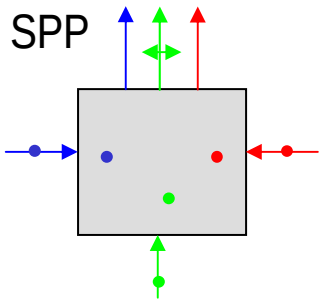
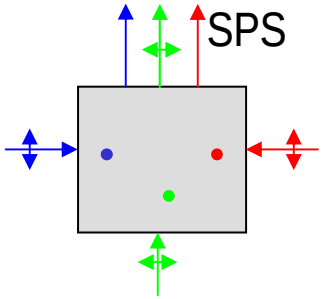
RGB color combiner cube





Characteristic	*Units*	*Specification*
Wavelength	nm	440-645 nm All incidence beams should be S or P polarization
Red Efficiency (polarized linear)	%	> 95.0 %@ 635-645 nm (or custom wavelength)
Green Efficiency (polarized linear)	%	> 95.0 % @527-533 nm (or custom wavelength)
Blue Efficiency (polarized linear)	%	> 95.0 @440-450 nm (or custom wavelength)
Size of cube	mm	>1.5 x 1.5 x 1.5 (+/- 0.1)
Scratch and dig		20/10
AR coating (per surface)	%	R < 0.2 % over wavelength range
Clear Aperture	mm	>=85% per side
Transmitted Wave front error	nm	λ/8
Reflected Wave front error	nm	λ/8
Beam deviation	mrad	< 0.3
Substrate material		BK-7 /SF2 or other suitable material
Color "dot" marking		Refer to the incident surfaces for RGB
Bevel Edges *	mm	Protect chamfer

RGB cube Application Example

- Display projection, Laser TV, Mobile Projection, other color combination, …….