TracePro® Tutorial
Light Pipe Example
Light Pipe

- Make a cylinder
Light Pipe

- Make a cylinder
- Select the end
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
- Select Sweep
- Sweep the surface
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
- Select Sweep
- Sweep the surface
- Select the object and select Apply Properties
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
- Select Sweep
- Sweep the surface
- Select the object and select Apply Properties
- Apply ACRYLIC
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
- Select Sweep
- Sweep the surface
- Select the object and select Apply Properties
- Apply ACRYLIC
- Verify in System Tree
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
- Select Sweep
- Sweep the surface
- Select the object and select Apply Properties
- Apply ACRYLIC
- Verify in System Tree
- Define Ray Grid
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
- Select Sweep
- Sweep the surface
- Select the object and select Apply Properties
- Apply ACRYLIC
- Verify in System Tree
- Define Ray Grid
- Define Beam
Light Pipe

- Make a cylinder
- Select the end
- Select Revolve
- Revolve the surface
- Select Sweep
- Sweep the surface
- Select the object and select Apply Properties
- Apply ACRYLIC
- Verify in System Tree
- Define Ray Grid
- Define Beam
- Trace Rays
Light Pipe - Results

- Turn off ray display
- Select end surface
Light Pipe - Results

- Turn off ray display
- Select end surface
- Select Irradiance/ Illuminance Map
- Select Irradiance/ Illuminance Options
- Set values
Light Pipe - Results

- Turn off ray display
- Select end surface
- Select Irradiance/Illuminance Map
- Select Irradiance/Illuminance Options
- Set values
- Normalized Flux is throughput of pipe
Light Pipe - Results

- Turn off ray display
- Select end surface
- Select Irradiance/Illuminance Map
- Select Irradiance/Illuminance Options
- Set values
- Normalized Flux is throughput of pipe
- Select Candela Plot
- Polar Iso
- Set Candela Plot Options
Light Pipe - Results

- Select end surface
- Select Irradiance/Illuminance Map
- Select Irradiance/Illuminance Options
- Set values
- Normalized Flux is throughput of pipe
- Select Candela Plot
- Polar Iso
- Set Candela Plot Options
- View results