



Benefits

Many optical applications need a defined surface structuring and scattering. The capability to mix brightness and color helps in a great variety of different cases in automotive lighting, general lighting and stage lighting. It gives your product the final and decisive difference to stand out from the crowd.

Different Structures

- Faceted surfaces (micro lens arrays)
- Defined surfaces (e.g. sinus function)
- Random surfaces

Possible Effects

Structure	Color Mixing	Optical Efficiency
No structure		+++
S1		++
S2	-	++
S3	+	++
S4	++	+
S5	+++	-

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MICROSTRUCTURES AND DIFFUSERS



Microstructures and Diffusers

Applications

• Automotive Lighting

Smoothing of light distribution: with defined or faceted surfaces



Smoothing of light distribution, color mixing: with random or faceted surfaces

• Stage Lighting

Color mixing with light guides: with high scattering on the top surface







Faceted Surfaces

Faceted surfaces are mostly based on spherical facets.

Following parameters can be used:

	Direct pressing	Imprint
Sphere radius	≥ 500 µm	≥ 100 µm
Lattice spacing	≥ 500 µm	≥ 100 µm
Lattice type	hexagonal, squa	re, irregular

Irregular gratings avoid a far field imaging of the lattice symmetry.

Lattice form	convex, concave
Structured diameter	only limited by part size (direct pressing) 20 mm (imprint)



Defined Surfaces

Modulation of the surface with a mathematical function

- e.g. 2-dimensional sinus
- Minimum modulation depth: approx. 2µm
- Allows for high reproducibility of low scattering applications



Random Surfaces

Mold structuring:

- EDM (Rz 9 Rz 75 µm)
- Micro treatment

Glass structuring:

Micro treatment

