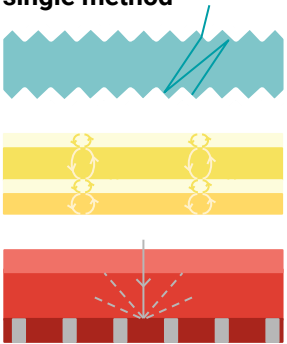
Simulations using a single method



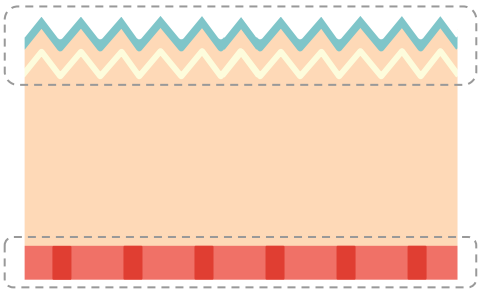
Ray-tracing: Geometric optics for large-scale textures without diffraction effects

Transfer-matrix method: Wave optics for planar layers (coherent and incoherent)

Rigorous coupled-wave analysis: Wave optics for planar or periodic structures e.g. gratings, photonic crystals

Ideal cases: E.g. perfect mirrors, Lambertian scattering

Simulations using angular redistribution matrices
Each surface is treated separately with an appropriate method



Calculate e.g. reflection, transmission, absorption per layer, depth-dependent absorption profiles