

## Vector vortex light fields

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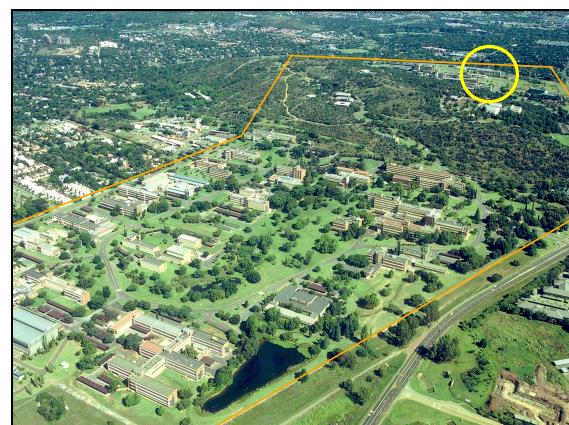
I'm not rich

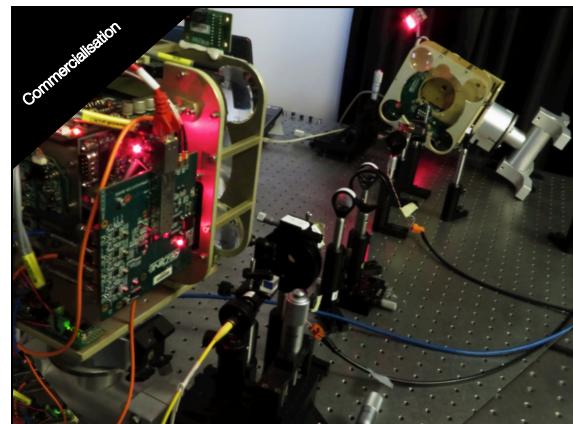
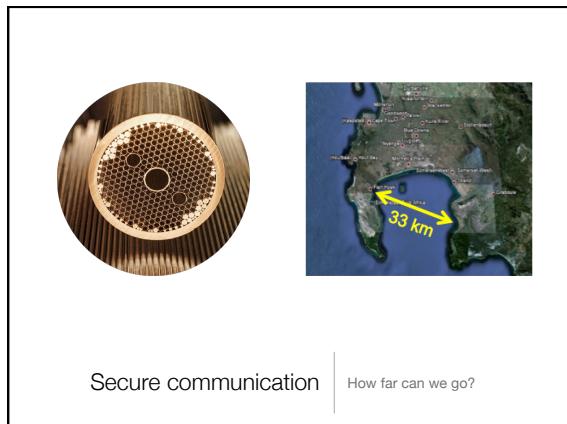
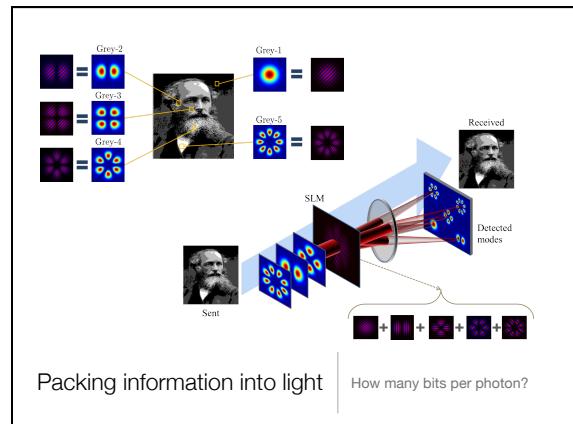
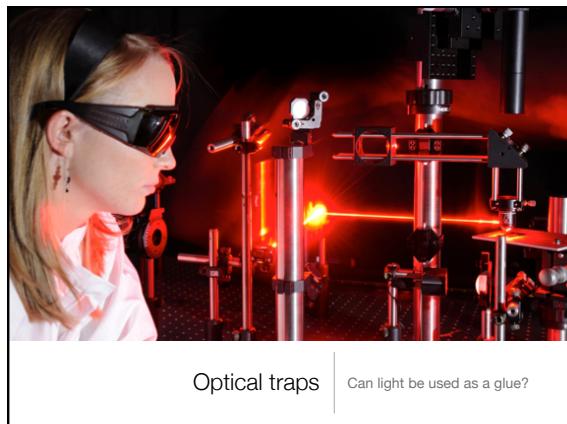
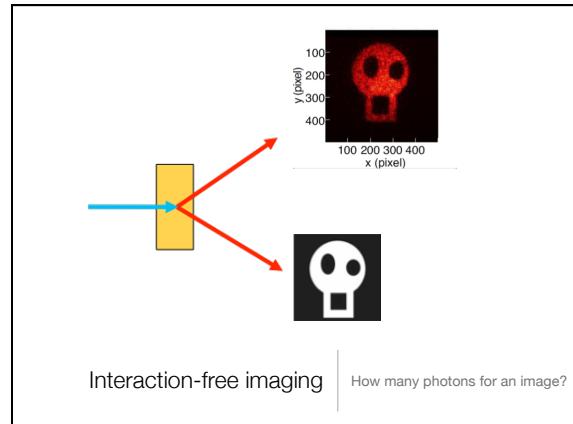
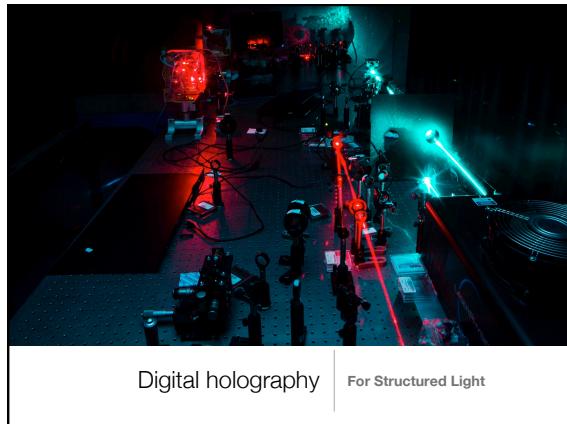
Controlling light's helicity at the source

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I'm not cleverer than you



Using the *transmission* of light we can tailor arbitrary optical fields

We can create a mask that introduces high loss in some region of the beam

$\times$  =

Using the *Geometric Phase* opens a new avenue to explore ...

(Anisotropic media) "extra" phase delay called **geometric phase**

$$\delta = \left( \frac{n_e + n_o}{2} \right) \frac{2\pi}{\lambda} d \pm 2\Phi$$

$\times$  =

Using the *Dynamic Phase* of light we can tailor arbitrary optical fields

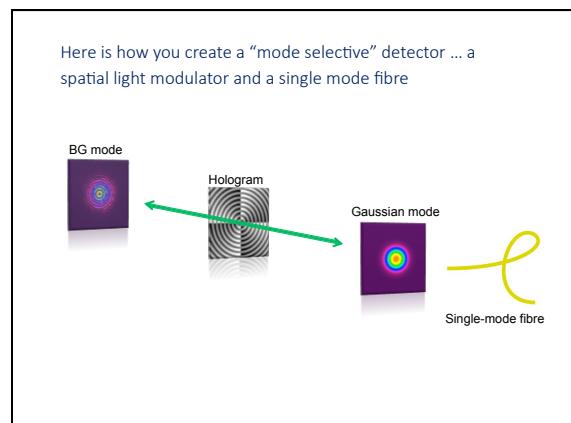
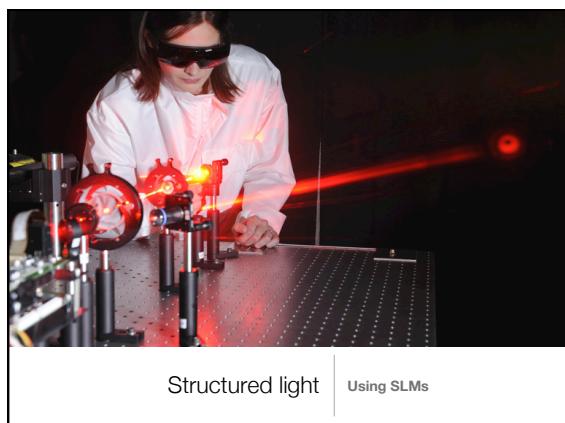
(Isotropic media) "normal" phase delay  $\delta(x, y) = n(x, y) \frac{2\pi}{\lambda} d(x, y)$  called **dynamic phase** due to optical path length difference

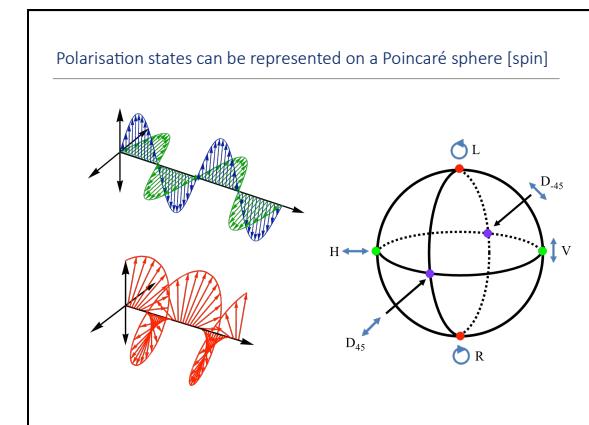
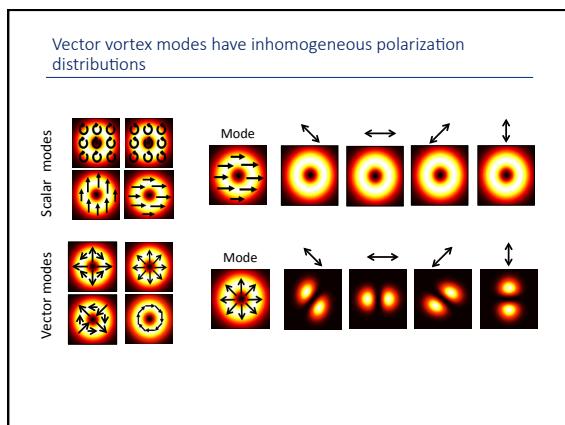
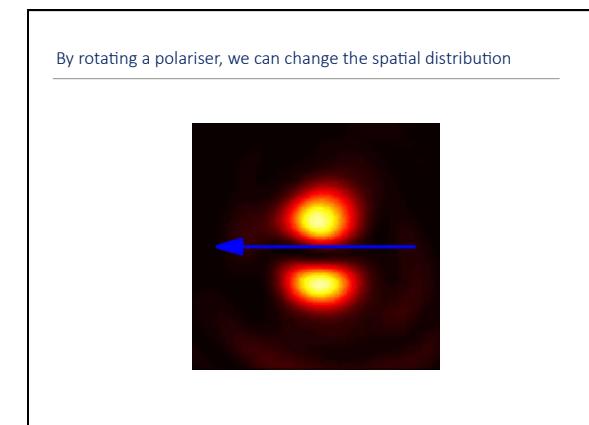
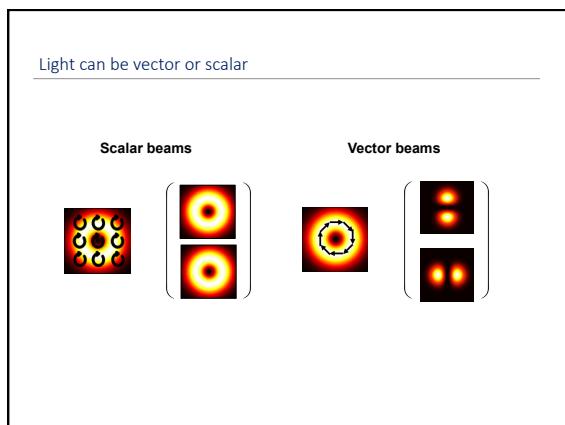
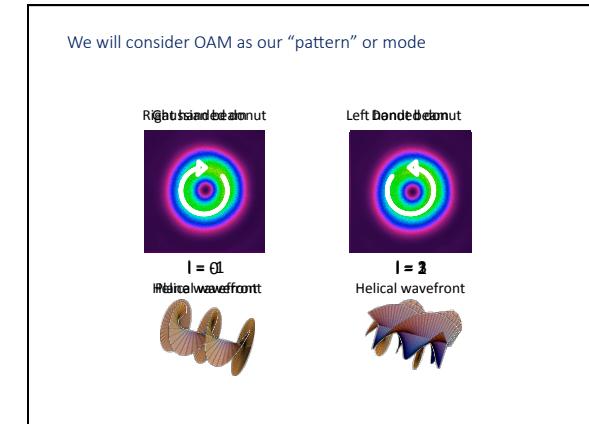
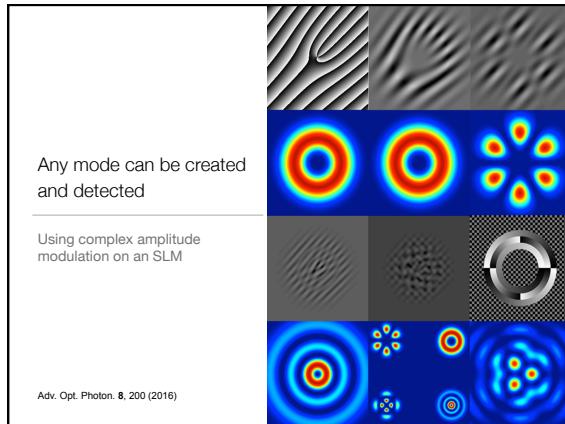
$\times$  =

Using the *Dynamic Phase* of light we can tailor arbitrary optical fields

(Isotropic media) "normal" phase delay  $\delta(x, y) = n(x, y) \frac{2\pi}{\lambda} d(x, y)$  called **dynamic phase** due to optical path length difference

$\times$  =





OAM states can be represented on a Bloch sphere [orbital]

$LG_{10} + LG_{-10} = HG_{10}$

$+i \cdot i = 0$

$-i \cdot -i = 0$

Higher-Order Poincare Sphere: describing the total angular momentum of light

$$|\psi(\theta, \varphi)\rangle = \cos\left(\frac{\theta}{2}\right) \exp\left(\frac{i\varphi}{2}\right) |R\rangle + \sin\left(\frac{\theta}{2}\right) \exp\left(-\frac{i\varphi}{2}\right) |L\rangle$$

(a) (b)

Millone et al. Phys. Rev. Lett. 107, 053601 (2011)  
Halleck et al. Opt. Express 19, 2528 (2011)

