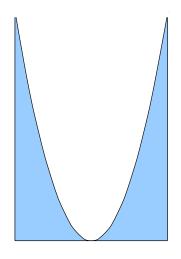
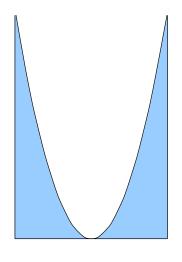


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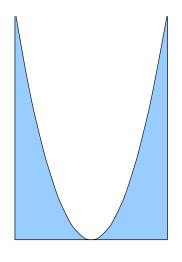
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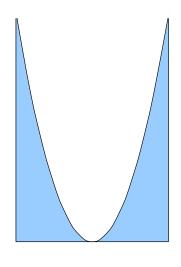


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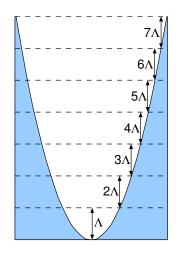
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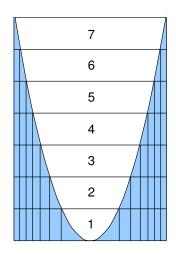
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aspect ratio too large for a stable structure and absorption would be too large!

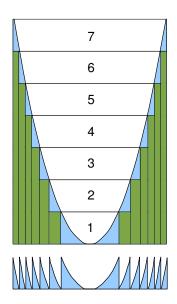


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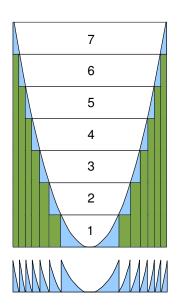
Each block of thickness  $\Lambda$  serves no purpose for refraction but only attenuates the wave.



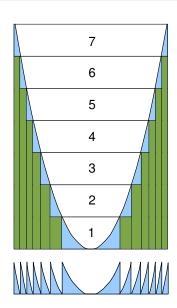
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This material can be removed and the remaining material collapsed to produce a Fresnel lens which has the same optical properties as the parabolic lens as long as  $f \gg N\Lambda$  where N is the number of zones.

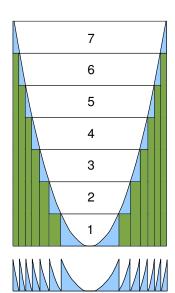


The outermost zones become very small and thus limit the overall aperture of the zone plate. The dimensions of outermost zone, N can be calculated by first defining a scaled height and lateral dimension



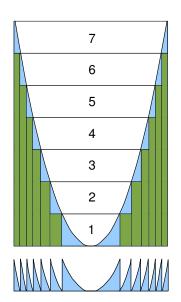
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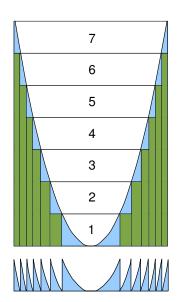
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Since  $\nu=\xi^2$ , the position of the  $N^{th}$  zone is  $\xi_N=\sqrt{N}$  and the scaled width of the  $N^{th}$  (outermost) zone is

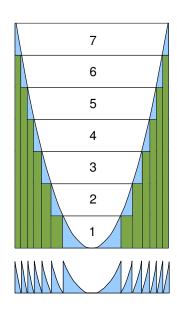


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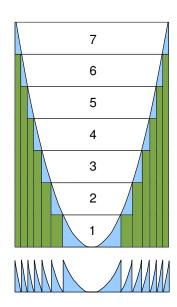
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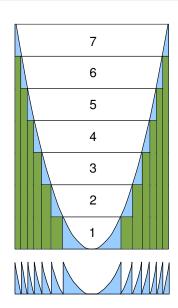
$$\Delta \xi_{N} = \xi_{N} - \xi_{N-1} = \sqrt{N} - \sqrt{N-1}$$



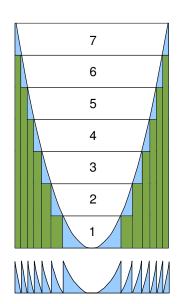
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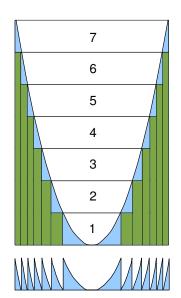
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The diameter of the entire lens is thus

$$2\xi_N = 2\sqrt{N} = \frac{1}{\Delta \xi_N}$$

$$\Delta x_{N} = \Delta \xi_{N} \sqrt{2 \lambda_{o} f}$$

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In terms of the unscaled variables

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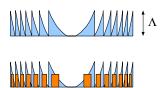
$$\Delta x_N = 5 \times 10^{-7} \text{m}$$
  $d_N = 2 \times 10^{-4} \text{m} = 100 \mu \text{m}$ 

### Making a Fresnel Zone Plate



The specific shape required for a zone plate is difficult to fabricate, consequently, it is convenient to approximate the nearly triangular zones with a rectangular profile.

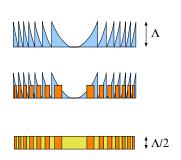
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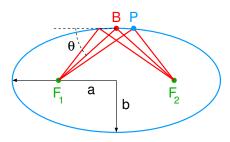


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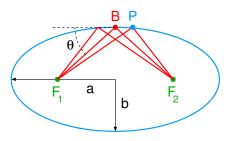
In practice, since the outermost zones are very small, zone plates are generally fabricated as alternating zones (rings for 2D) of materials with a large Z-contrast, such as Au/Si or W/C.

This kind of zone plate is not as efficient as a true Fresnel lens would be in the x-ray regime. Nevertheless, efficiencies up to 35% have been achieved.

The shape of an ideal mirror is an ellipse, where any ray coming from one focus will be projected to the second focus.

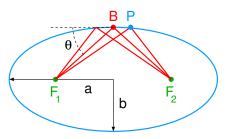


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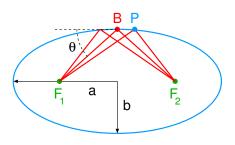
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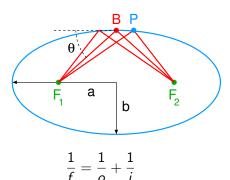
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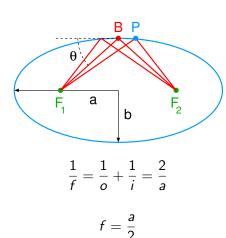
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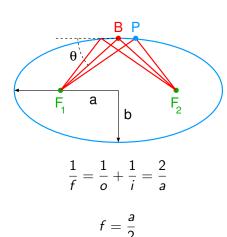
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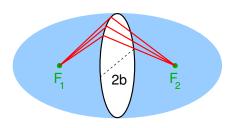
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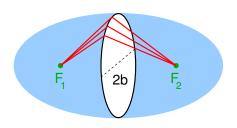


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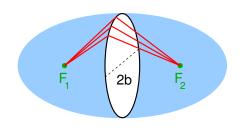
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