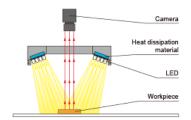
ILLUMINATION METHODS IN MACHINE VISION

FORM FACTORS

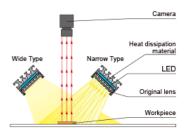
Machine vision lighting comes in many shapes, each producing certain illumination effects. This list covers the most common light shapes used in the industry.

RING LIGHT



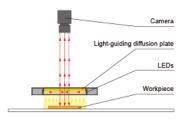
Effect: Multipurpose bright-field illumination

BAR LIGHT



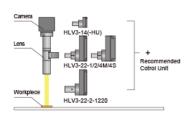
Effect: Flexible bright-field/dark-field lighting, depending on position and angle

FLAT DOME LIGHT



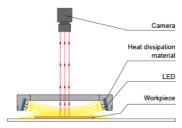
Effect: Dome illumination in thin, flat design without camera hole

SPOT LIGHT



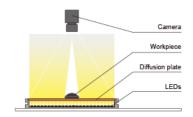
Effect: Directional illumination to light a specific place on the object

LOW-ANGLE RING LIGHT



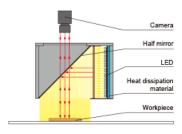
Effect: Dark-field illumination for highlighting surface features

FLAT LIGHT



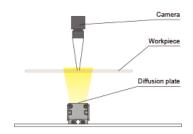
Effect: Images silhouettes and outlines transparent objects

COAXIAL LIGHT



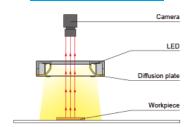
Effect: Uniform bright-field light for shiny surfaces

LINE LIGHT (HIGH UNIFORMITY)



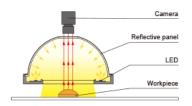
Effect: Diffused illumination for line-scan inspection

DIFFUSE RING LIGHT



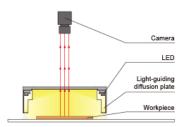
Effect: Even illumination with reduced shadowing

DOME LIGHT



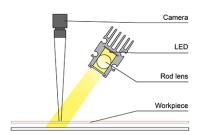
Effect: Shadow-less light to make uneven surfaces appear flat

SQUARE LIGHT



Effect: Flexible bright-field/dark-field lighting, especially suited for square/rectangular objects

LINE LIGHT (HIGH ILLUMINANCE)



Effect: Focused illumination for line-scan inspection



Imaging Different Workpieces with Common Light Shapes



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