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2.4. Some Useful Relations
 2.4.1 The Spherometer Formula; 2.4.2 Some Useful Formulas; 2.4.3 The Intersection Height of Two Spheres; 2.4.4 The Volume of a Lens; 2.4.5 Solution for Last Radius to Give a Stated uprime; 2.5. Cemented Doublet Objective; 2.6. Ray Tracing at a Tilted Surface; 2.6.1 The Ray Tracing Equations; 2.6.2 Example of Ray Tracing through a Tilted Surface; 2.7. Ray Tracing at an Aspheric Surface;
 Chapter 3: Paraxial Rays and First-Order Optics; 3.1. Tracing a Paraxial Ray; 3.1.1 The Standard Paraxial Ray Trace; 3.1.2 The ($y - nu$) Method; 3.1.3 Inverse Procedure
 3.1.4 Angle Solve and Height Solve Methods
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 3.5.4 A Four-Lens Optically Compensated Zoom System

Sommario/riassunto

Thoroughly revised and expanded to reflect the substantial changes in the field since its publication in 1978
 Strong emphasis on how to effectively use software design packages, indispensable to today's lens designer
 Many new lens design problems and examples - ranging from simple lenses to complex zoom lenses and mirror systems - give insight for both the newcomer and specialist in the field
 Rudolf Kingslake is regarded as the American father of lens design; his book, not revised since its publication in 1978, is viewed as a classic in the field. Naturally
