

TECHSPEC[®] 15mm, Aluminum, High Tolerance N-BK7 Right Angle Prism



N-BK7 High Tolerance Right Angle Prisms

Stock **#32-546** 5 In Stock

-

1

+

C\$159⁰⁰

ADD TO CART

Volume Pricing	
Qty 1-5	C\$159.60 each
Qty 6-25	C\$127.40 each
Qty 26-49	C\$119.70 each
Need More?	Request Quote

Product Downloads

General

Right Angle Prism

Type:

Physical & Mechanical Properties

+0/-0.1

Dimensional Tolerance (mm):

Protective as needed

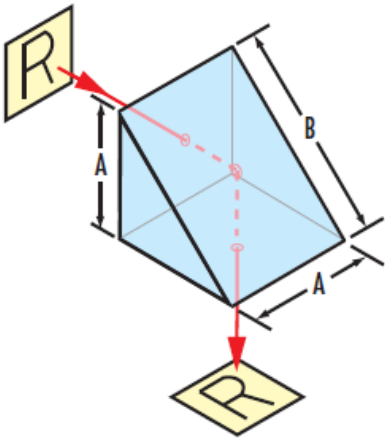
Bevel:

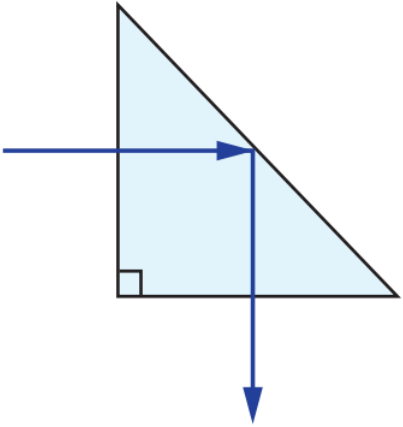
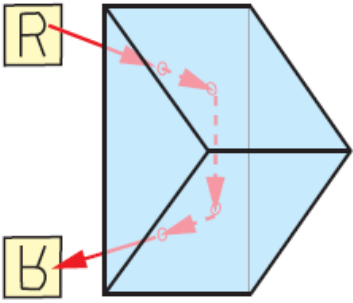
21.20	Length of Hypotenuse (mm):
15.00	Length of Legs (mm):
Optical Properties	
±15	Angle Tolerance (arcsec):
Aluminum with protective overcoat	Coating:
N-BK7	Substrate: ☐
40-20	Surface Quality:
Left-Handed	Image Orientation:
Reflective Surfaces: R _{avg} >85% FROM400-700nm, @ 45° AOI	Coating Specification:
90	Ray Deviation (°):
400 - 2000	Wavelength Range (nm):
Hypotenuse: 0.3 J/cm ² @ 532nm & 1064nm, 10ns	Damage Threshold, By Design: ☐
1.25	Power (fringes) @ 632.8nm:
0.25	Irregularity (fringes) @ 632.8nm:
Regulatory Compliance	
Compliant	RoHS 2015:
View	Certificate of Conformance:
Compliant	Reach 235:

Product Details

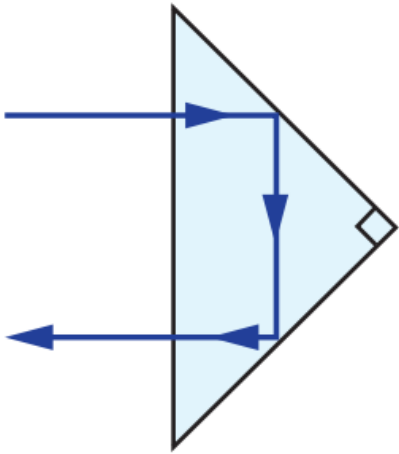
- Ray Deviation of 90°
 - Left Handed Image
 - Low Arcsecond Angle Tolerance
 - Additional [Right Angle Prism](#) Options Available
- TECHSPEC® High Tolerance N-BK7 Right Angle Prisms are generally used to bend image paths or redirect light at 90°. This process produces a left-handed image, depending on the prism's orientation, the image may be inverted or reverted. Right angle prisms can also be combined for image/beam displacement. TECHSPEC® High Tolerance N-BK7 Right Angle Prisms feature low arcsecond angle tolerance and are made from precision N-BK7 for use in a variety of visible light applications. These prisms are available uncoated, with a protective aluminum overcoat, or VIS° & aluminized.

Technical Information

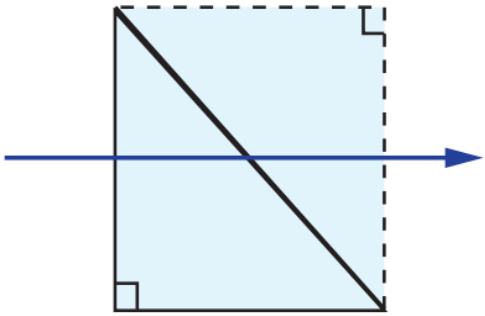




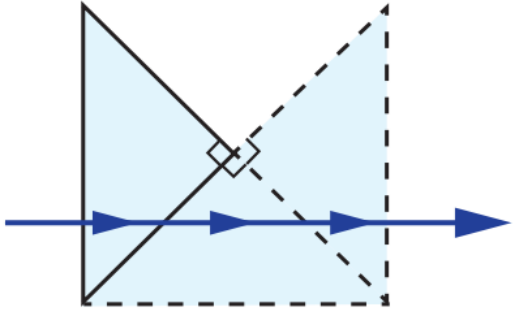
Right Angle Prism Ray Path



Right Angle Prism Ray Path



Right Angle Prism Tunnel Diagram



Right Angle Prism Tunnel Diagram