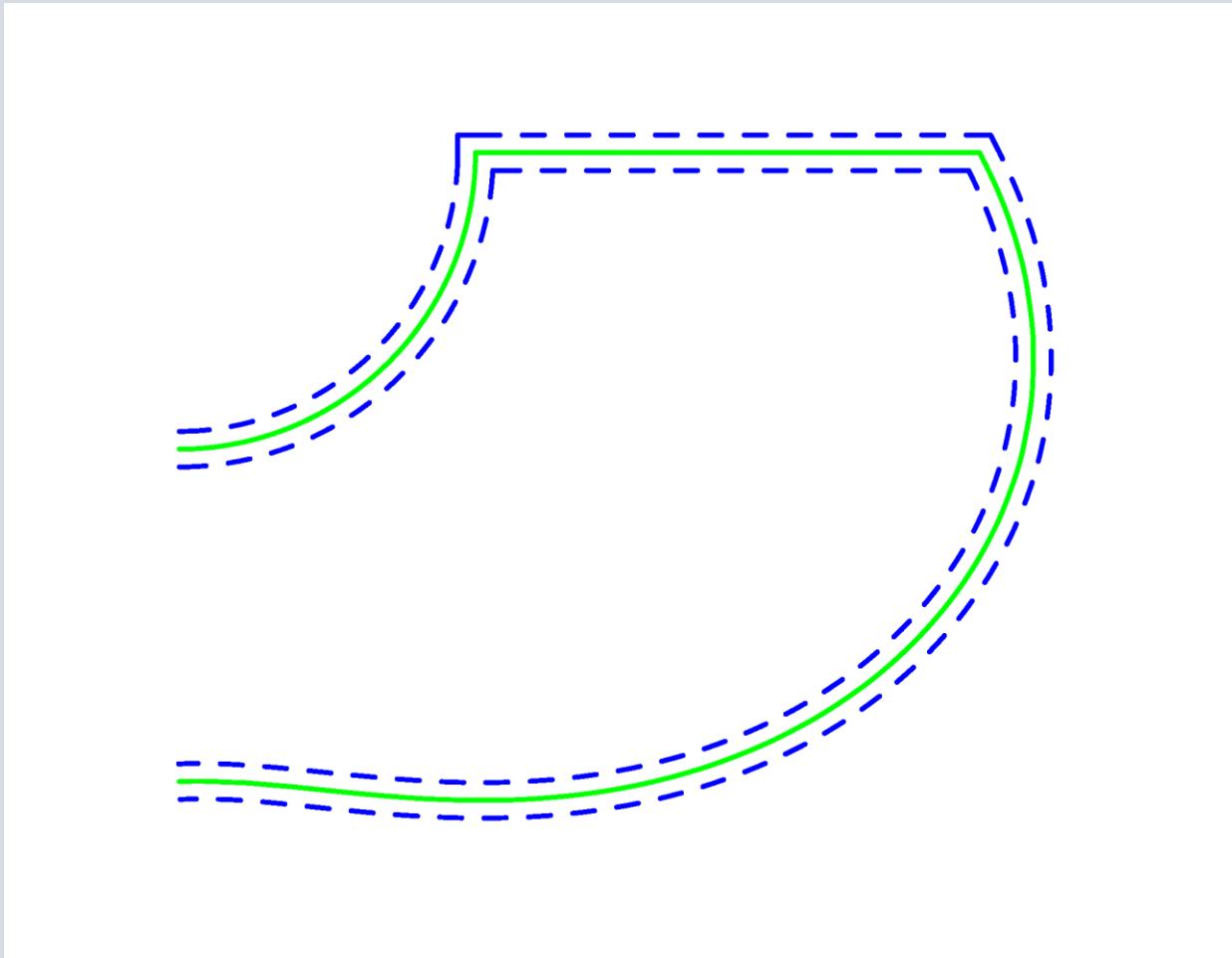
**standard tolerances $\pm 0.006''$
(.152 mm)
(152 microns)**



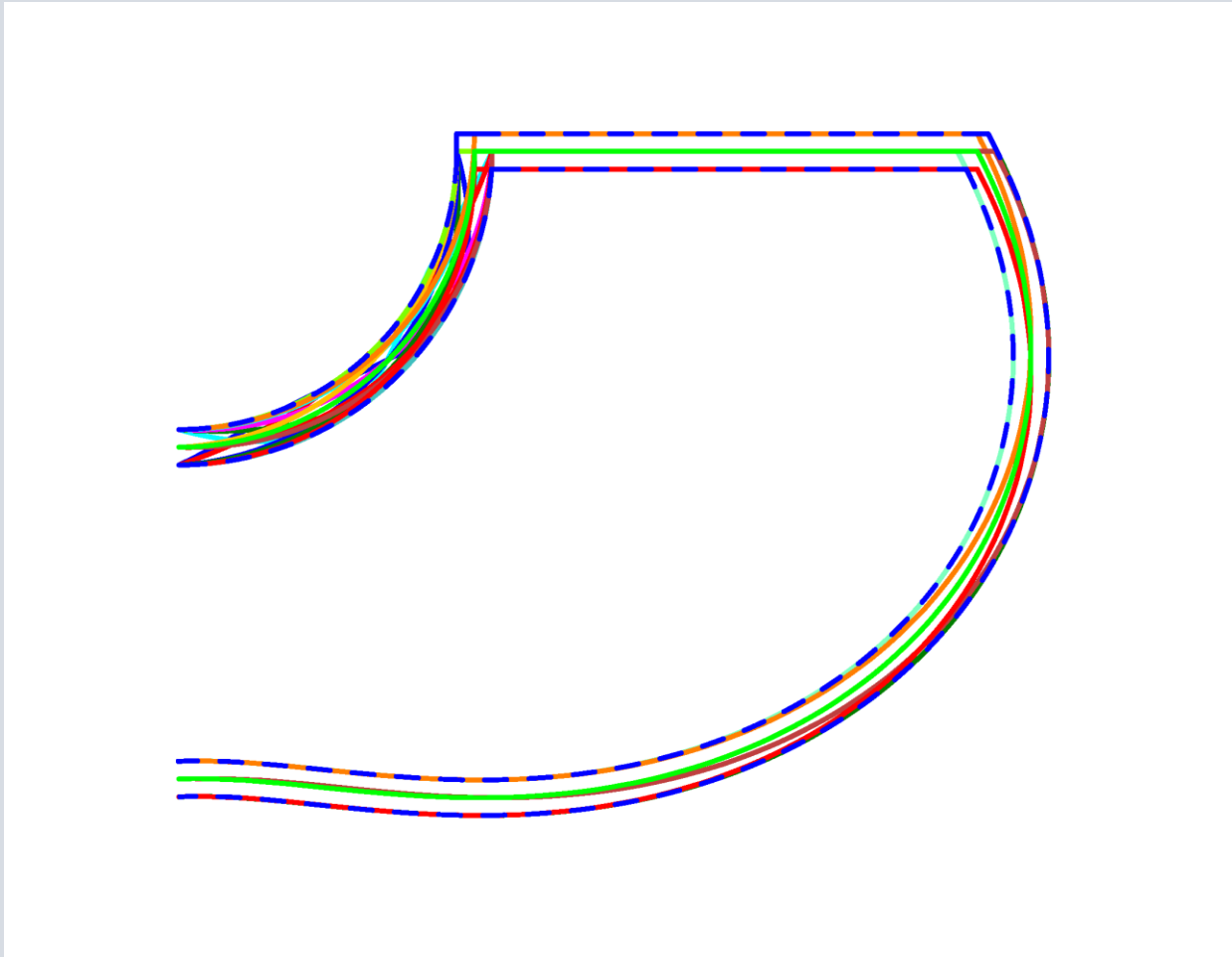
design profile



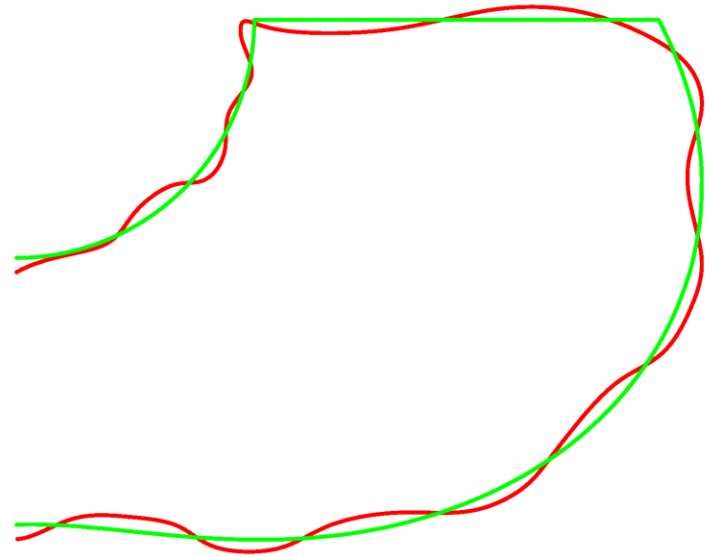
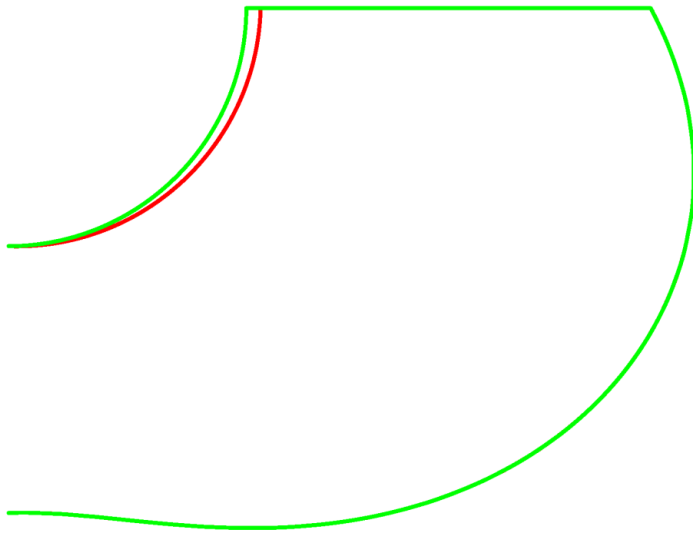
tolerance range



potential variations

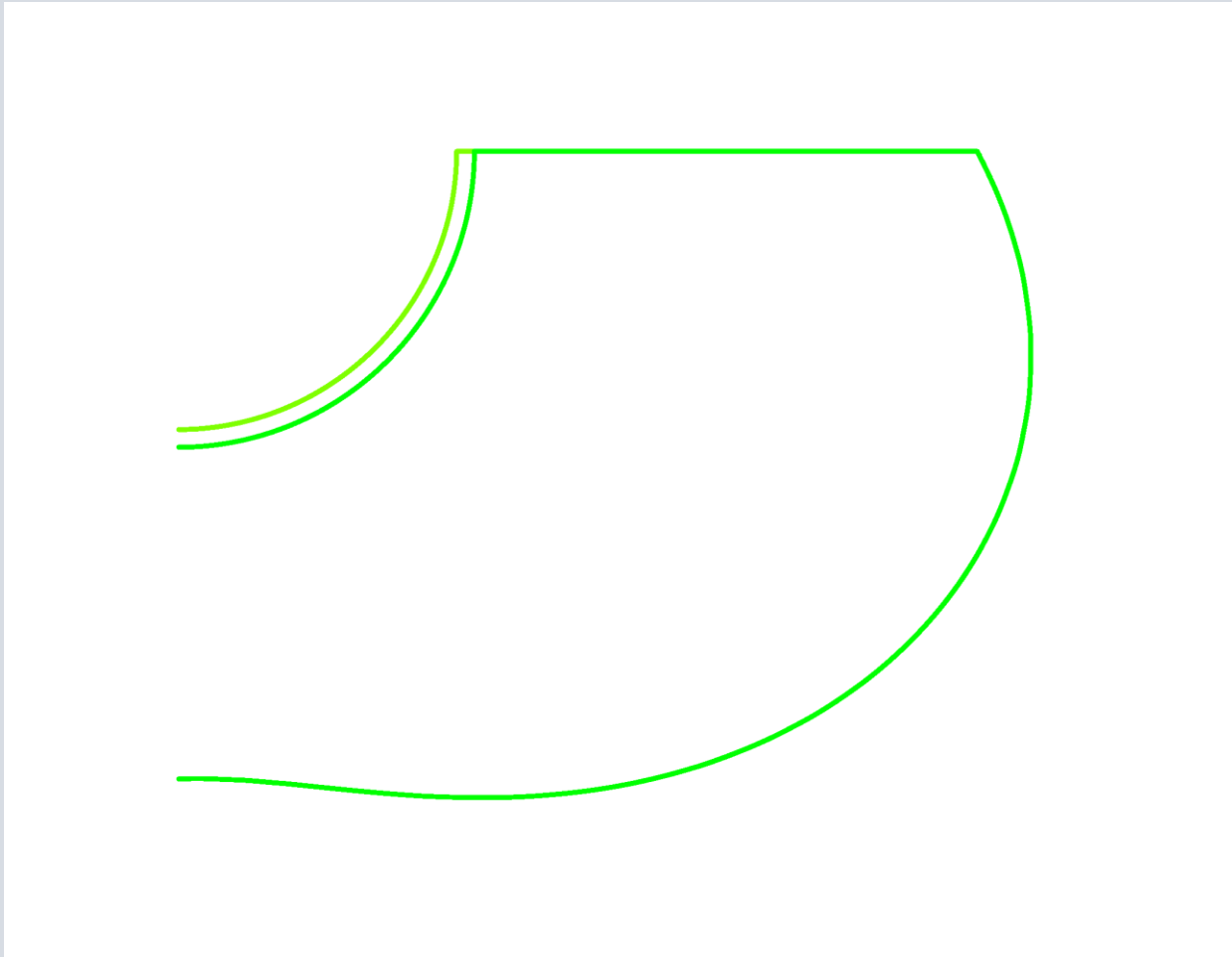


likely variations?

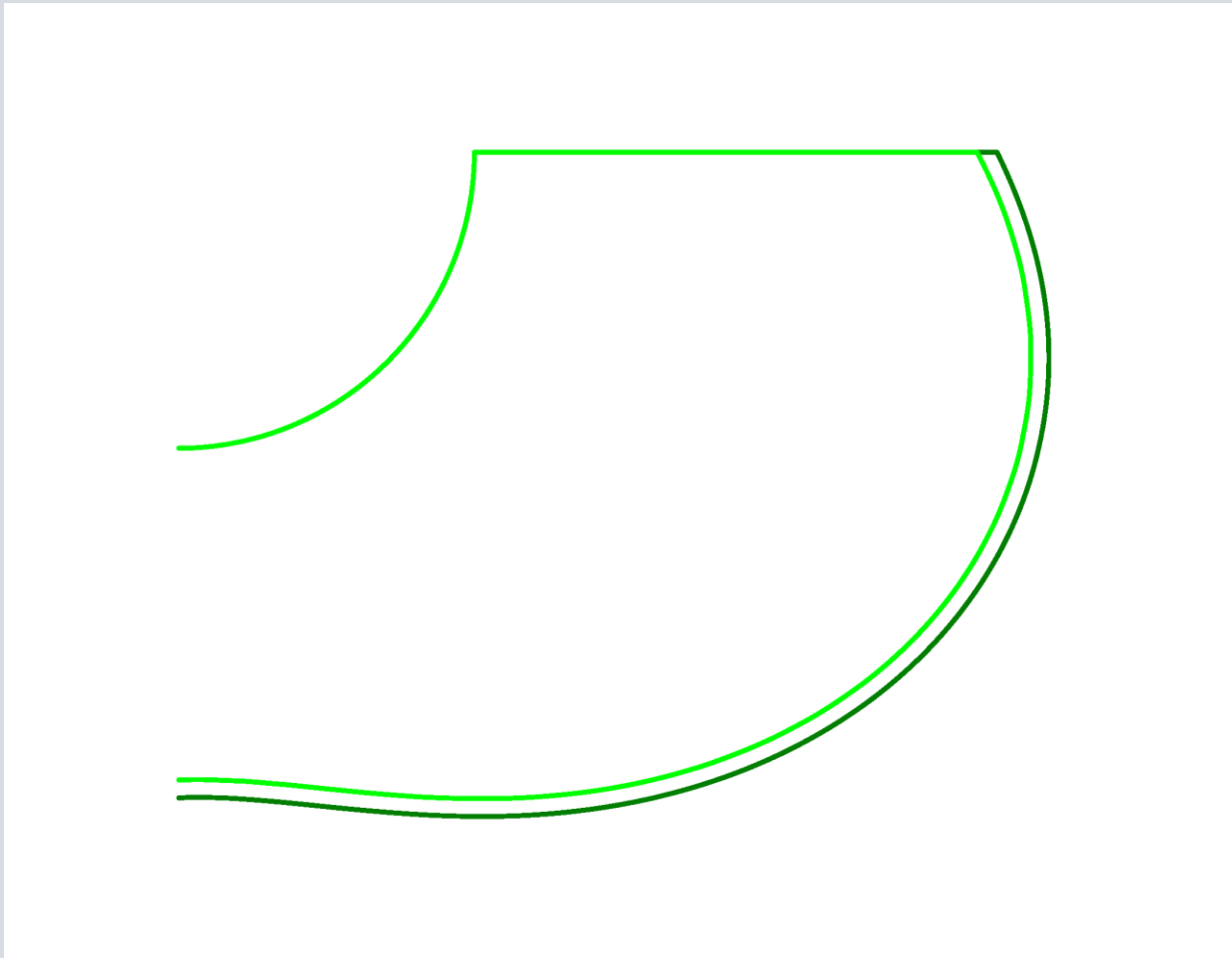


what are the likely variations? (part 1) uniform shrink & position

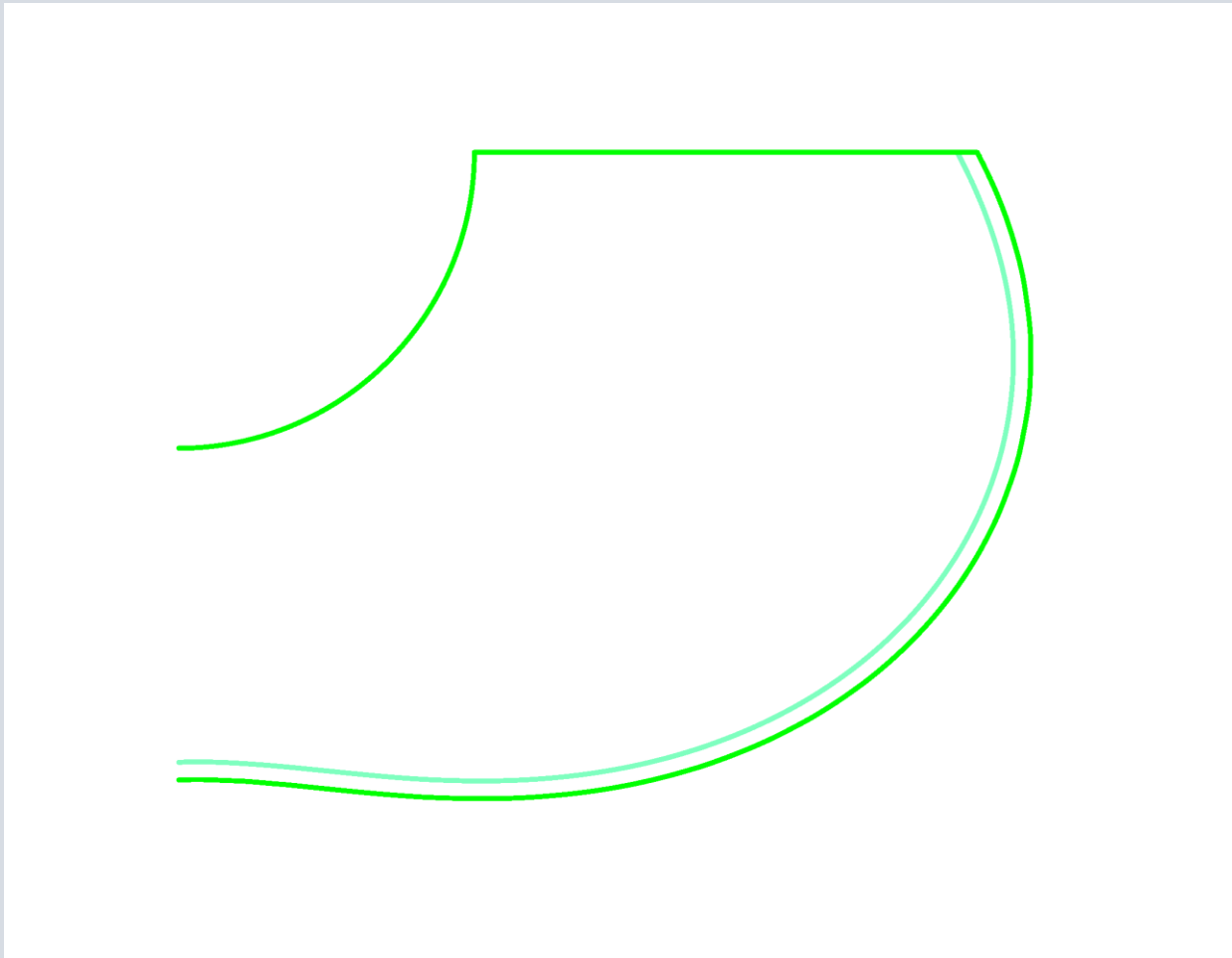
position tolerance



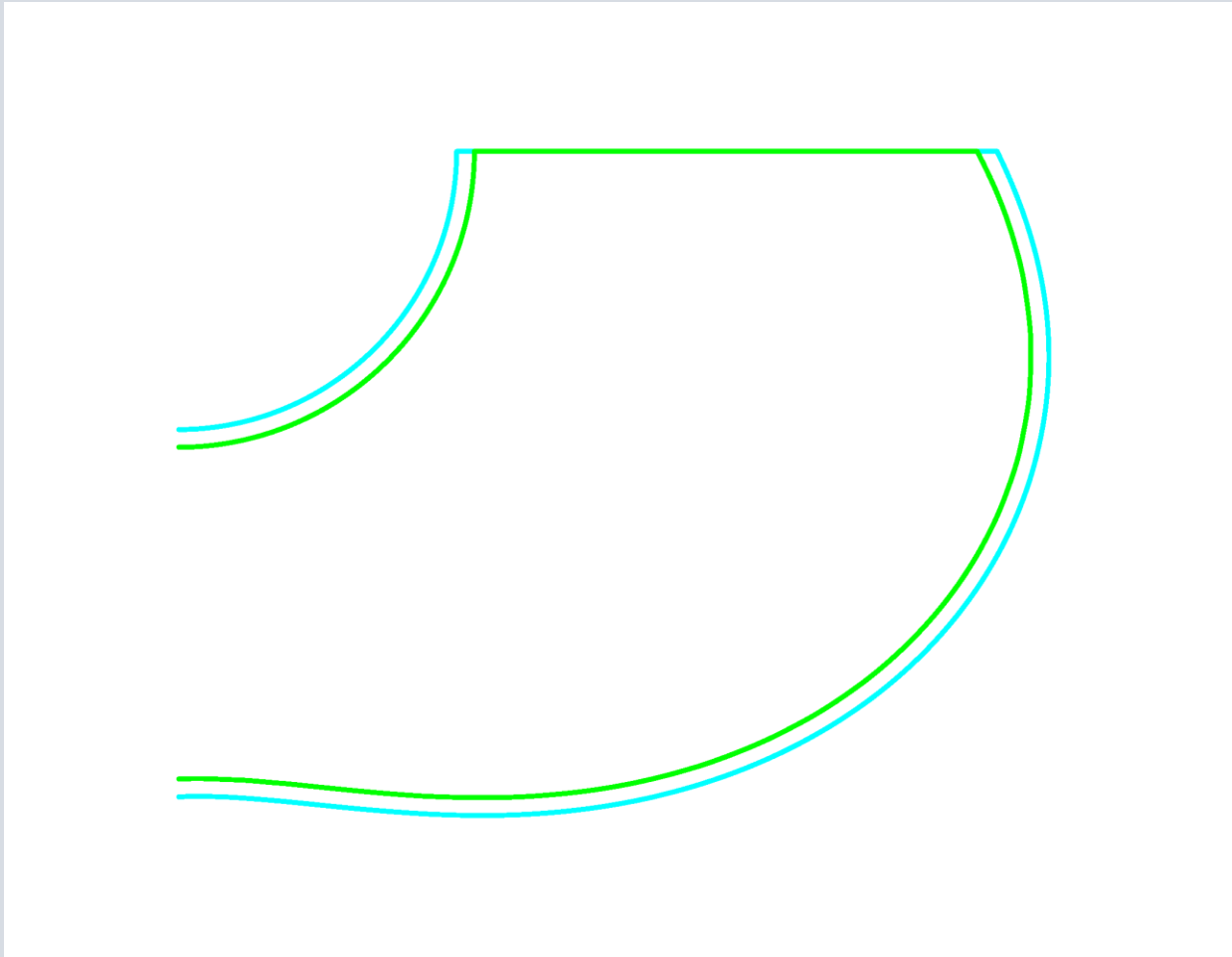
position tolerance



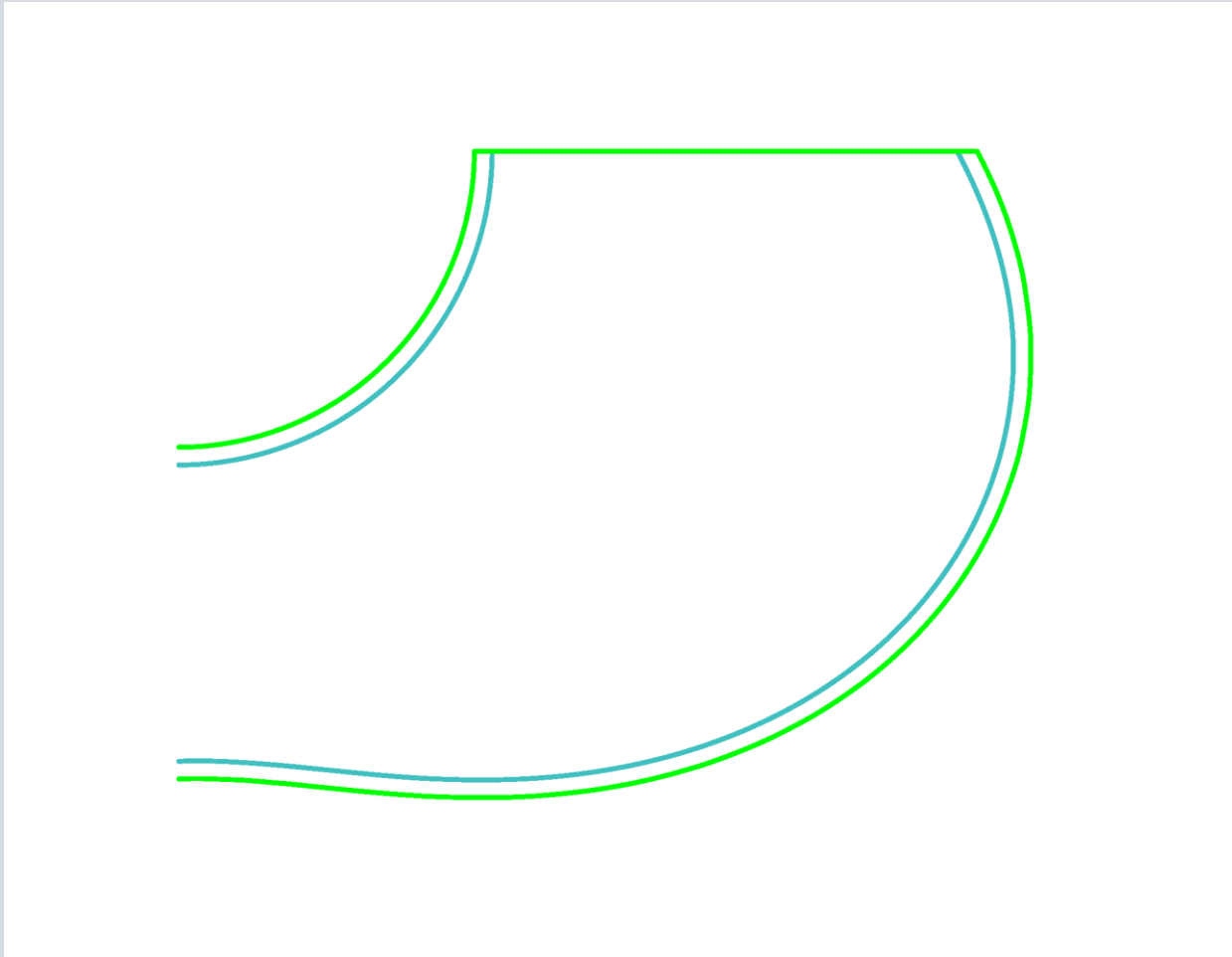
position tolerance



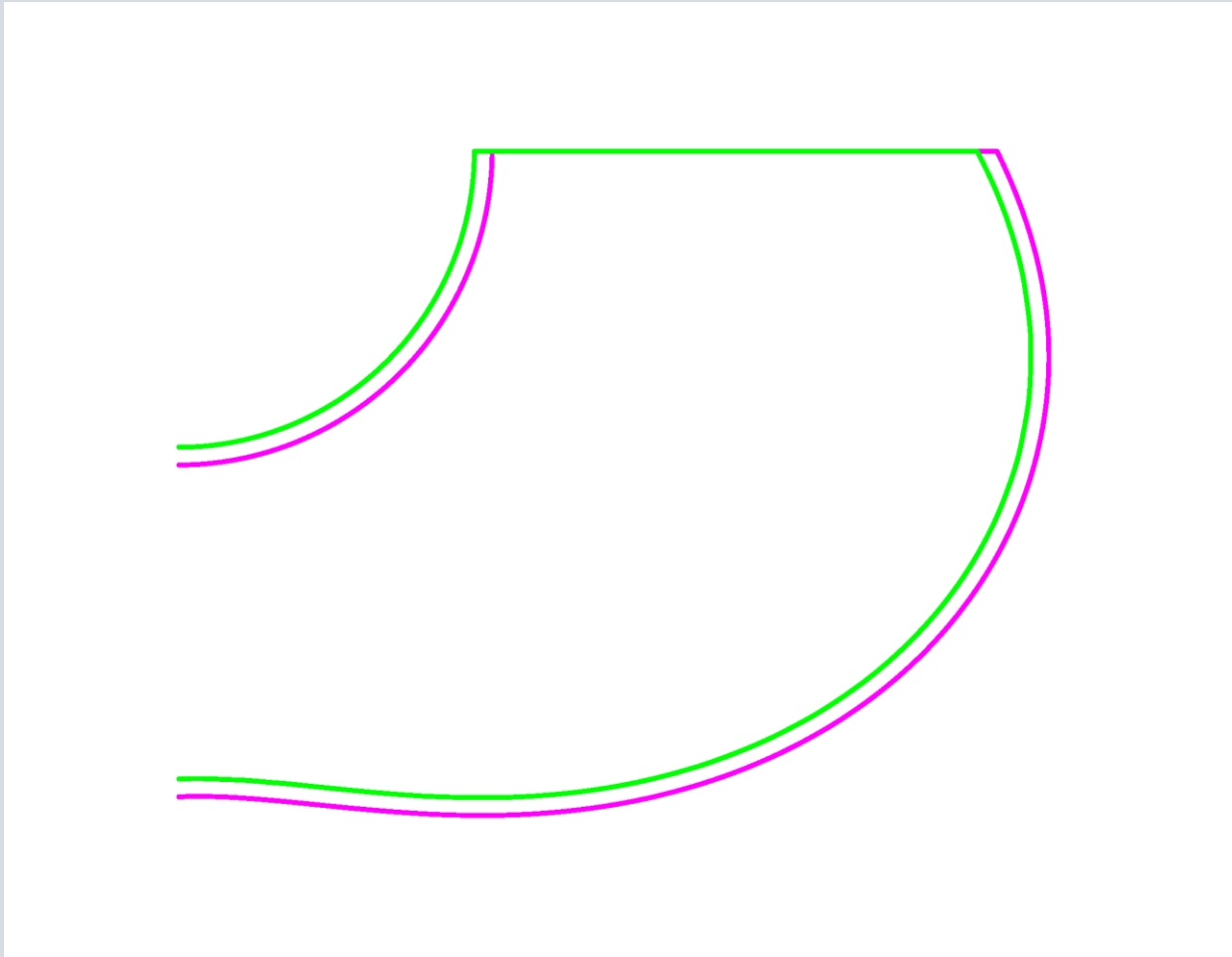
position tolerance



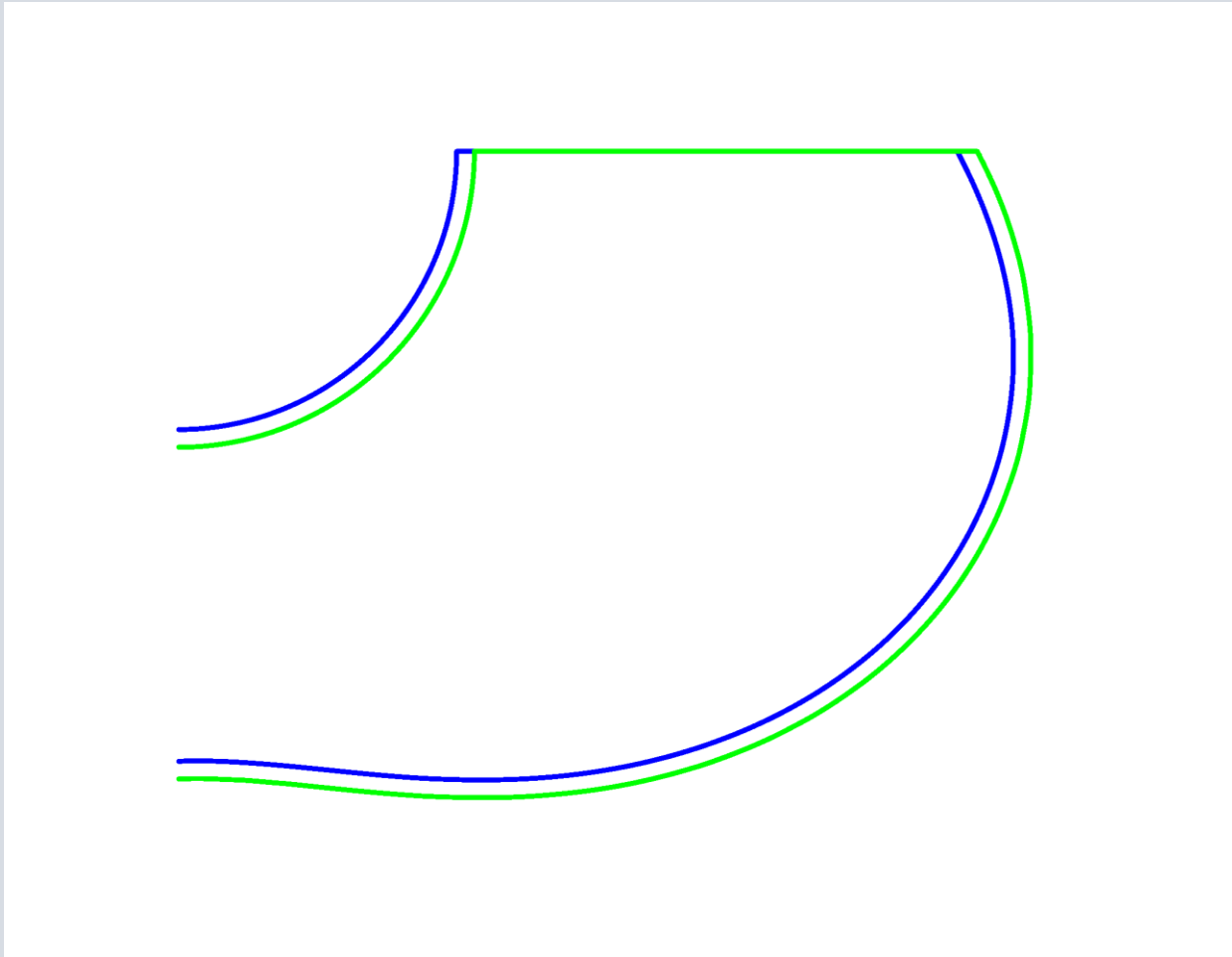
position tolerance



position tolerance

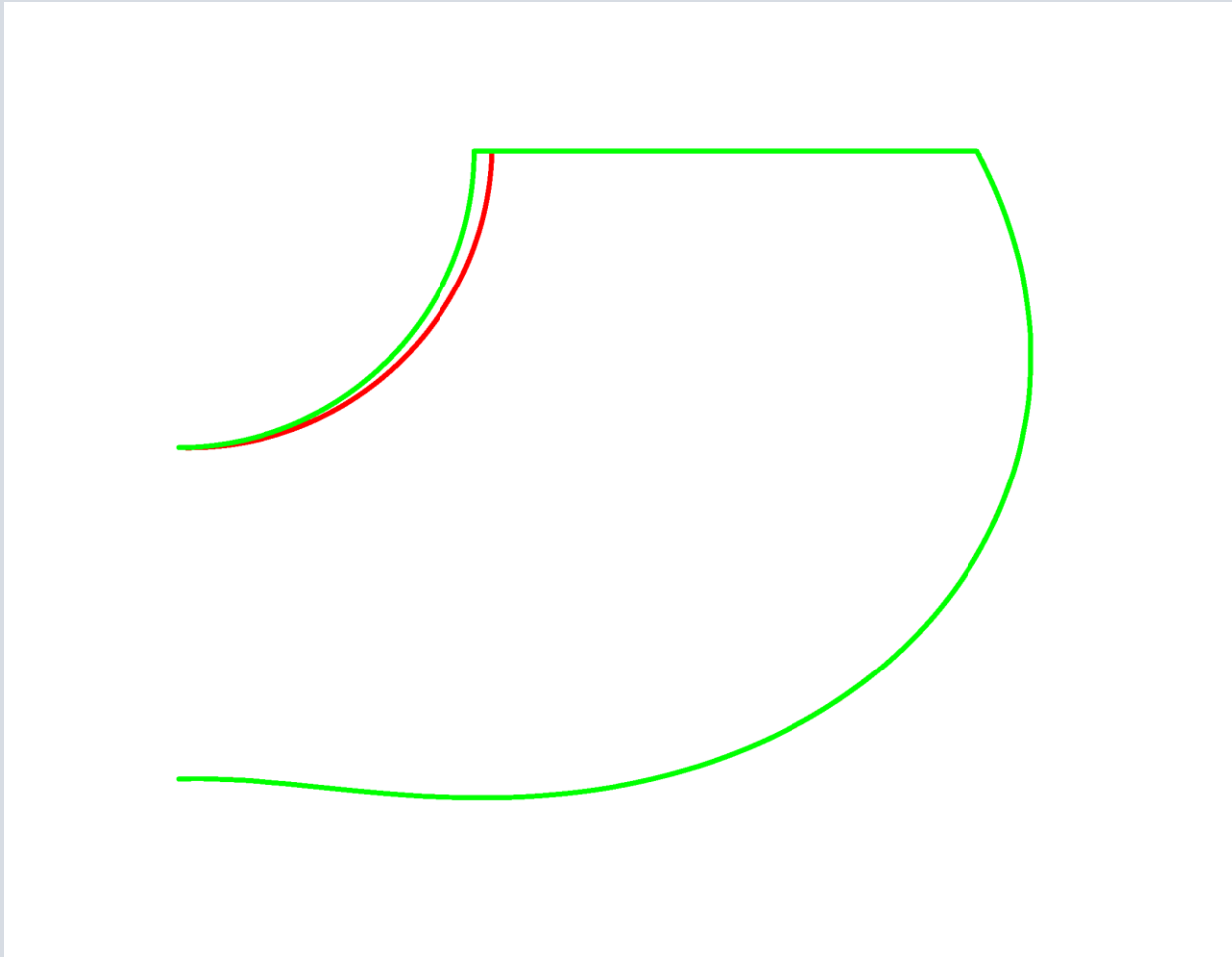


position tolerance

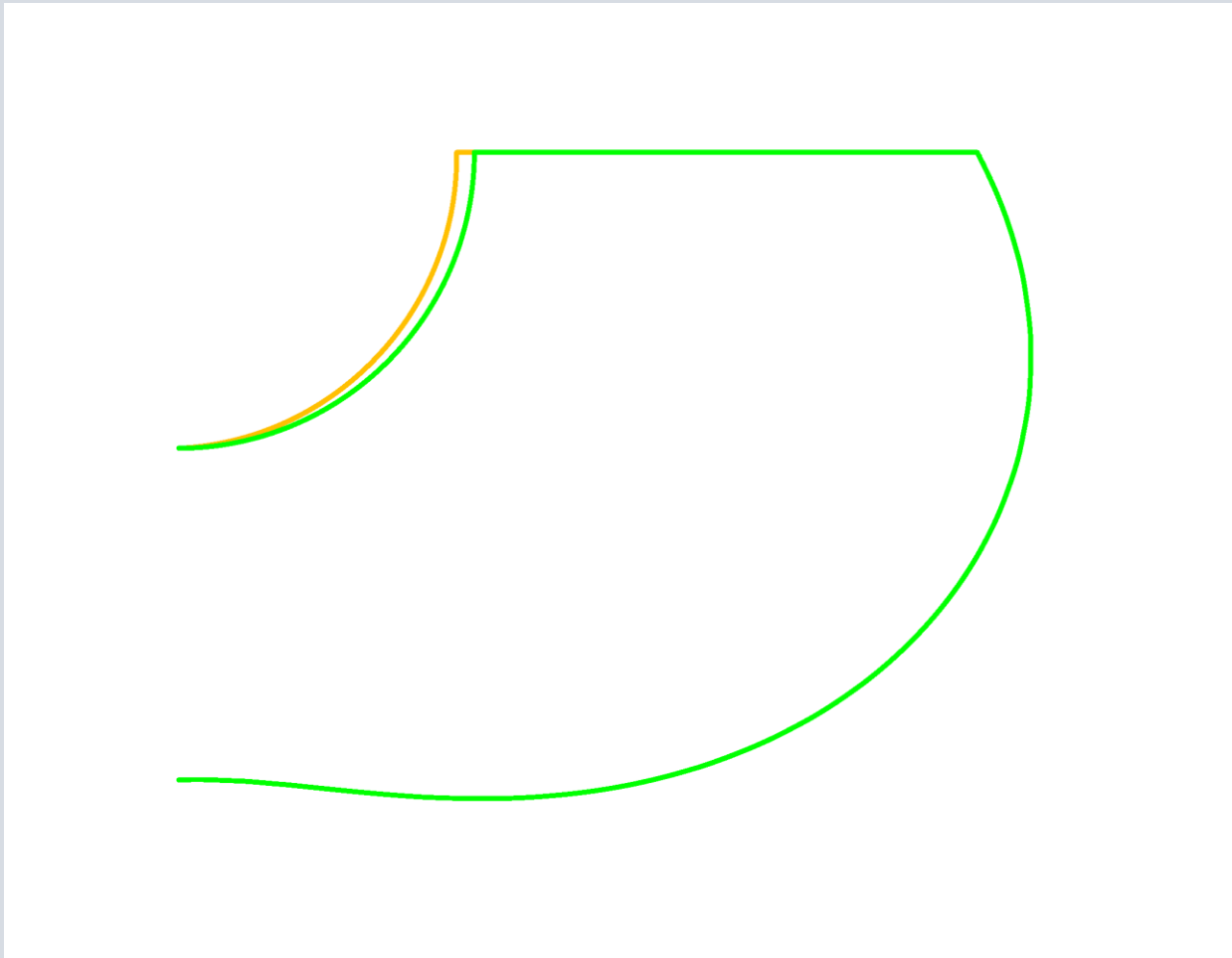


what are the likely variations? (part 2) gradient shrink - sag

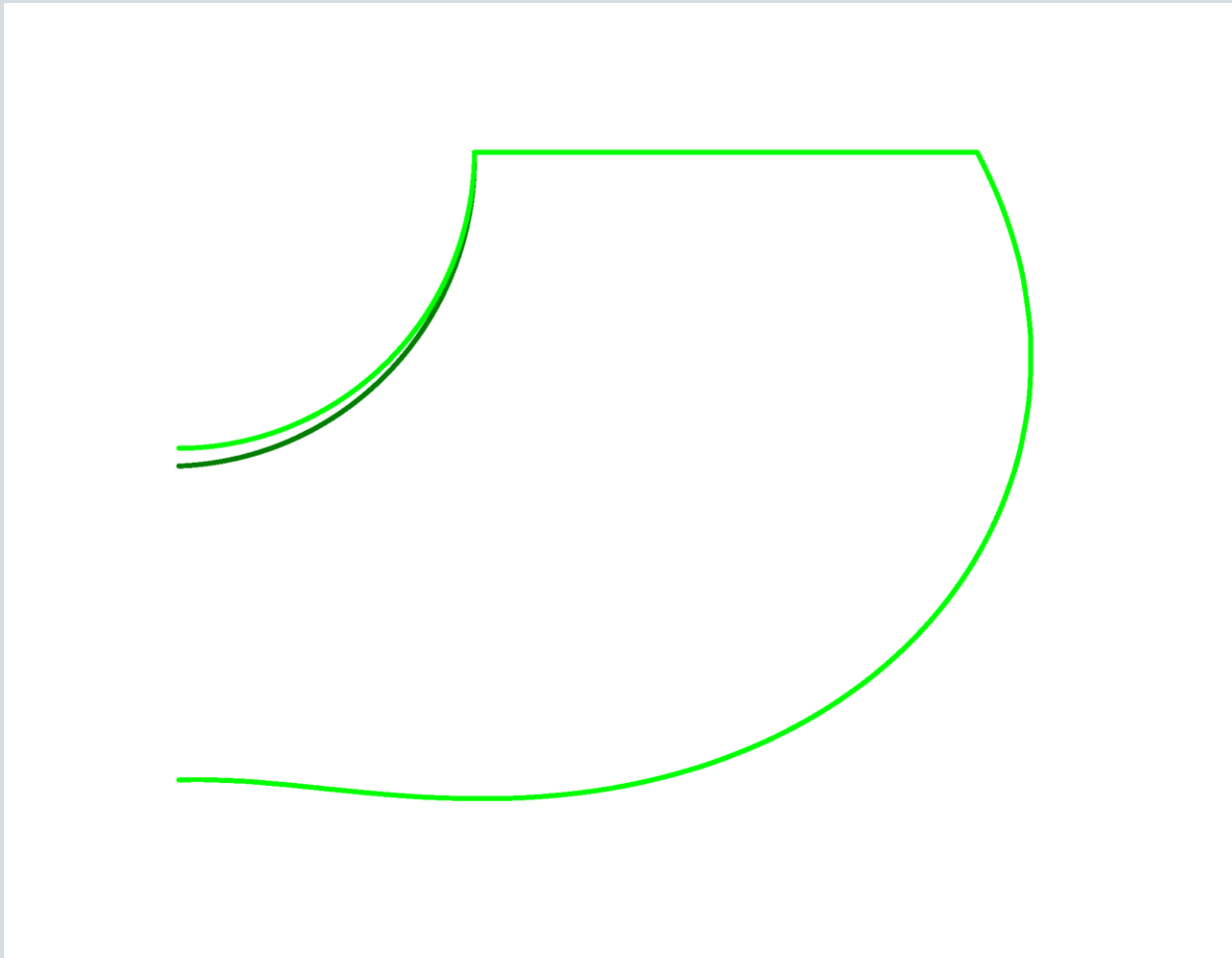
gradient shrink



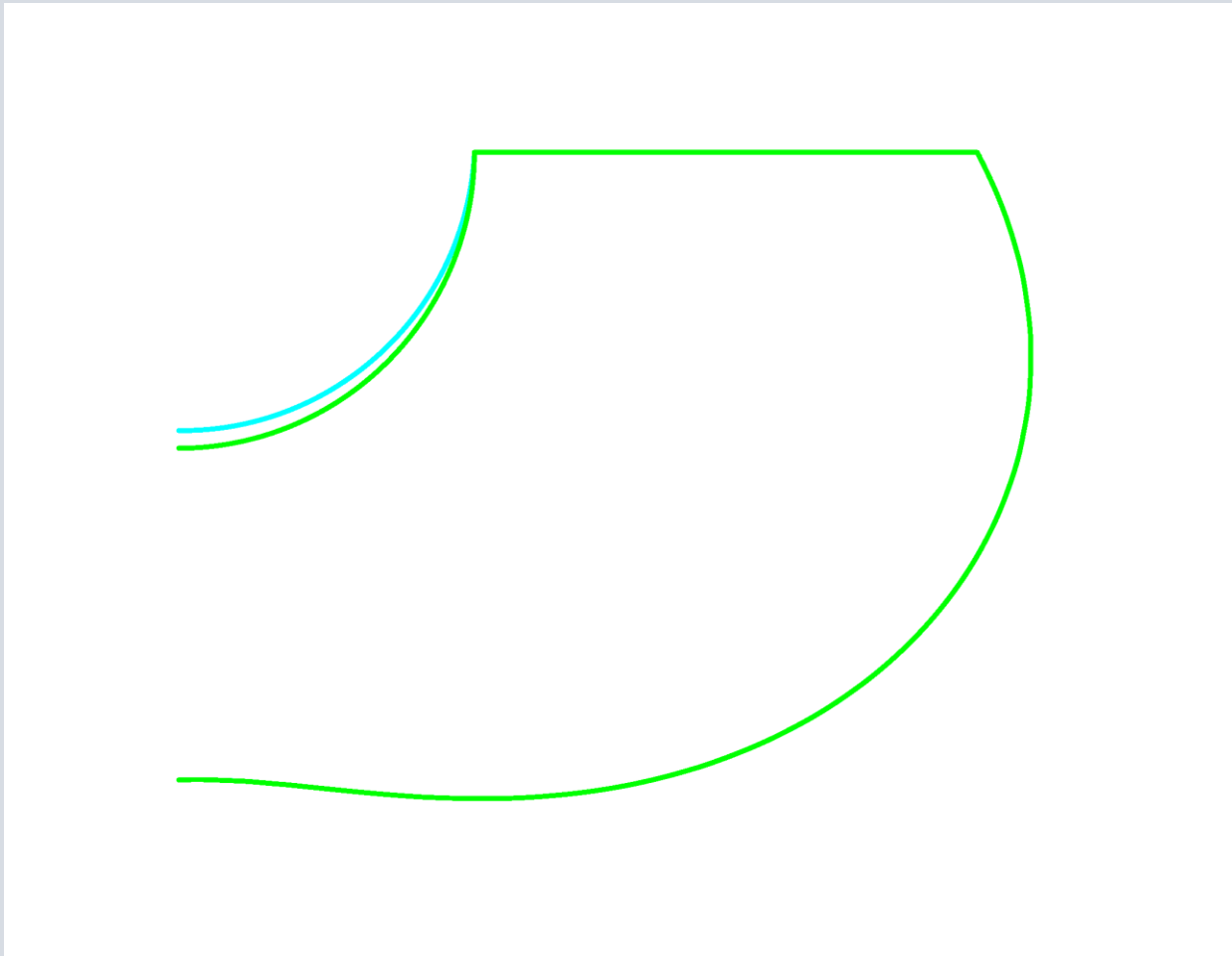
gradient shrink



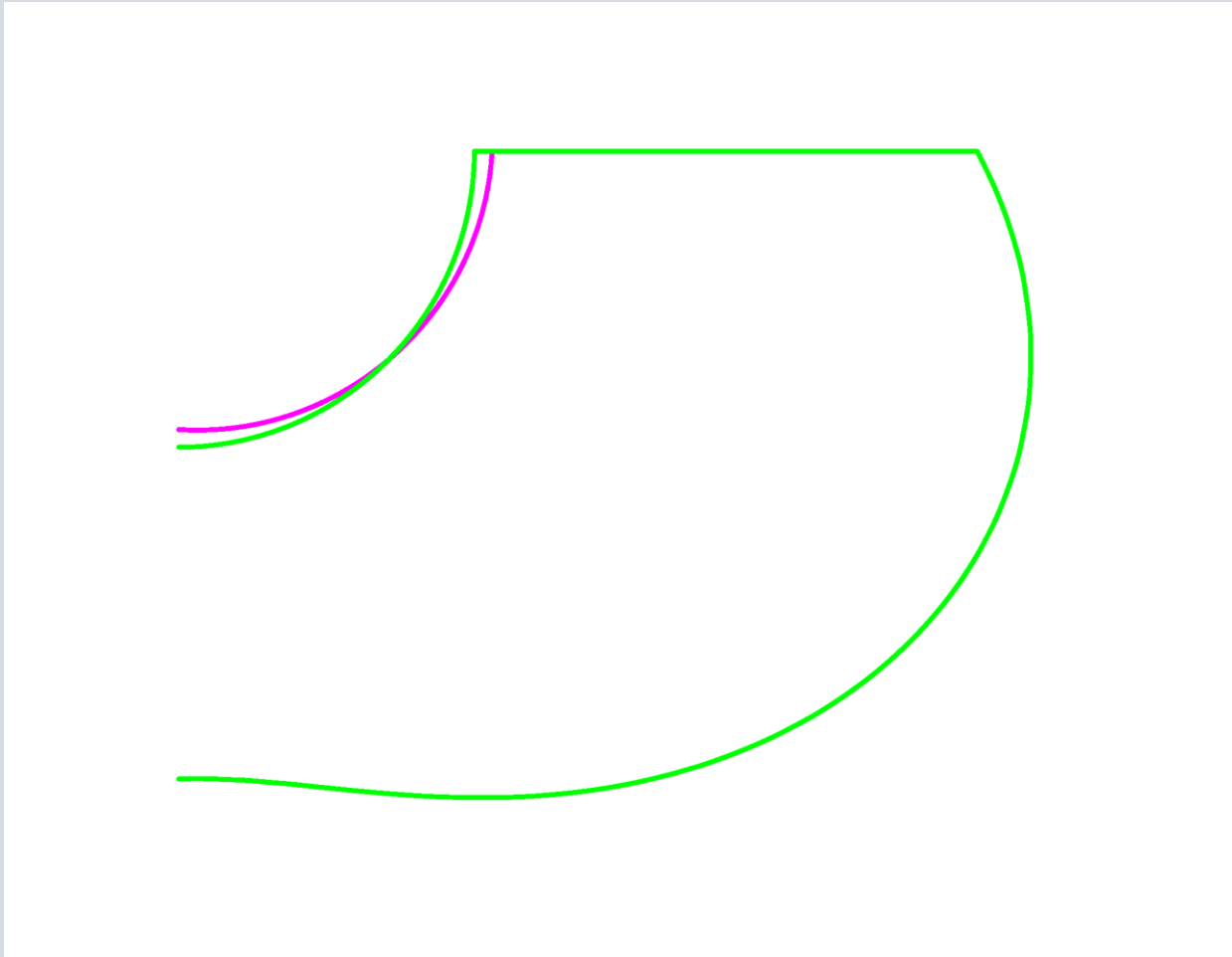
gradient shrink



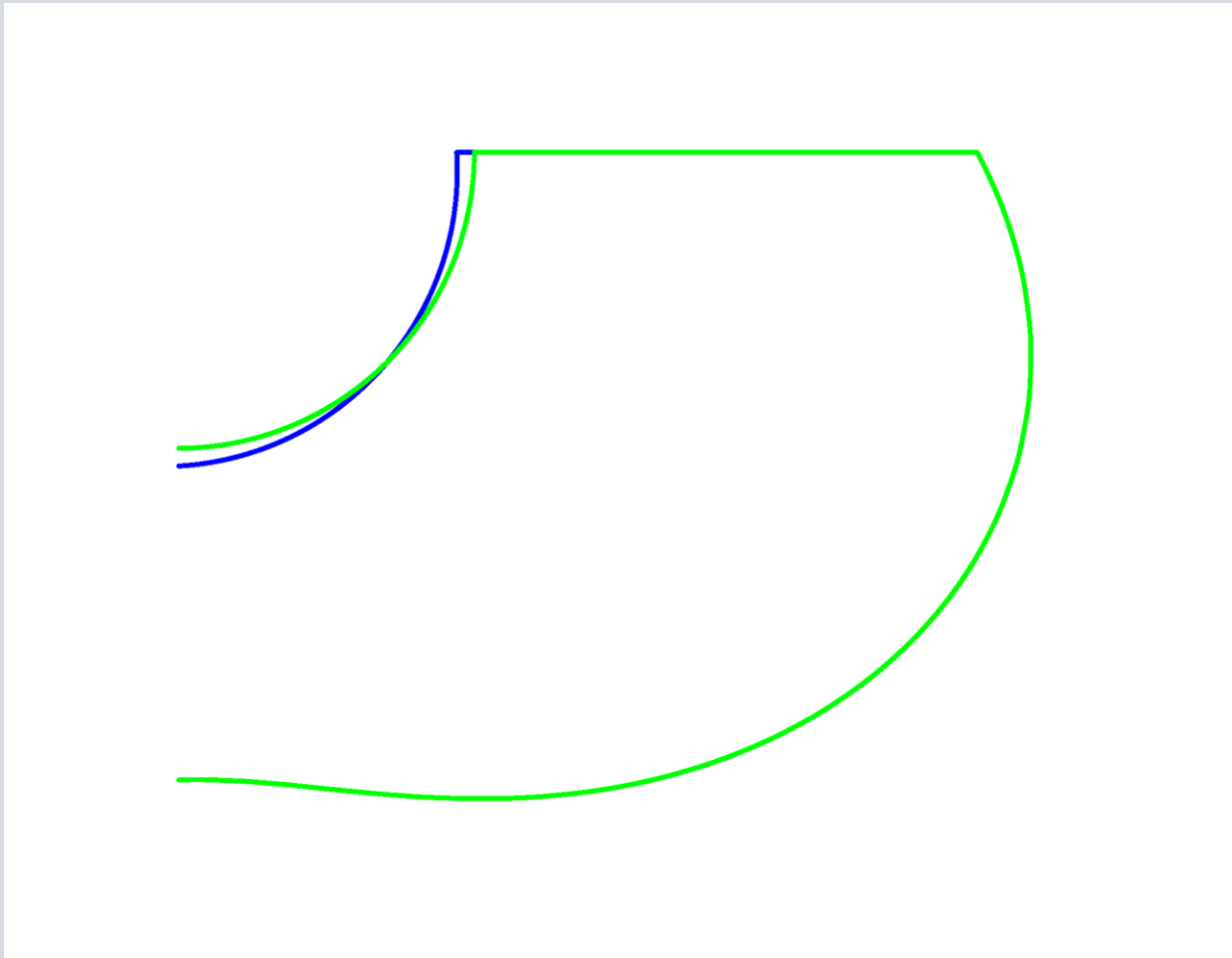
gradient shrink



gradient shrink

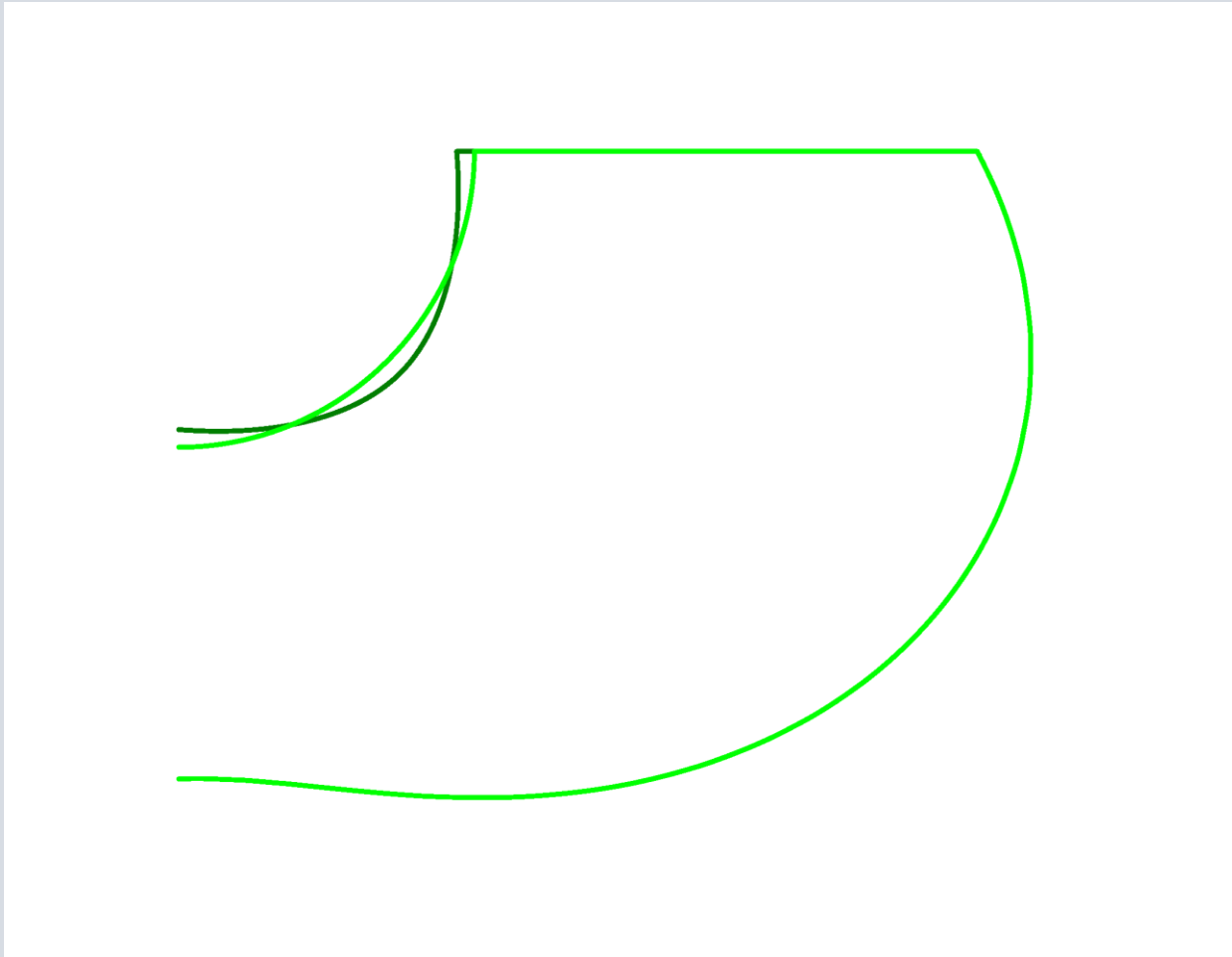


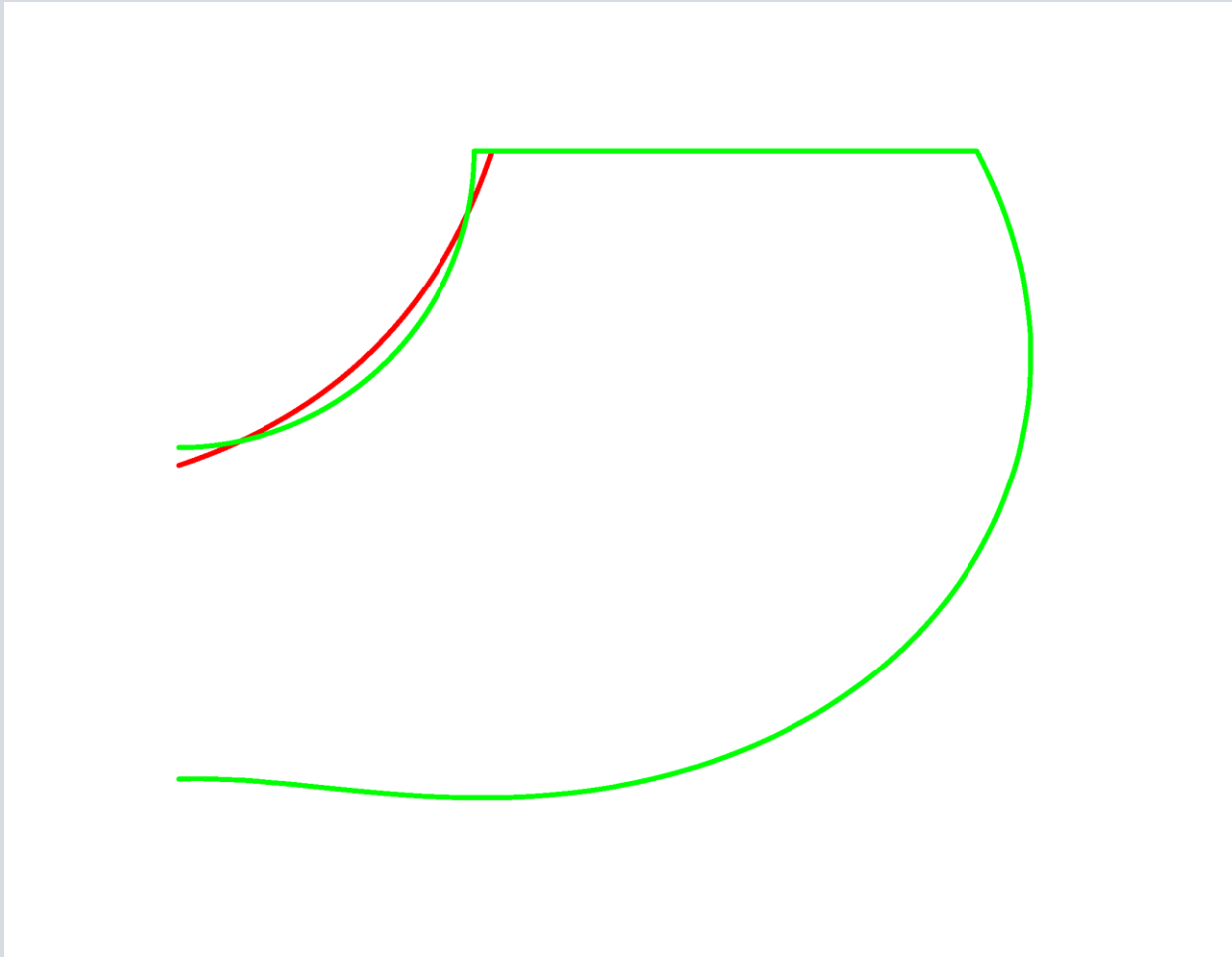
gradient shrink

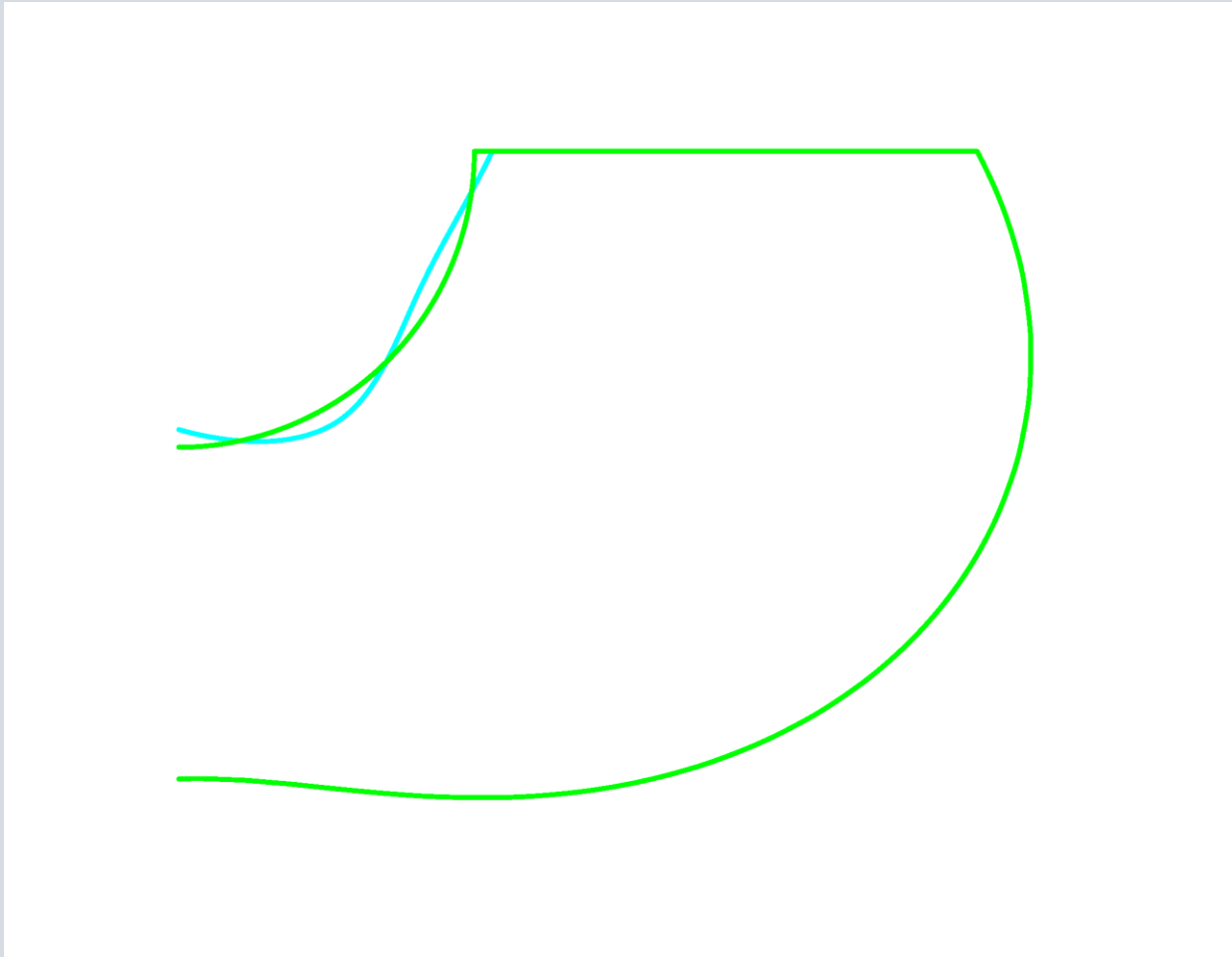


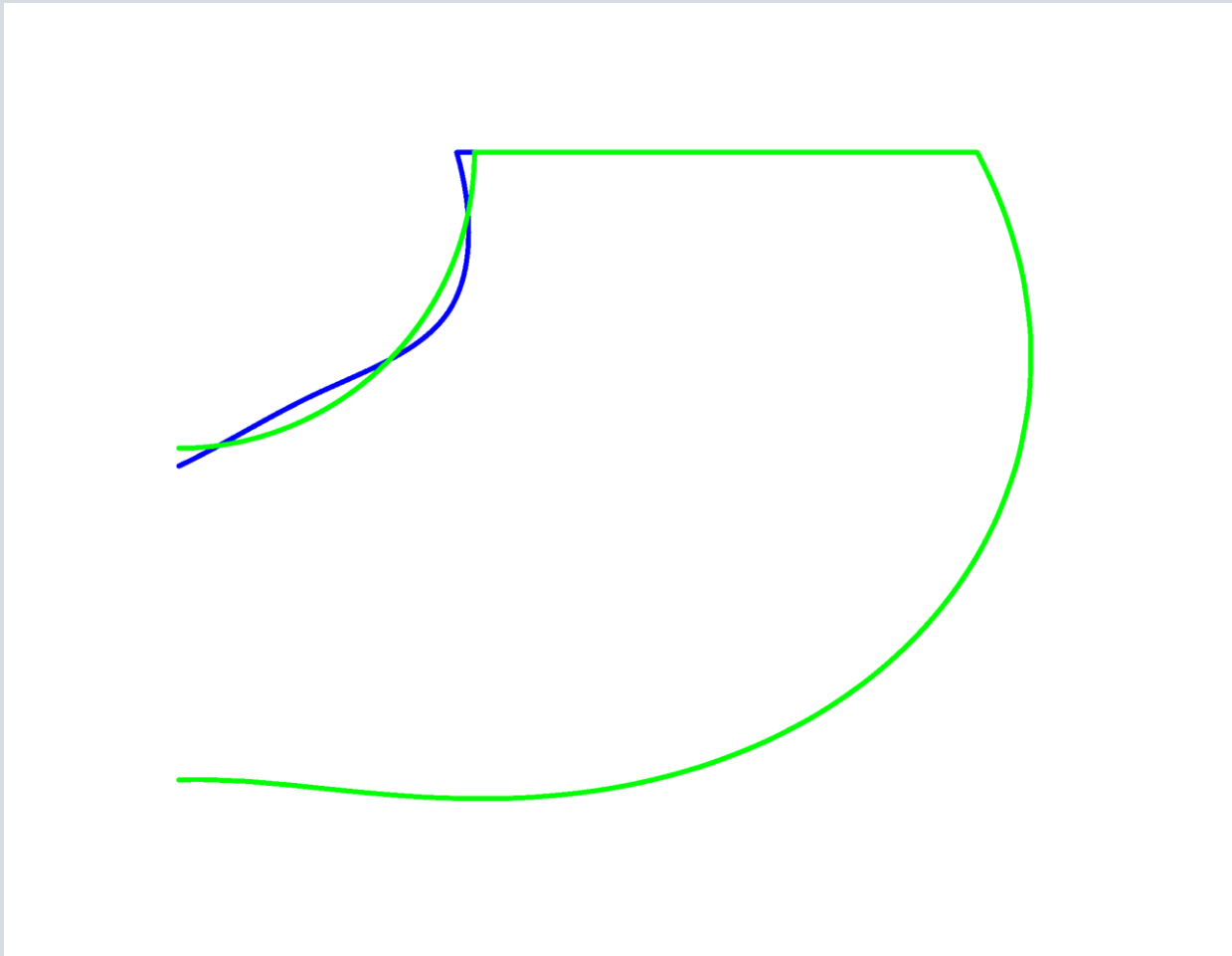
what are the likely variations?
(part 3)
non-uniform shrink - waviness











what is the impact?

distribution variation
application performance

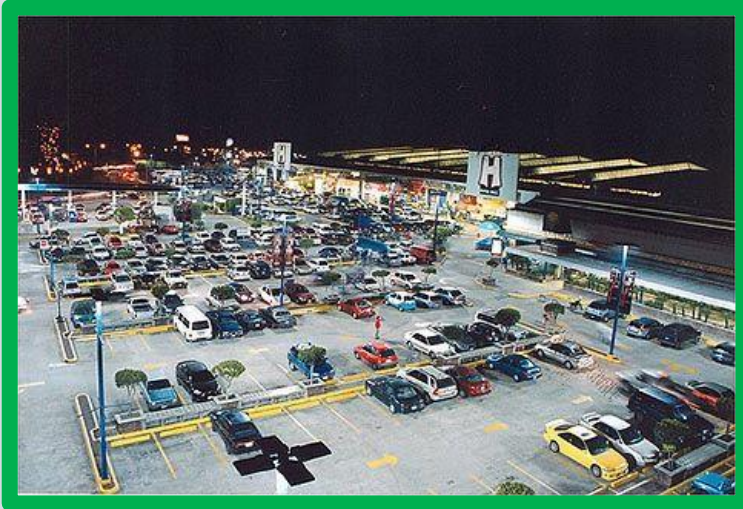


application performance

	Design
Avg	3.1 fc
Max	5.0 fc
Min	1.2 fc
Max/Min	4.2
Avg/Min	2.6

- adequate amounts of light
- good uniformity of light

the good

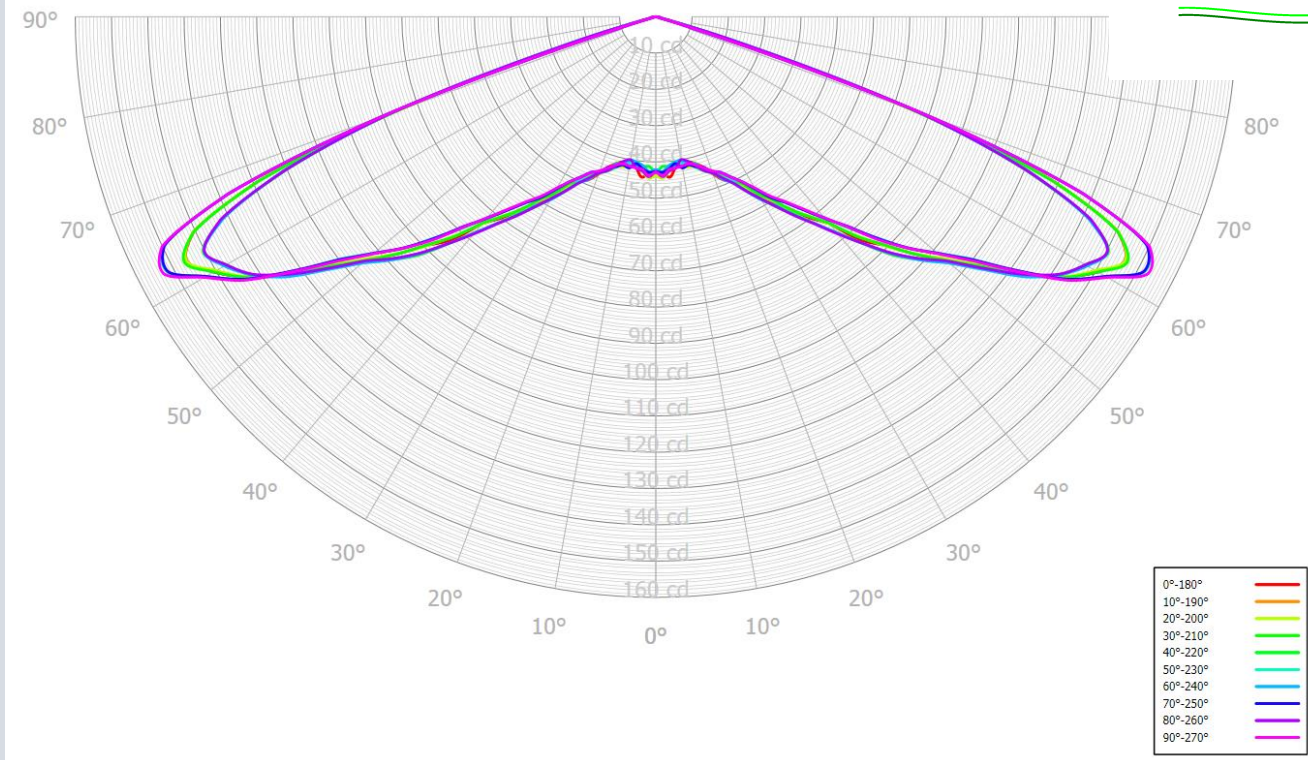
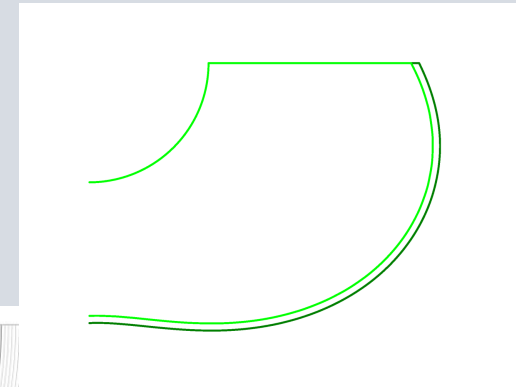


the bad



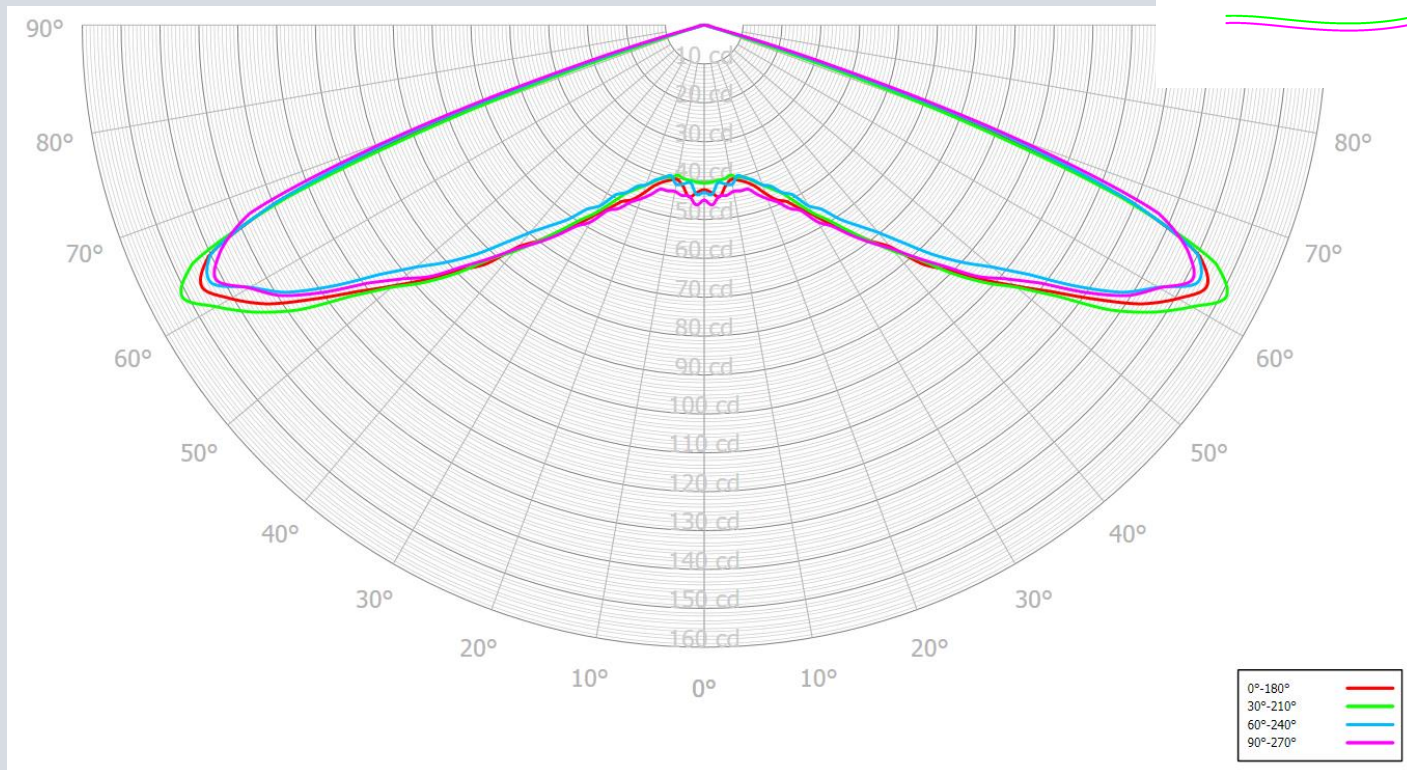
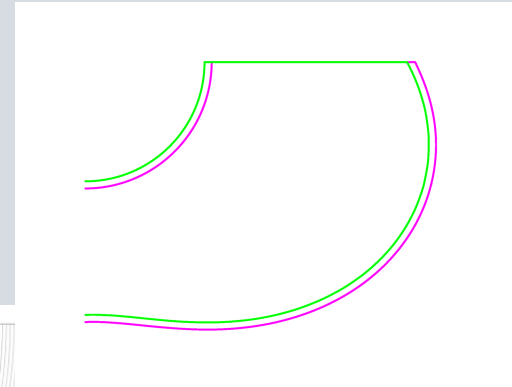
offset surfaces

	Design	Offset Curves							
Avg	3.1 fc	3.0 fc	3.1 fc	3.1 fc	3.0 fc	3.1 fc	3.0 fc	3.0 fc	3.0 fc
Max	5.0 fc	4.9 fc	5.0 fc	4.8 fc	4.9 fc	4.9 fc	4.8 fc	4.9 fc	4.8 fc
Min	1.2 fc	1.2 fc	1.2 fc	1.2 fc	1.2 fc	1.2 fc	1.2 fc	1.2 fc	1.2 fc
Max/Min	4.2	4.1	4.2	4.0	4.1	4.1	4.0	4.1	4.0
Avg/Min	2.6	2.5	2.6	2.6	2.5	2.6	2.5	2.5	2.5



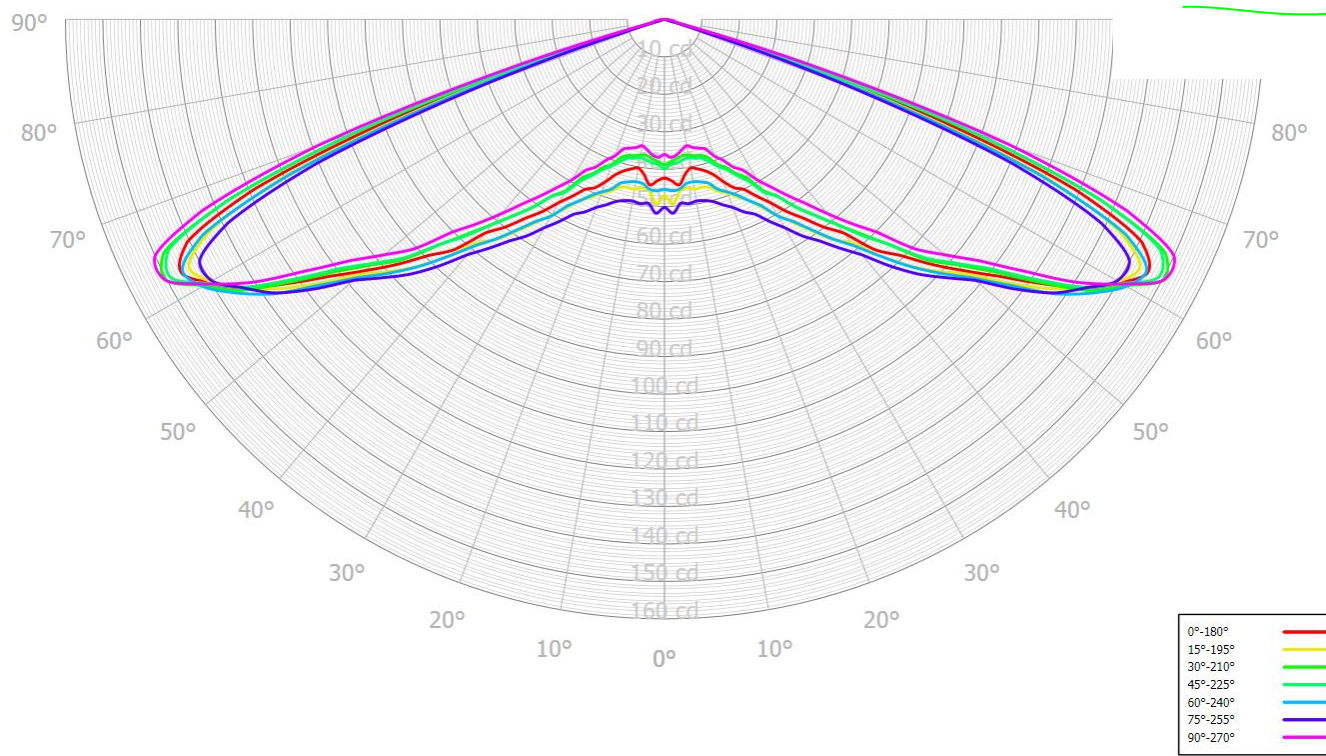
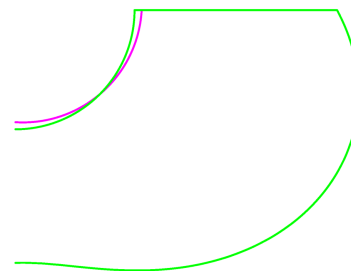
shifted positions

	Design	Position Shift		
Avg	3.1 fc	3.0 fc	3.1 fc	3.1 fc
Max	5.0 fc	4.7 fc	4.8 fc	5.3 fc
Min	1.2 fc	0.9 fc	1.2 fc	1.3 fc
Max/Min	4.2	5.2	4.0	4.1
Avg/Min	2.6	3.3	2.6	2.4

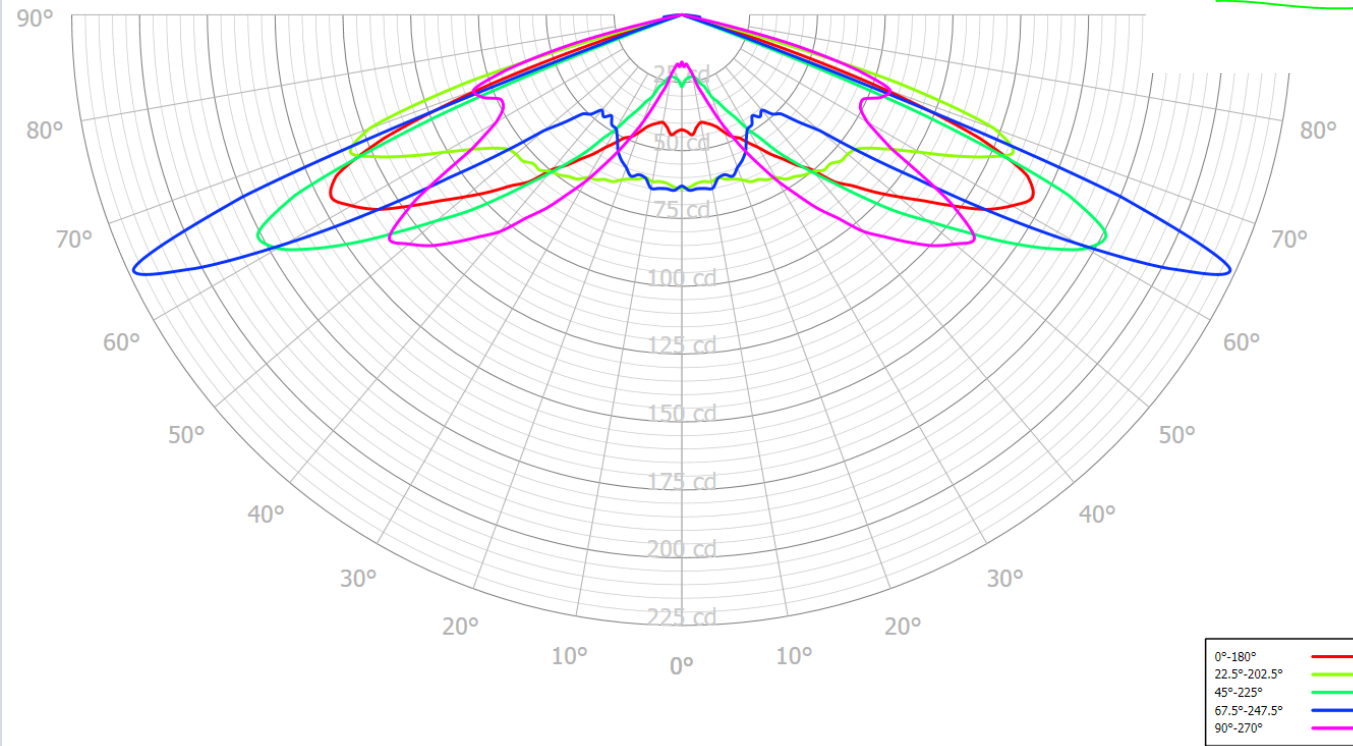
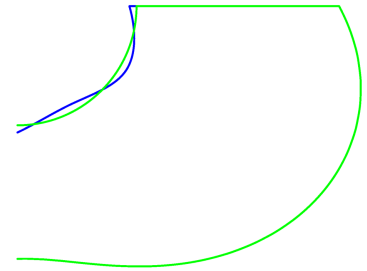


gradient shrink

	Design	One End Clamped Variations					
Avg	3.1 fc	3.1 fc	3.0 fc	3.0 fc	3.1 fc	3.1 fc	3.0 fc
Max	5.0 fc	5.2 fc	4.3 fc	4.4 fc	5.2 fc	5.7 fc	4.1 fc
Min	1.2 fc	1.0 fc	1.3 fc	1.3 fc	0.9 fc	0.8 fc	1.6 fc
Max/Min	4.2	5.2	3.3	3.4	5.8	7.1	2.6
Avg/Min	2.6	3.1	2.3	2.3	3.4	3.9	1.9



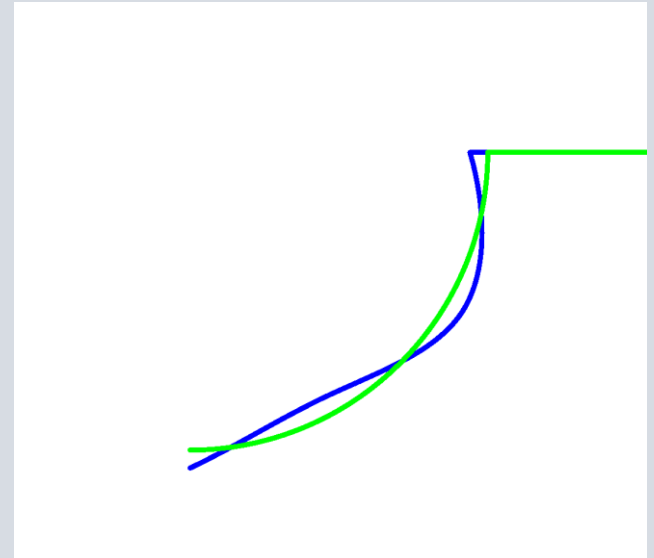
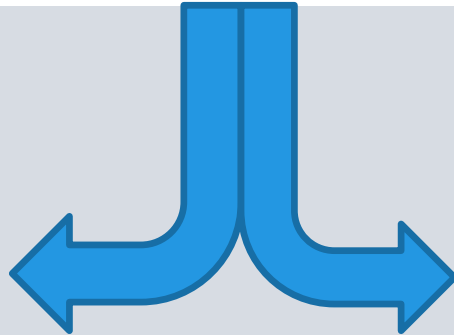
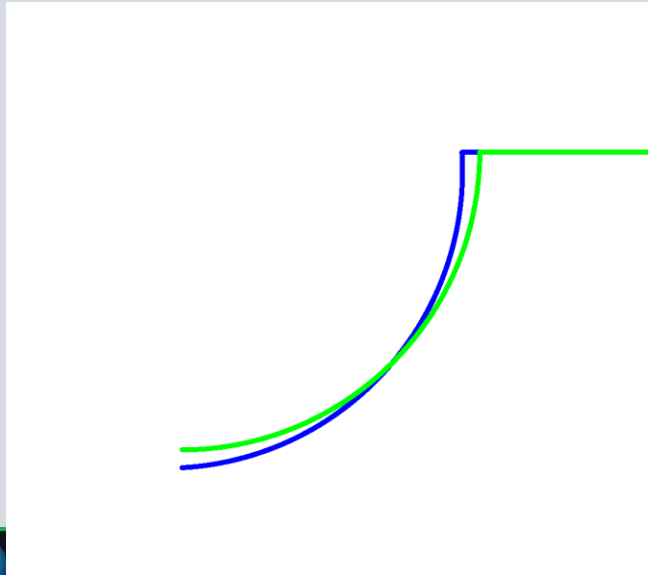
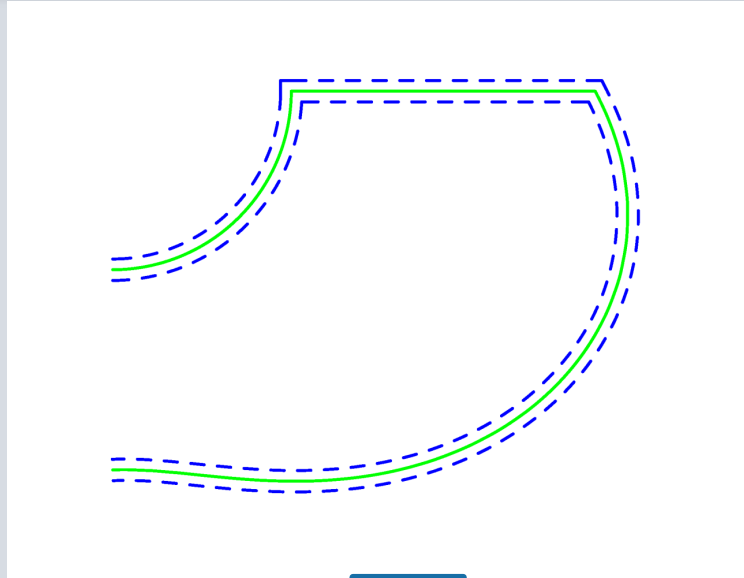
	Design	Multiple Wave Variations			
Avg	3.1 fc	3.1 fc	3.0 fc	3.0 fc	3.0 fc
Max	5.0 fc	7.2 fc	4.0 fc	7.4 fc	5.9 fc
Min	1.2 fc	2.1 fc	0.1 fc	0.4 fc	1.4 fc
Max/Min	4.2	3.4	40.0	18.5	4.2
Avg/Min	2.6	1.5	30.0	7.5	2.1



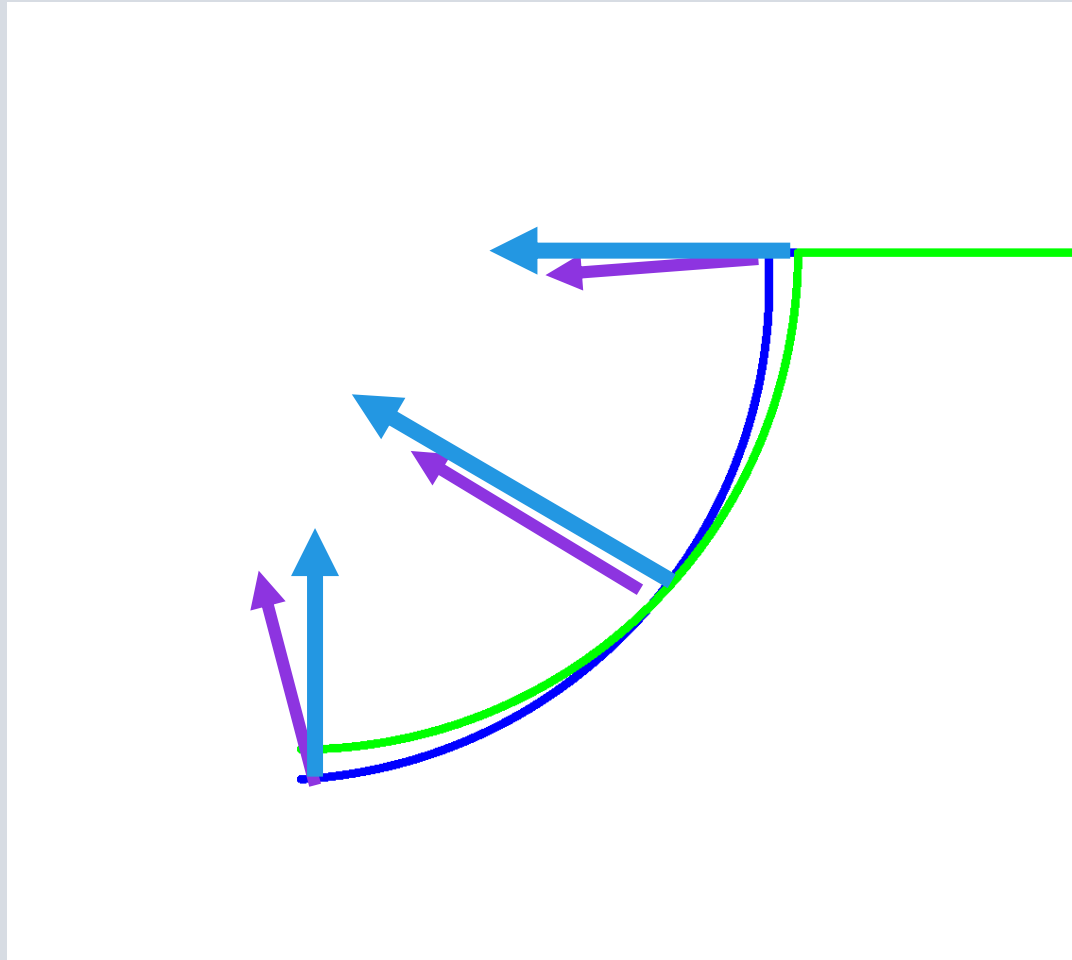
what's the point?



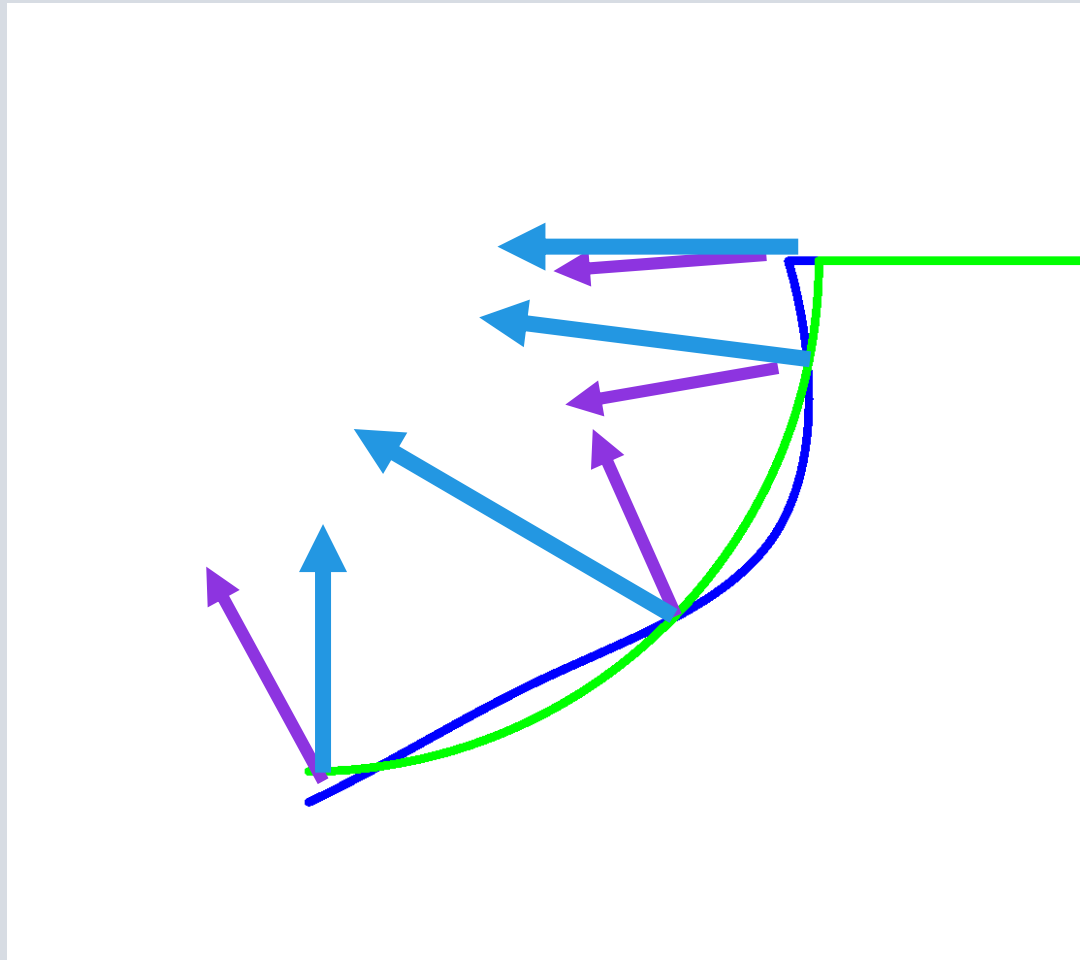
same tolerance – wildly different results



minimally variable surface normals



highly variable surface normals



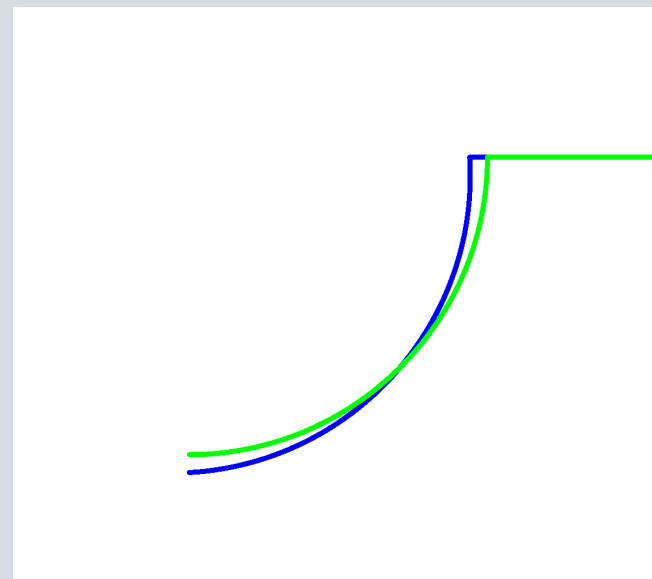
SO....

when a molder asks if $\pm 0.006''$ is
acceptable, the answer is **hard**

(and usually mine is “it depends”)



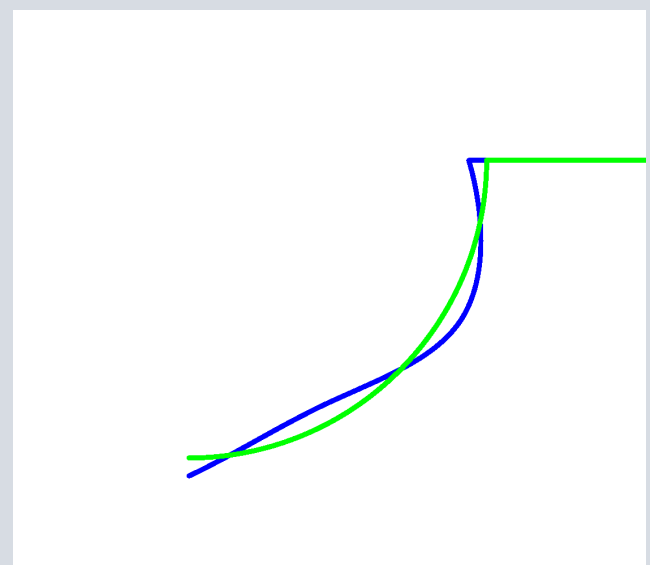
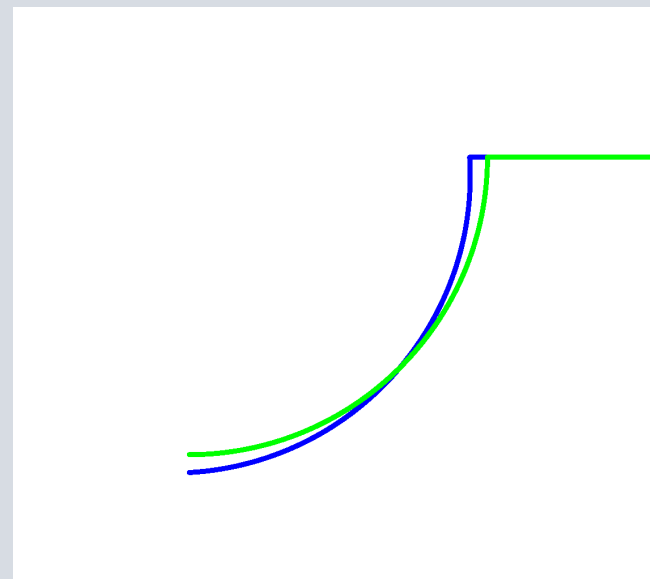
am I going to get this:



am I going to get this:



or this:



all I really want is to specify +/-
tolerance

+ *and* +

surface normal deviation
(slope error)

Thanks!

Questions?

ryan@ltioptics.com

