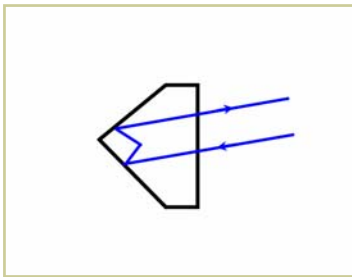


Corner Cube Retro-reflectors



Corner cubes provide two-dimensional retro-



reflection thereby sending an incoming beam of light back with a constant deviation of 180° regardless of the input angle.

Light incident on the face is transmitted through the cube and reflected twice off the cube corners to emerge from the face in the opposite direction.

The precision of retro-reflection depends on the accuracy of the cube angles and we offer three different degrees of precision providing a beam deviation of 180° within 2, 5 or 10 arcsec.

Total internal reflection occurs at the cube corners but to accommodate large angles of incidence the reflecting faces are coated with aluminium and then covered with a protective black paint. The entrance face can be anti-reflection coated if required, normally a broadband single layer coating is sufficient but other coatings may be applied.

Two different materials are offered:

UVFS ($n_d=1.458$)

BK7 ($n_d= 1.517$)

We can supply corner cubes in a wide range of sizes including: 6.35, 10.0, 12.7, 15.0, 20.0, 25.4, 38.1 or 50.8 mm. Please ask if you need other sizes.

Typical Specifications	
Material:	UVFS, BK7
Surface flatness:	$\lambda/4$ @ 633 nm
Surface quality:	40/20
Angular deviation:	< 2, 5 or 10 arcsec
Dimensions:	± 0.2 mm
Clear aperture:	> 85% of face

To request a quote or to order, please specify:

Quantity — Material — Diameter — Angular Deviation — AR Coating (if required)

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For a quotation — please phone, fax or email us with details of your requirements.