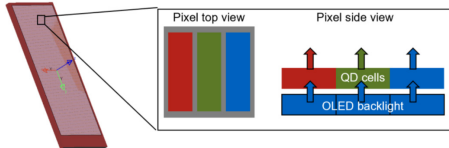


# What's New in LightTools Version 2025.03

## Upgrade Your Illumination Optics Designs

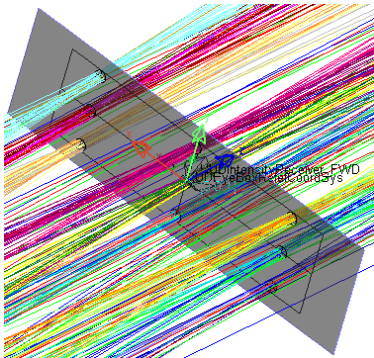


### Phosphor & Quantum Dot Modeling

When specifying properties for a phosphor material, you can now specify the distribution for converted rays, and as well as two additional distribution types for unconverted rays. These features enhance the modeling of quantum dots in LightTools, which is beneficial for fine spectral tuning in LEDs, fluorescent lamps, cathode ray tubes, and plasma displays.

### Imaging Analysis with Modulation Transfer Function

For forward simulations, you can specify a Modulation Transfer Function (MTF) mesh for an illuminance analysis to evaluate imaging performance. This enables you to analyze ray data and assess contrast at a given frequency.



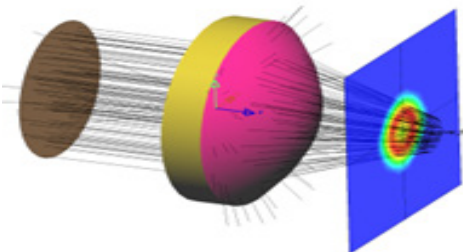
### Luminance Camera

You can now configure a spatial luminance device as a pinhole camera for visualization to efficiently generate spatial luminance images to evaluate color, uniformity, and brightness.

### HUD Utility

The new Head-Up Display (HUD) utility supports:

- Luminance analysis with backward simulation to ensure the image is bright and uniform
- Ray path analysis for ghost and stray light
- Virtual image rendering and scenery
- Sun loading and eye discomfort analysis



### Birefringent Coatings

LightTools now offers a Birefringent Coating user-defined optical property (UDOP) to model a thin layer of birefringent material. This feature is particularly useful for AR/VR designers applying birefringent coatings to headset viewing surfaces.

### Expanded Example Model Library

The LightTools Example Model Library is an excellent resource for learning how to use specific features and application examples to jumpstart design workflows. The library includes new examples for human tissue modeling, freeform lens for UV sterilization, and stray light analysis.