

MODELING LED LIGHTING COLOR EFFECTS IN MODERN OPTICAL ANALYSIS SOFTWARE

LED Professional Magazine Webinar

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Presenter

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- **Lambda Research Corporation**

Celebrating our 22nd year. Makers of TracePro, TracePro Bridge for SolidWorks, and OSLO optical design and analysis software.

Outline

- Introduction
- What is color?
- Color metrics
- Color effects in LED lighting
- Examples
- Questions and Answers

Introduction

Introduction

- Goals
 - To show how modern optical design and analysis software can be used to model and predict the color effects in LED lighting systems.
 - This can help to shorten the design process, speed time to market, and reduce development costs by allowing new designs to be created and analyzed virtually, possibly delaying the need for actual prototypes to much further along in the design process.

Introduction

- What do we need to achieve these goals?
- A good optical analysis software program
- An accurate 3D solid model of the LED lighting system including accurate surface and material properties
- An accurate source model, either a surface source model or a rayfile
- Trace enough rays to get an accurate answer

What is Color?

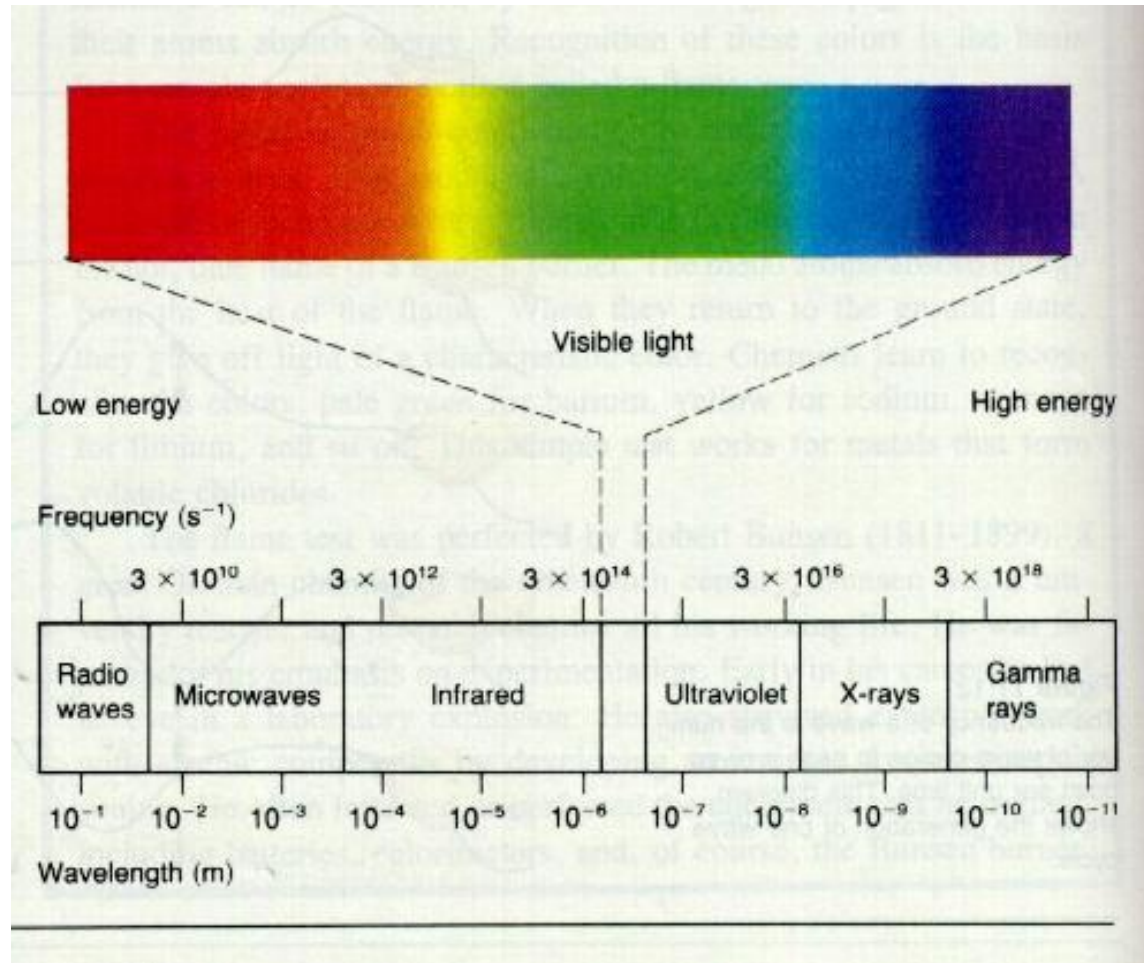
What is Color?

- **Color** (American English) or **colour** (British English; see [spelling differences](#)) is the [visual perceptual property](#) corresponding in [humans](#) to the categories called *red*, *blue*, *yellow*, etc. Color derives from the [spectrum of light](#) (distribution of [light](#) power versus [wavelength](#)) interacting in the eye with the spectral sensitivities of the [light receptors](#). Color categories and physical specifications of color are also associated with objects or materials based on their physical properties such as light absorption, reflection, or emission spectra. By defining a [color space](#) colors can be identified numerically by their coordinates.

Source: Wikipedia

What is Color?

- Visible light spectrum



What is Color?

- Color is an product of:
 - Material properties – glass type, plastic type, color filters
 - Surface properties – paint, coatings, mirror surfaces
 - Source lighting – spectrum and intensity of source illumination
 - Ambient lighting – spectrum and intensity of surrounding light
 - Human Eye effects – color blindness
 - Plus additional factors

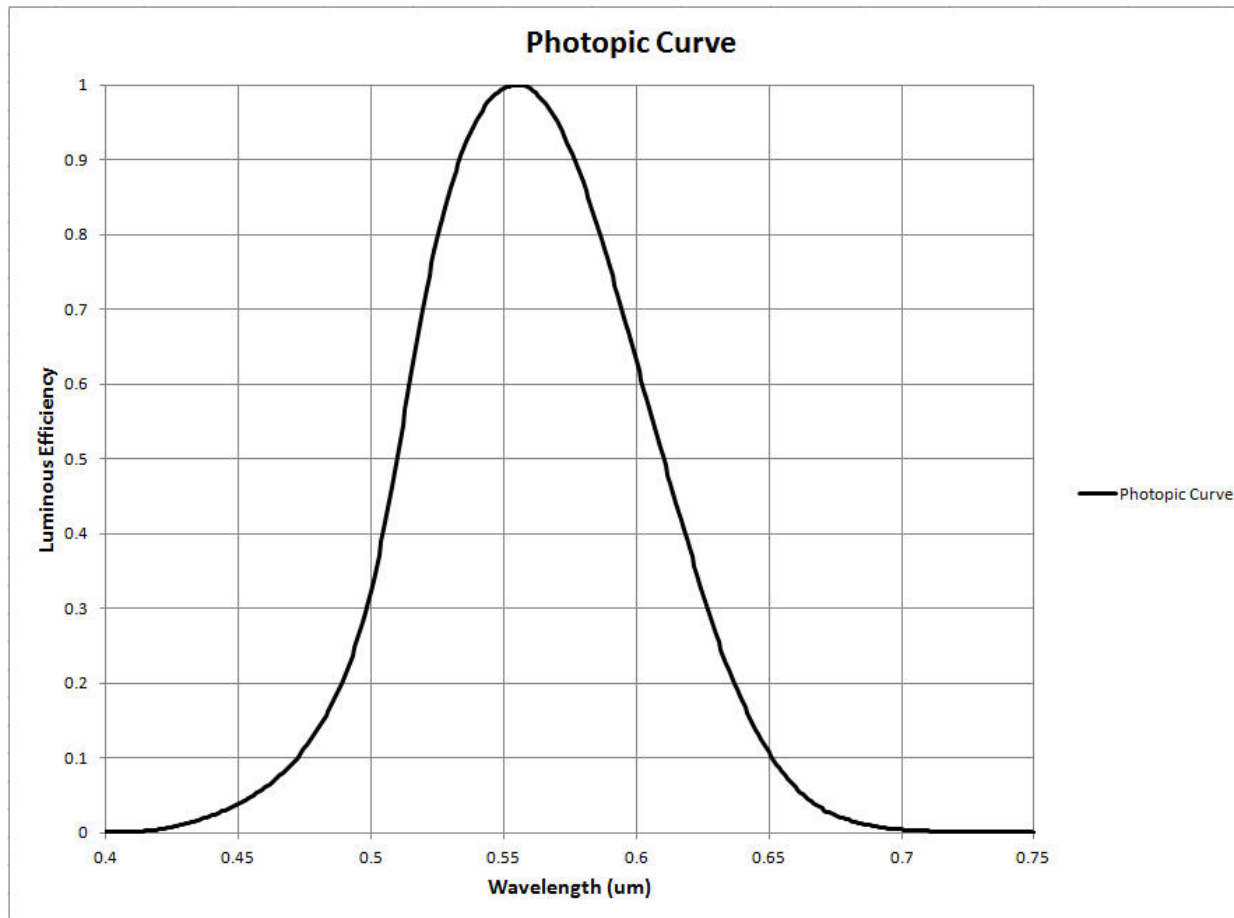
Color Metrics

Color Metrics

- Photometry
 - Photometry is the measurement of light as it is perceived by the human eye
 - The human eye is sensitive to light from about 0.4 – 0.75 μ m, 400-750nm. This is known as visible light.
 - Peak sensitivity for a light adapted eye is at \approx 0.555 μ m
 - Standard unit of visible, or luminous, flux is the **lumen (lm)**

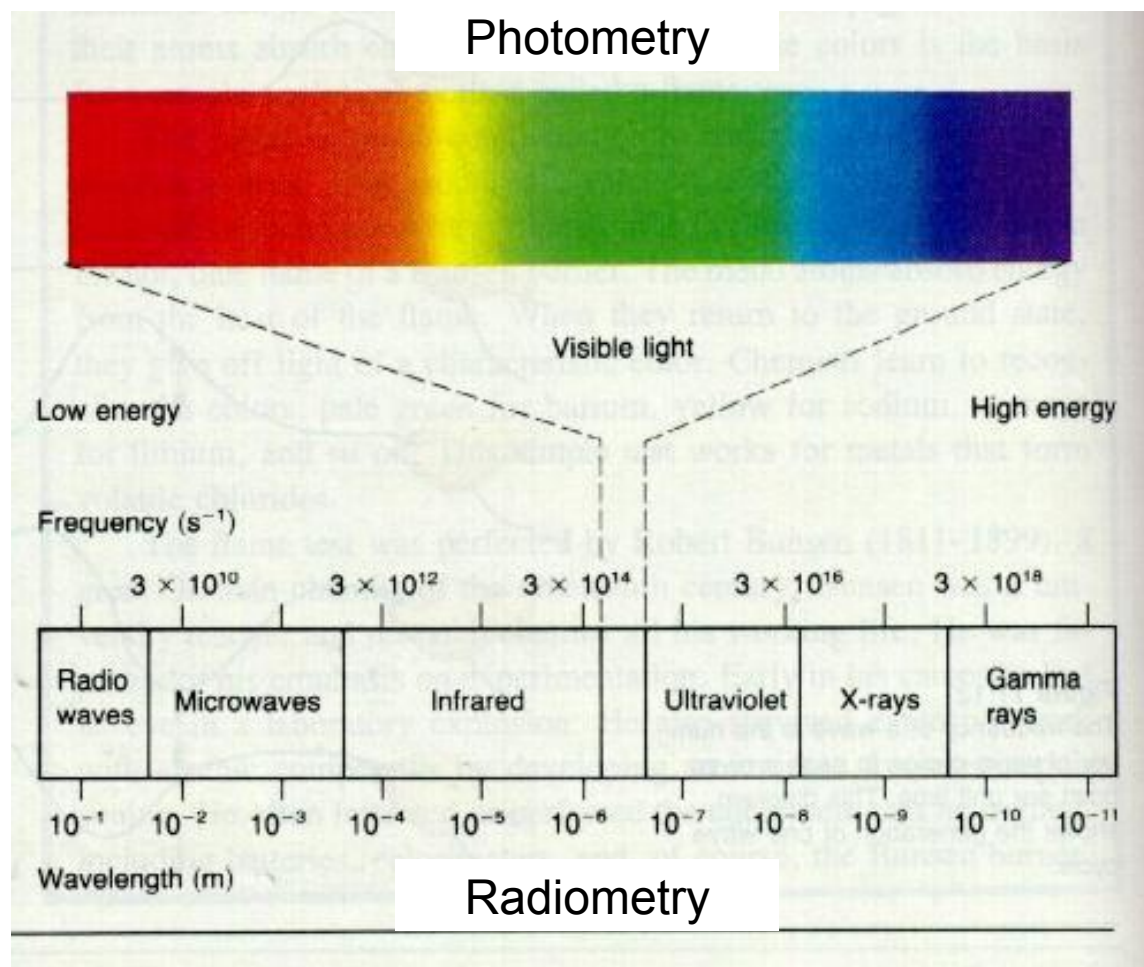
Color Metrics

- Photopic Curve – Light Adapted Eye



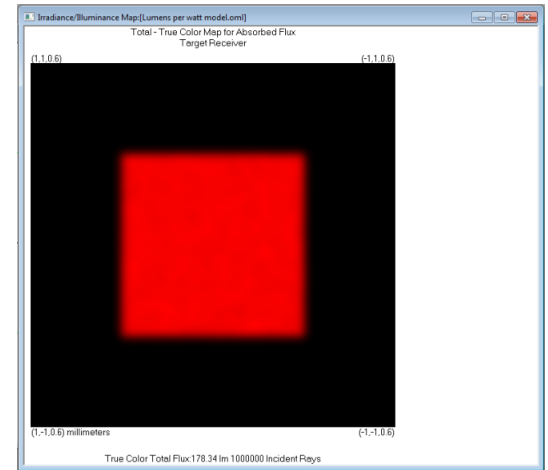
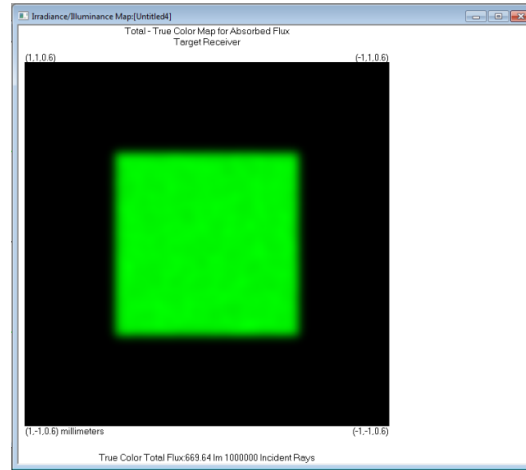
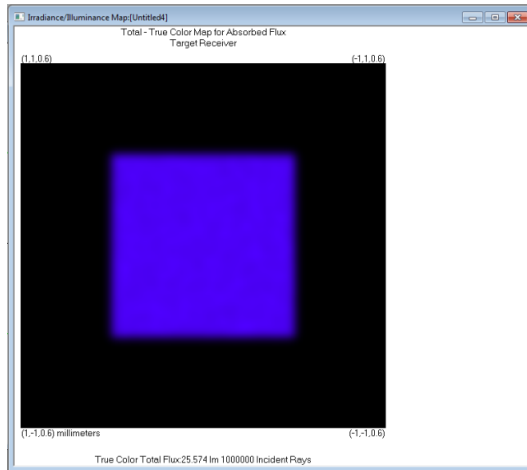
Color Metrics

- Radiometry and Photometry



Color Metrics

- Lumens/watt conversion



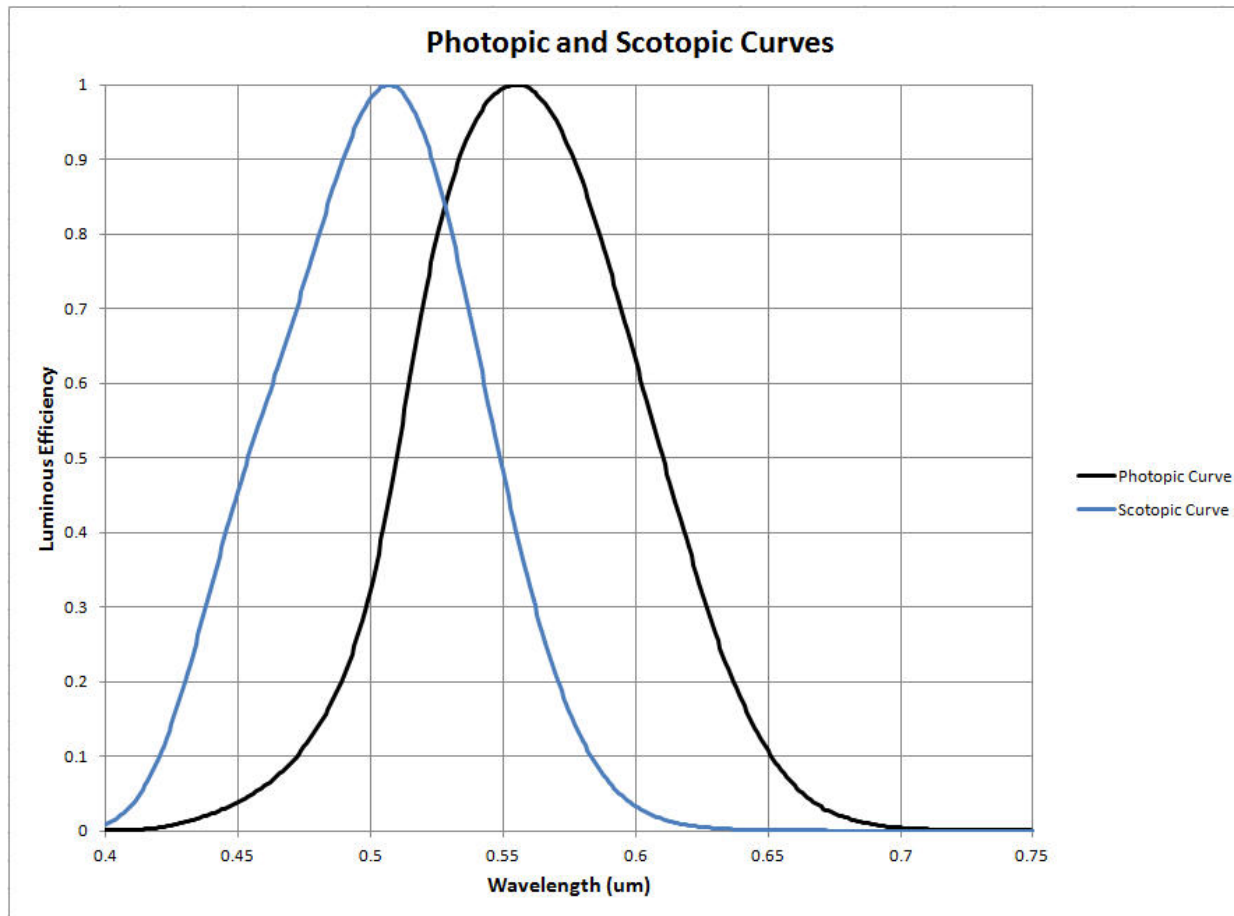
$\lambda = 0.45\mu\text{m}$
1 watt \approx 25.5 lumens

$\lambda = 0.55\mu\text{m}$
1 watt \approx 670 lumens

$\lambda = 0.63\mu\text{m}$
1 watt \approx 178 lumens

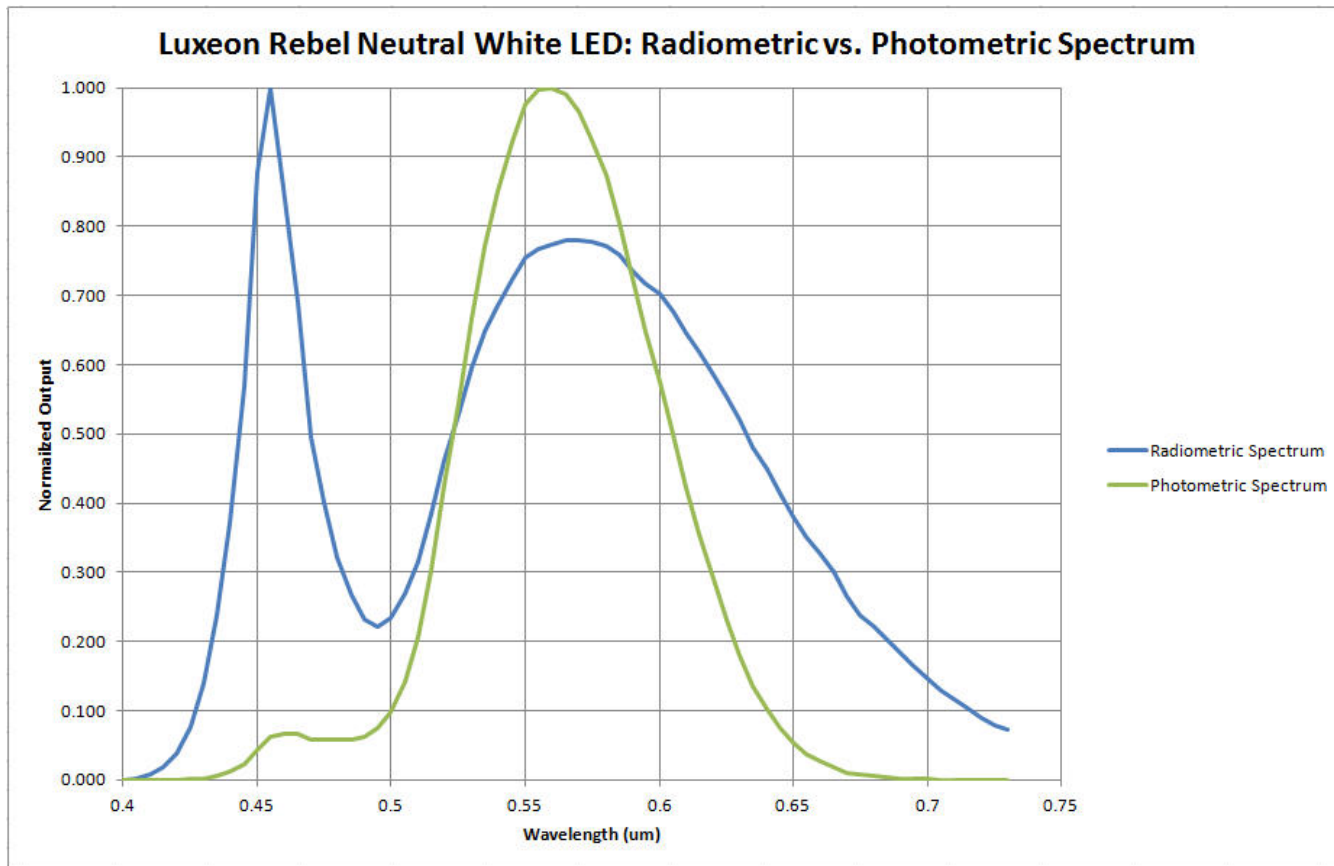
Color Metrics

- Scotopic Curve – Dark Adapted Eye



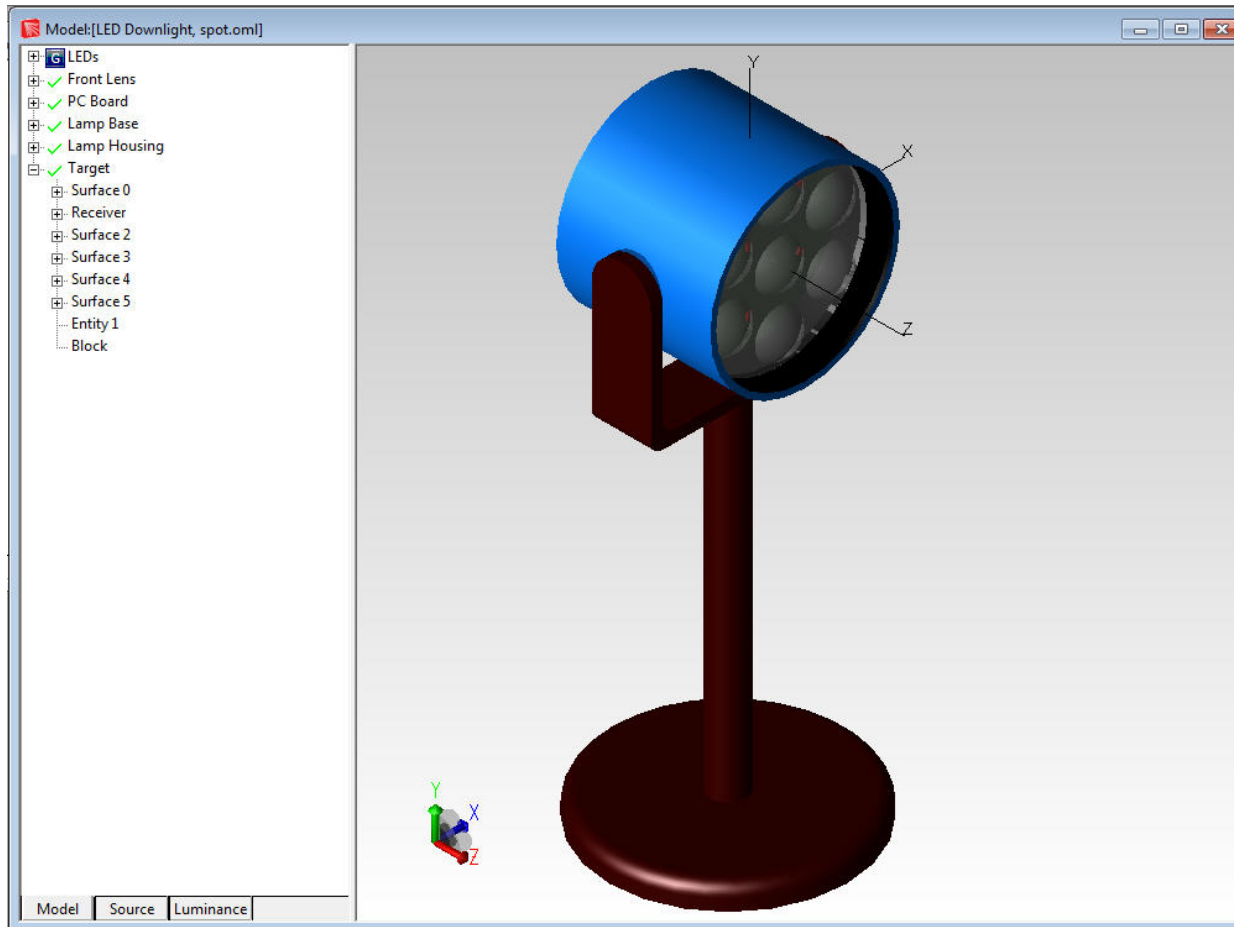
Color Metrics

- Radiometric vs. Photometric Spectrums



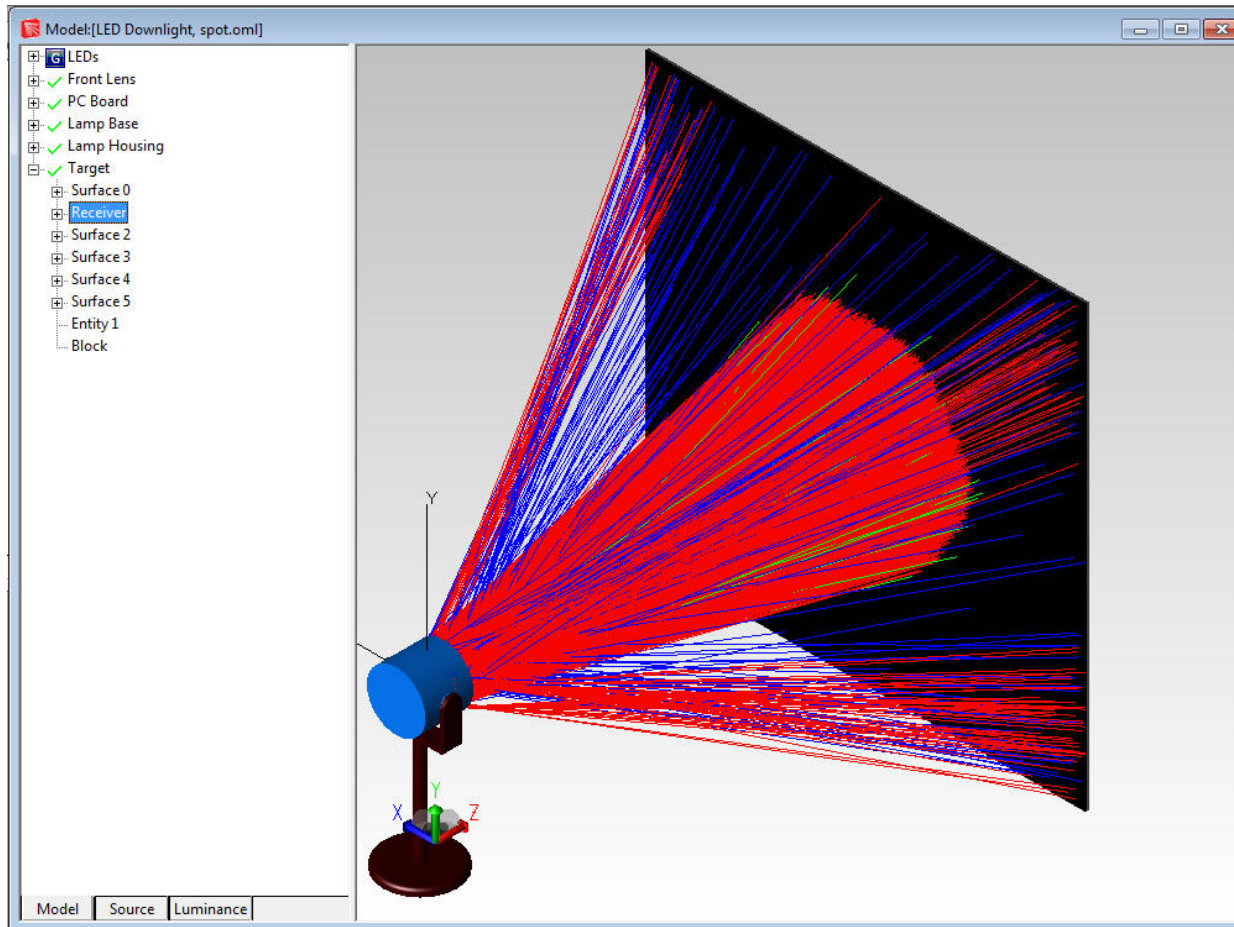
Color Metrics

- LED spot light example



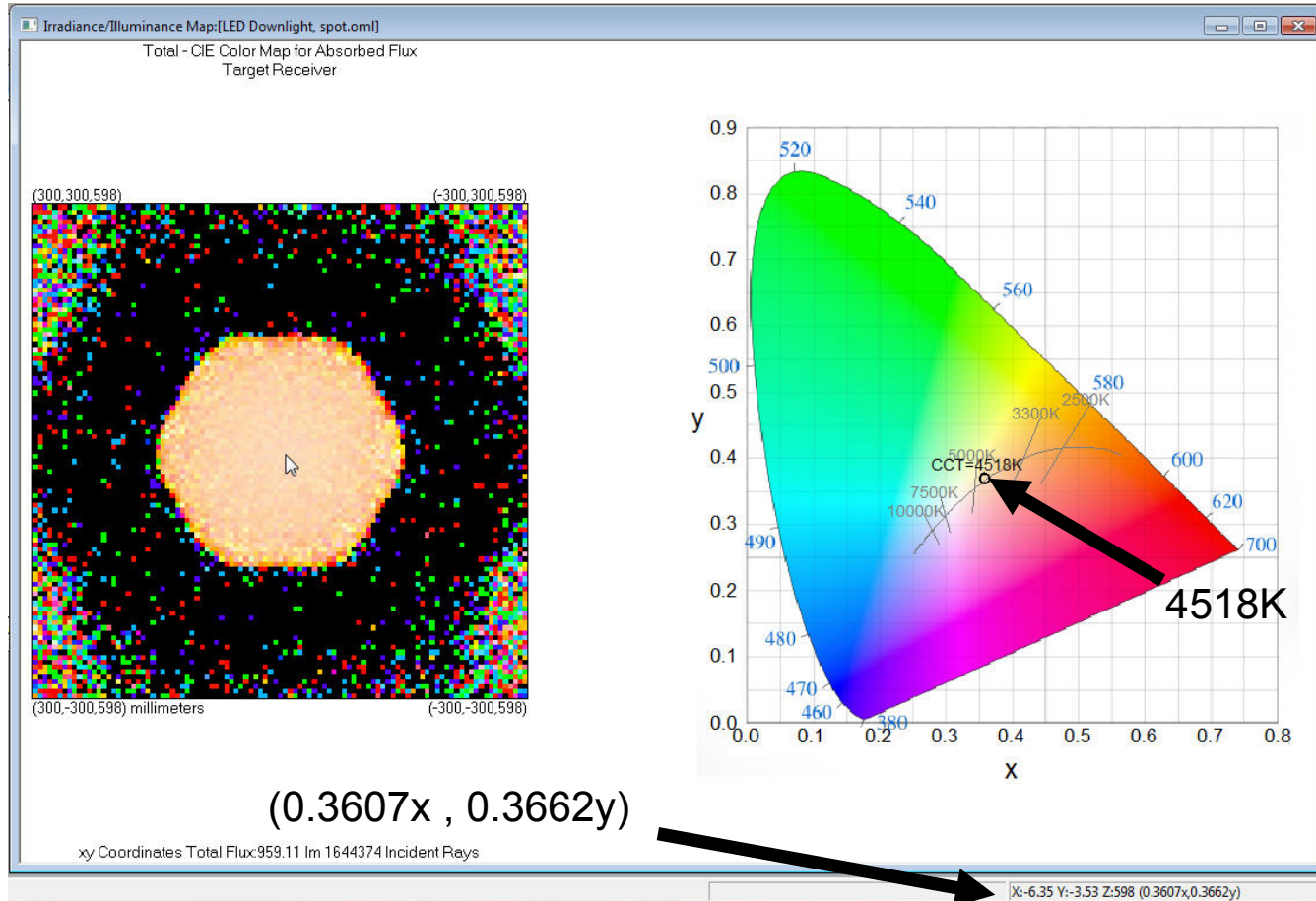
Color Metrics

- LED spot light example with representative rays



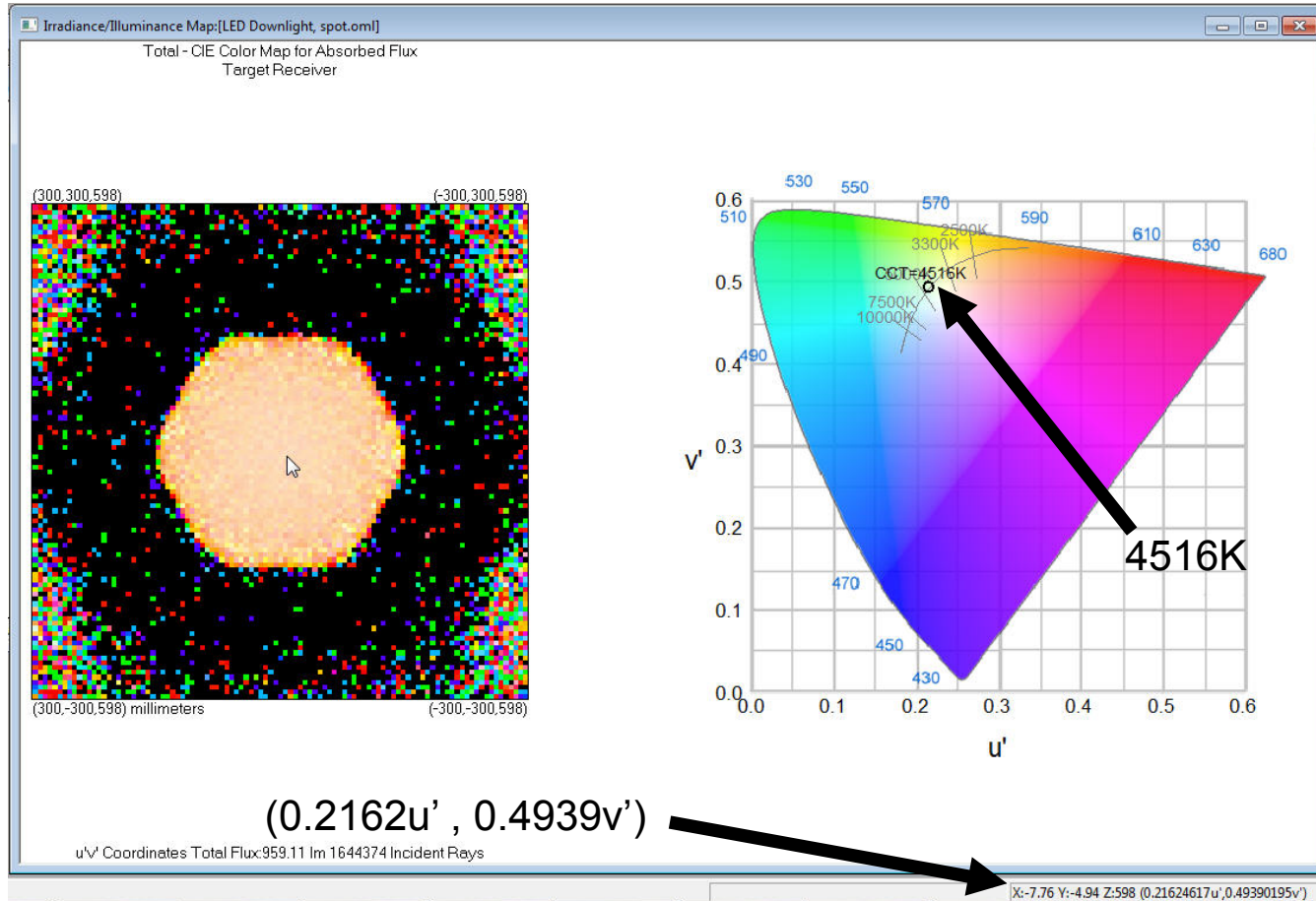
Color Metrics

- Color Coordinates – CIE 1931 xy



Color Metrics

- Color Coordinates – CIE 1975 $u'v'$



Color Metrics

- LED spot light example – Spectrum from LED datasheet
- Osram Luxeon Rebel – Neutral White

LXML-PW31 (5000K), LXML-PW21 (5700K) and LXML-PW11 (6500K)
at Test Current, Thermal Pad Temperature = 25°C

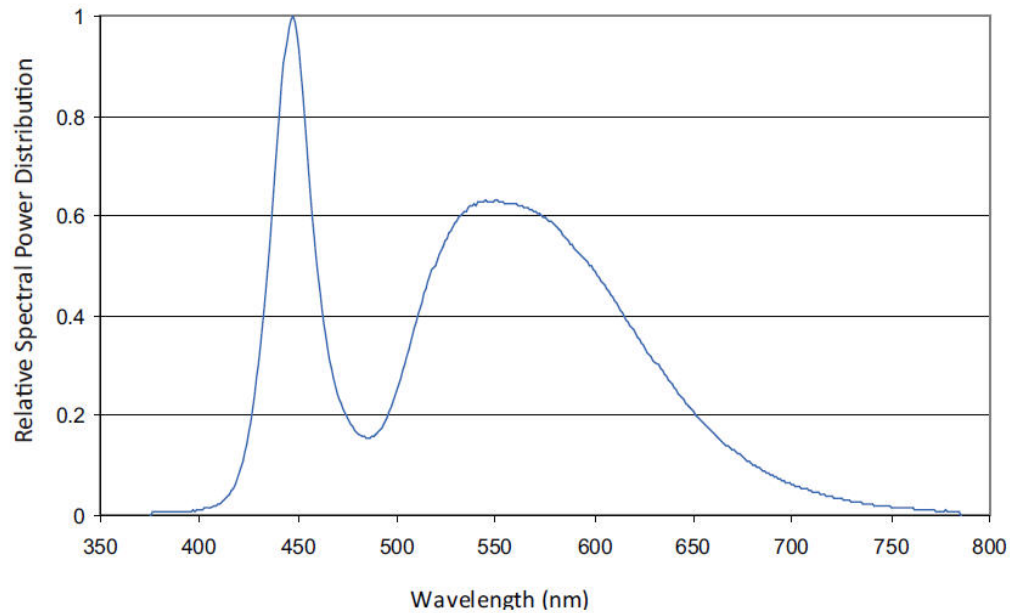
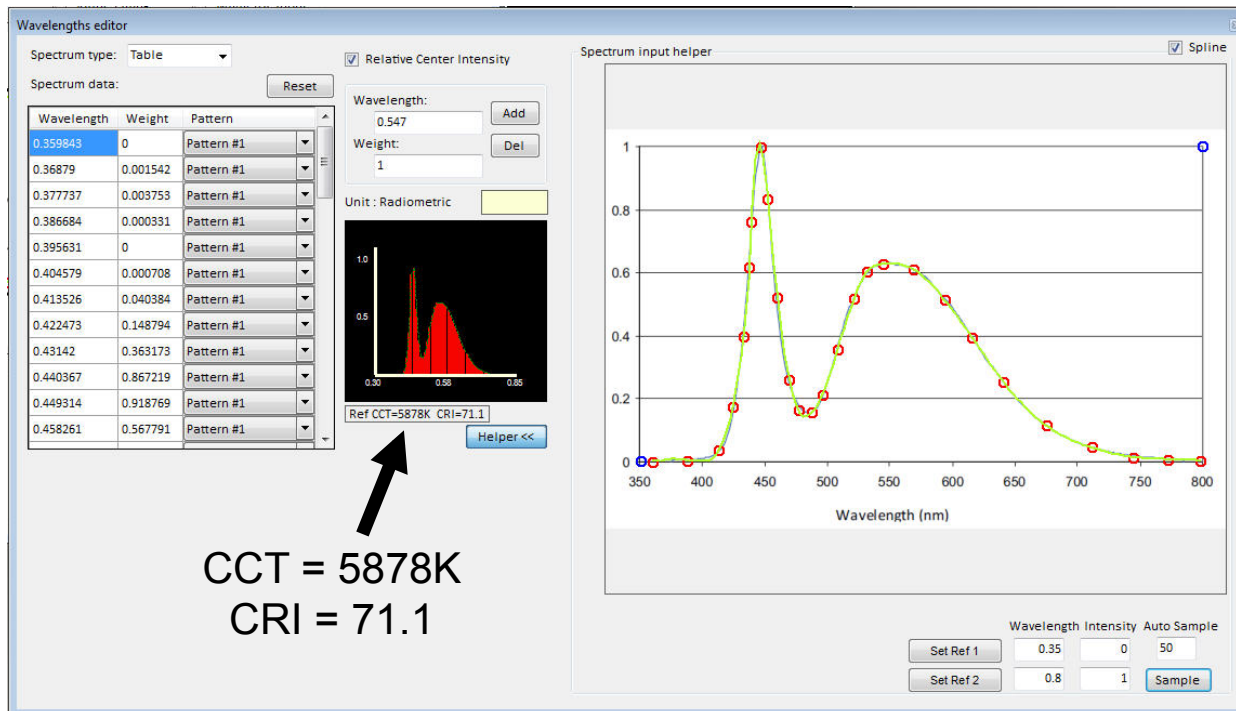


Figure 13. Color spectrum of LXML-PW31, LXML-PW21 and LXML-PW11 emitters, integrated measurement.

Color Metrics

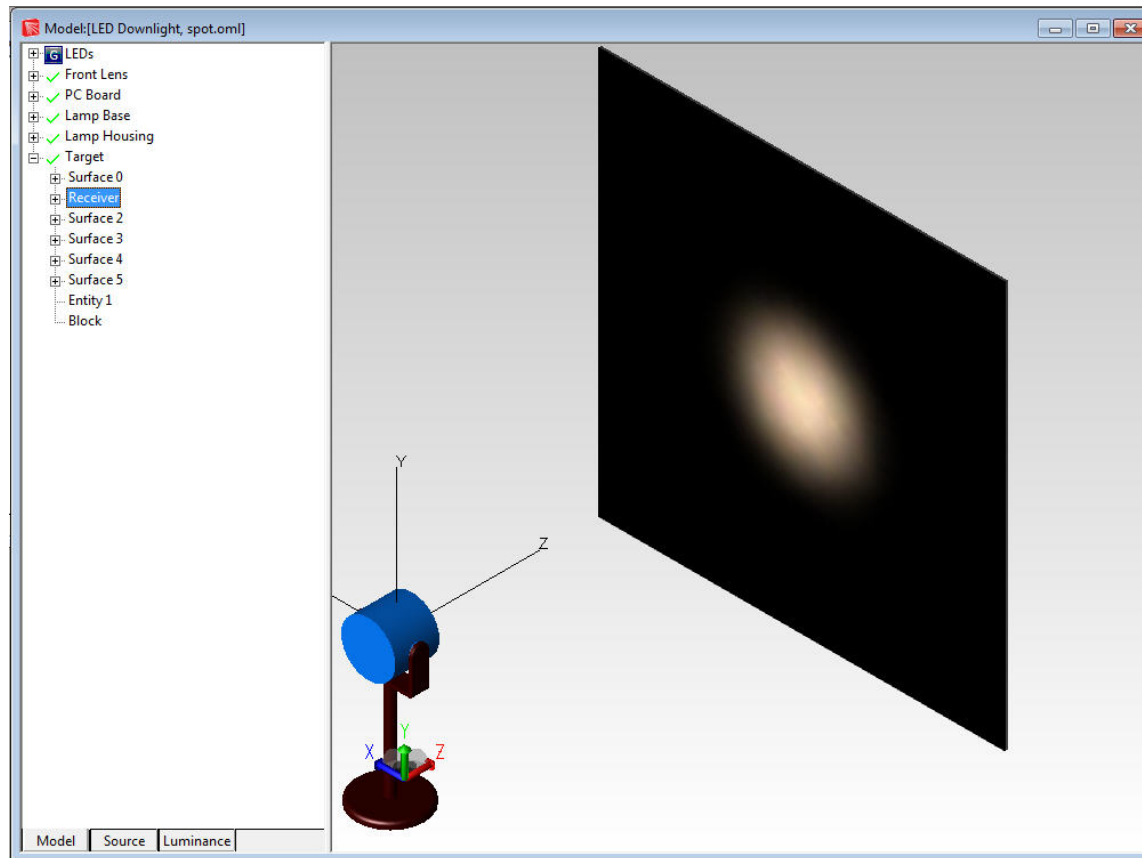
- Color Rendering Index (CRI)
- Describes how accurately a source will reproduce colors compared to a standard source. Value ranges from 0-100. The higher the value, the more accurate the color rendition.



CCT = 5878K
CRI = 71.1

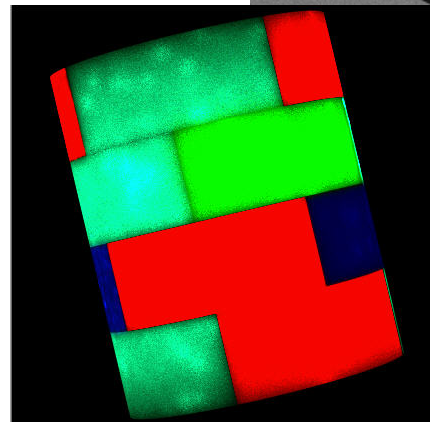
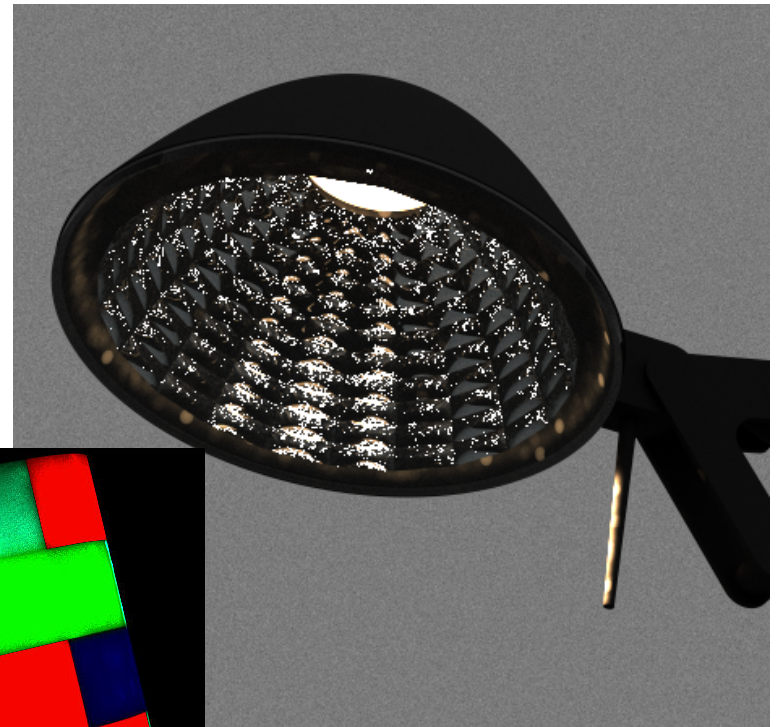
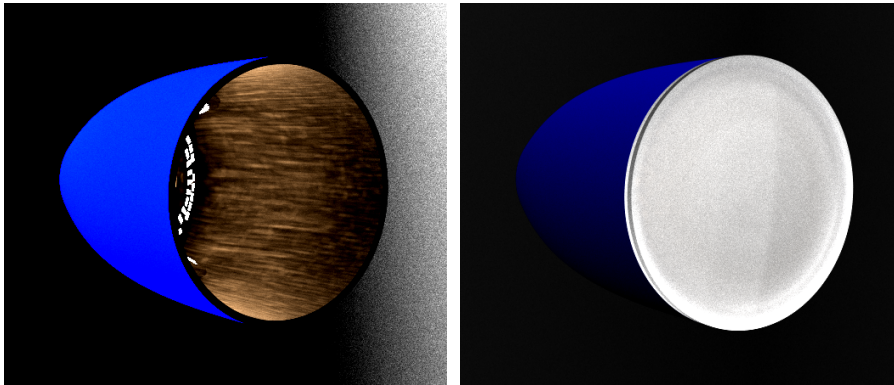
Color Metrics

- TrueColor – RGB values
 - Shows an 8-bit RGB representation of the light falling on a surface



Color Metrics

- Photorealistic rendering
 - Presents a lit appearance view of the luminaire or illuminated surface. Used to show how the light will appear to a viewer.



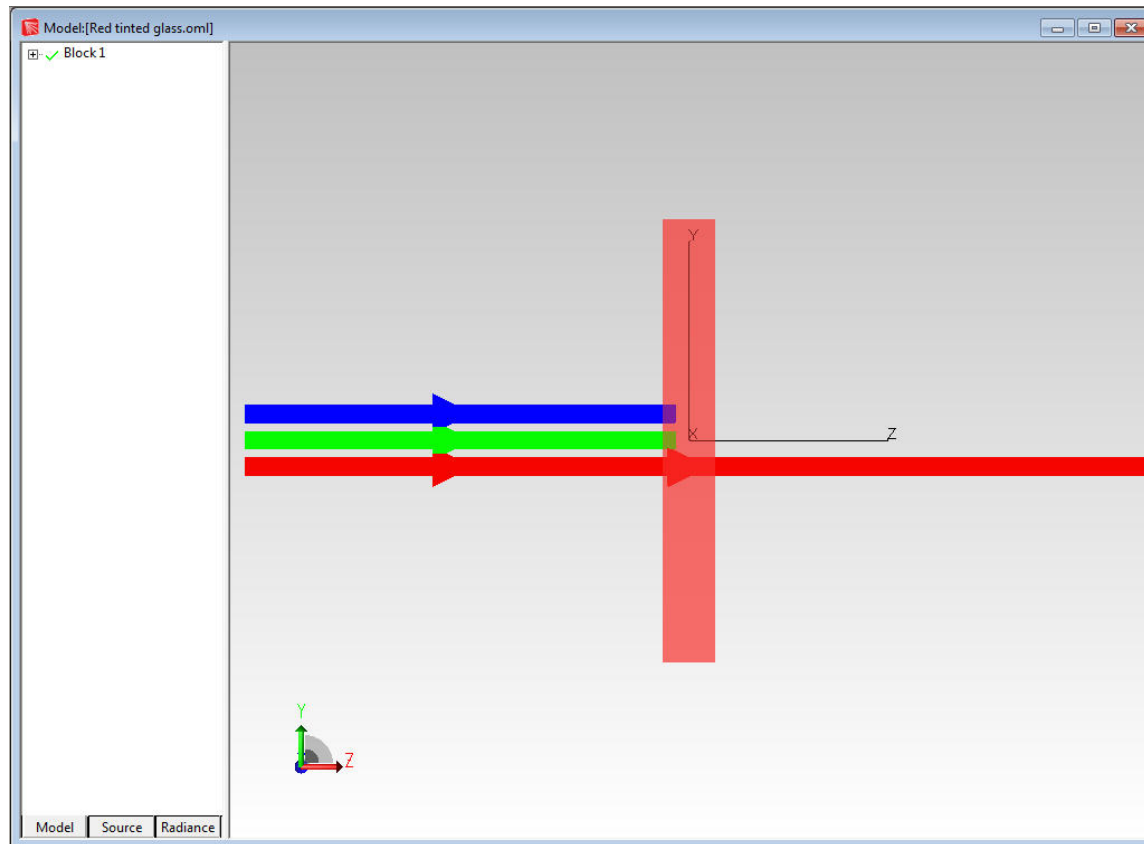
Color Effects in LED Lighting

Color Effects in LED Lighting

- Factors that can effect color in LED lighting systems
 - Transmission
 - Reflection
 - Refraction
 - Coatings
 - Chromatic aberration
 - Diffraction/Interference
 - Fluorescence

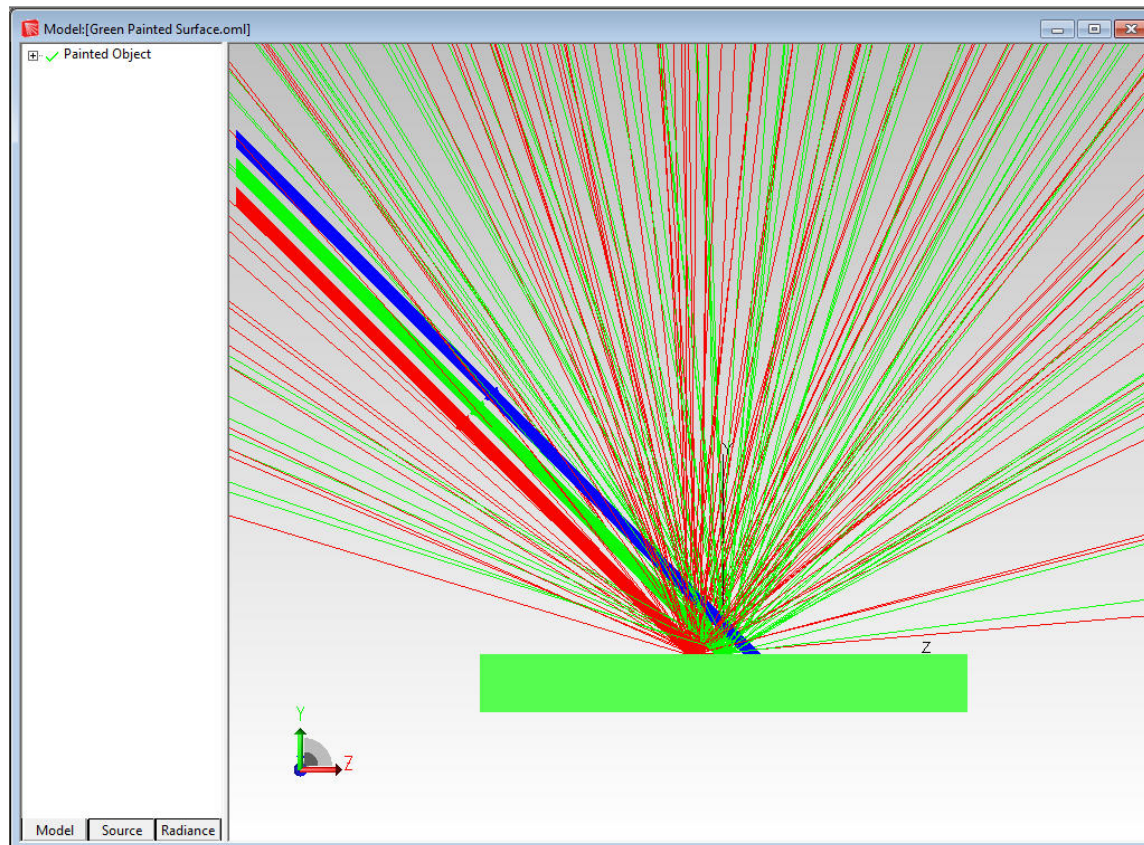
Color Effects in LED Lighting

- Transmission
 - The transmission and absorption of a material as a function of wavelength can affect the color. Red colored glass shown below.



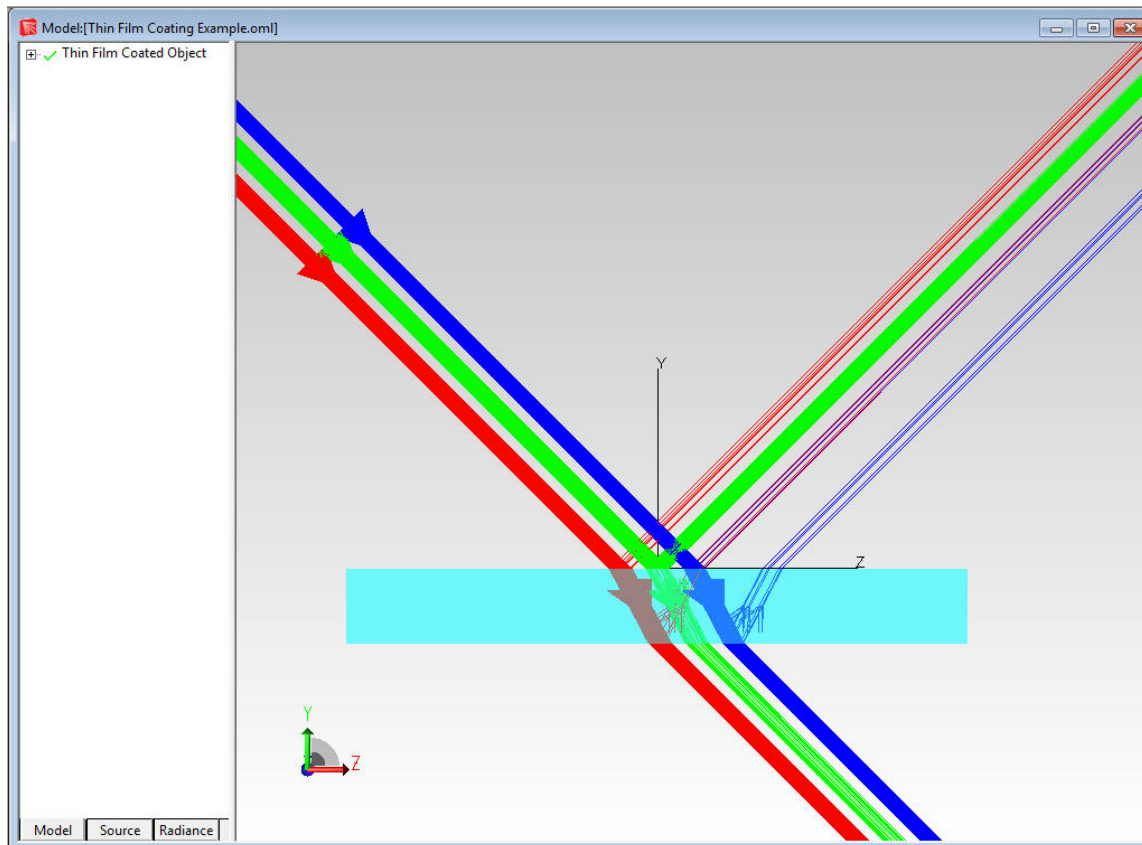
Color Effects in LED Lighting

- Reflection
 - The reflection and absorption of a material as a function of wavelength can affect the color. A green painted surface is shown below.



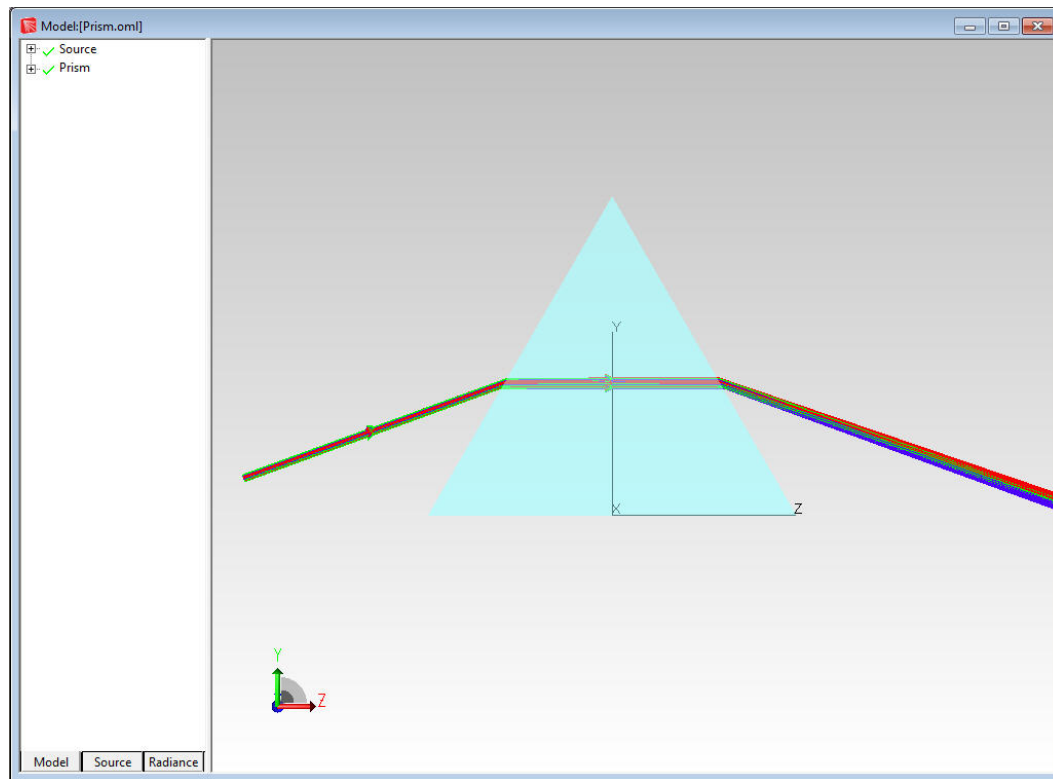
Color Effects in LED Lighting

- Coatings
 - Coatings such as thin film coatings can exhibit a combination of reflection, transmission, and absorption. A Cold Mirror coating is shown below.



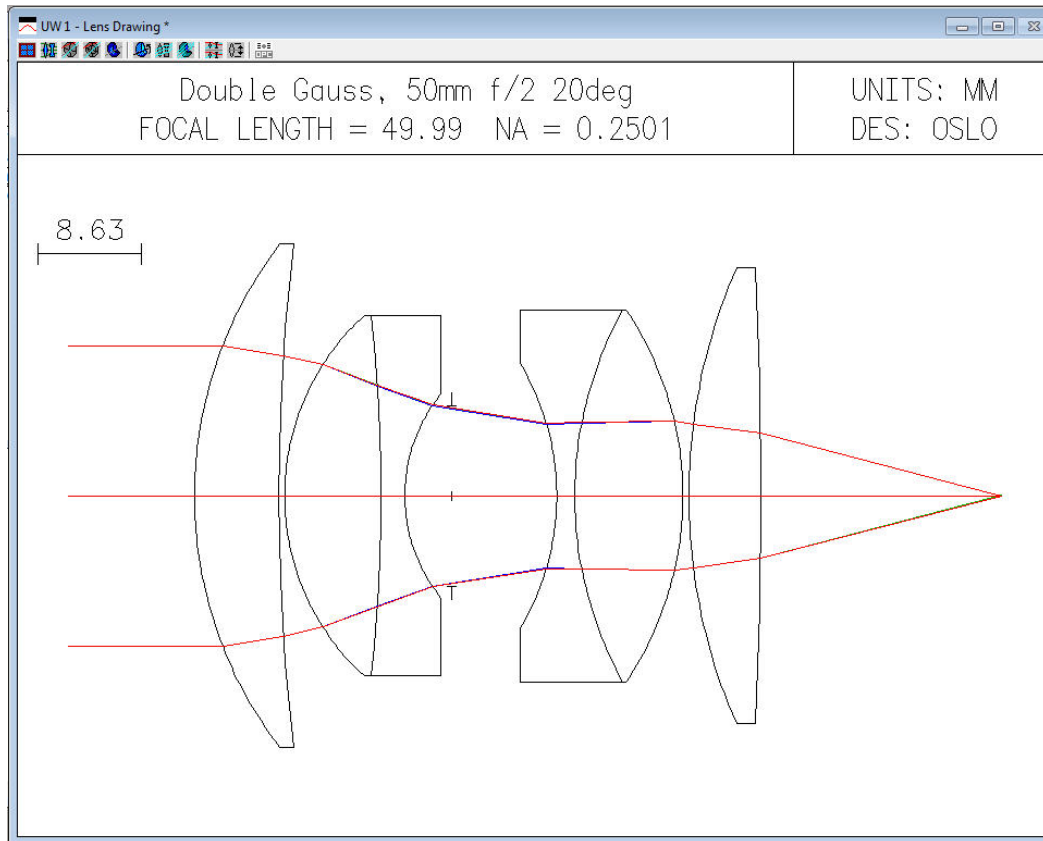
Color Effects in LED Lighting

- Refraction
 - Light is bent at angles as a function of wavelength and difference in index of refraction between incident and surrounding medium according to Snell's Law.



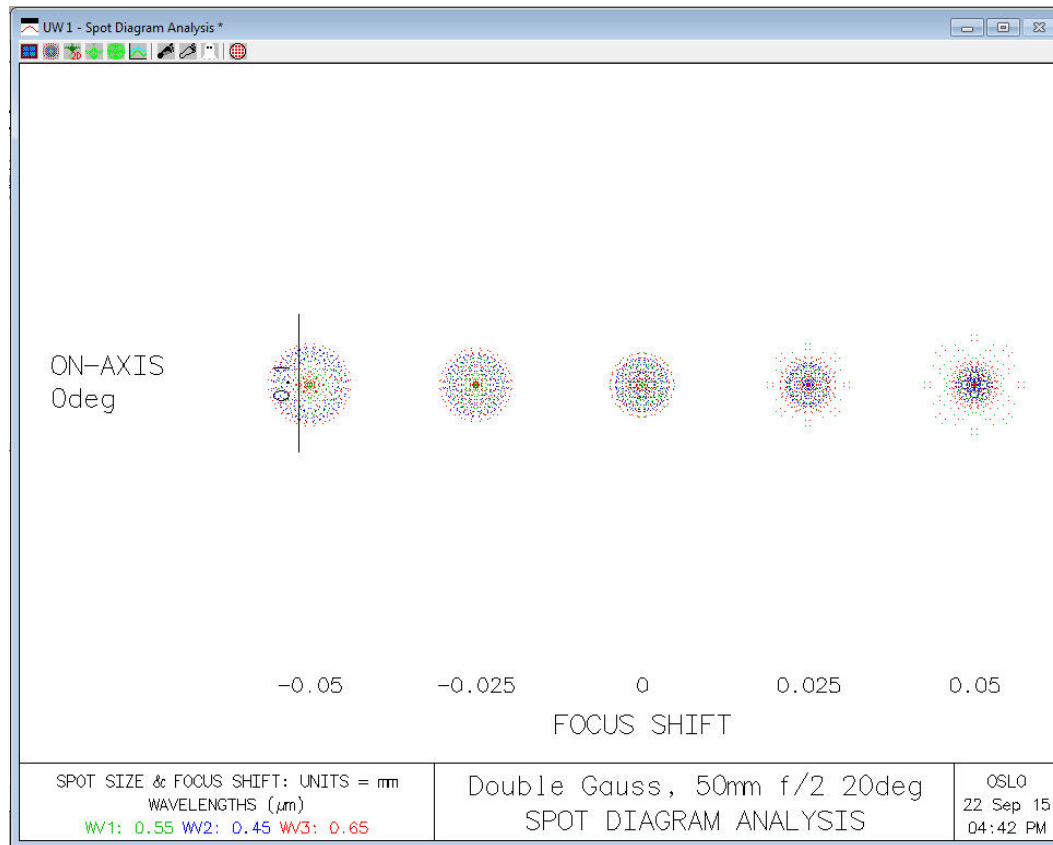
Color Effects in LED Lighting

- Chromatic Aberration
 - Lenses will focus light of different wavelengths to different points due to the differences in index of refraction for the different wavelengths.



Color Effects in LED Lighting

- Chromatic Aberration
 - Lenses will focus light of different wavelengths to different points due to the differences in index of refraction for the different wavelengths.



Color Effects in LED Lighting

- Fluorescence
 - Fluorescence from LED phosphors can create rings of different colors around the central illumination spot of an LED due to light leakage through the phosphor.



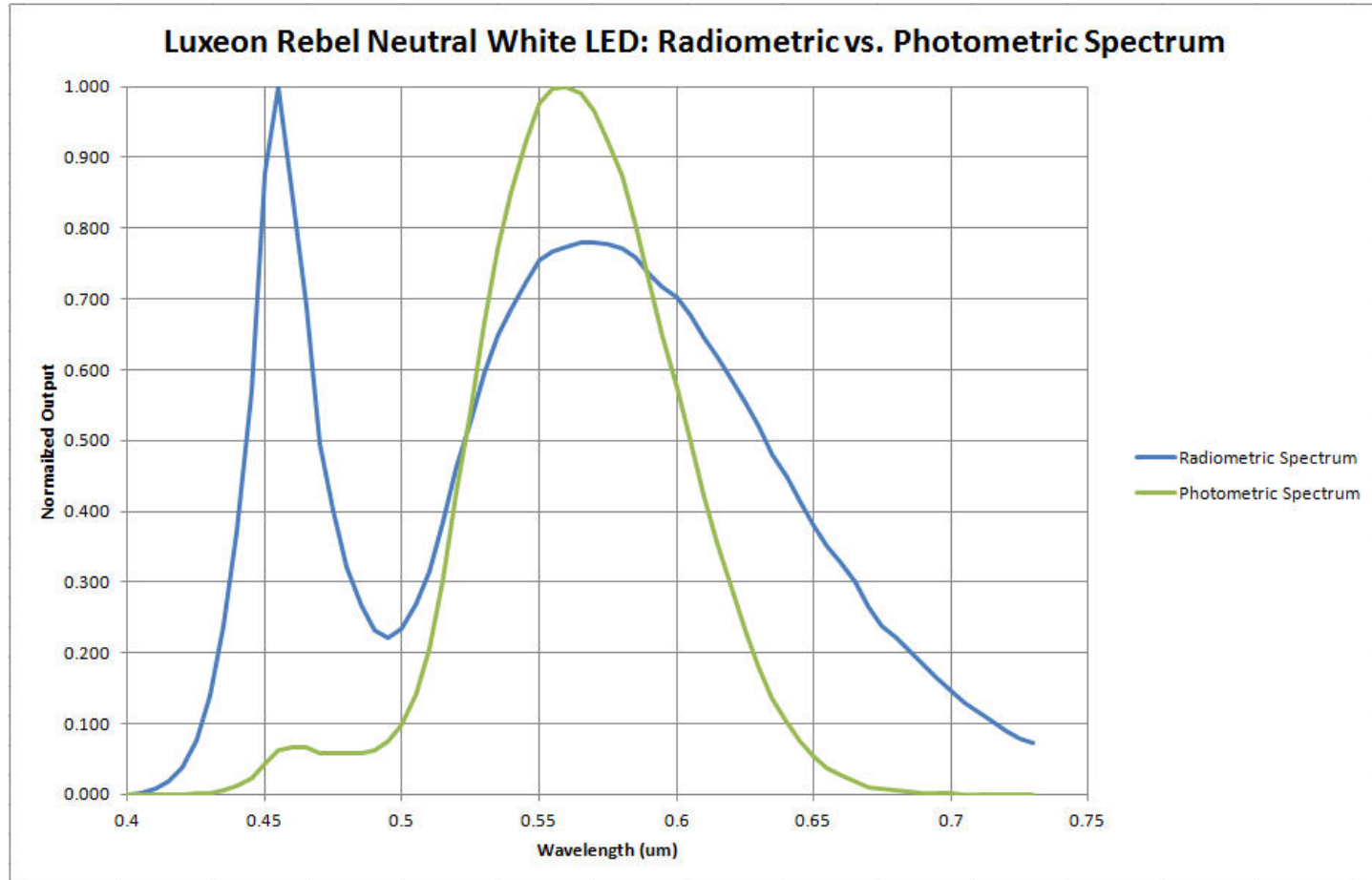
Examples

Examples

- **Example 1:** Radiometric vs Photometric Spectrum Differences

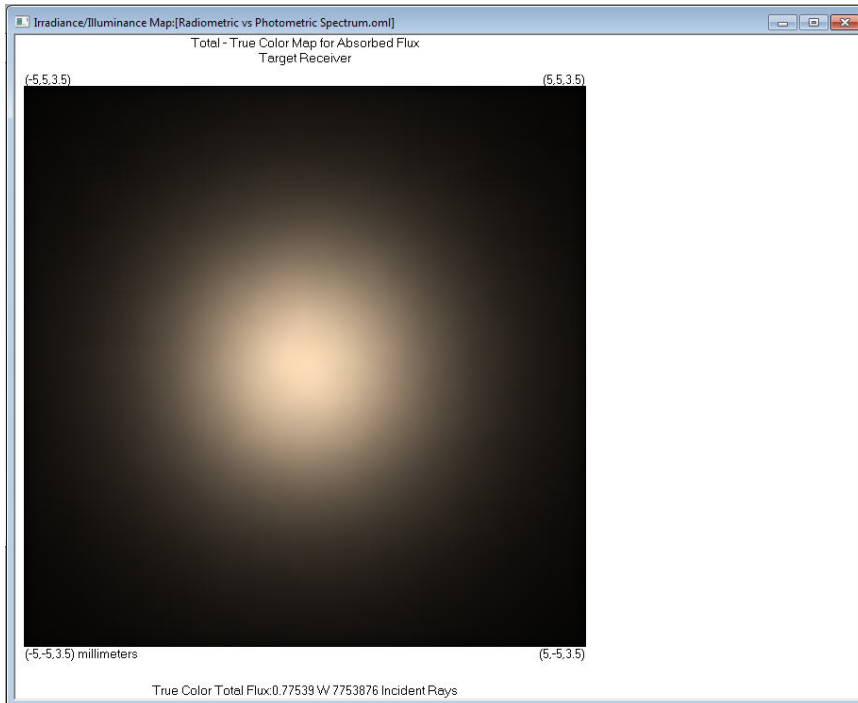
Examples

- Radiometric vs Photometric Spectrum Differences

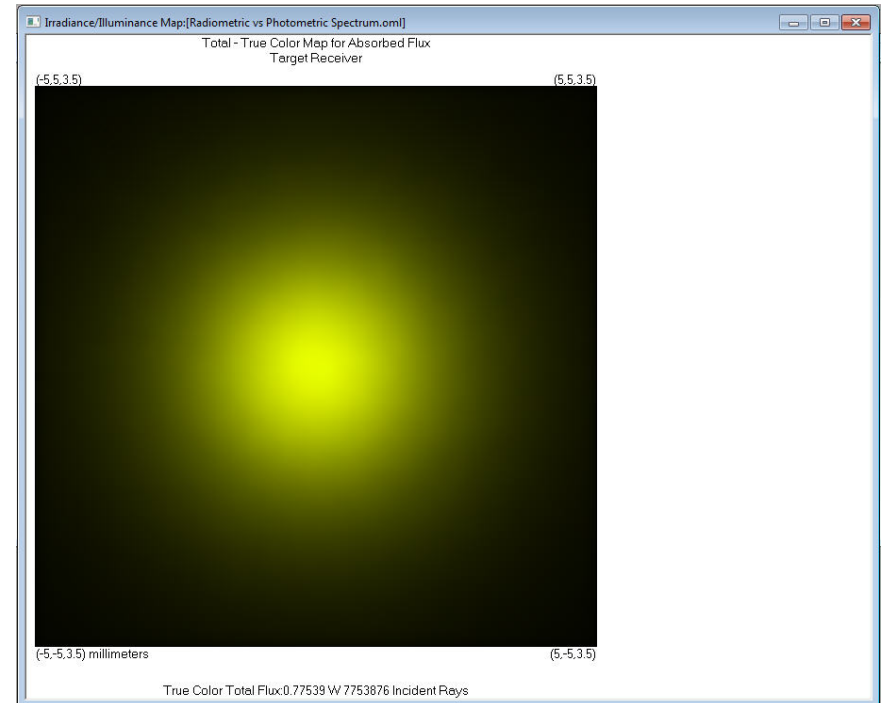


Examples

- Radiometric vs Photometric Spectrum Differences
- TrueColor – RGB display results



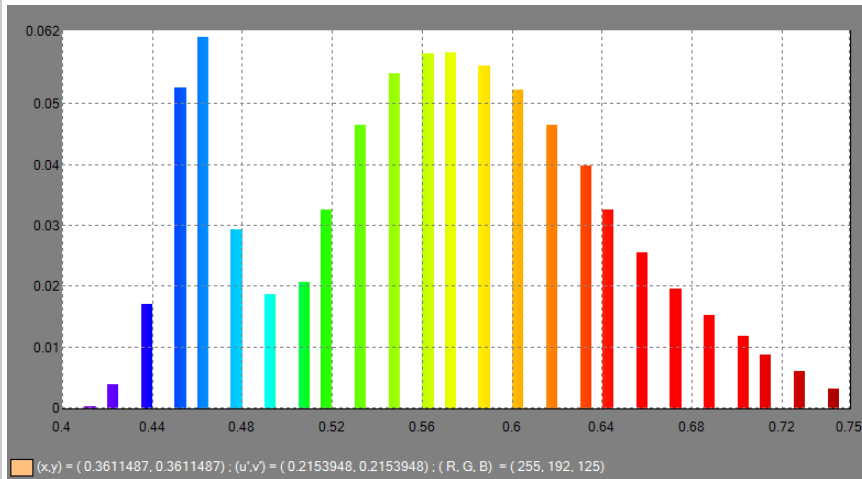
Radiometric spectrum / radiometric units



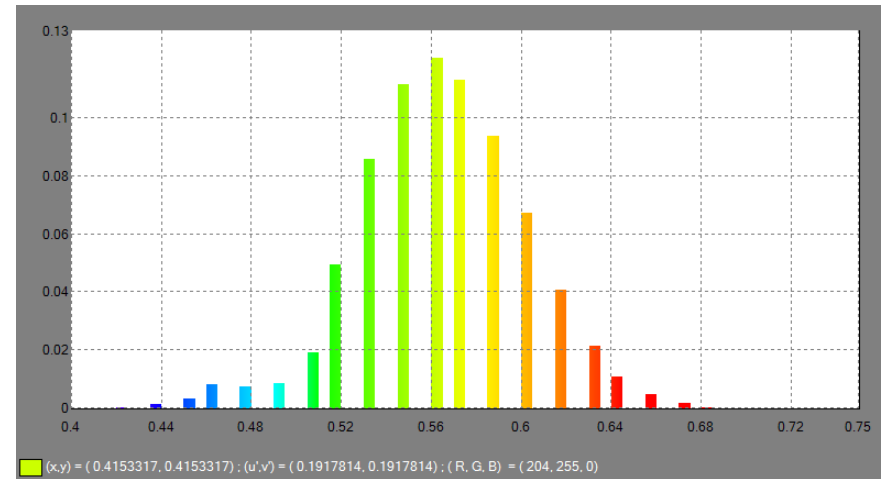
Photometric spectrum / radiometric units

Examples

- Radiometric vs Photometric Spectrum Differences
- TrueColor – RGB display results



Radiometric spectrum / radiometric units



Photometric spectrum / radiometric units

Examples

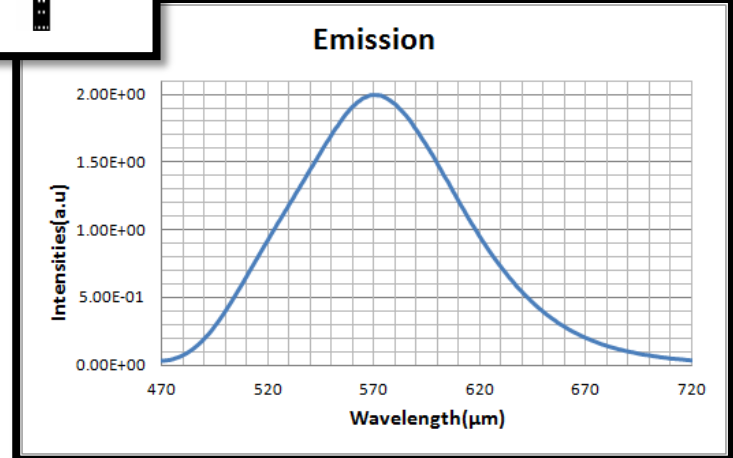
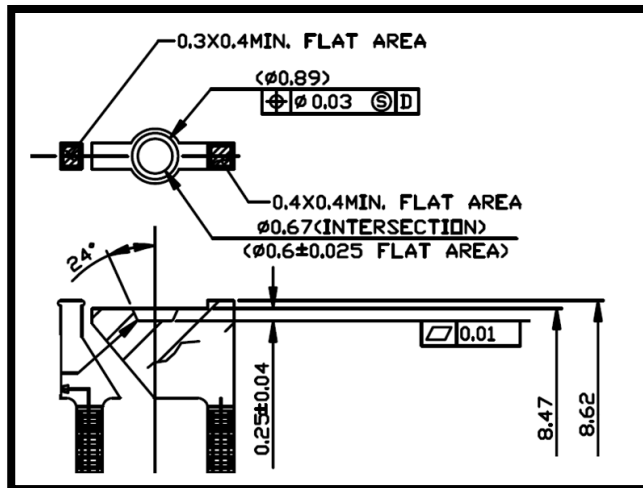
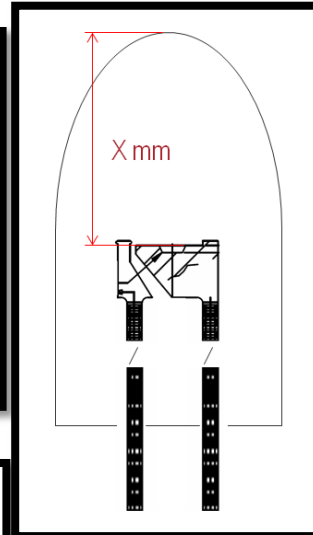
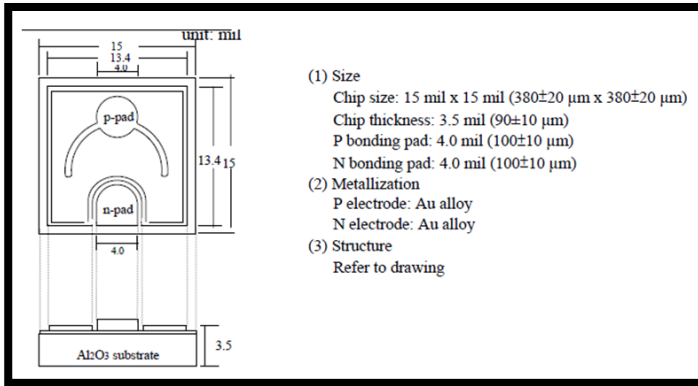
- **Example 2:** Phosphor based white LED example

Examples

- Phosphor based white LED example
 - Physical information about the LED model including the die and mount
 - Optical properties such as surface properties, material properties, and flux
 - Geometric shape of the optical components, such as the epoxy and/or secondary optics
 - Specifications of the phosphor material including excitation, absorption, and emission spectra
 - Experimental/measured data for calibration of results

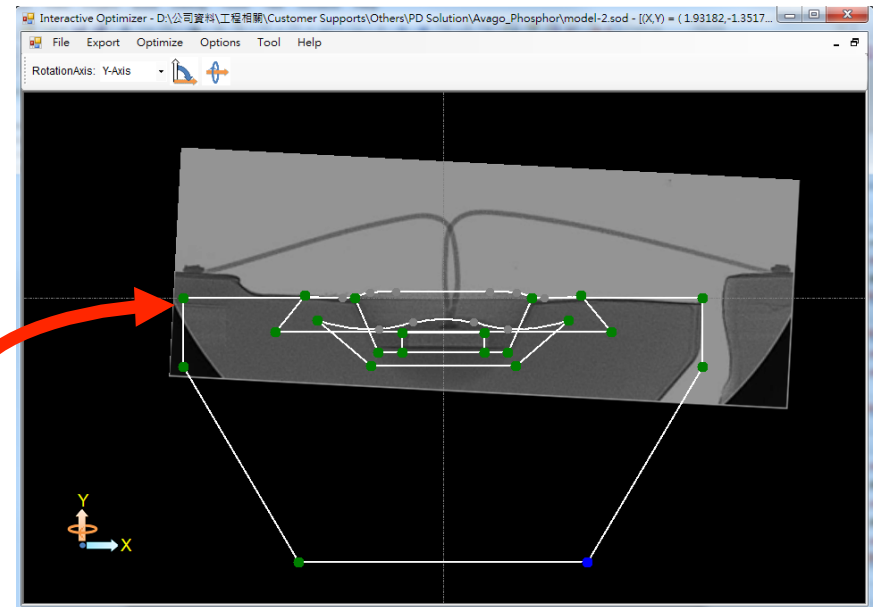
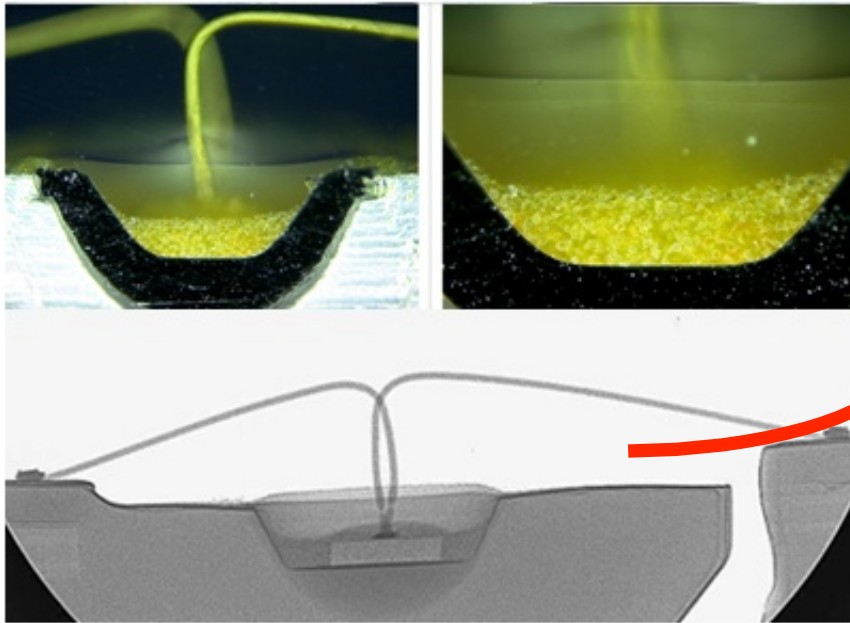
Examples

- Phosphor based white LED example



Examples

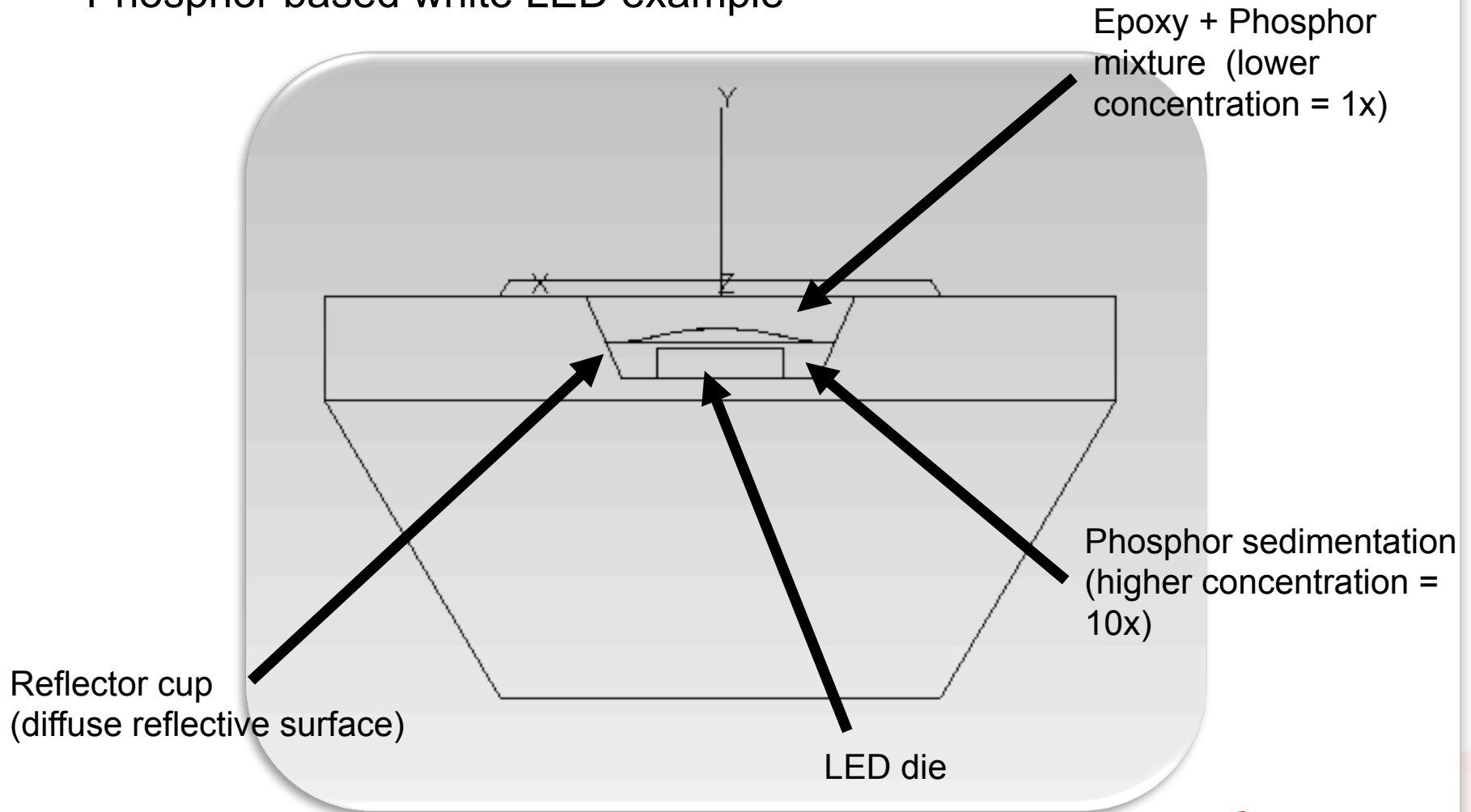
- Phosphor based white LED example



For a layered phosphor caused by sedimentation, the side-view image is used to create the solid model

Examples

- Phosphor based white LED example



Examples

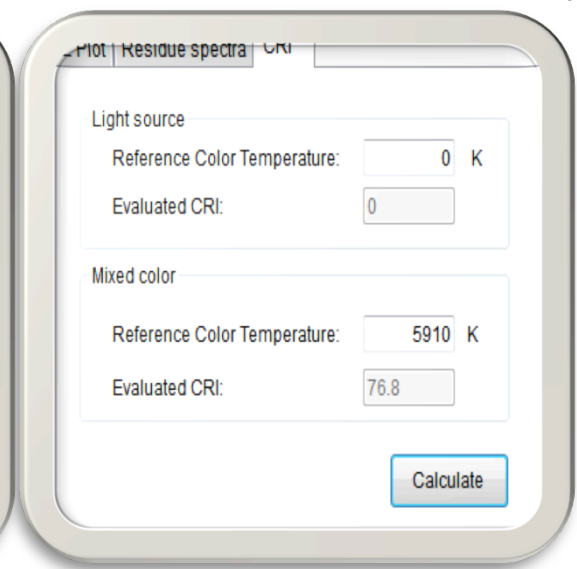
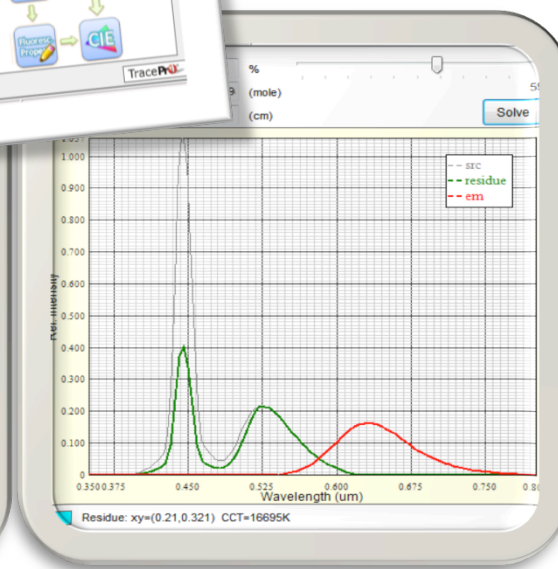
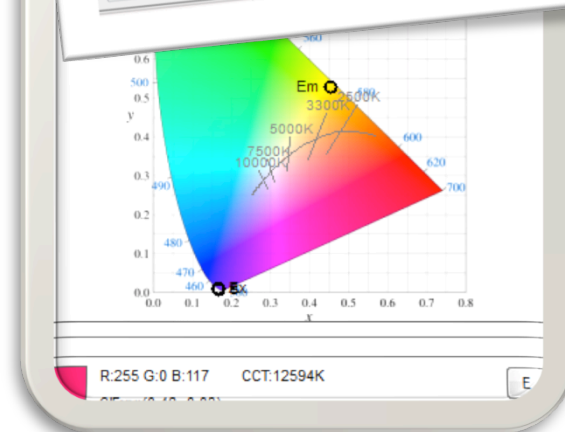
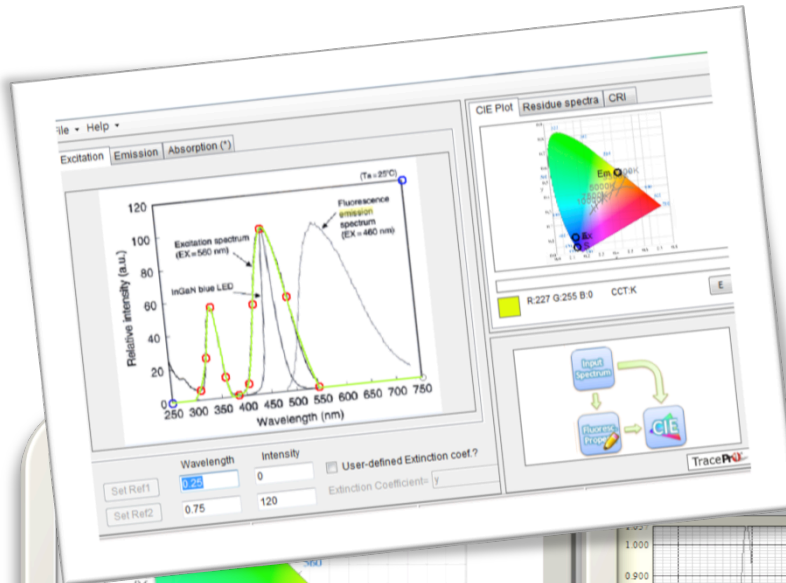
- Phosphor based white LED example

TracePro Fluorescence Property Generator Utility

Color analysis (CIE, CCT, CRI)

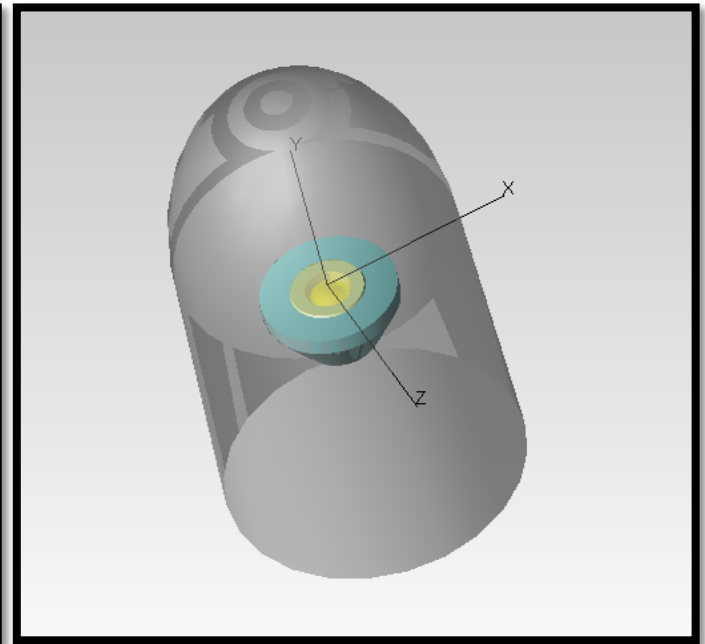
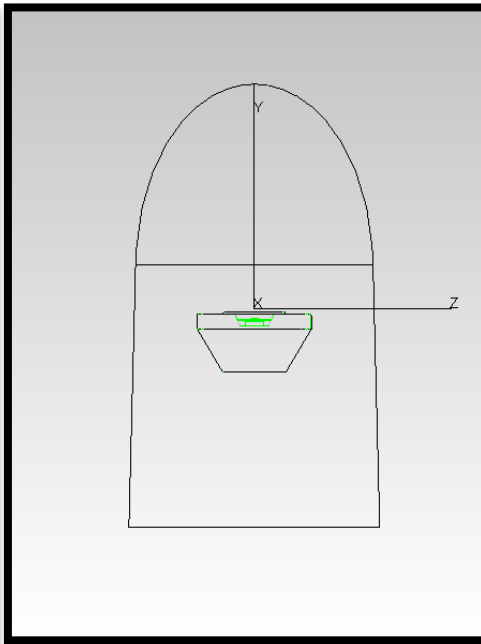
Prediction of mixed color

Estimation of the thickness and concentration of the phosphor layer



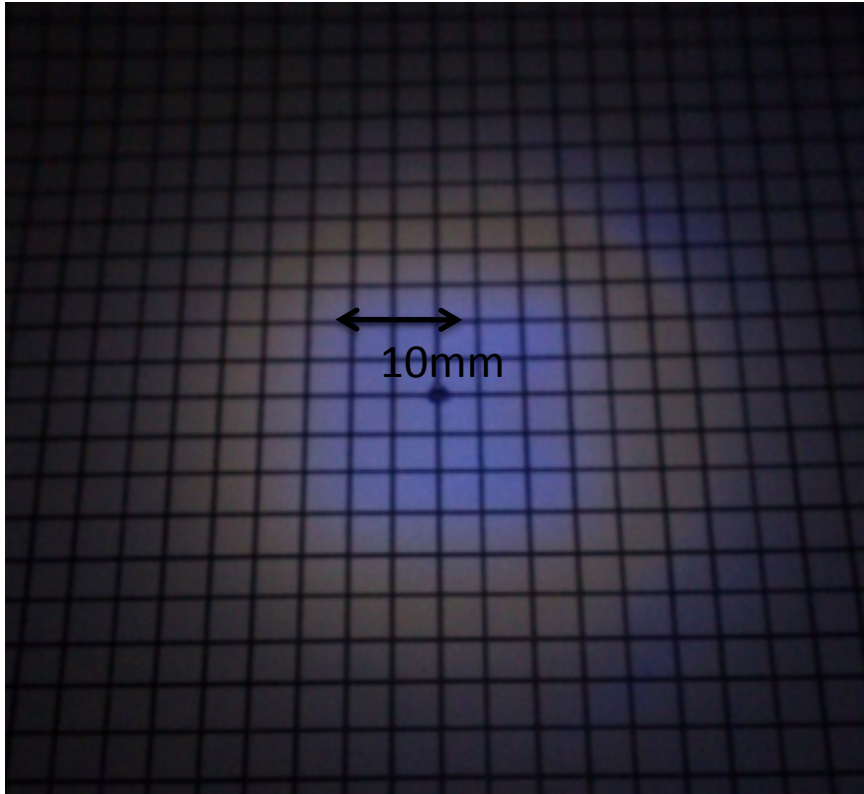
Examples

- Phosphor based white LED example



Examples

- Phosphor based white LED example



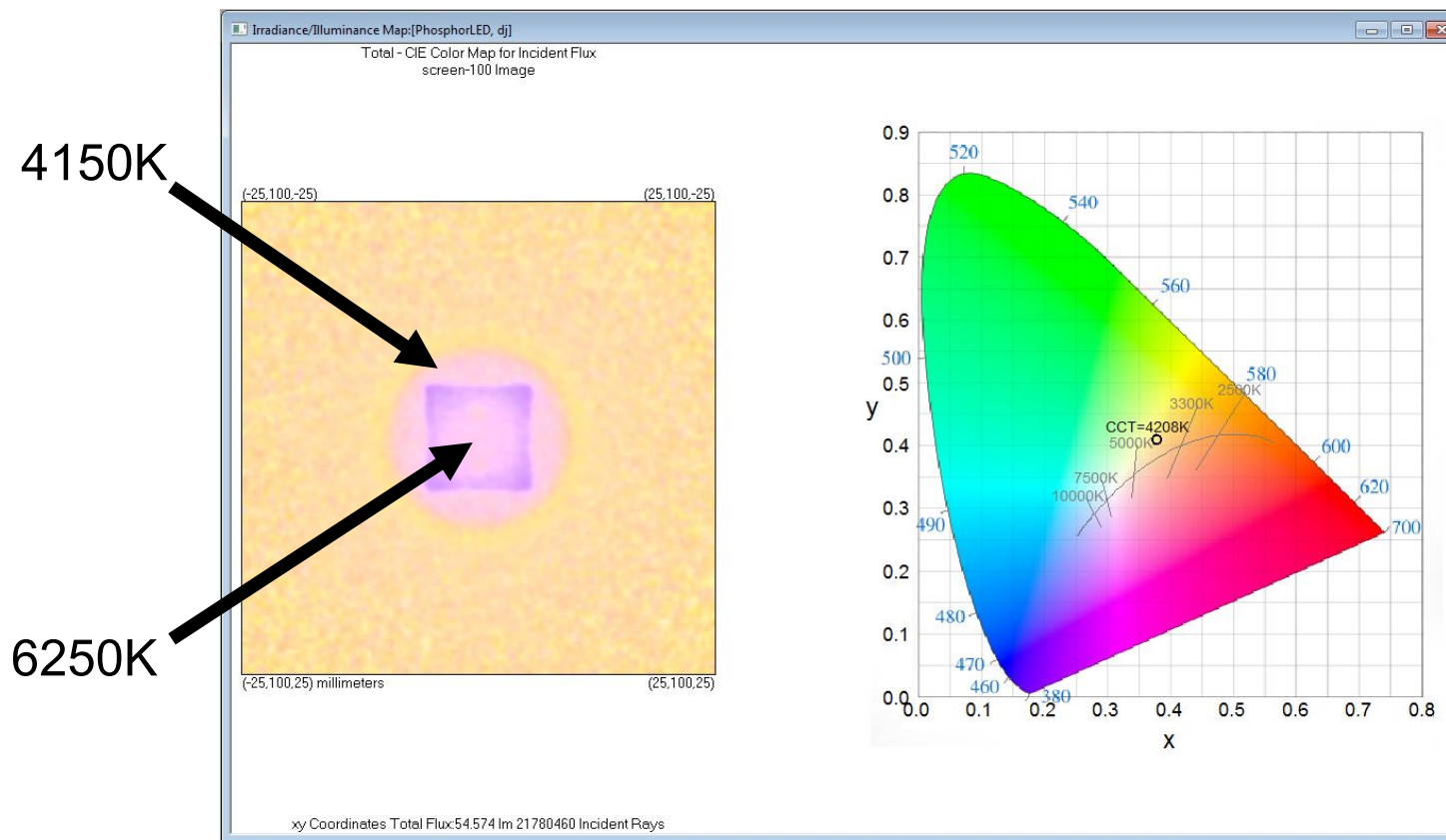
Picture of actual LED illuminance at a 10cm distance



TracePro TrueColor Irradiance Map raytrace at a 10cm distance

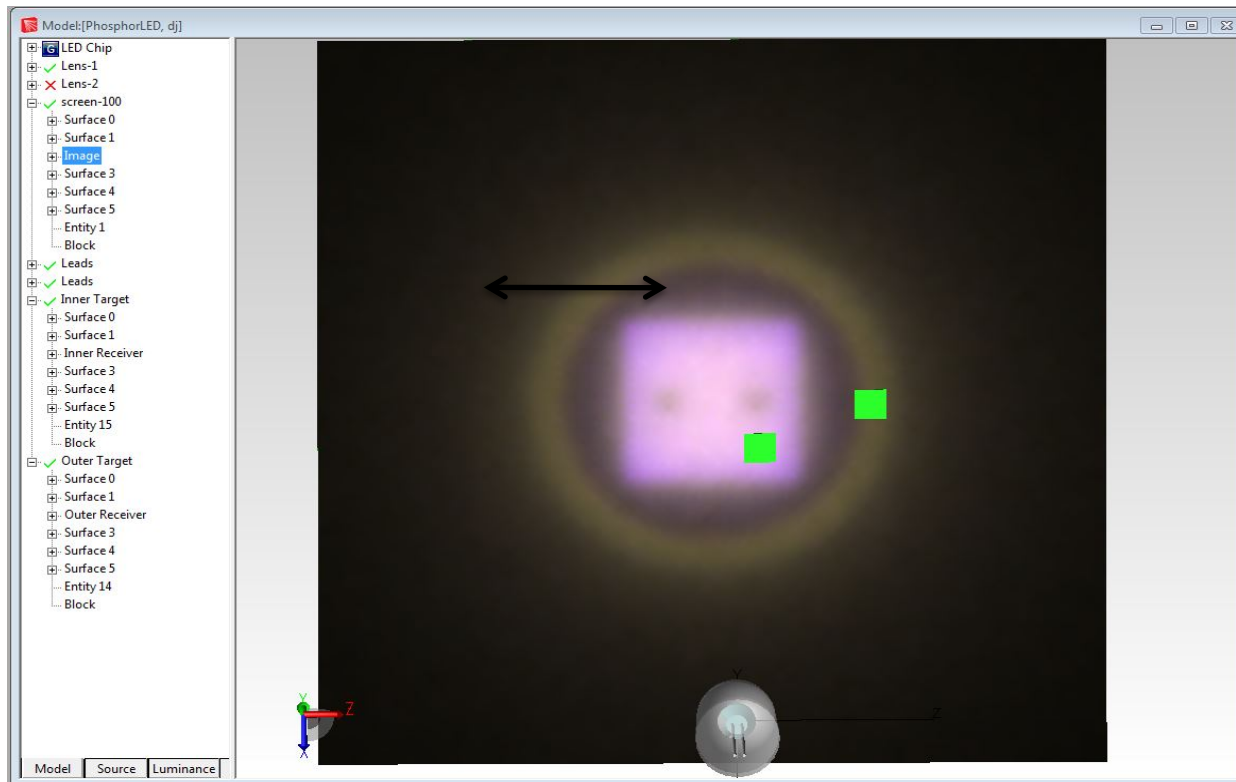
Examples

- Phosphor based white LED example
- CCT varies depending on the location in the illumination pattern



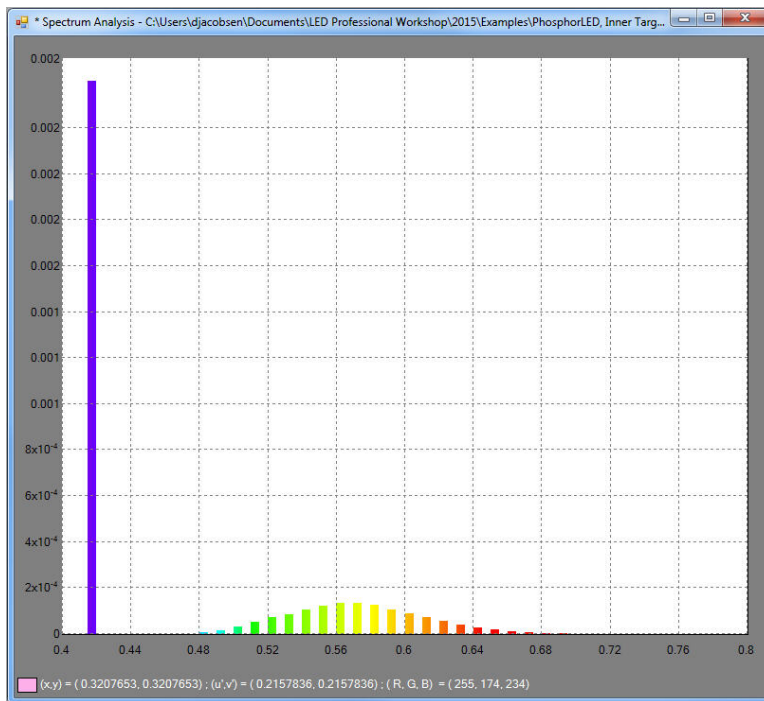
Examples

- Phosphor based white LED example
- 2 detectors are added to the model to see the spectrum in the center and the surrounding ring of the illumination pattern

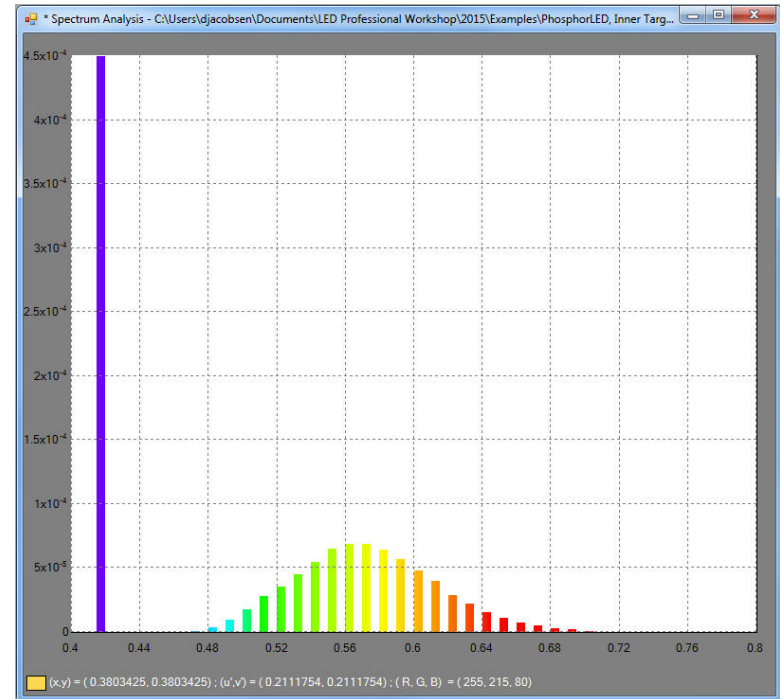


Examples

- Phosphor based white LED example
- 2 detectors are added to the model to see the spectrum in the center and the surrounding ring of the illumination pattern



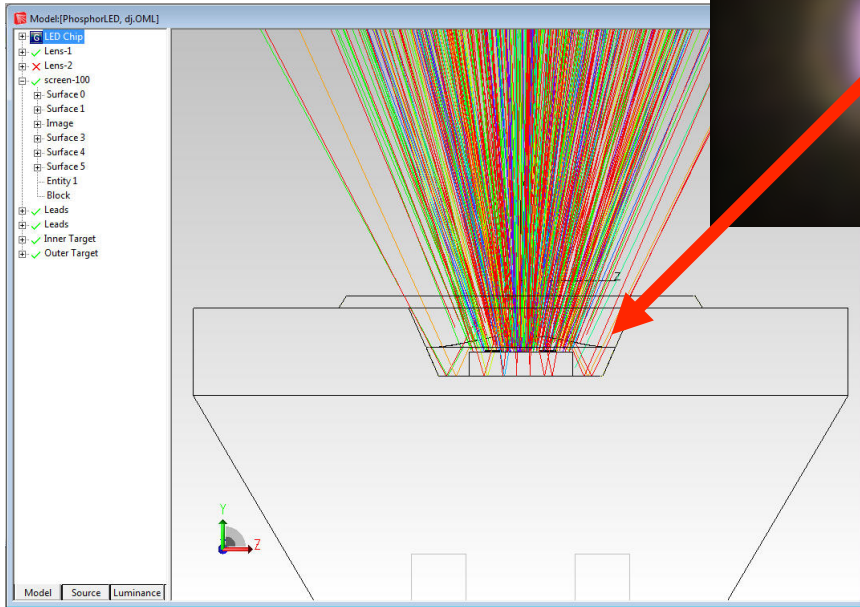
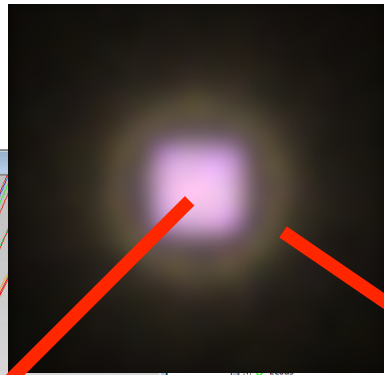
Spectrum in inner portion of LED illumination pattern



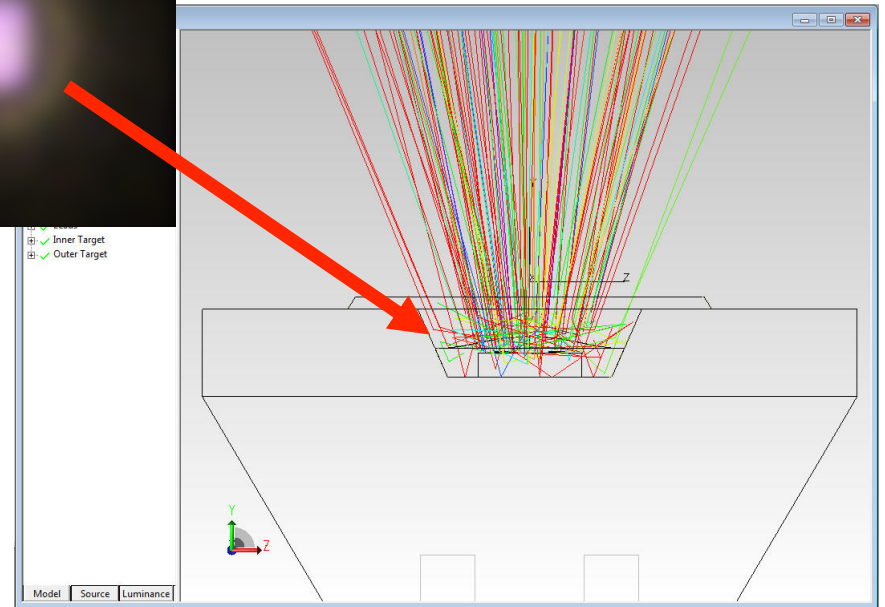
Spectrum in outer portion of LED illumination pattern

Examples

- Phosphor based white LED example
- Rays that make up the outer yellow ring bounce around inside the reflector cup before exiting



Rays in central portion of illumination pattern



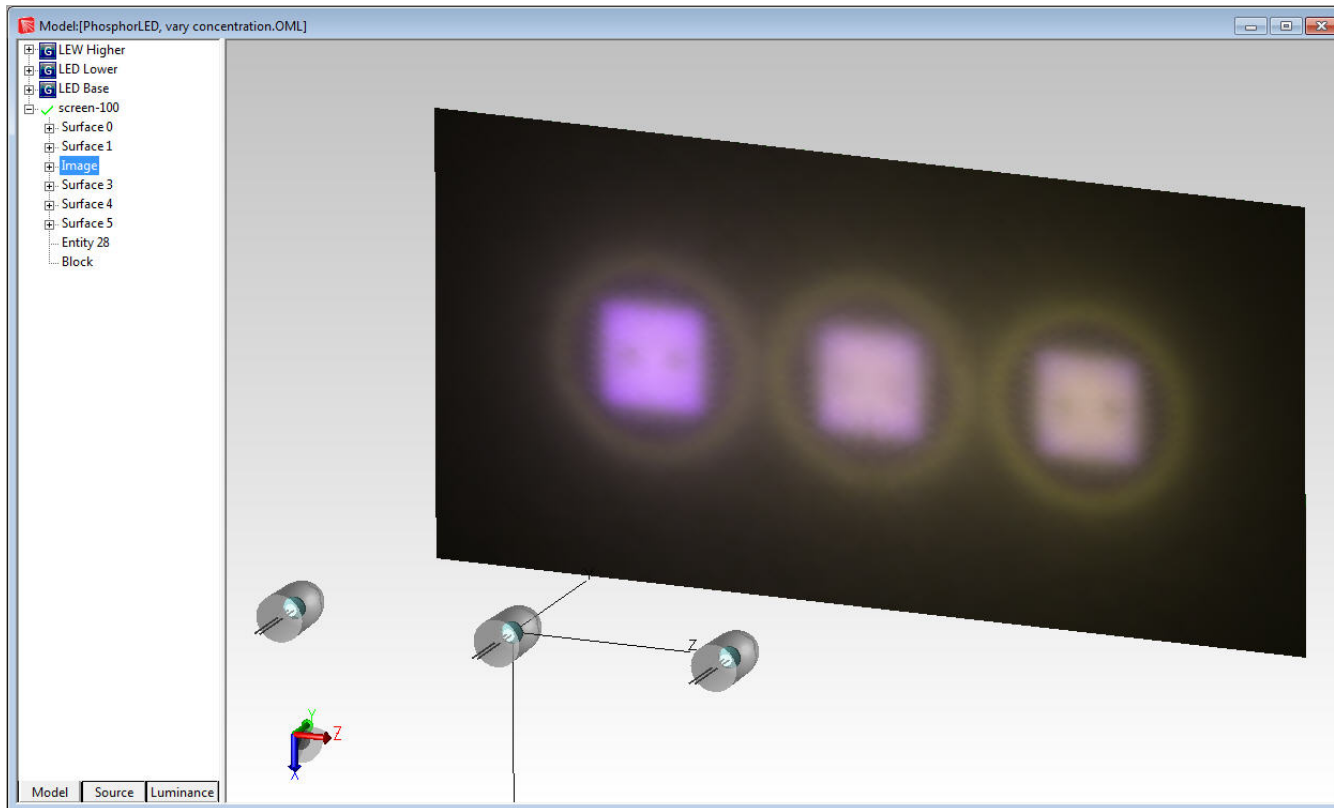
Rays in yellow ring portion of illumination pattern

Examples

- **Example 3:** Effect of varying LED phosphor concentration

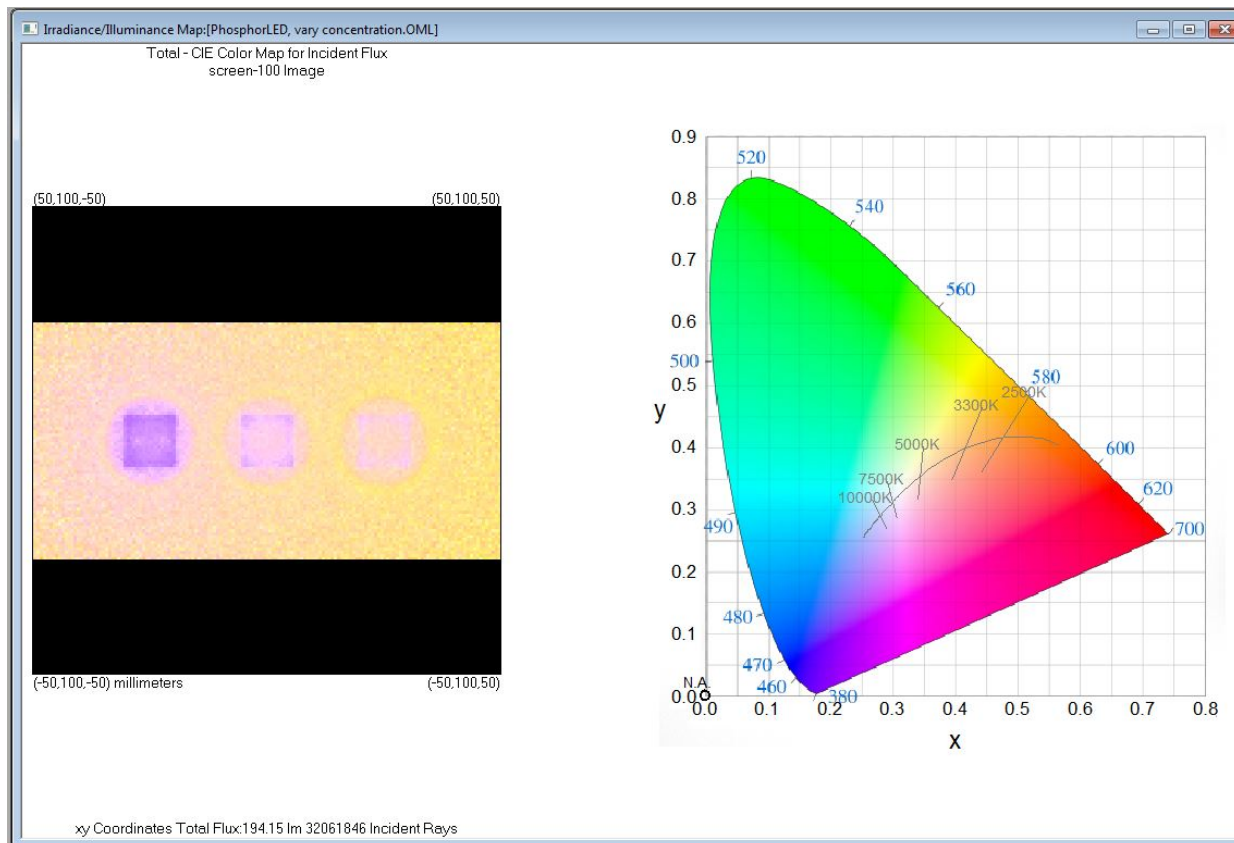
Examples

- Effect of varying LED phosphor concentration
- Color spectrum can vary with phosphor concentration – TrueColor plot



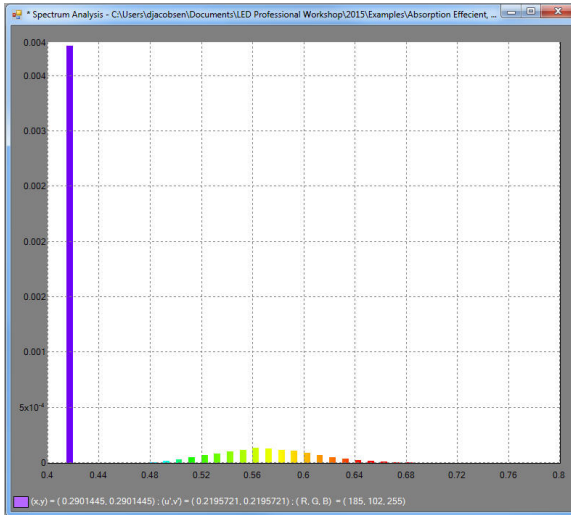
Examples

- Effect of varying LED phosphor concentration
- Color spectrum can vary with phosphor concentration – CIE xy plot

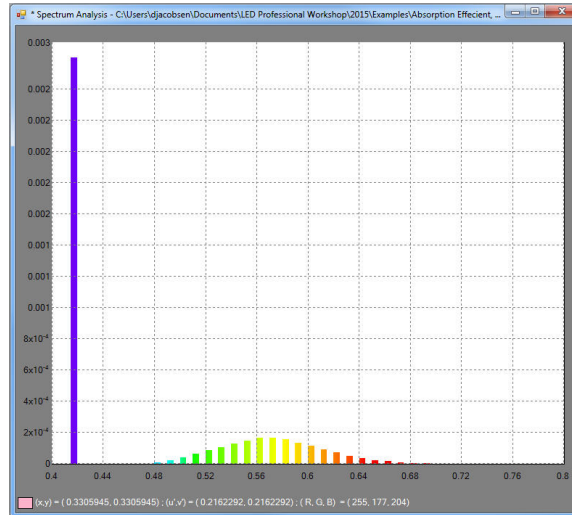


Examples

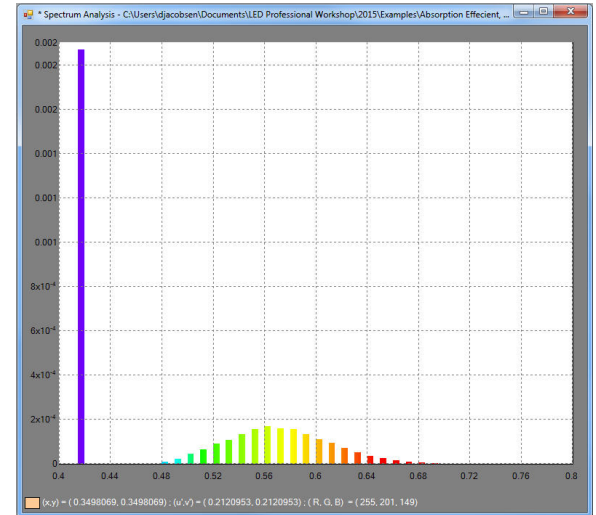
- Effect of varying LED phosphor concentration
- Color spectrum can vary with phosphor concentration – spectrums



50% lower phosphor concentration



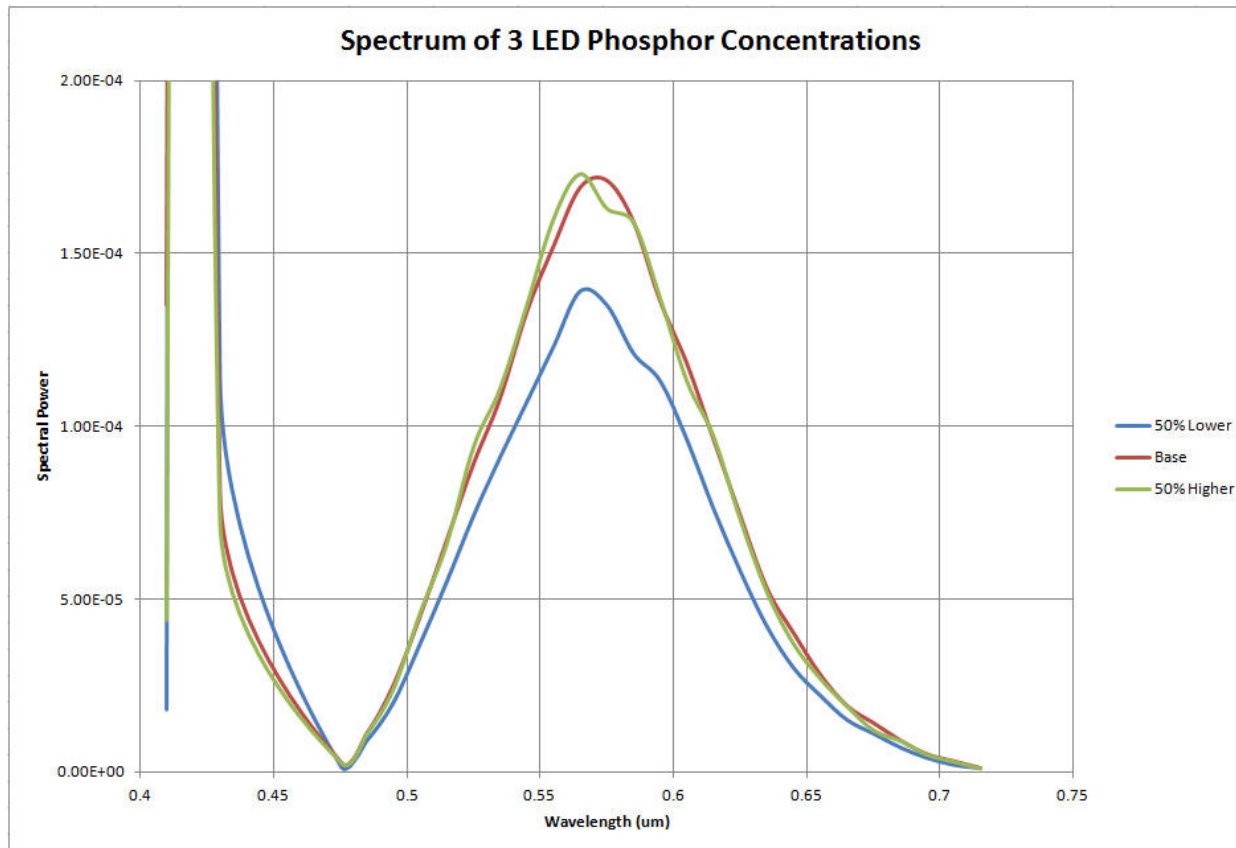
Base phosphor concentration



50% higher phosphor concentration

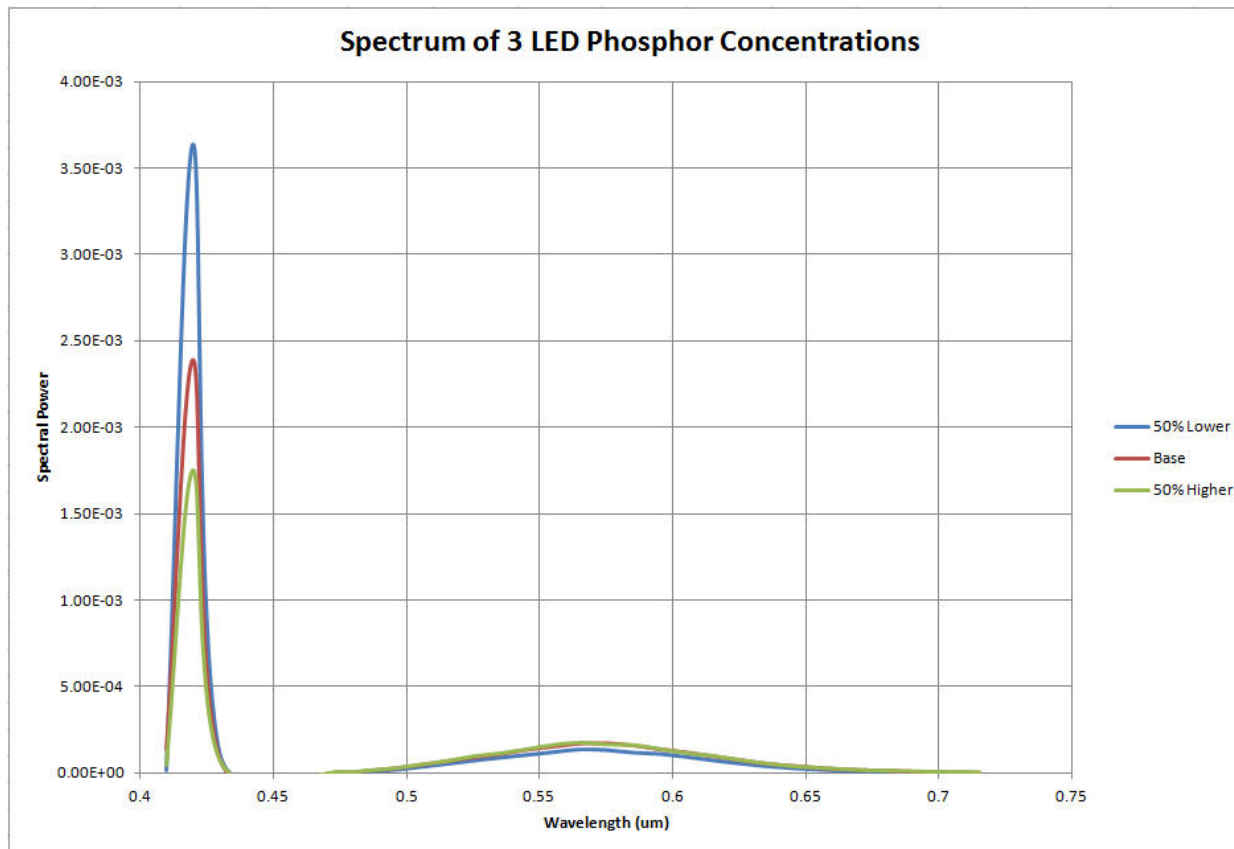
Examples

- Effect of varying LED phosphor concentration
- Color spectrum can vary with phosphor concentration – spectrums



Examples

- Effect of varying LED phosphor concentration
- Color spectrum can vary with phosphor concentration – spectrums



Examples

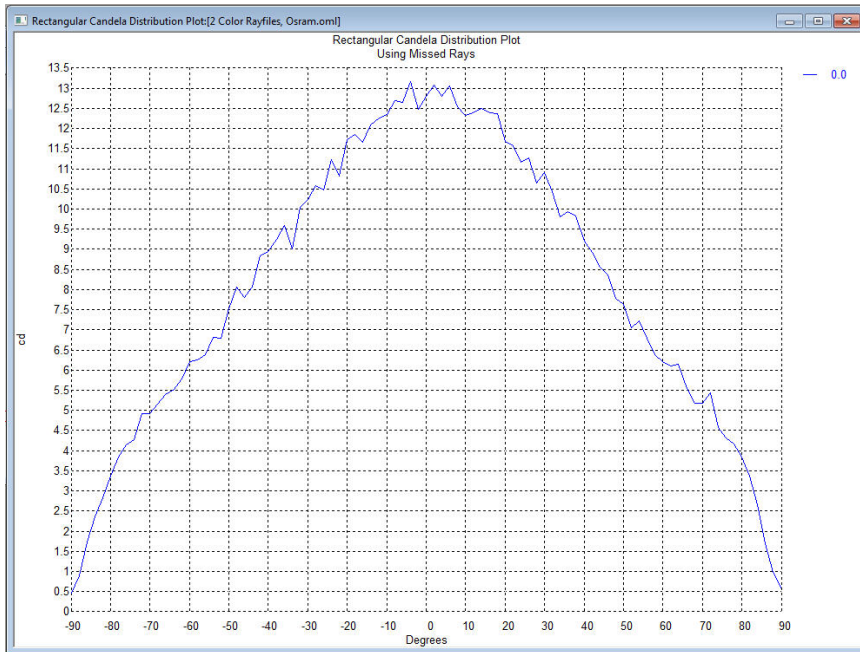
- **Example 4:** Using rayfiles to model LED color effects

Examples

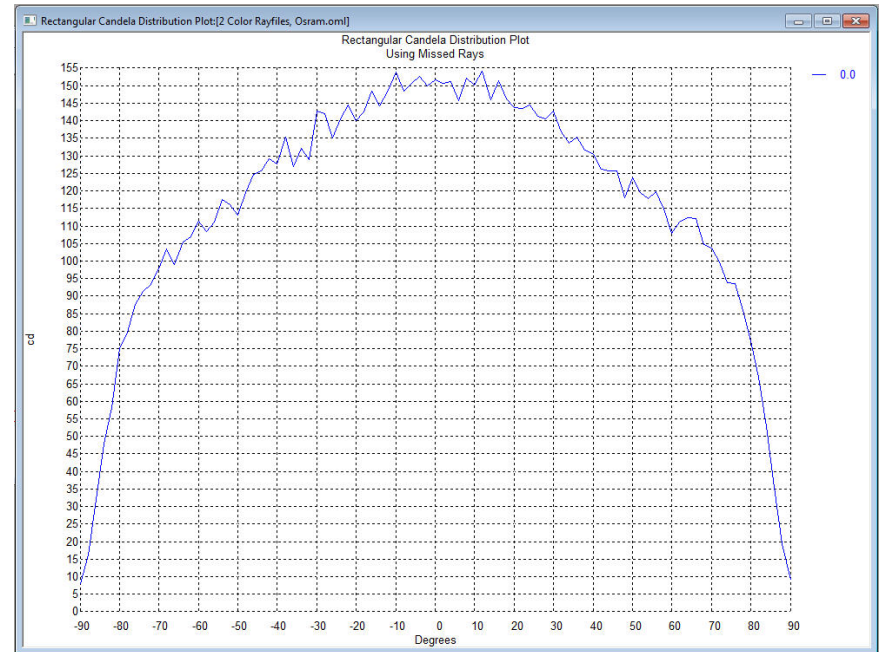
- Using rayfiles to model LED color effects
 - Rayfiles are an excellent choice for modeling LED sources as they are based on measurements of the actual LEDs. Since the actual LED is measured, all of the geometry and properties of the LED are accounted for in the measurement and there is no need to make a full 3D solid model of the LED. LED rayfiles are available from most LED manufacturers.
 - But.....many rayfiles are defined monochromatically
 - Some rayfiles have multiple color options

Examples

- Using rayfiles to model LED color effects
- Candela Plots of 2 LED rayfiles



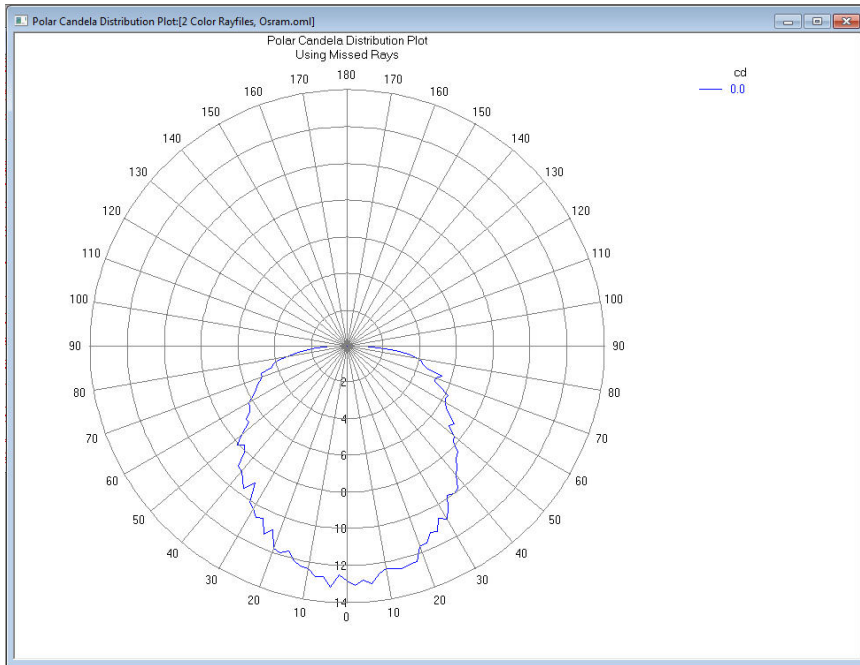
Osram LW-W5AM – Blue (5M rays)



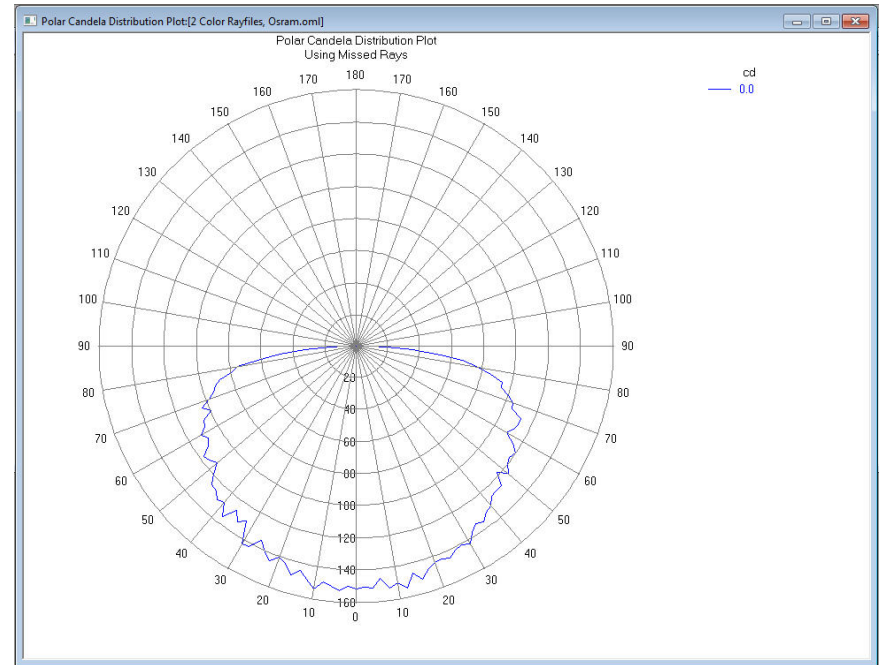
Osram LW-W5AM – Yellow (5M rays)

Examples

- Using rayfiles to model LED color effects
- Candela Plots of 2 LED rayfiles



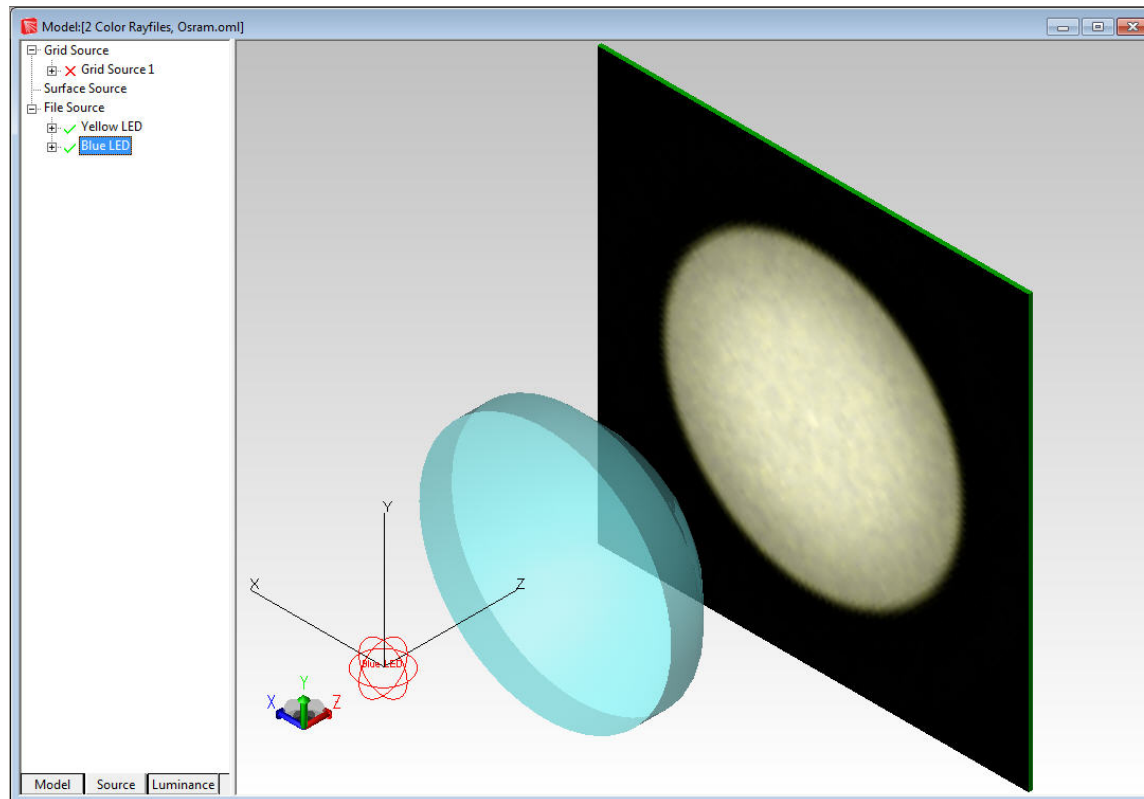
Osram LW-W5AM – Blue (5M rays)



Osram LW-W5AM – Yellow (5M rays)

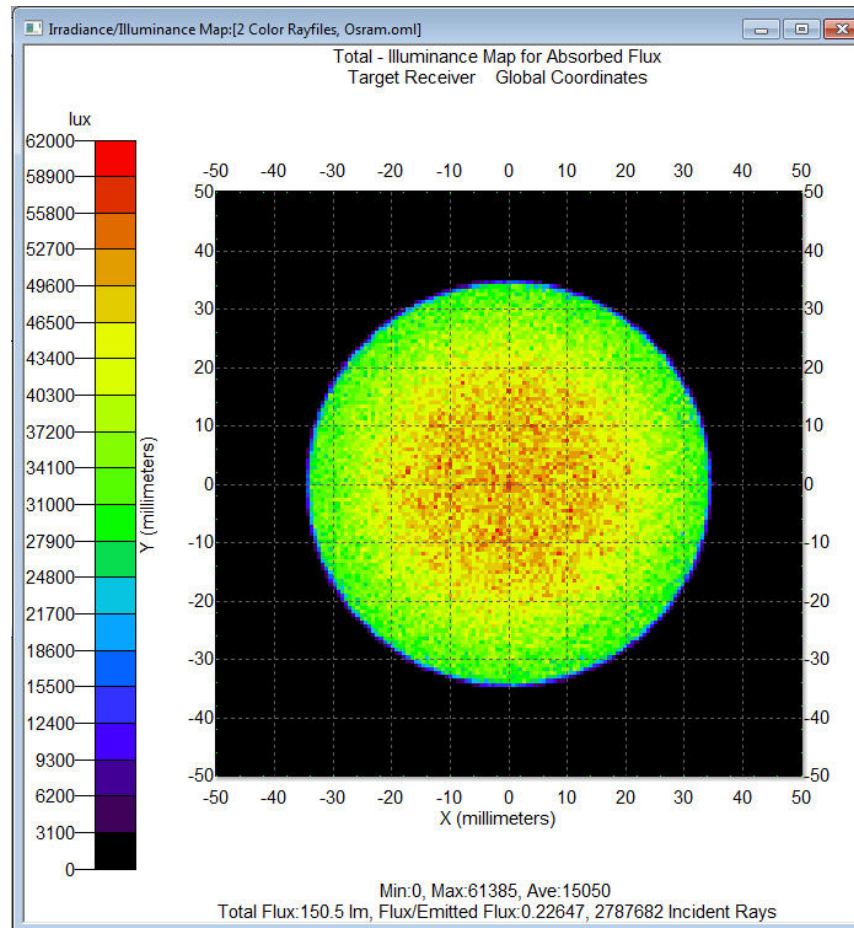
Examples

- Using rayfiles to model LED color effects
- Optical analysis software model using 2 LED rayfiles, a lens, and a target



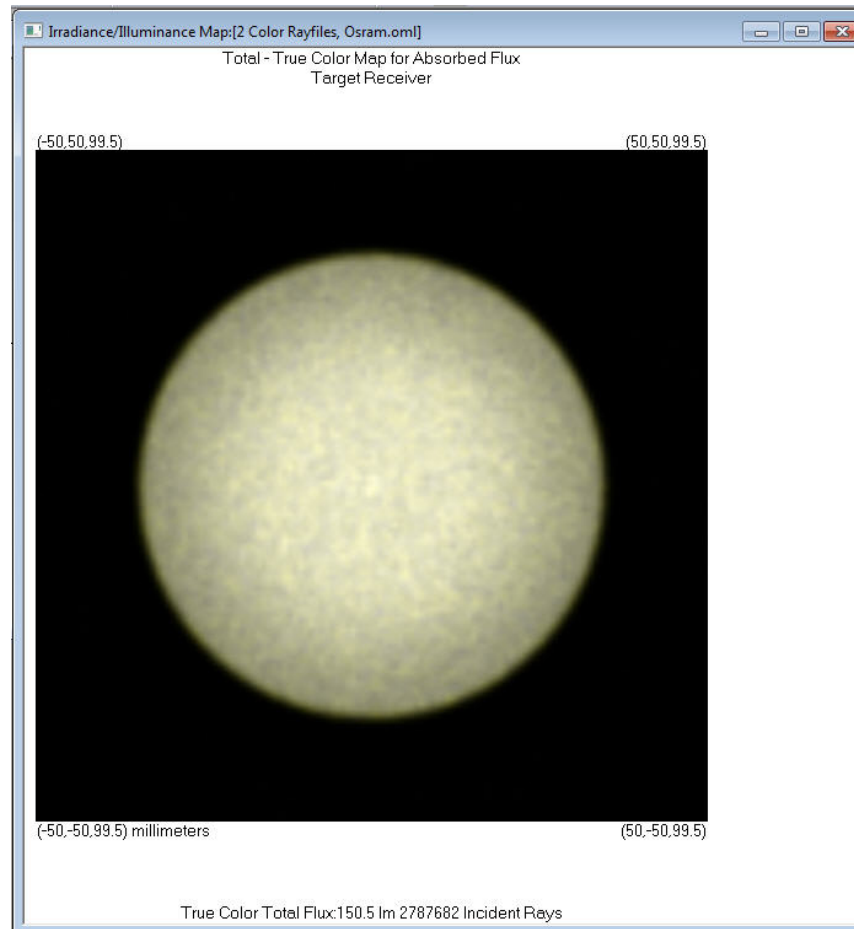
Examples

- Using rayfiles to model LED color effects
- Illuminance Map



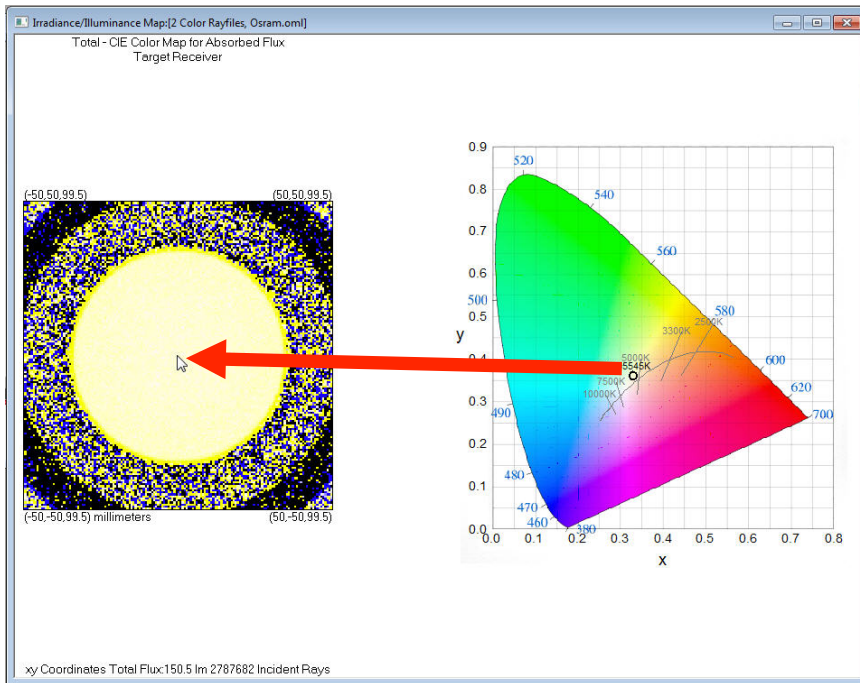
Examples

- Using rayfiles to model LED color effects
- Illuminance Map

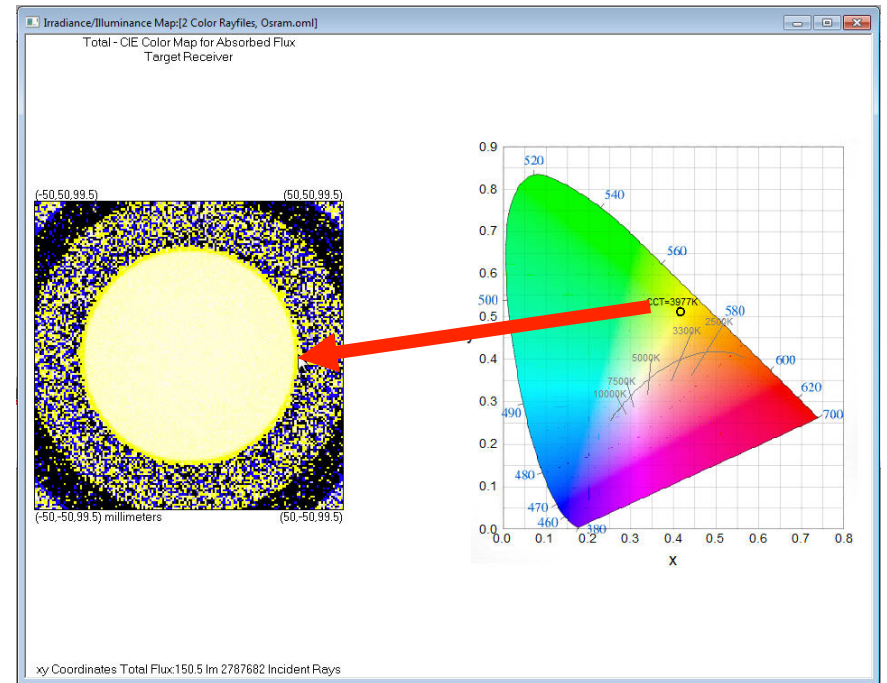


Examples

- Using rayfiles to model LED color effects
- CIE xy plot



Center CCT = 5545K



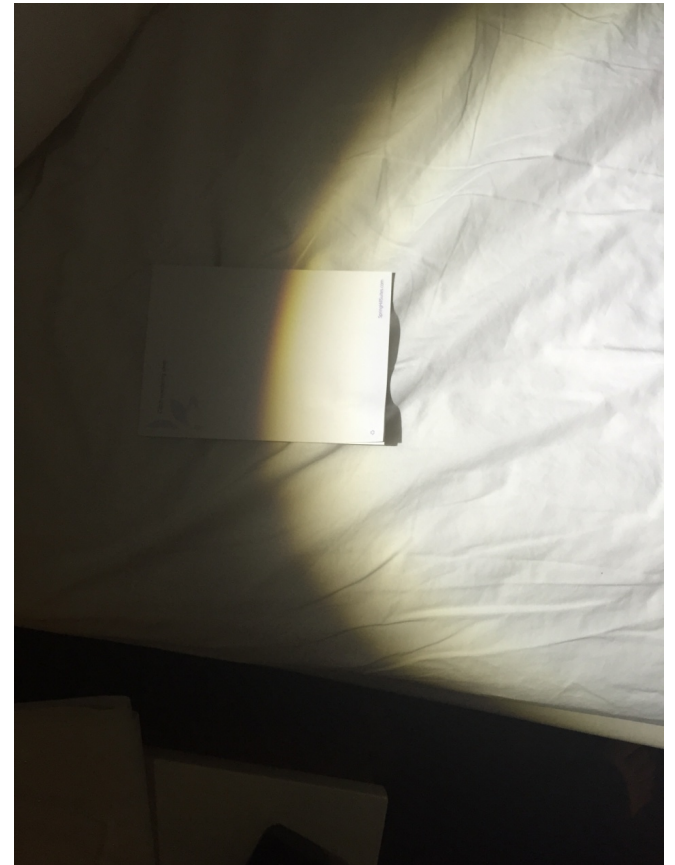
Center CCT = 3977K

Examples

- **Example 5:** LED reading light example

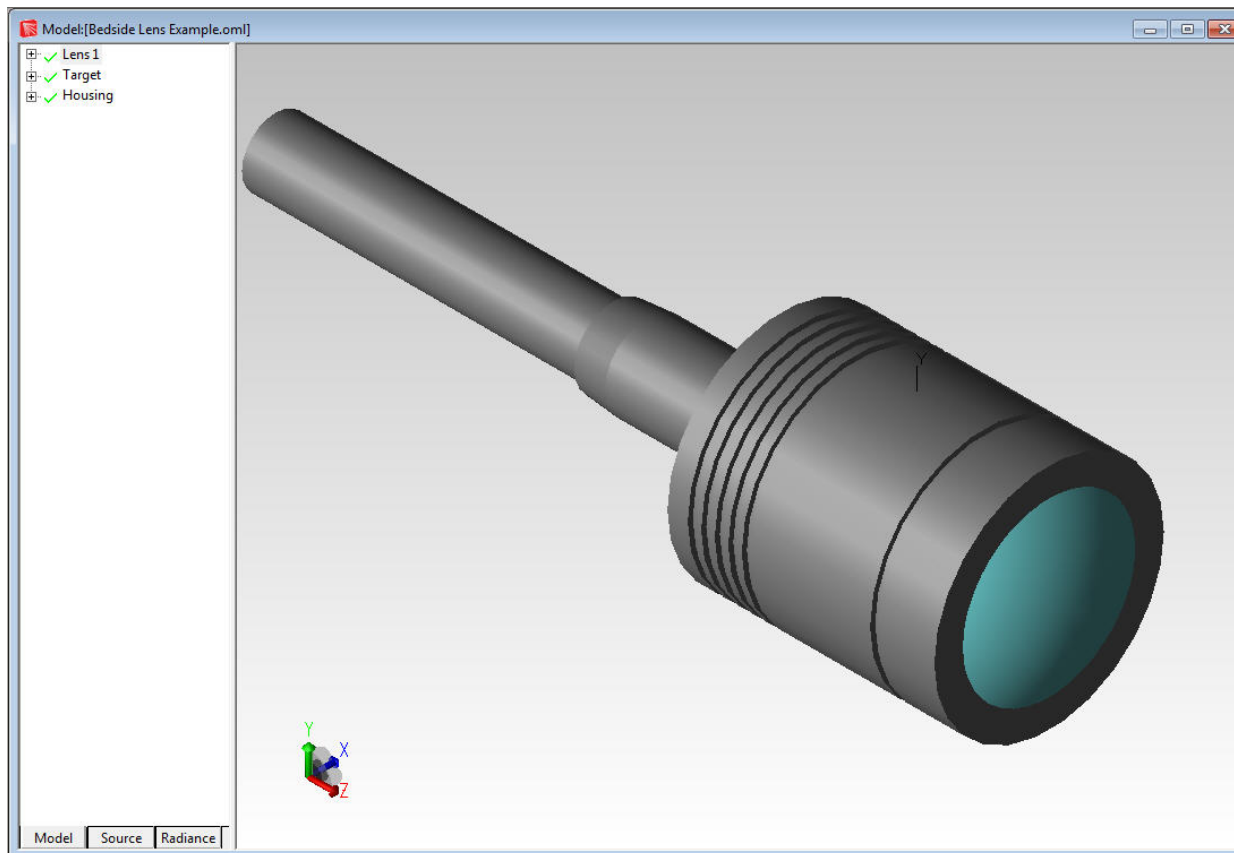
Examples

- LED reading light example



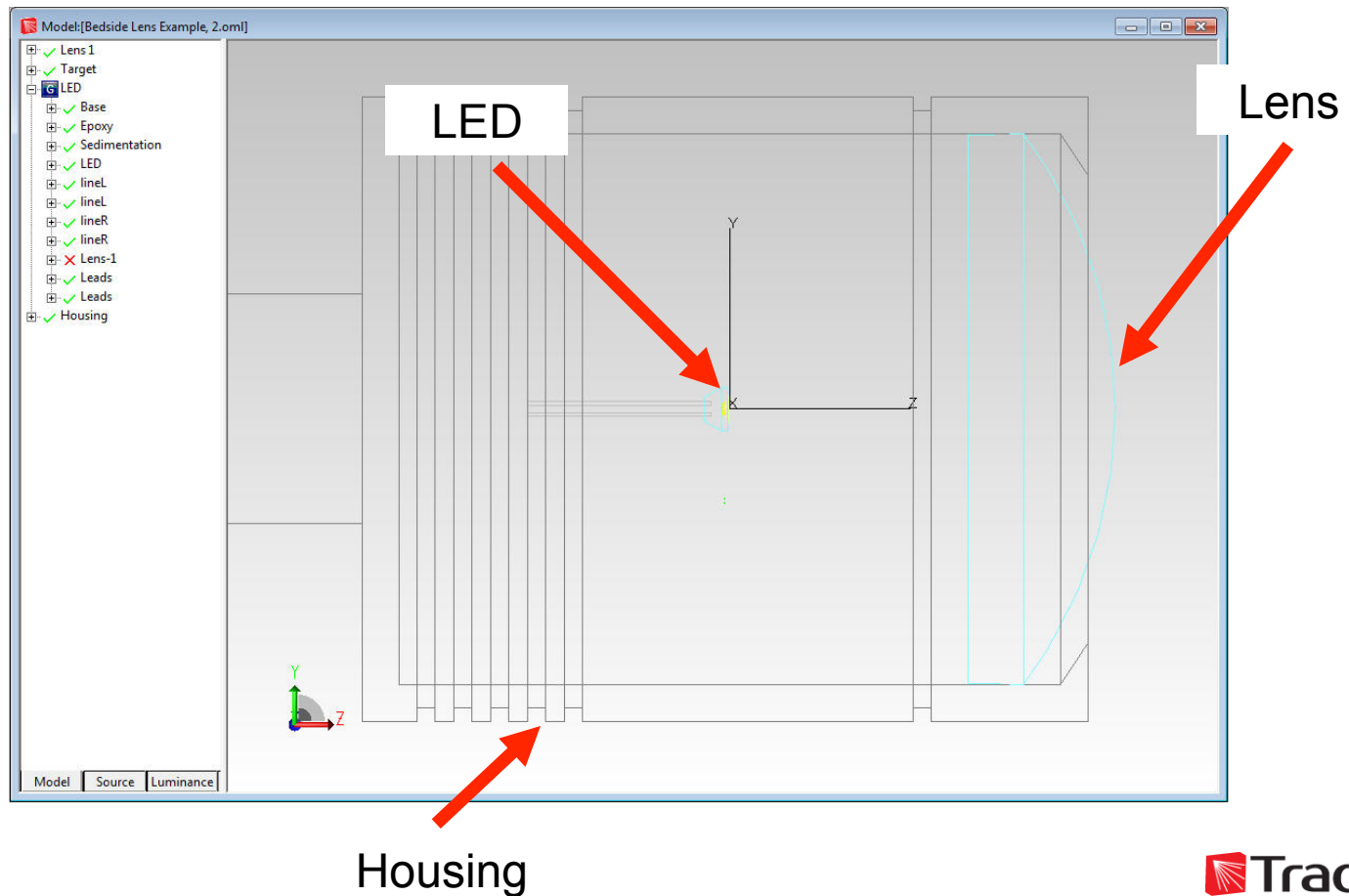
Examples

- LED reading light example
- Optical analysis software model



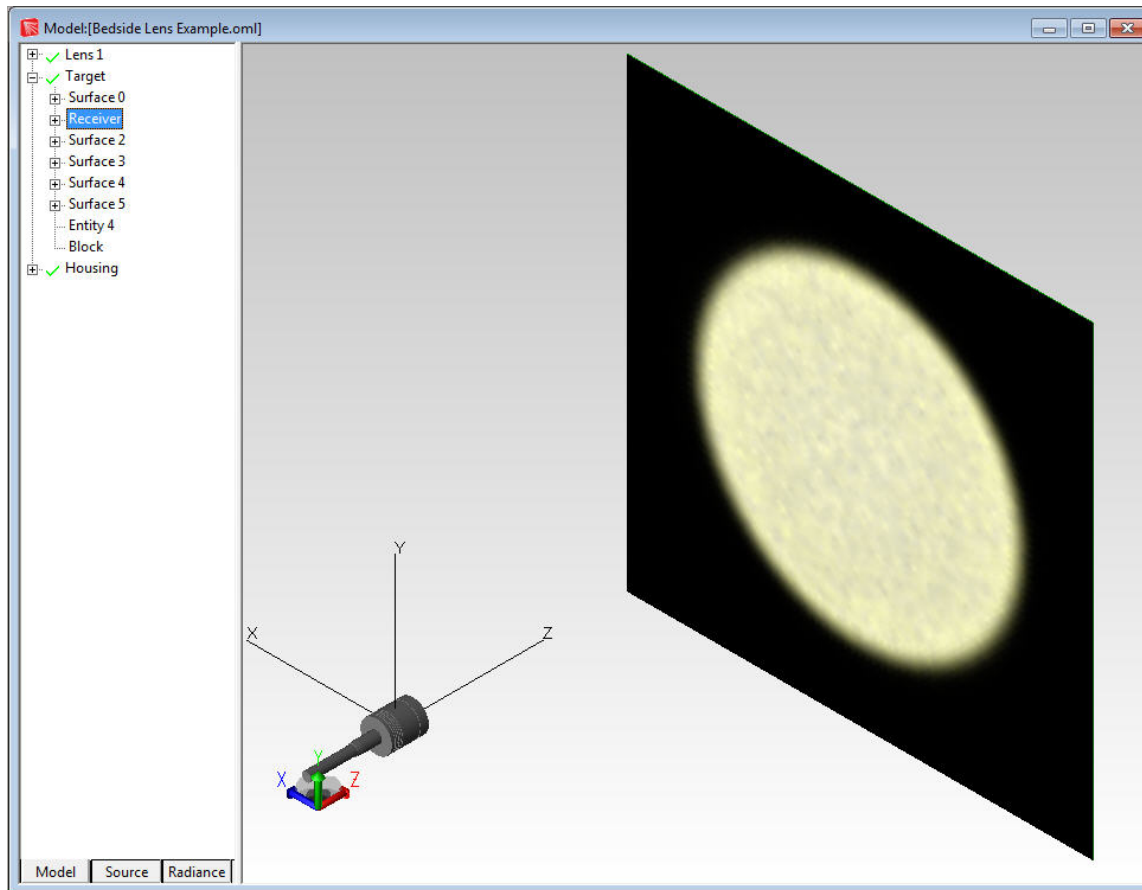
Examples

- LED reading light example
- Optical analysis software model



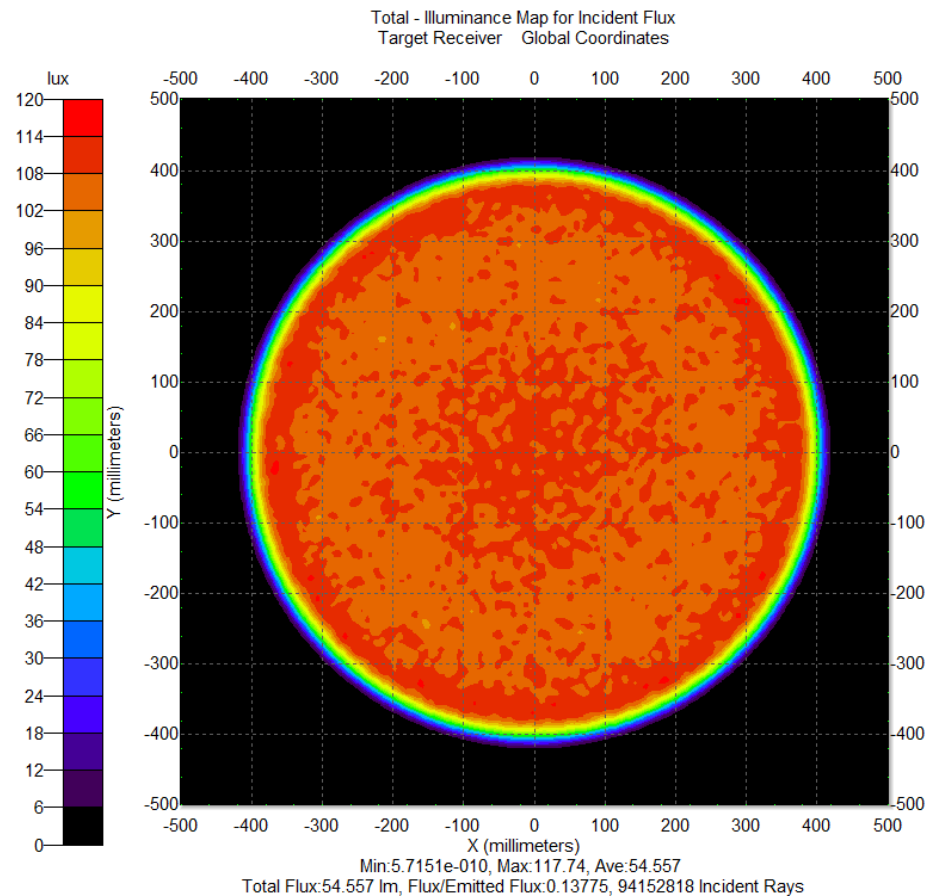
Examples

- LED reading light example
- Optical analysis software model – 3D Illuminance Map - TrueColor



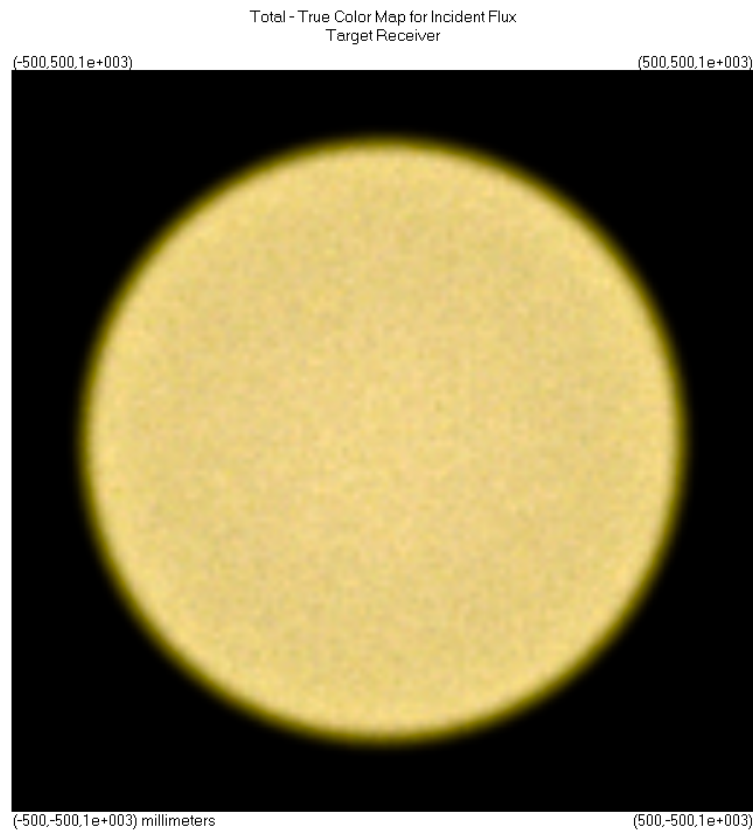
Examples

- LED reading light example
 - Illuminance Map – spatial distribution of light



Examples

- LED reading light example
- TrueColor – RGB display

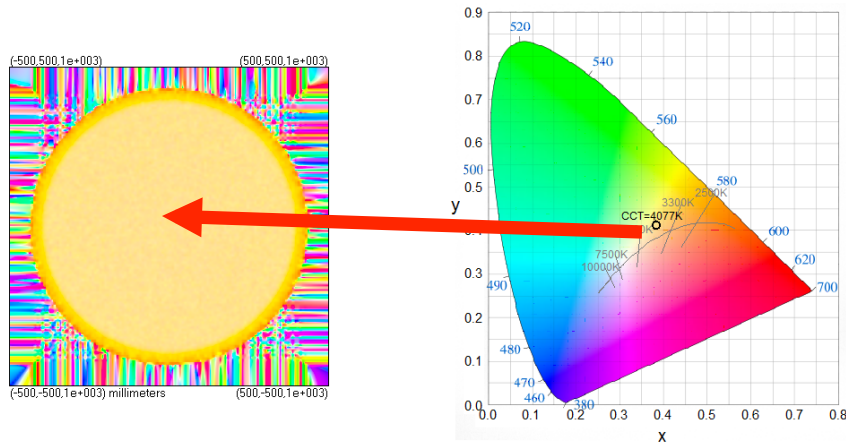


True Color Total Flux:54.556 lm 94152818 Incident Rays

Examples

- LED reading light example
 - Correlated Color Temperature (CCT) – CIE xy color space

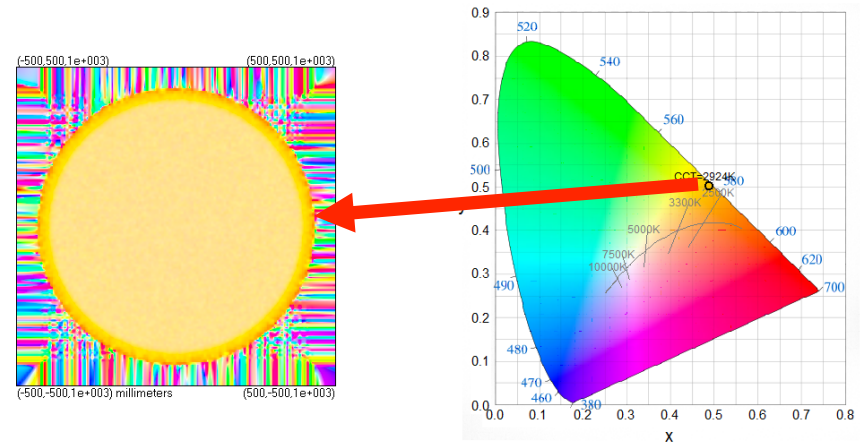
Total - CIE Color Map for Incident Flux
Target Receiver



xy Coordinates Total Flux:54556 lm 94152818 Incident Rays

Center CCT = 4077K

Total - CIE Color Map for Incident Flux
Target Receiver



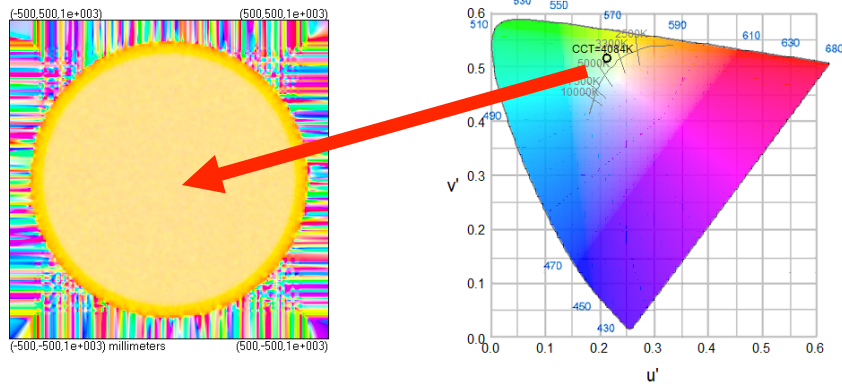
xy Coordinates Total Flux:54556 lm 94152818 Incident Rays

Center CCT = 2924K

Examples

- LED reading light example
 - Correlated Color Temperature (CCT) – CIE xy color space

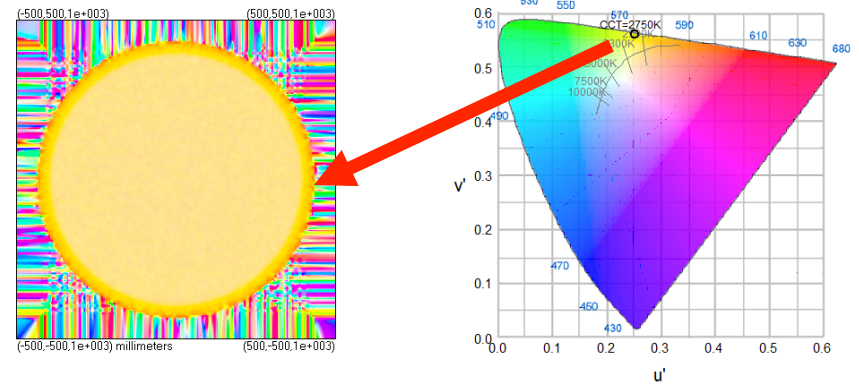
Total - CIE Color Map for Incident Flux
Target Receiver



u'v' Coordinates Total Flux:54.556 lm 94152818 Incident Rays

Center CCT = 4084K

Total - CIE Color Map for Incident Flux
Target Receiver

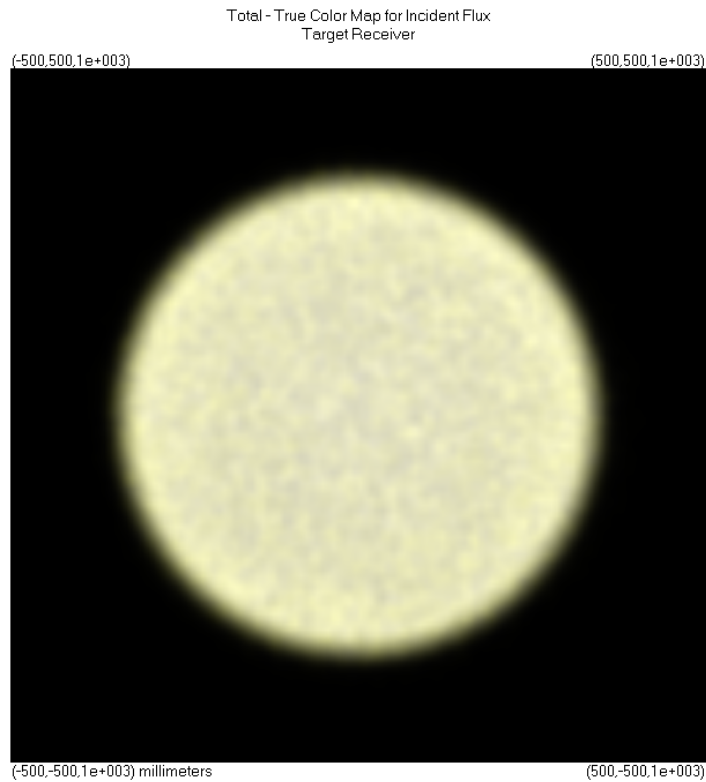


u'v' Coordinates Total Flux:54.556 lm 94152818 Incident Rays

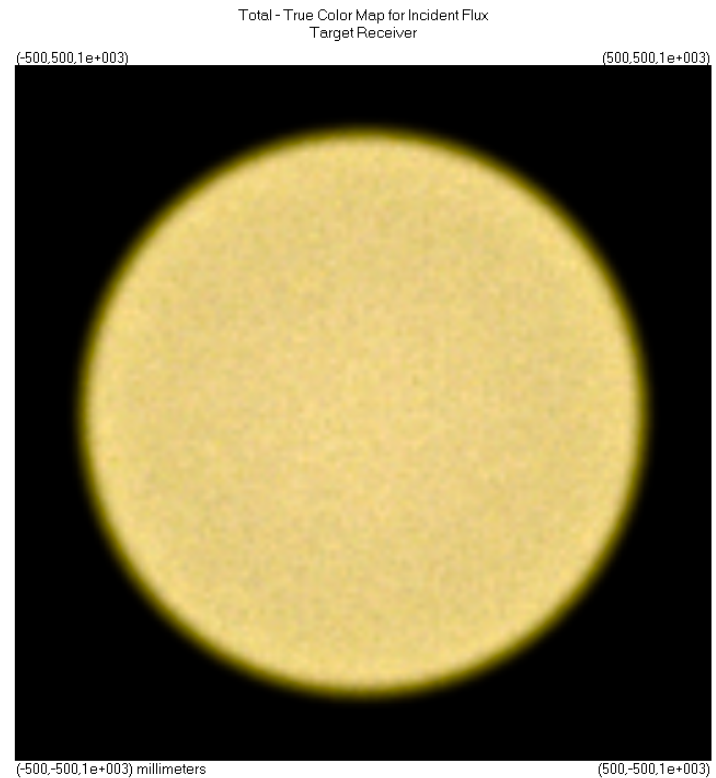
Center CCT = 2750K

Examples

- LED reading light example
- Results with different source models



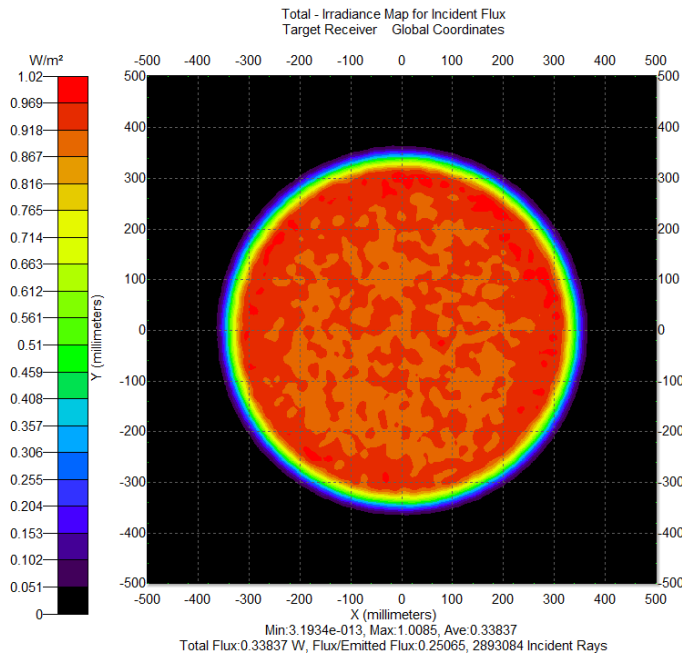
True Color Total Flux:0.33837 W 2893084 Incident Rays
2 rayfiles – blue & yellow



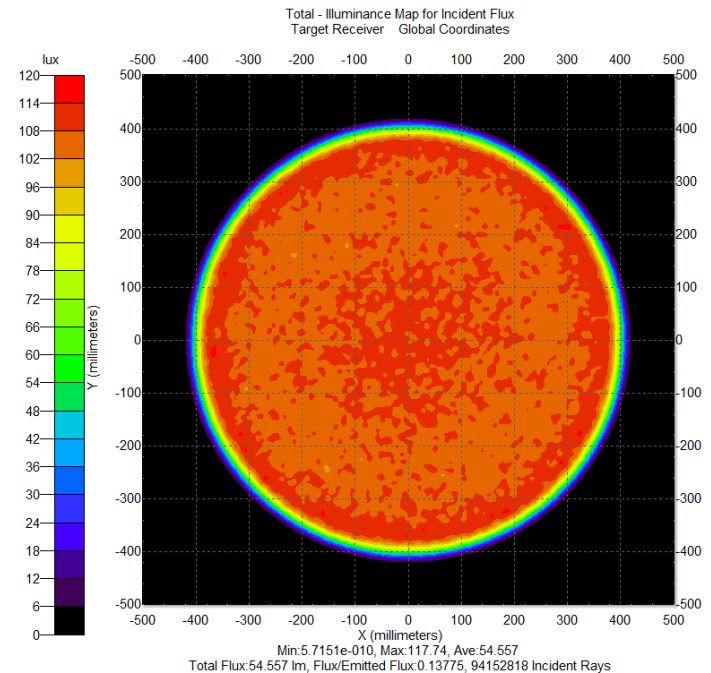
True Color Total Flux:54.556 lm 94152818 Incident Rays
LED phosphor model

Examples

- LED reading light example
 - Results with different source models



2 rayfiles – blue & yellow



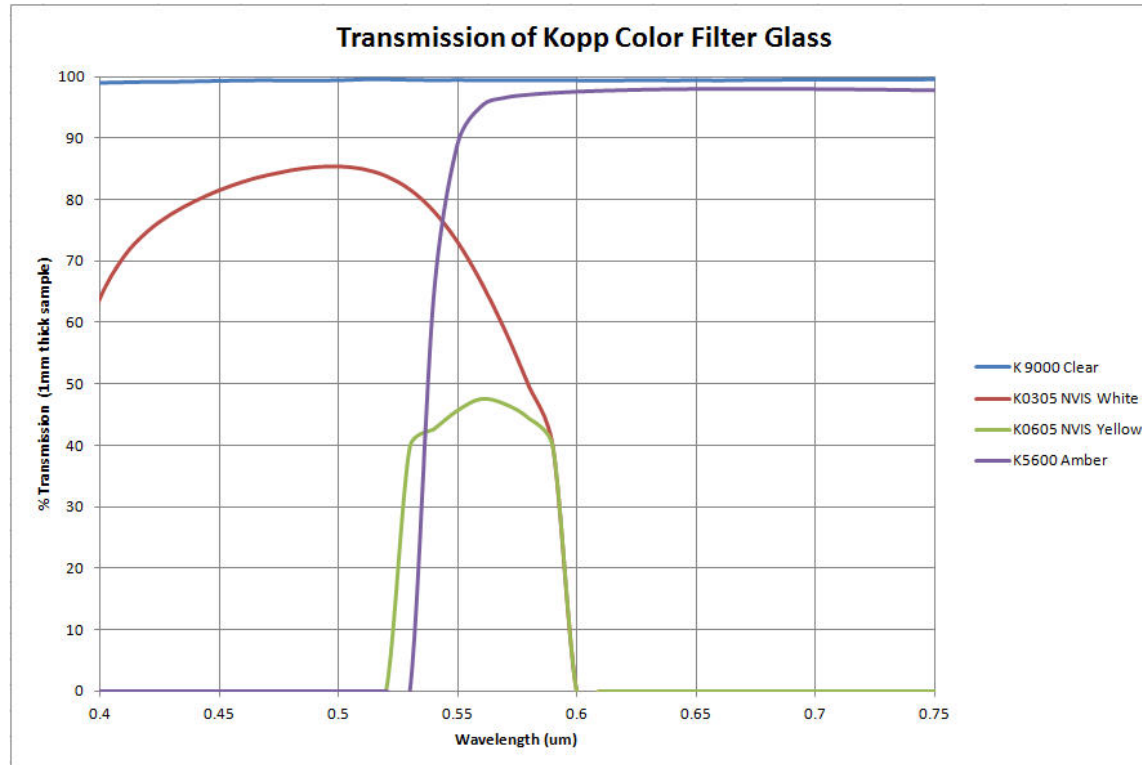
LED phosphor model

Examples

- **Example 6:** Spectral absorption example

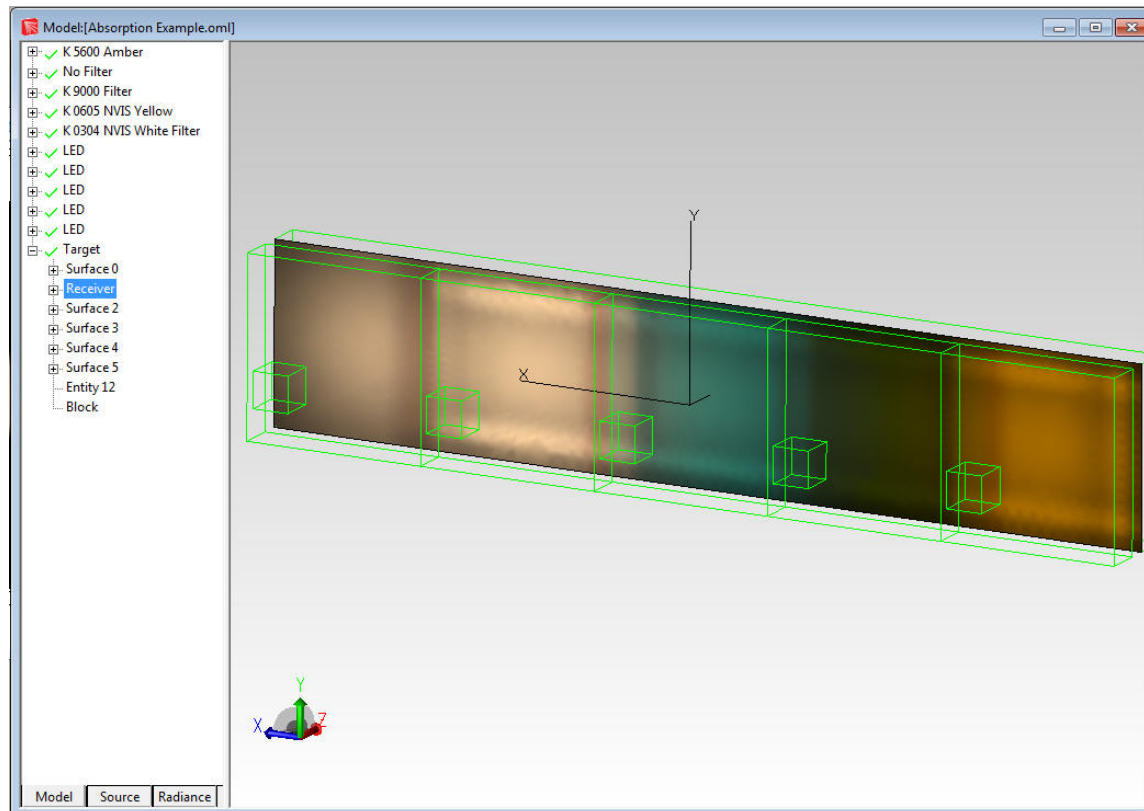
Examples

- Spectral absorption example
- Glass and plastic absorption properties can effect the spectral content of the LED source



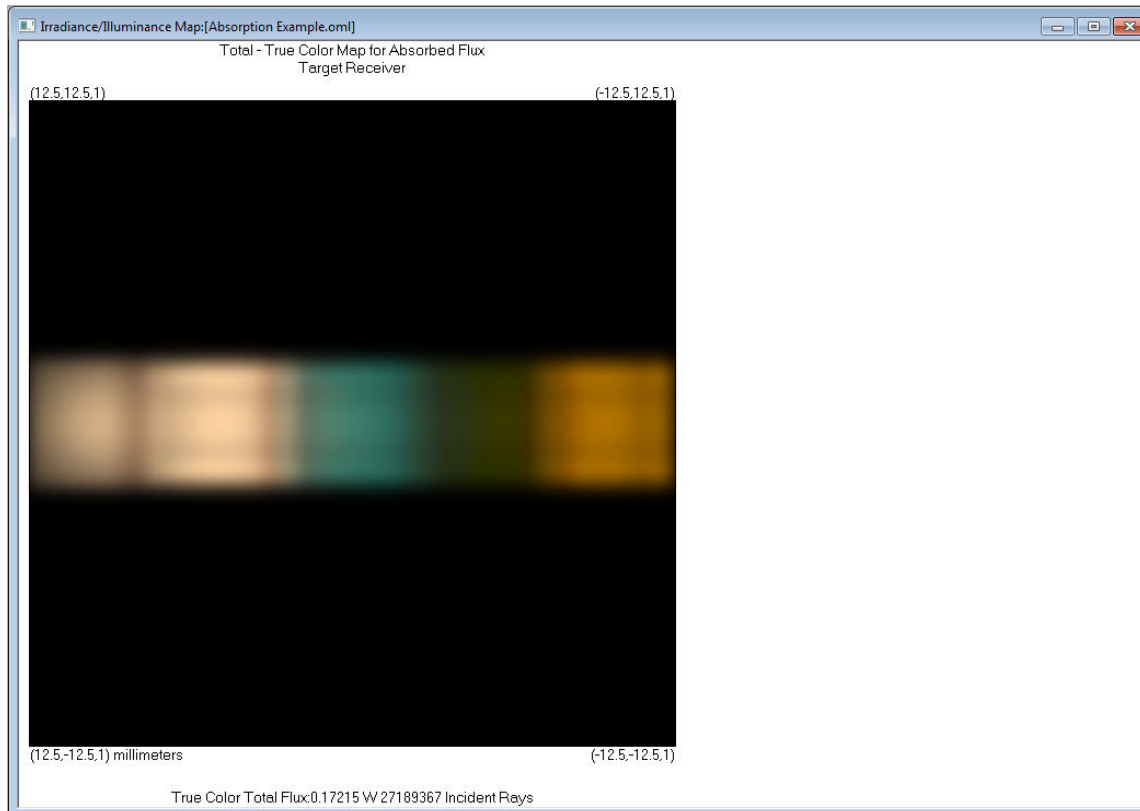
Examples

- Spectral absorption example
 - Same LEDs with no filter glass and 4 different color filter glasses – True Color plot



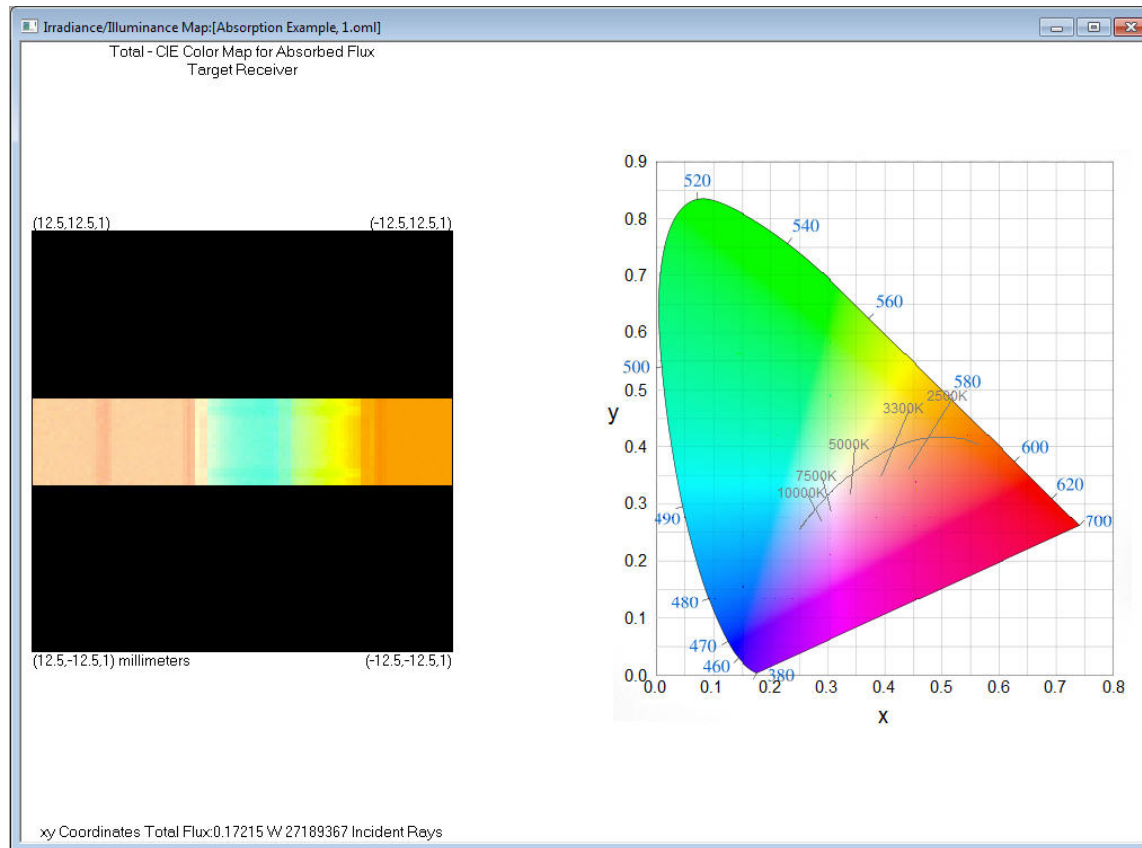
Examples

- Spectral absorption example
- Same LEDs with no filter glass and 4 different color filter glasses – TrueColor plot



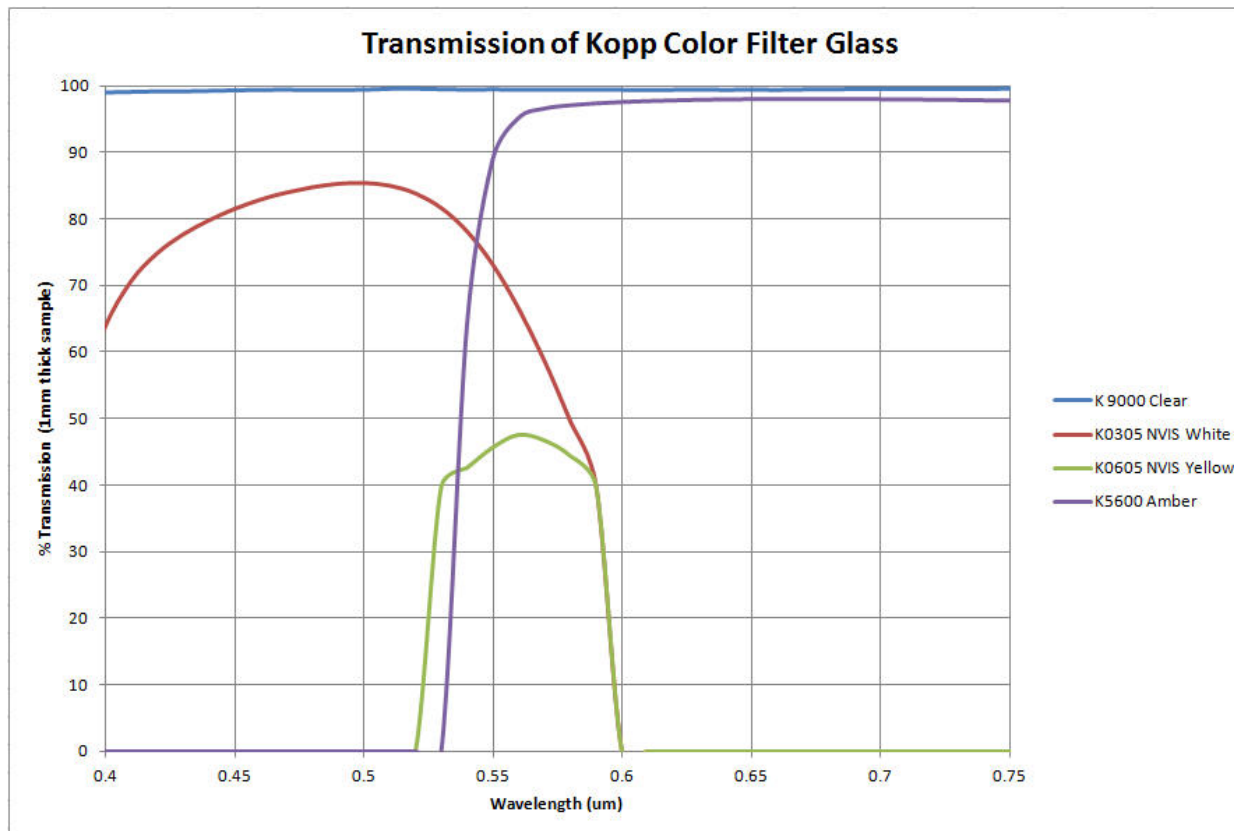
Examples

- Spectral absorption example
- Same LEDs with no filter glass and 4 different color filter glasses – CIE xy plot



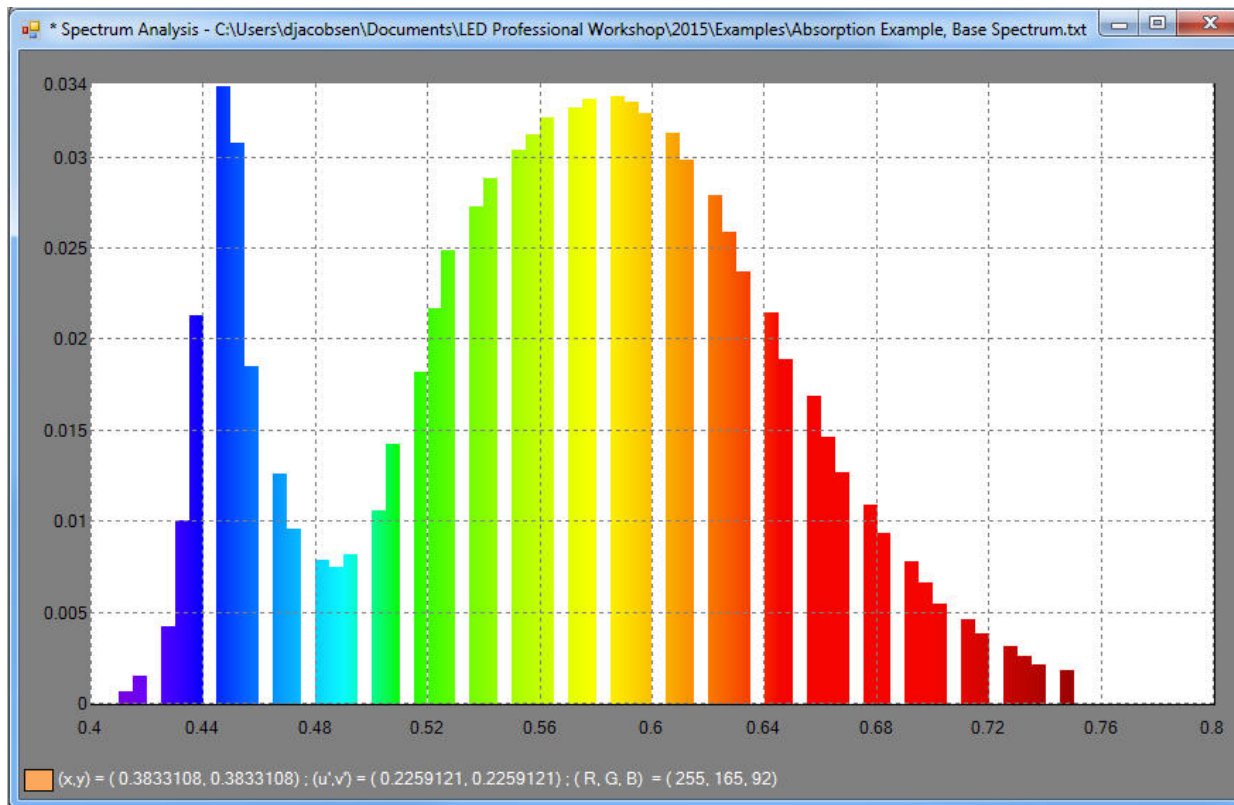
Examples

- Spectral absorption example
- Transmission curves of 1mm thick Kopp color filter glass examples



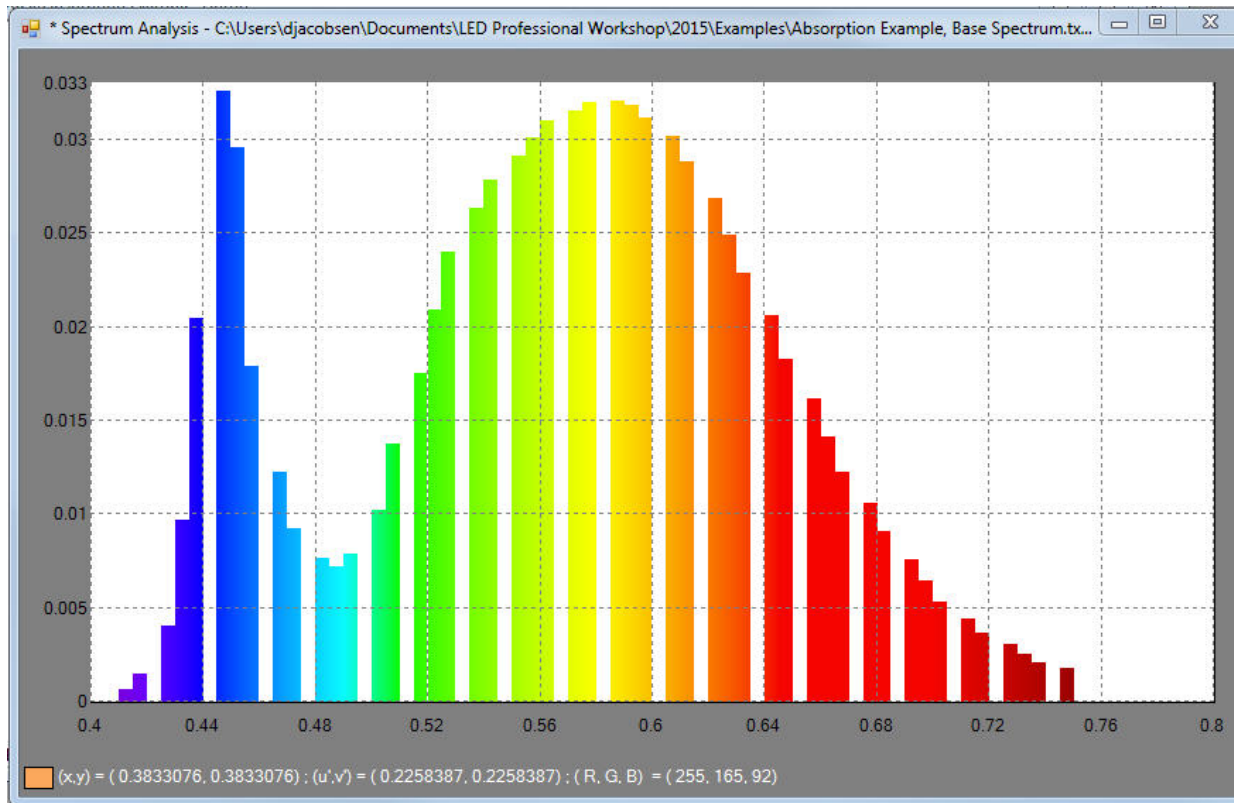
Examples

- Spectral absorption example
- Spectrum of LED with no color filter



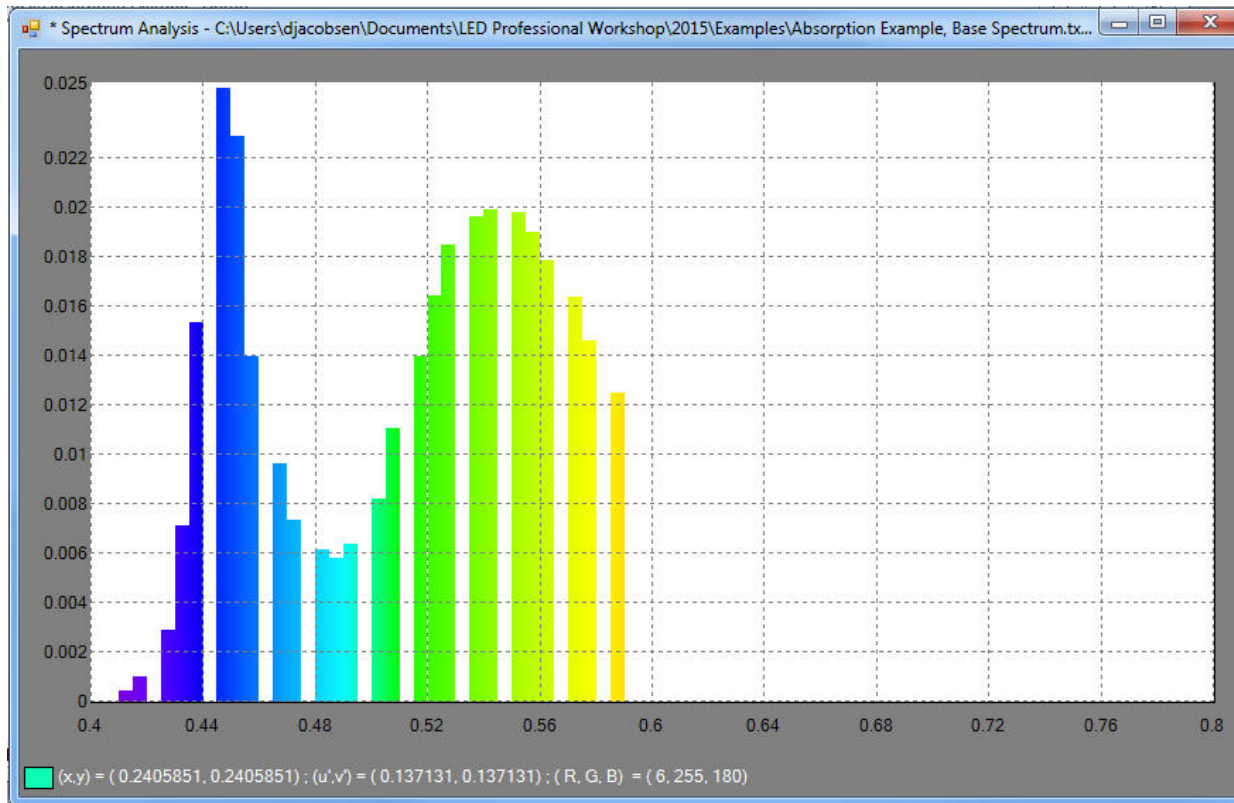
Examples

- Spectral absorption example
- Spectrum of LED with Kopp K-9000 clear glass filter



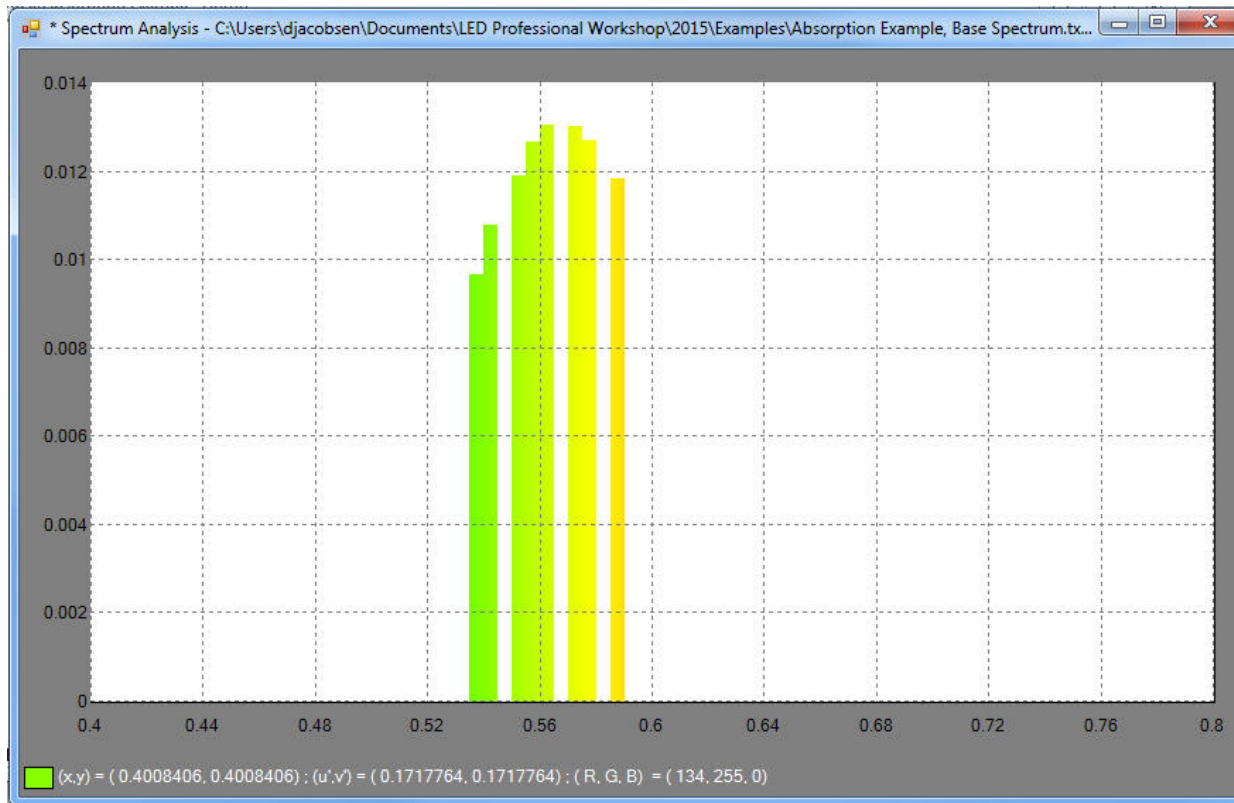
Examples

- Spectral absorption example
- Spectrum of LED with Kopp K-0305 NVIS white filter



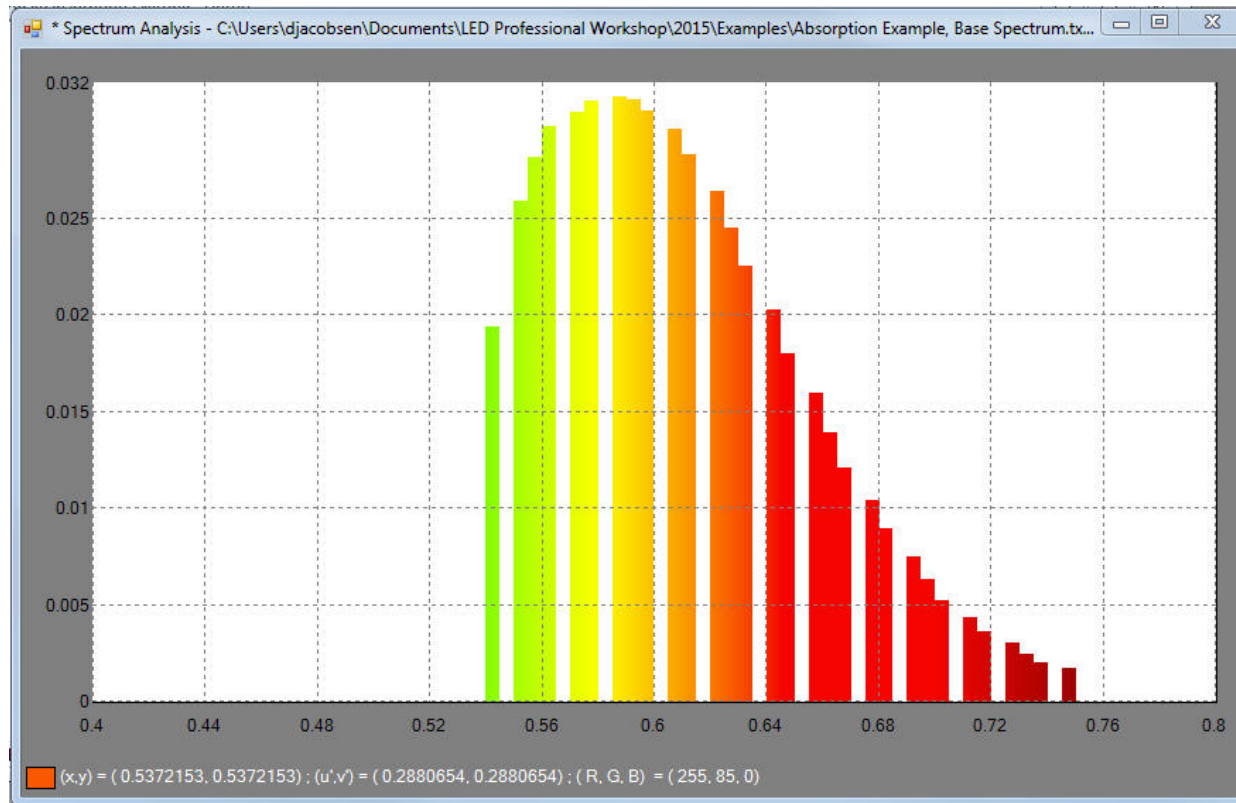
Examples

- Spectral absorption example
- Spectrum of LED with Kopp K-0605 NVIS yellow filter



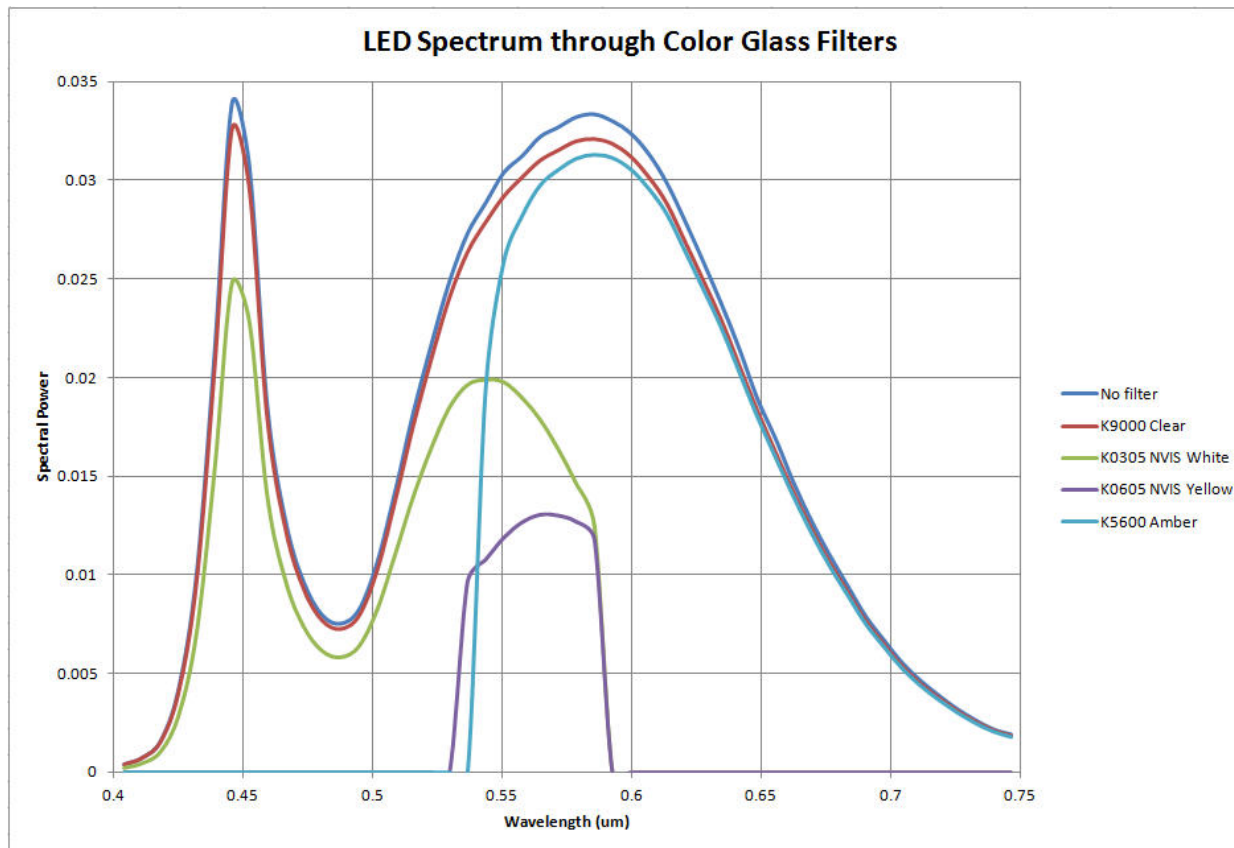
Examples

- Spectral absorption example
- Spectrum of LED with Kopp K-5600 amber filter



Examples

- Spectral absorption example
- LED spectrum with no filter glass and 4 different color filter glasses

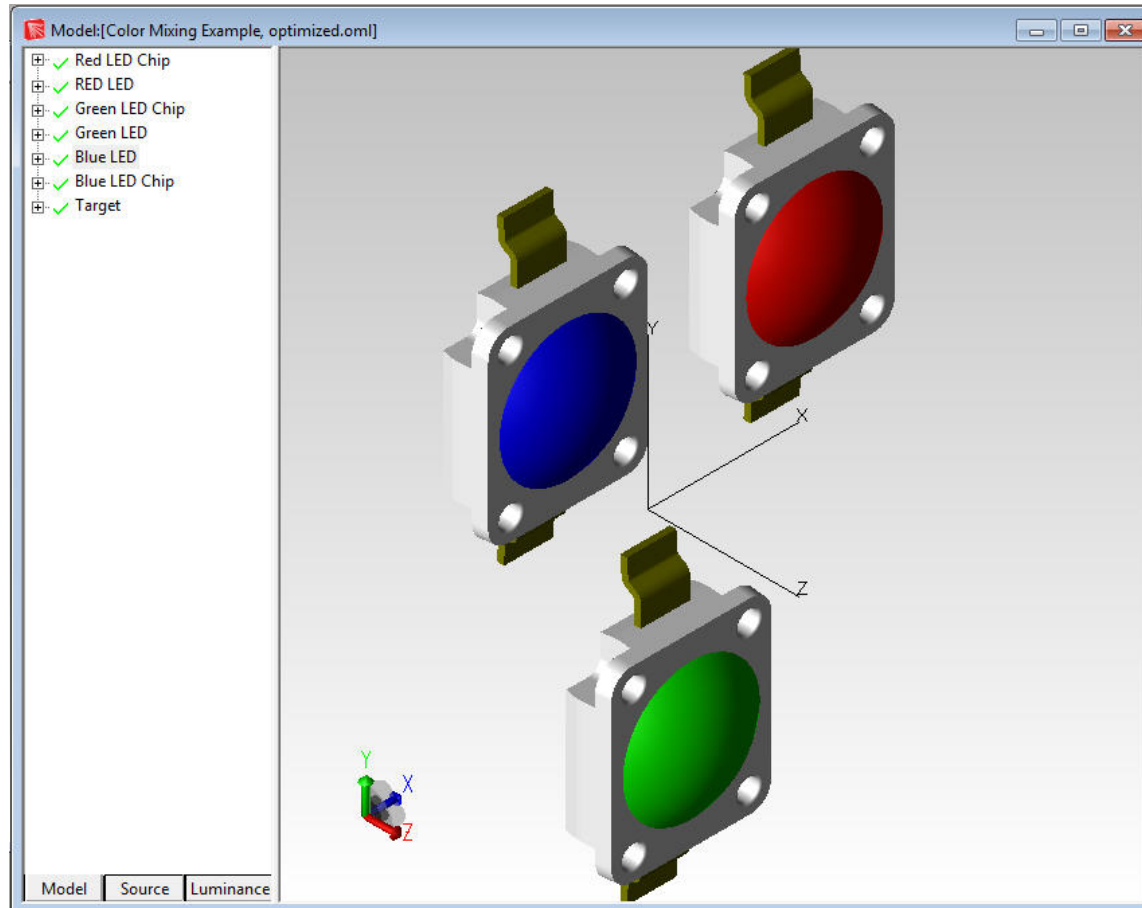


Examples

- **Example 7:** Color mixing example

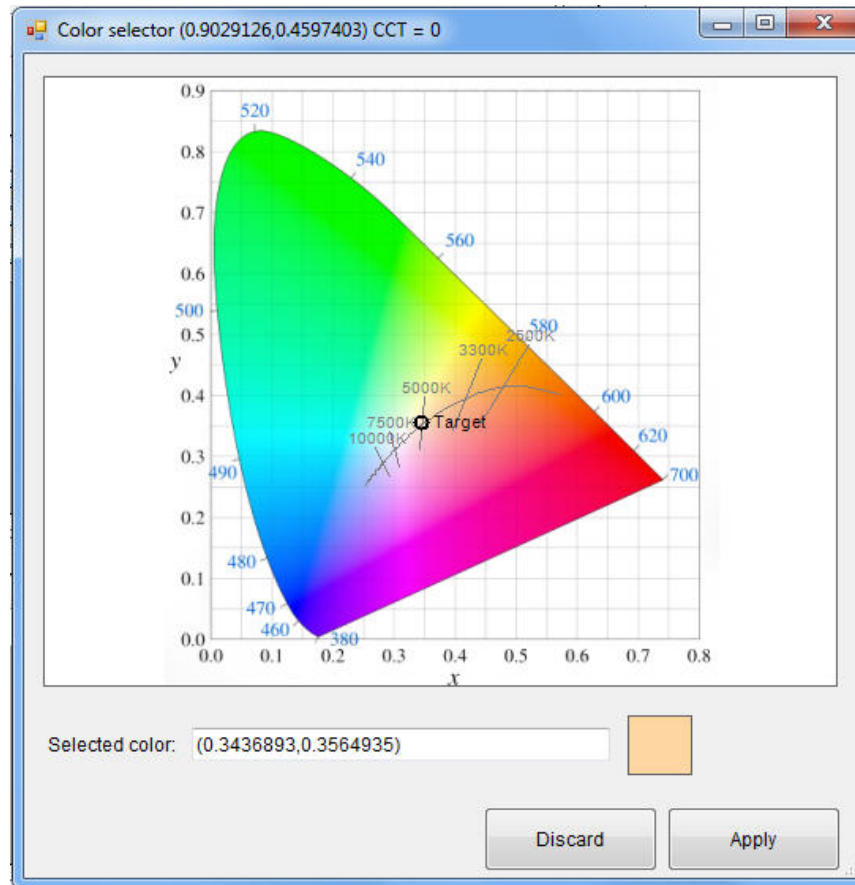
Examples

- Color mixing example
 - Show resulting color from mixing red, green, and blue LEDs



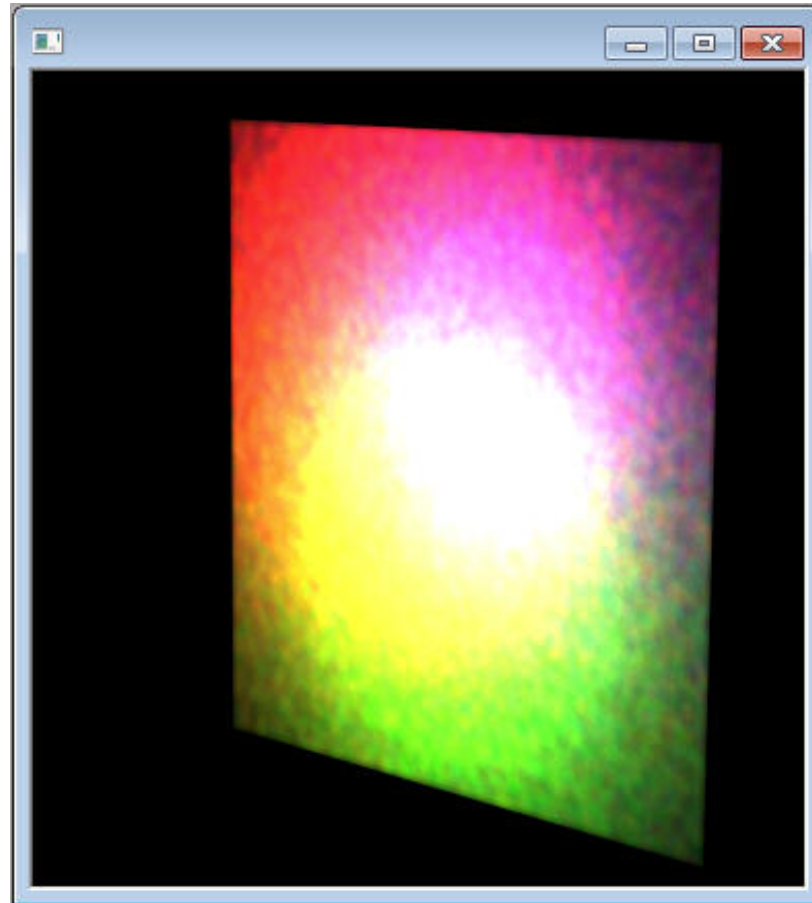
Examples

- Color mixing example
 - Goal is CIE xy coordinates of (0.344, 0.356), CCT = 5000K



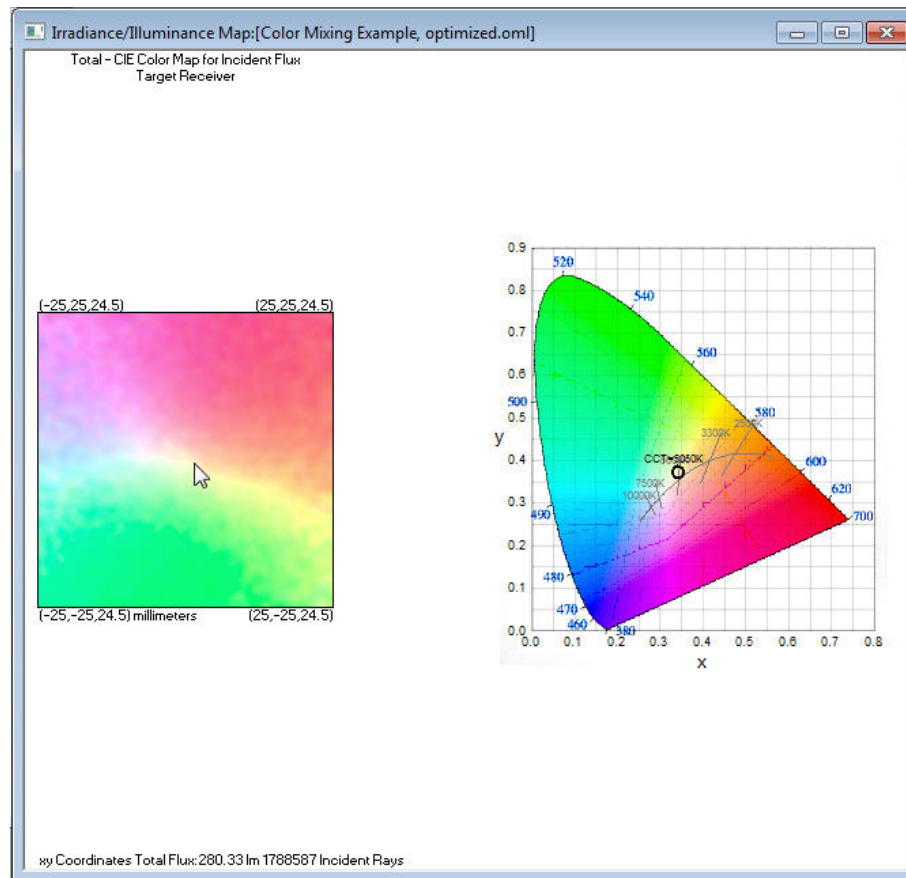
Examples

- Color mixing example
- Photorealistic rendering plot



Examples

- Color mixing example
 - After Optimization - $(0.3463x, 0.3699y)$ - CCT = 5000K

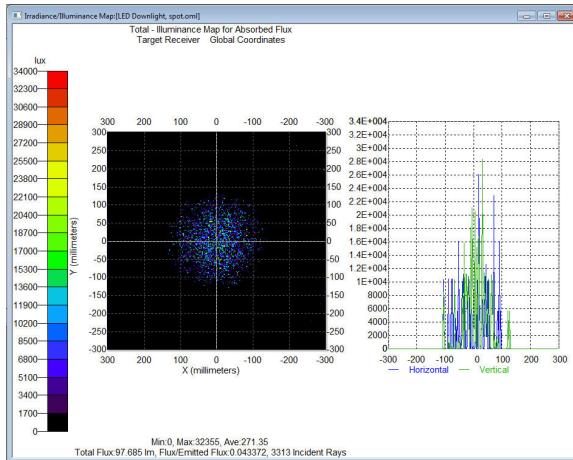


Examples

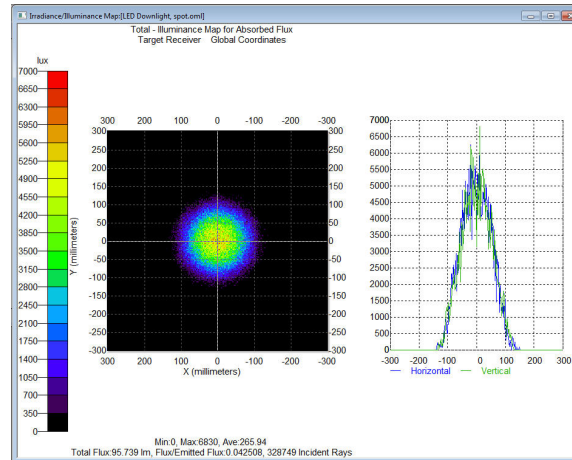
- **Example 8:** Not enough rays traced example

Examples

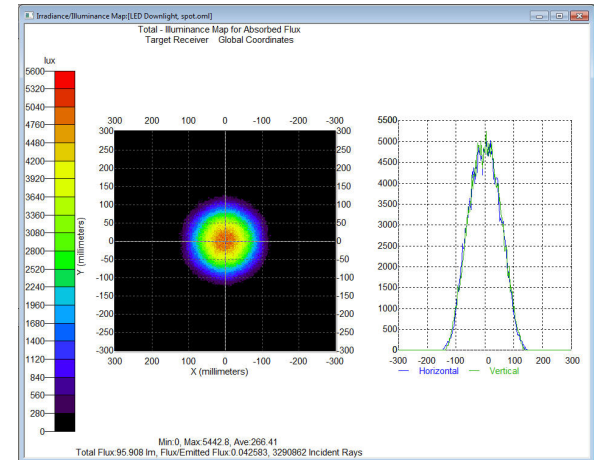
- Not enough rays traced example
 - If enough rays are not traced, the results will not be accurate. Especially in terms of color metrics.
 - Illuminance Map results



7000 rays traced
4 seconds



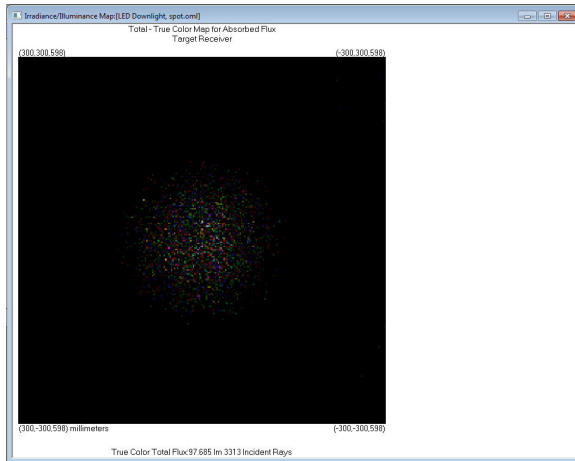
700000 rays traced
1 minute 35 seconds



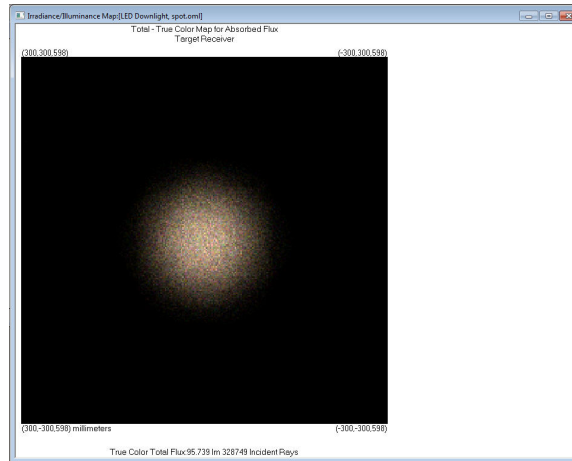
7000000 rays traced
9 minutes 20 seconds

Examples

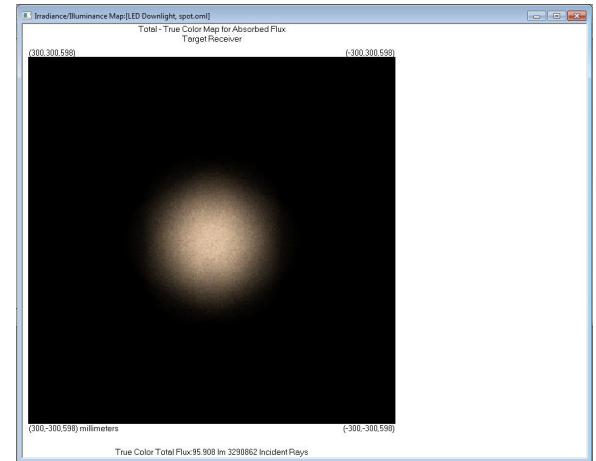
- Not enough rays traced example
 - If enough rays are not traced, the results will not be accurate. Especially in terms of color metrics.
 - TrueColor Plot results



7000 rays traced
4 seconds



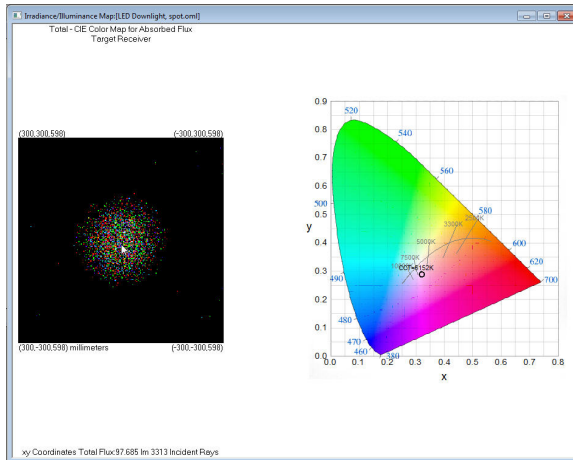
700000 rays traced
1 minute 35 seconds



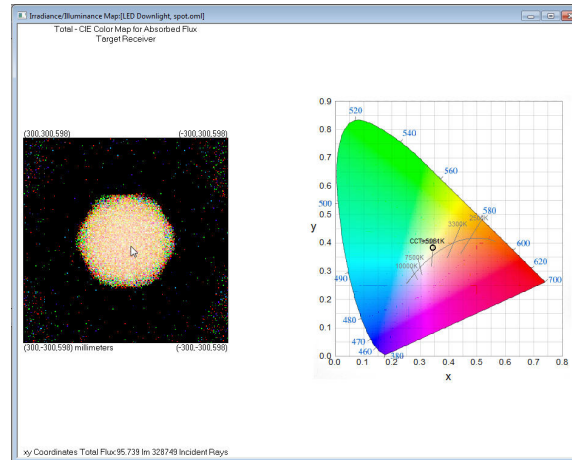
7000000 rays traced
9 minutes 20 seconds

Examples

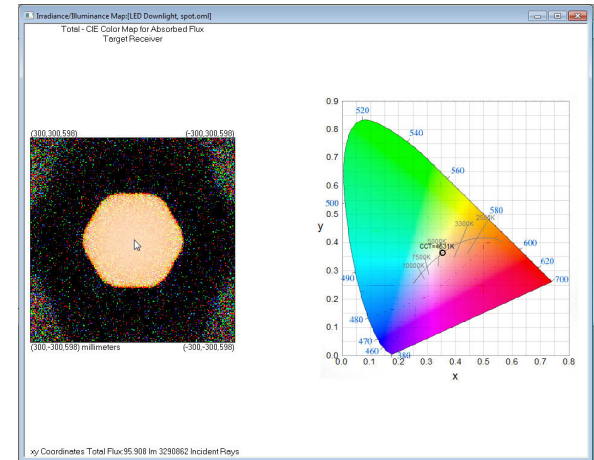
- Not enough rays traced example
 - If enough rays are not traced, the results will not be accurate. Especially in terms of color metrics.
 - CIE xy results



7000 rays traced
4 seconds



700000 rays traced
1 minute 35 seconds



7000000 rays traced
9 minutes 20 seconds

Summary and Questions

- Optical modeling can be used to shorten the design process and speed the time-to-market by allowing numerous designs to be evaluated in a short period of time virtually rather than as prototypes. The problems can then be found in software rather than hardware.

Summary and Questions

- What is needed to get accurate results?
 - A good optical analysis software program
 - An accurate 3D solid model of the LED lighting system including accurate surface and material properties
 - An accurate source model, either a surface source model or a rayfile
 - Trace enough rays to get an accurate answer

Summary and Questions

Thank You

For more information or to sign up for our free 30-day trial please visit us at:

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