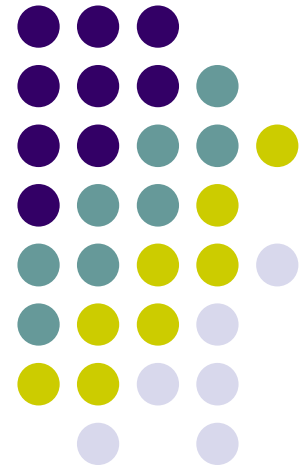


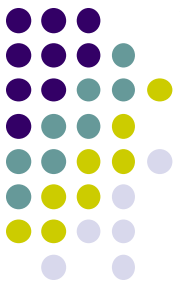
Presbyopia and Its Correction

Basic Optics, Chapter 24

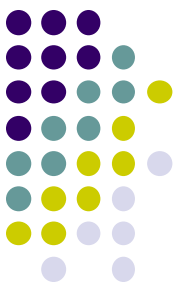


Presbyopia

- *Presbyopia* is the loss of accommodation associated with increasing age
 - Due to decreased elasticity of the lens

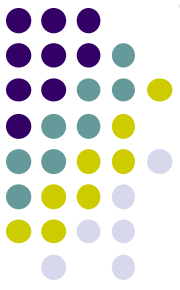


Presbyopia



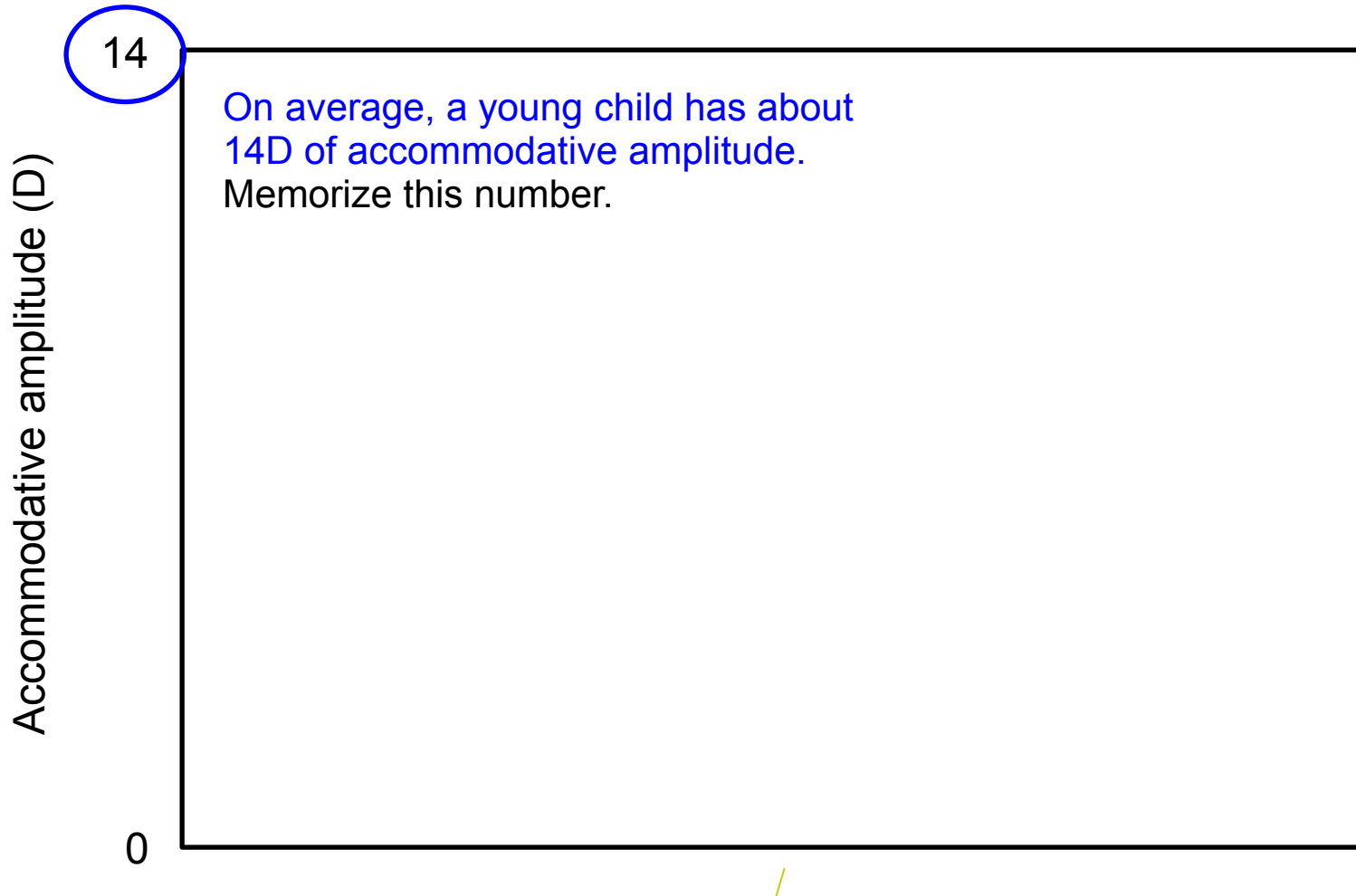
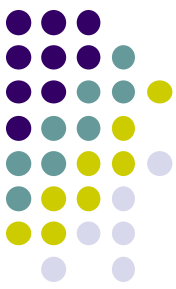
- *Presbyopia* is the loss of accommodation associated with increasing age
 - Due to decreased elasticity of the lens
- We think of it as afflicting of middle-aged adults, but loss of accommodation begins in childhood
 - It goes unnoticed until middle age, when the cumulative loss is enough to impact vision at reading distances

Presbyopia

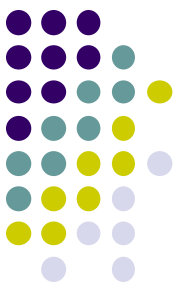
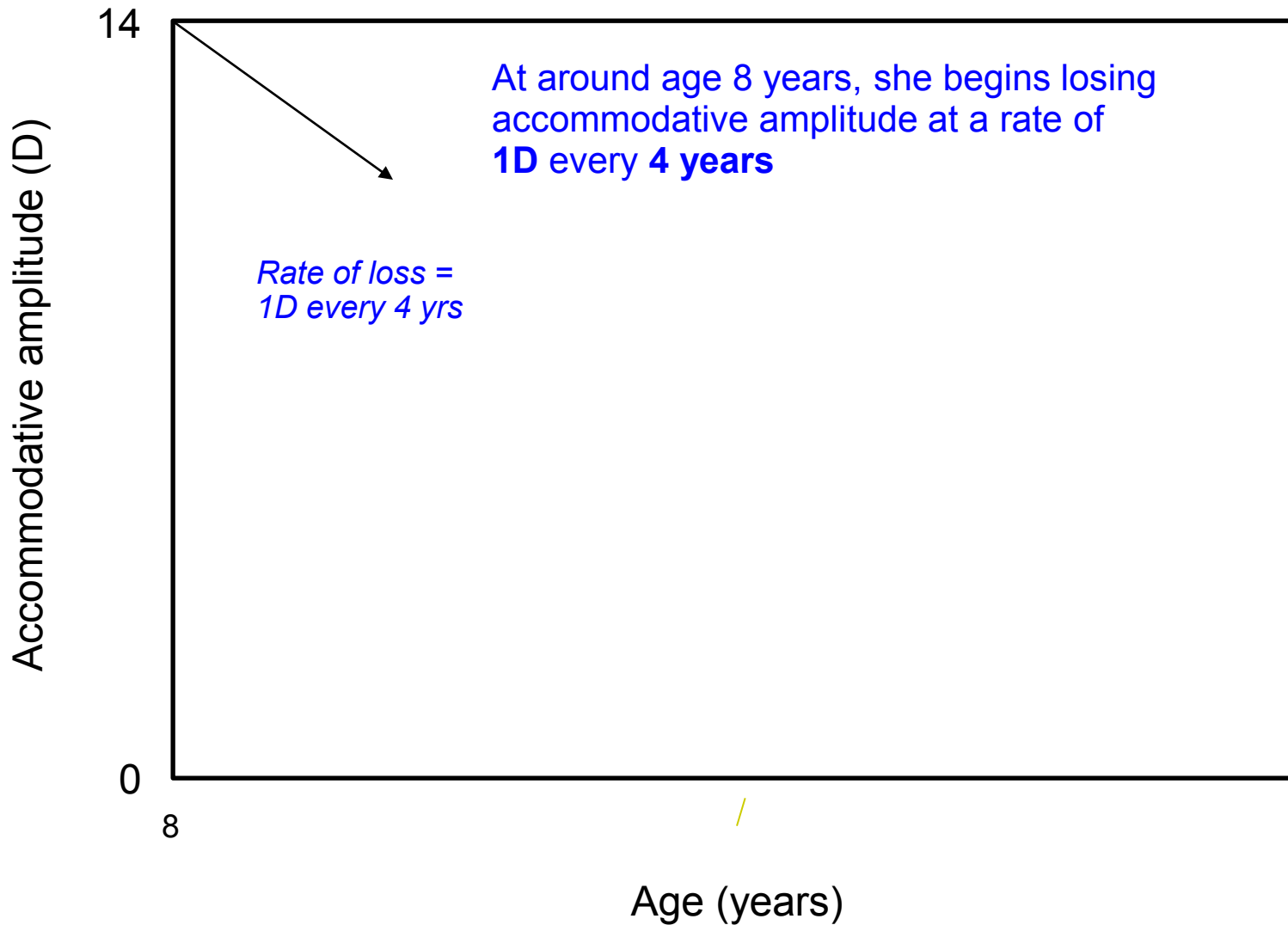


- *Presbyopia* is the loss of accommodation associated with increasing age
 - Due to decreased elasticity of the lens
- We think of it as afflicting middle-aged adults, but loss of accommodation begins in childhood
 - It goes unnoticed until middle age, when the cumulative loss is enough to impact vision at reading distances
- The relationship between *age* and *accommodative amplitude* has a characteristic pattern, as shown on the following slides

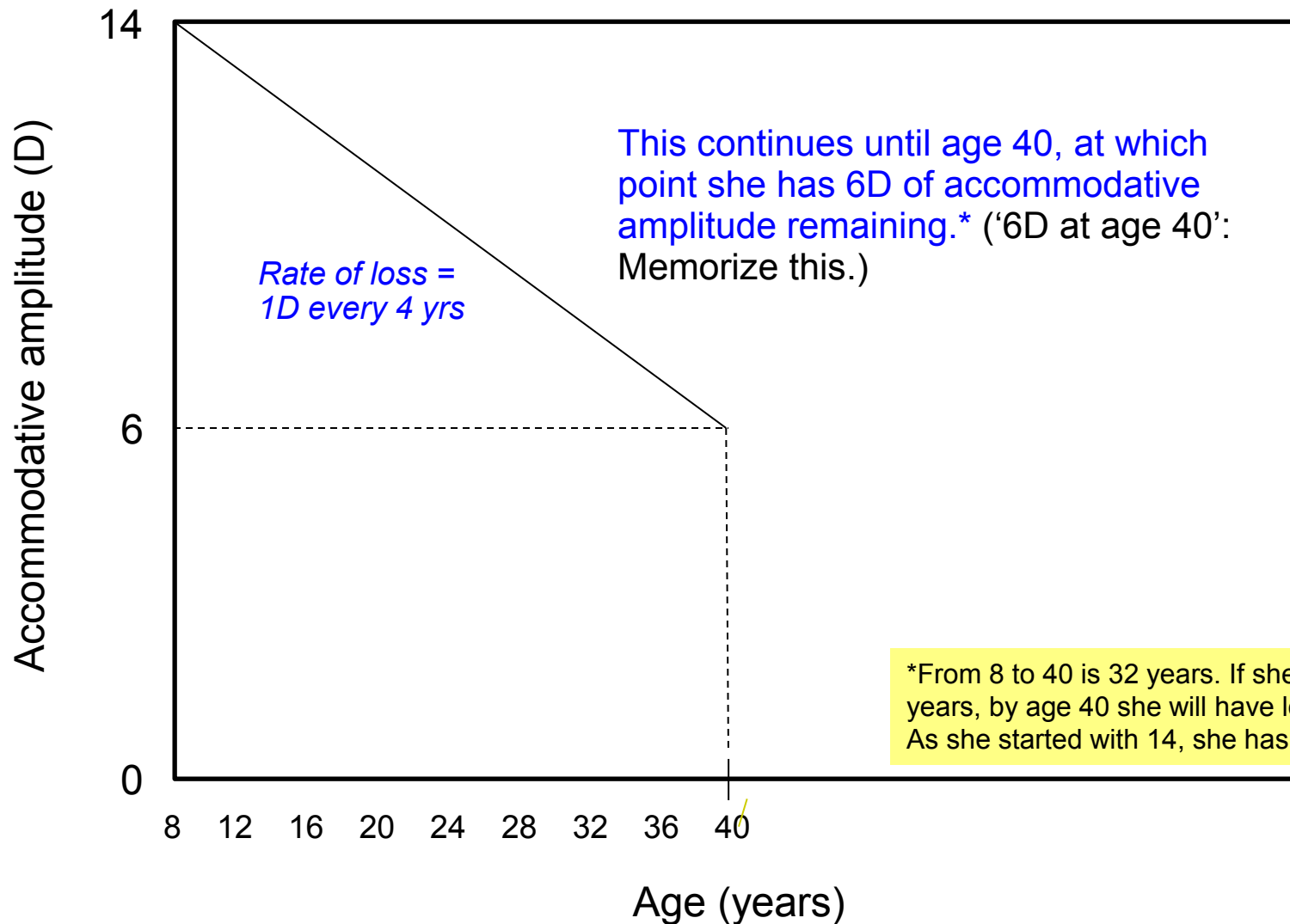
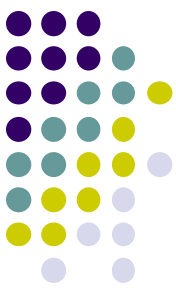
Presbyopia



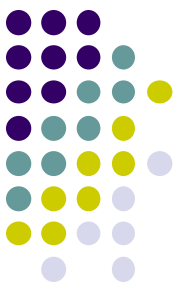
Presbyopia



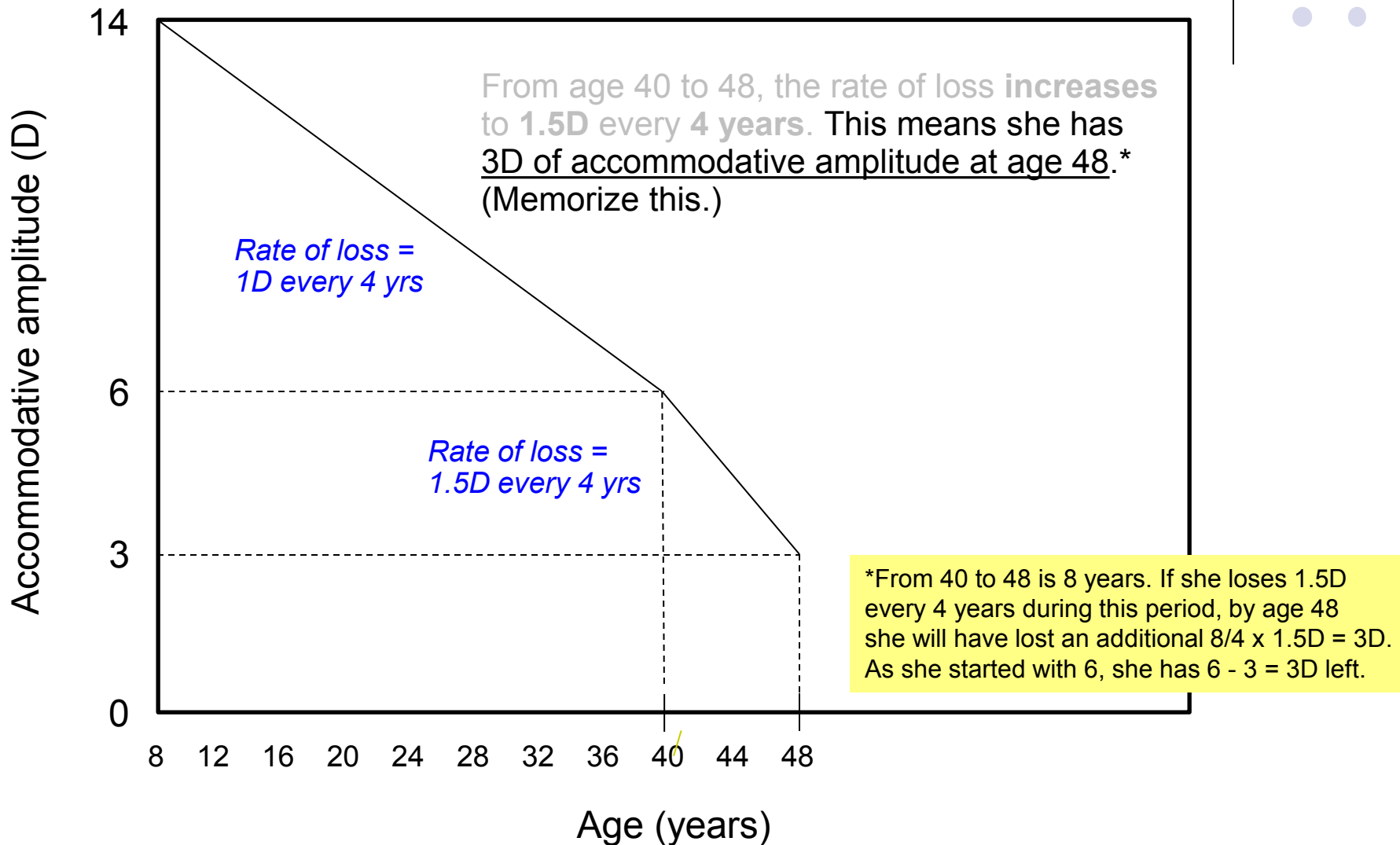
Presbyopia



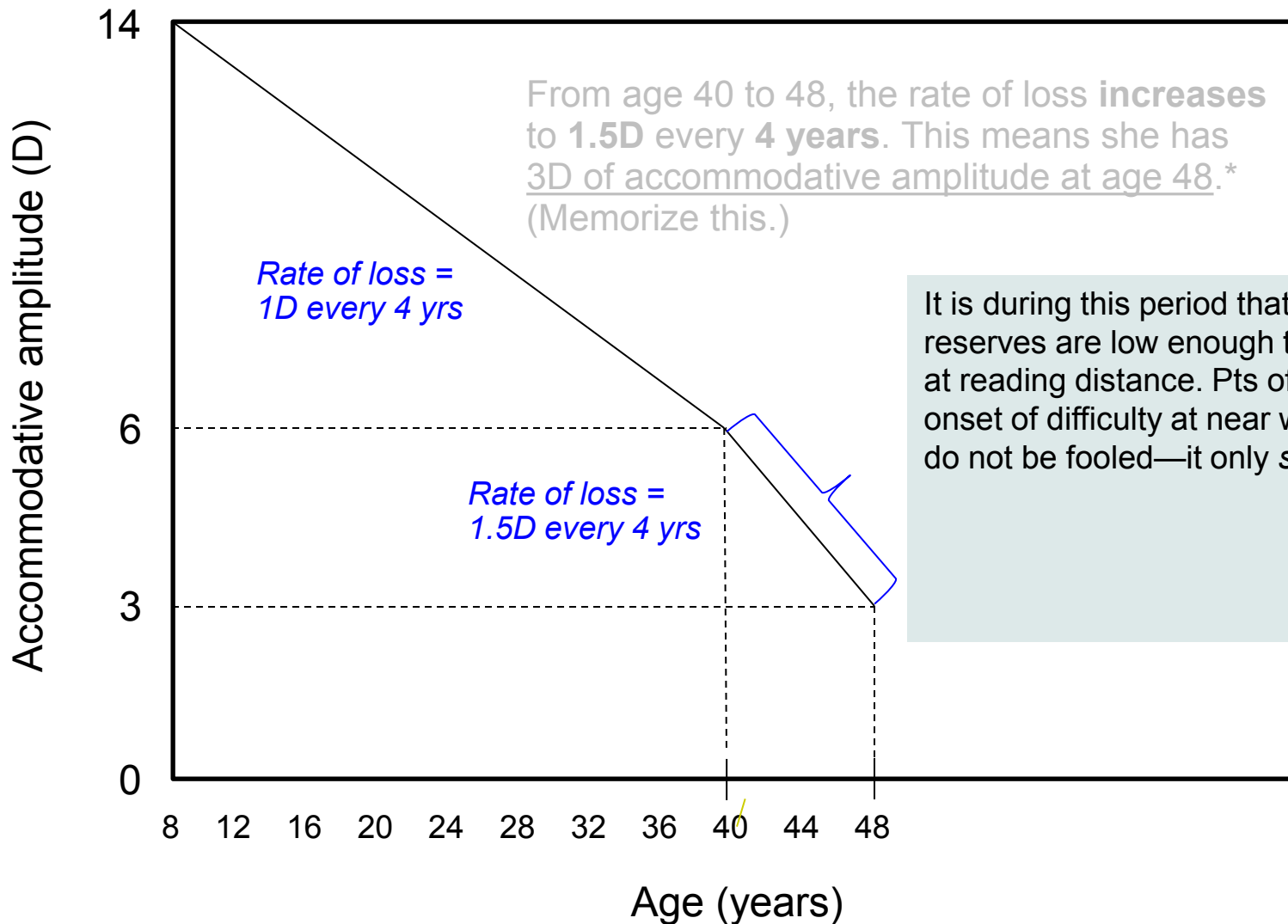
Presbyopia



Presbyopia



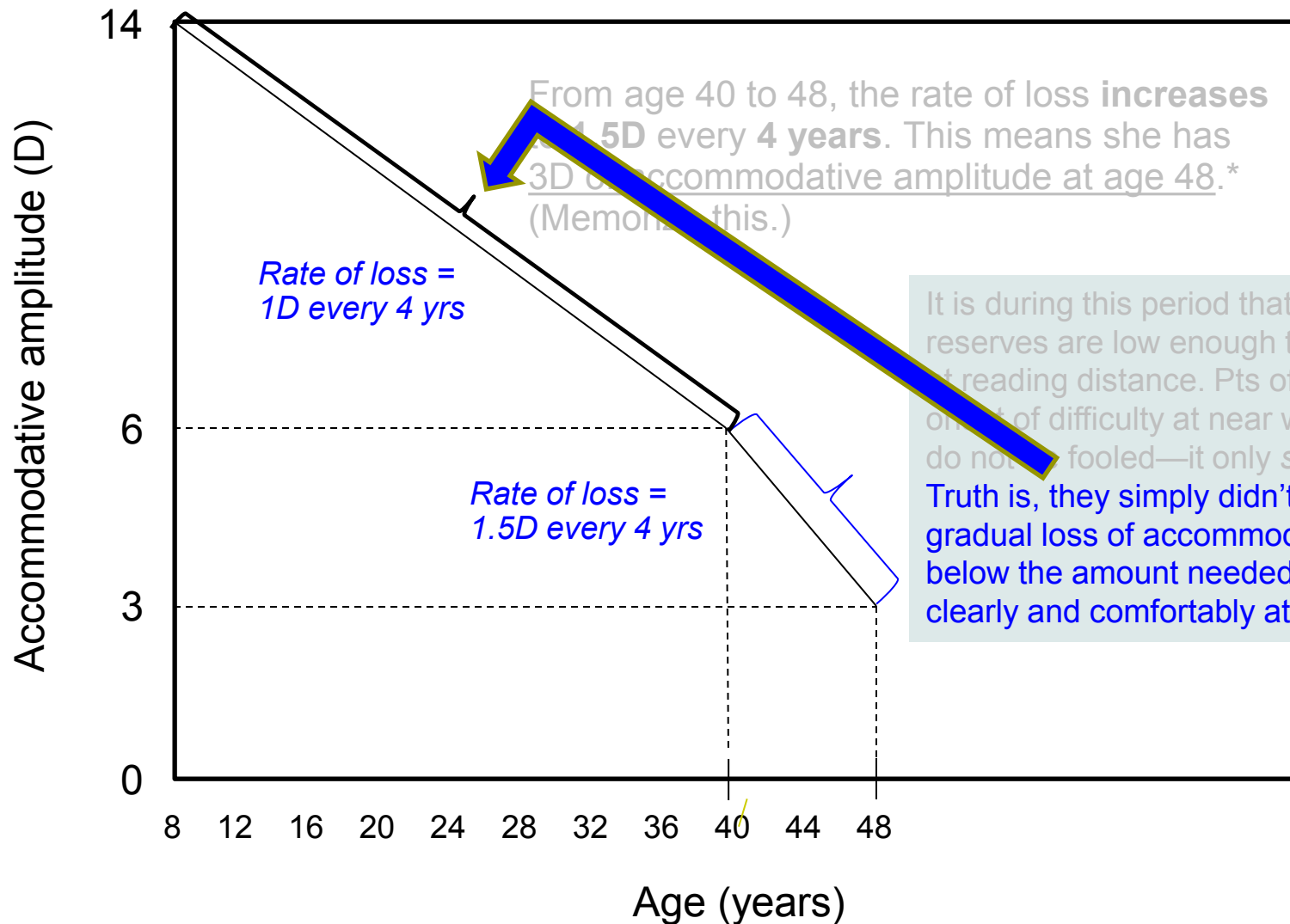
Presbyopia



It is during this period that accommodative reserves are low enough to impact vision at reading distance. Pts often c/o that the onset of difficulty at near was abrupt, but do not be fooled—it only *seemed* abrupt.



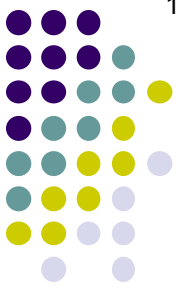
Presbyopia



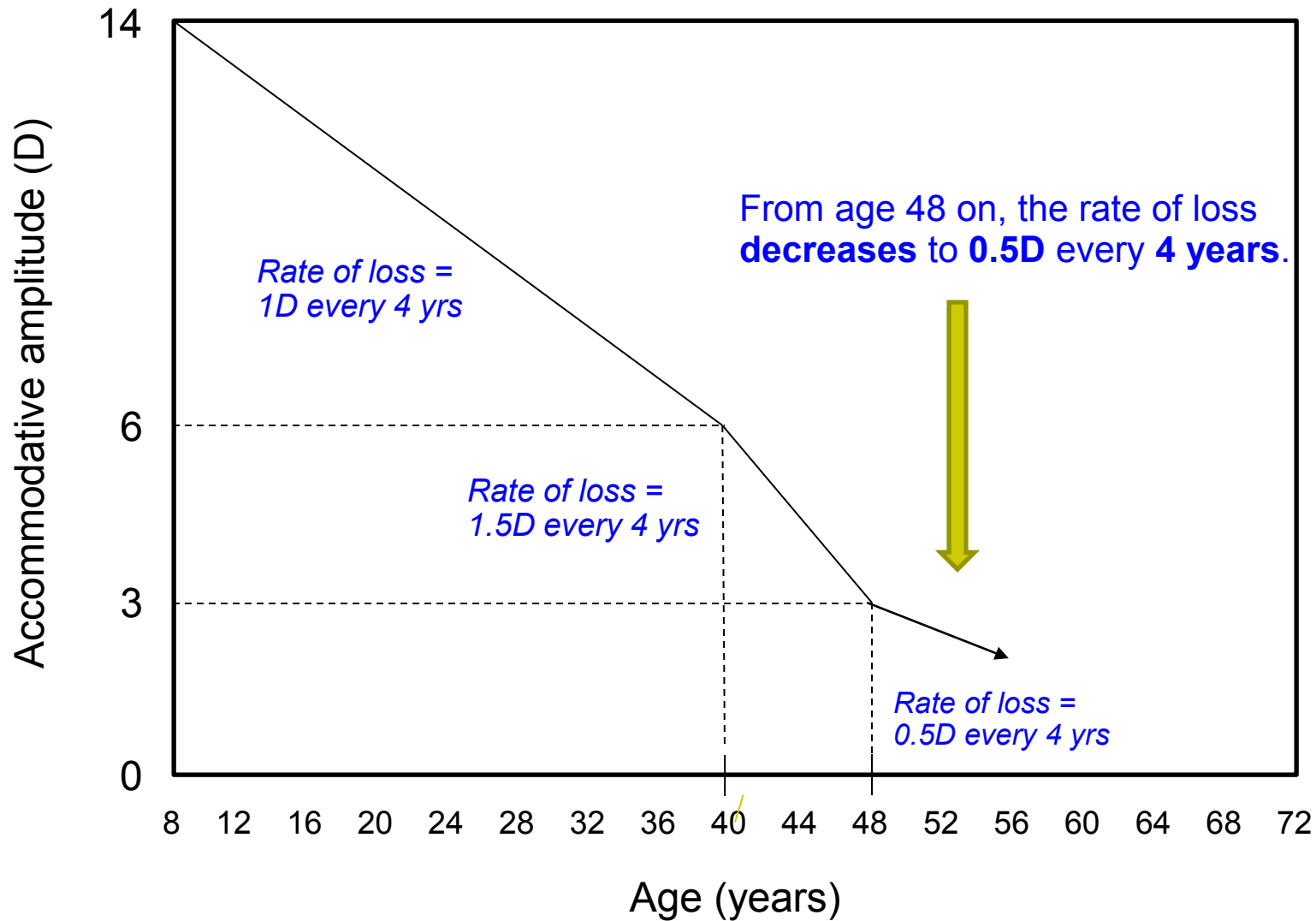
It is during this period that accommodative reserves are low enough to impact vision at reading distance. Pts often c/o that the onset of difficulty at near was abrupt, but do not get fooled—it only *seemed* abrupt. Truth is, they simply didn't notice the gradual loss of accommodation until it fell below the amount needed for them to see clearly and comfortably at near.



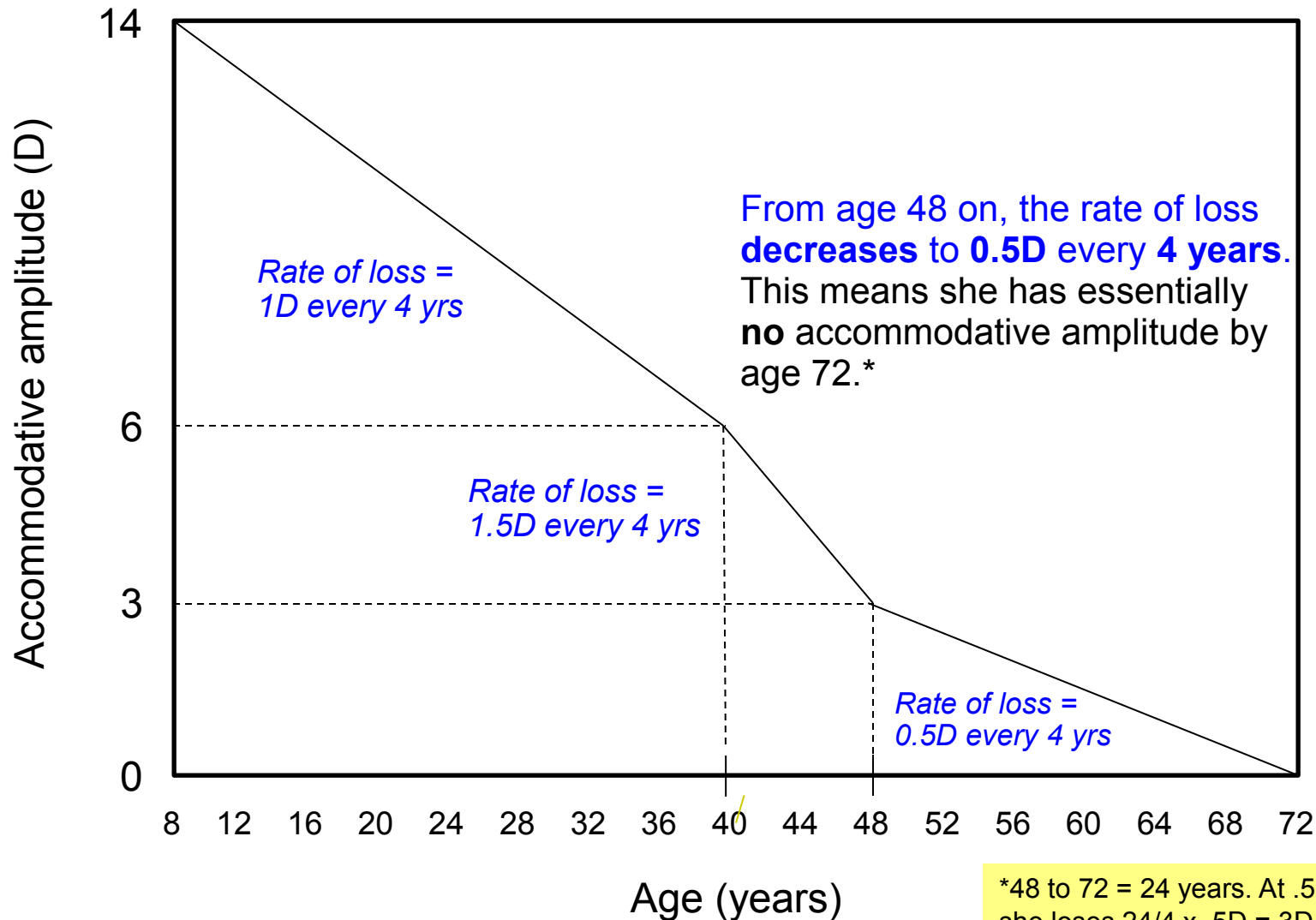
Presbyopia



Presbyopia

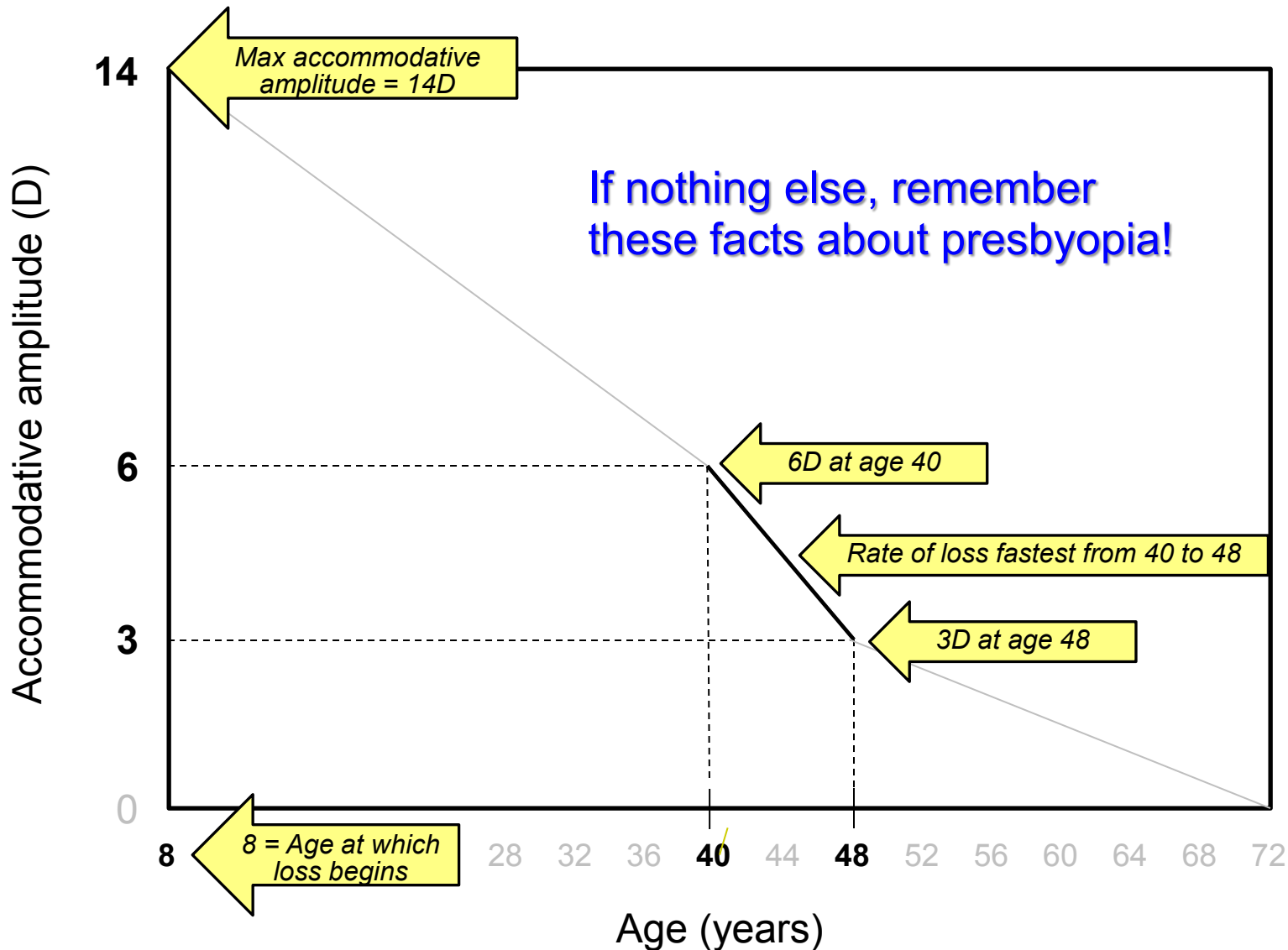


Presbyopia

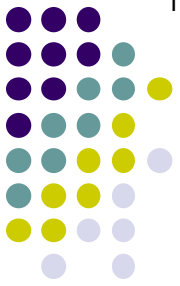


*48 to 72 = 24 years. At .5D every 4 years, she loses $24/4 \times .5D = 3D$. As she started with 3, she has $3 - 3 = \text{bupkis}$.

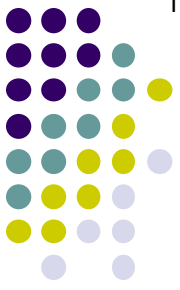
Presbyopia



Presbyopia



- *Presbyopia* is the loss of accommodation associated with increasing age
- Spectacle correction of presbyopia is performed with single-vision readers *or* by specs with a near-vision component



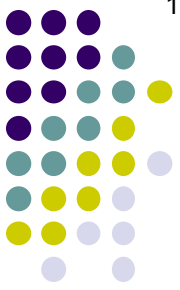
Presbyopia

- *Presbyopia* is the loss of accommodation associated with increasing age
- **Spectacle correction of presbyopia** is performed

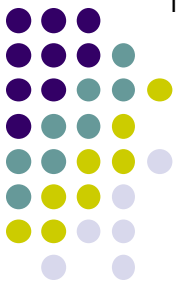
Next we will review some high-yield pearls regarding the spectacle correction of presbyopia

Presbyopia Correction: Pearls

- The *Optics* book uses *40 cm* as a default reading distance



Presbyopia Correction: Pearls



- The *Optics* book uses *40 cm* as a default reading distance
 - Note: It takes +2.5D to get from infinity to 40 cm



$$(100\text{cm}/40\text{cm} = 2.5\text{D})$$

Presbyopia Correction: Pearls



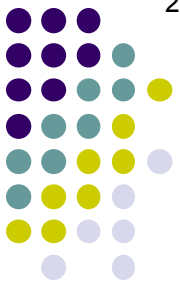
- The *Optics* book uses *40 cm* as a default reading distance
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- Again as a default, the *Optics* book assumes readers can (and should) use half of their accommodative reserve while reading

Presbyopia Correction: Pearls

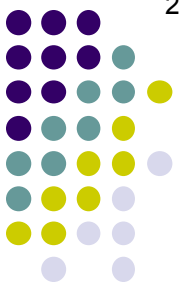


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 - *Can* because this amount of accommodative effort is, per the book, 'the most that is comfortably sustainable for an extended amount of time'

Presbyopia Correction: Pearls



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 - Note: It takes +2.5D to get from infinity to 40 cm
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 - *Can* because this amount of accommodative effort is, per the book, 'the most that is comfortably sustainable for an extended amount of time'
 - *Should* because using some accommodation allows the reader to move the book a little nearer or farther without causing the image to blur



Presbyopia Correction: Pearls

- *40 cm as a default reading distance*

- Note: It takes +2.5D to get from infinity to 40 cm

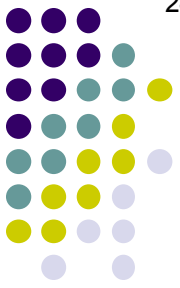
- Again as a default, the *Optics* book assumes readers can (and should) use half of their accommodative reserve while reading

- Can because this amount of accommodative effort is, per the book, 'the most that is comfortably

Memorize these factoids! In addition to being clinically useful rules of thumb, they bring into play a host of OKAP/WQE questions that are impossible to answer without knowing them. **For example...**

allows the reader to move the book a little nearer or farther without causing the image to blur

Presbyopia Correction: Pearls



- *What Rx should be given to a 4D hyperope with 3D accommodative reserve?*

Bifocal Rx:

?

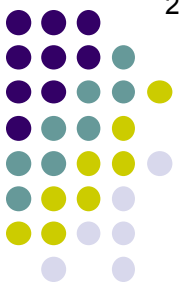
Presbyopia Correction: Pearls



- *What Rx should be given to a 4D hyperope with 3D accommodative reserve?*
 - He needs +4 sph to see clearly at distance, and another +2.5D to see clearly at near

Bifocal Rx: *+4 sph add 2.50*

(IMPORTANT! This is not the final/correct answer—keep going)



Presbyopia Correction: Pearls

- *What Rx should be given to a 4D hyperope with 3D accommodative reserve?*
 - He needs +4 sph to see clearly at distance, and another +2.5D to see clearly at near
 - Allowing him to use half of his accommodative reserve for near means he needs an add of $2.5 - 1.5 = 1D$

Bifocal Rx: **+4 sph add 1**

(This is)

Presbyopia Correction: Pearls



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Bifocal Rx: **+4 sph add 1**

Bifocal Rx: **?**

Presbyopia Correction: Pearls



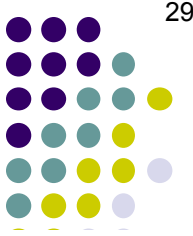
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Bifocal Rx: **+4 sph add 1**

Bifocal Rx: **-4 sph add 2.5**

(Not final/correct—keep going)

Presbyopia Correction: Pearls



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Bifocal Rx: **+4 sph add 1**

Bifocal Rx: **-4 sph add 0.5**

(Final/correct)

Presbyopia Correction: Pearls



single-vision near

- What [^]Rx should be given to a 4D hyperope with 3D accommodative reserve?

single-vision near

- What [^]Rx should be given to a 4D myope with 4D accommodative reserve?

What if the pt wanted specs only for near?

Presbyopia Correction: Pearls



single-vision near

- What Δ Rx should be given to a 4D hyperope with 3D accommodative reserve?
 - To see clearly at near he needs $+4 + (+)2.50 = 6.5D$

single-vision near

- What Δ Rx should be given to a 4D myope with 4D accommodative reserve?

Single-vision
readers Rx:

+6.5 sph

(Not final/correct—keep going)

Presbyopia Correction: Pearls



single-vision near

- What Δ Rx should be given to a 4D hyperope with 3D accommodative reserve?

- To see clearly at near he needs $+4 + (+)2.50 = 6.5D$
- Allowing the use of half his accommodative reserve, he needs $6.5 - 1.5 = 5D$

single-vision near

- What Δ Rx should be given to a 4D myope with 4D accommodative reserve?

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(Final/correct)

Presbyopia Correction: Pearls



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single-vision near

- What \wedge Rx should be given to a 4D myope with 4D accommodative reserve?
 - She has a +4 error lens—but needs only +2.5D for near. So she has a *surplus* add of +1.5. Thus, **full** near correction would require -1.5D.

Single-vision
readers Rx:

-1.5 sph

(Not final/correct—keep going)

Presbyopia Correction: Pearls



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- Allowing the use of half her accommodative reserve, she needs $-1.5 - 2 = -3.5D$

Single-vision
readers Rx:

-3.5 sph

(Final/correct)

Presbyopia Correction: Pearls



single-vision near

- What Rx should be given to a 4D hyperope with 3D accommodative reserve?

- To see clearly at near he needs $+4 + (+)2.50 = 6.50$

Another way of thinking about this one

needs $6.5 - 1.5 = 5D$

single-vision near

- What Rx should be given to a 4D myope with 4D accommodative reserve?

- She has a +4 error lens. When she kicks in half her reserve, she has $+4 + 2 = +6D$ of 'add'—but only needs +2.5.

Single-vision
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Single-vision
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Presbyopia Correction: Pearls

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Presbyopia Correction: Pearls



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- To get from 6D to 2.5D, we must **offset** the excess +3.5; ie, she needs an Rx of -3.5D.

Single-vision
readers Rx:

-3.5 sph

Presbyopia Correction: Pearls



- Correcting presbyopia with bifocals may leave the wearer with a clinically significant 'gap' in their clear vision at the arm's length distance

Presbyopia Correction: Pearls



- Correcting presbyopia with bifocals may leave the wearer with a clinically significant 'gap' in their clear vision at the arm's length distance

Consider: A pseudophakic pt corrected for distance with monofocal IOLs is slightly hyperopic (oops), needing +0.5 at distance. Because she has no accommodative reserve (duh), a full near add (+2.50) is given; ie, her Rx is +0.50 add 2.5. At a followup appt she c/o blurriness. At what distance, and why?

Presbyopia Correction: Pearls



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From 40cm to ~1m. The why is pretty straightforward: The distance portion of her correction gives her good vision from infinity (= 20 ft/6m) to ~1m.¹

¹Technically, seeing clearly at <6m requires an additional plus power; however, most individuals aren’t bothered by the blur of objects nearer than 6m until somewhere around 1m.

Presbyopia Correction: Pearls



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¹Technically, seeing clearly at <6m requires an additional plus power; however, most individuals aren't bothered by the blur of objects nearer than 6m until somewhere around 1m.

²Also technically, there is an additional gap from 40cm on in; however, adults rarely try to see at such distances, and thus this gap goes unnoticed.

Presbyopia Correction: Pearls



- Correcting presbyopia with bifocals may leave the wearer with a clinically significant ‘gap’ in their clear vision at the arm’s length distance
- **Classic c/o:** Difficulty when on the computer—blurriness and/or neck pain (from tilting their head back and leaning in to use their reading add to see the screen)

Presbyopia Correction: Pearls

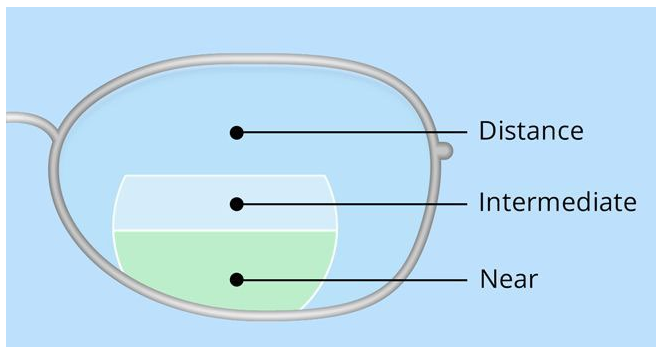


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 - **Classic c/o:** Difficulty when on the computer—blurriness and/or neck pain (from tilting their head back and leaning in to use their reading add to see the screen)
- This intermediate-distance gap can be corrected via a **trifocal** or **PALs**

Presbyopia Correction: Pearls



- Trifocals
 - Consist of a 'stripe' of intermediate power sitting atop the add seg

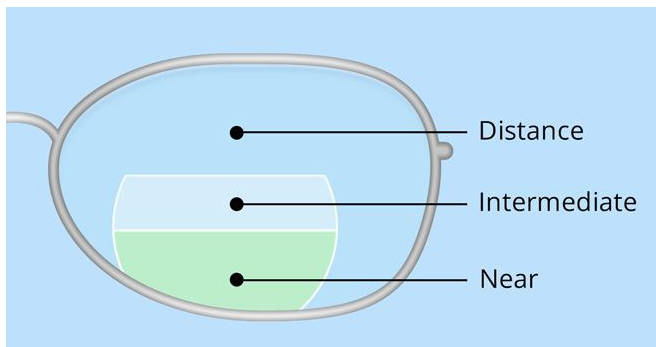




Presbyopia Correction: Pearls

- Trifocals
 - Consist of a 'stripe' of intermediate power sitting atop the add seg
 - Intermediate zone power = *half of the add seg power*

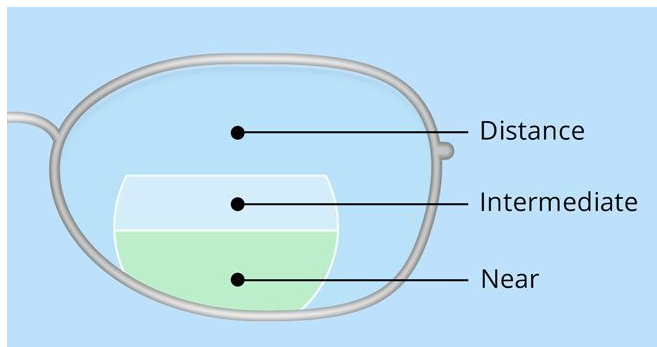
Remember this!



Presbyopia Correction: Pearls



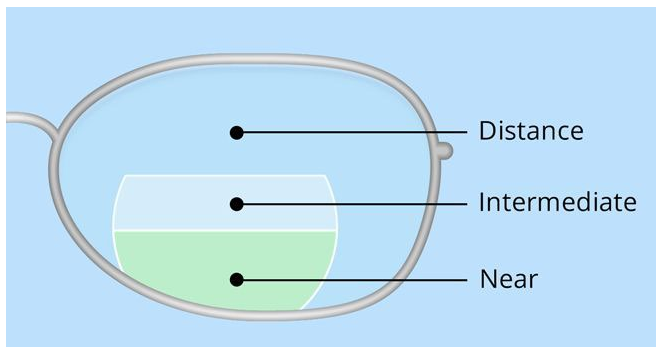
- Trifocals
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 - Advantage: Easy adjustment for pts used to a bifocal



Presbyopia Correction: Pearls



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 - Advantage: Easy adjustment for pts used to a bifocal
 - Disadvantages
 - Image jump*

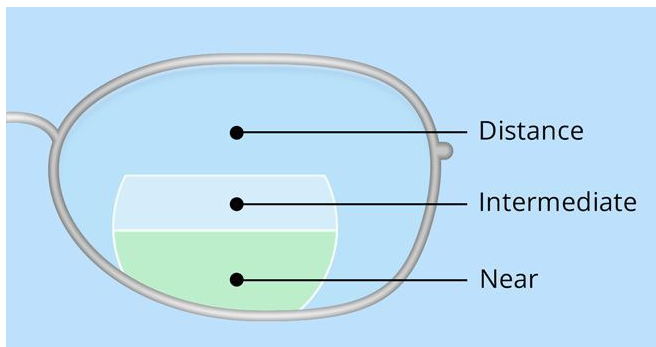


*If this means nothing to you: No worries, we will unpack it in detail later shortly



Presbyopia Correction: Pearls

- Trifocals
 - Consist of a 'stripe' of intermediate power sitting atop the add seg
 - Intermediate zone power = *half of the add seg power*
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 - Disadvantages
 - Image jump*
 - Gaps may remain, esp if pt has little accommodative reserve

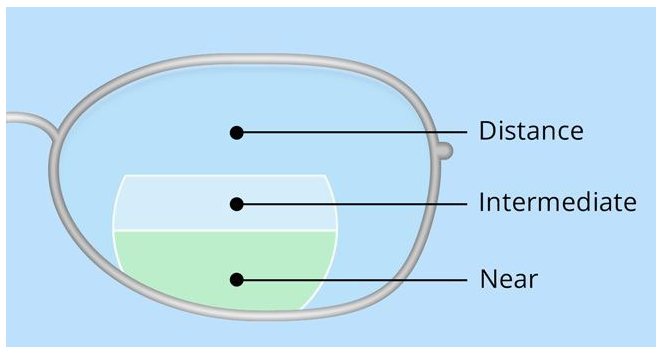


Presbyopia Correction: Pearls



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 - Disadvantages
 - Image jump*
 - **Gaps may remain, esp if pt has little accommodative reserve**

Next let's work an OKAP-style question on this...



Presbyopia Correction: Pearls



- A 51 y.o. engineer has specs, $-2.50 +0.25 \times 161$ OD and $-2.25 +0.75 \times 016$ OS and an accommodative amplitude of 1D. He has bifocals, but c/o difficulty at intermediate distances. You Rx trifocals with +3D near and +1.50 intermediate. He returns a week later c/o 'gaps' in his otherwise clear vision between:
 - 67 and 100 cm, 25 and 40 cm
 - Infinity and 67 cm, 40 and 33 cm
 - Infinity and 40 cm, 33 and 25 cm
 - 67 and 100 cm, 40 and 33 cm

Presbyopia Correction: Pearls



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 - **67 and 100 cm, 40 and 33 cm**
- *67 and 100 cm, 40 and 33 cm.* Let's determine the range of clear vision he has through each seg of his trifocal. With accommodation, this pt can see clearly...

Presbyopia Correction: Pearls



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- 67 and 100 cm, 40 and 33 cm**
- 67 and 100 cm, 40 and 33 cm.* Let's determine the range of clear vision he has through each seg of his trifocal. With accommodation, this pt can see clearly...

*With accommodation
completely relaxed*

*With accommodation
maxed out*

- ...through the distance segment: infinity to 100cm

Presbyopia Correction: Pearls



- A 51 y.o. engineer has specs, -2.50 +0.25 x 161 OD and -2.25 +0.75 x 016 OS and an accommodative amplitude of 1D. He has bifocals, but c/o difficulty at intermediate distances. You Rx trifocals with +3D near and +1.50 intermediate. He returns a week later c/o 'gaps' in his otherwise clear vision between:



- 67 and 100 cm, 40 and 33 cm**
- 67 and 100 cm, 40 and 33 cm.* Let's determine the range of clear vision he has through each seg of his trifocal. With accommodation, this pt can see clearly...

*With accommodation
completely relaxed*

*With accommodation
maxed out*

- ...through the distance segment: infinity to 100cm
- ...through the intermediate: 67cm to 40cm

Presbyopia Correction: Pearls



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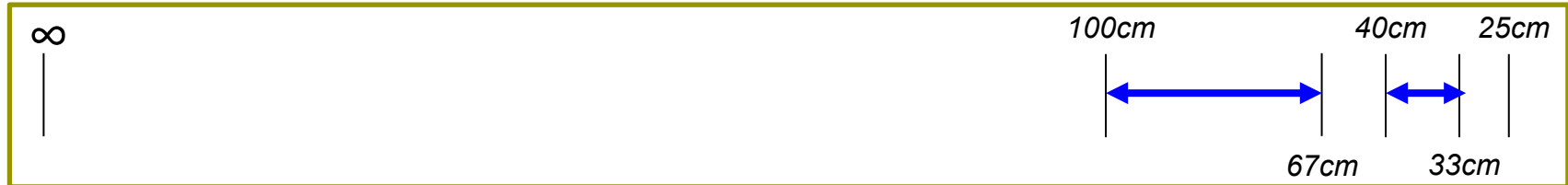
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- ...through the intermediate: 67cm to 40cm
- ...through the near: 33cm to 25cm

Presbyopia Correction: Pearls



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	With accommodation completely relaxed		With accommodation maxed out
...through the distance segment:	infinity	to	100cm
...through the intermediate:	67cm	to	40cm
...through the near:	33cm	to	25cm

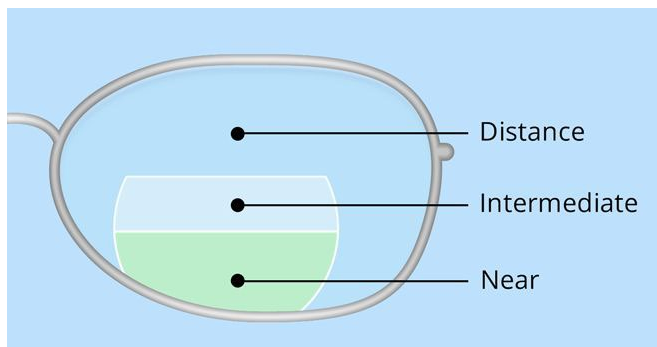
Thus the **gaps** are between 67 and 100 cm, and between 40 and 33 cm.

Presbyopia Correction: Pearls



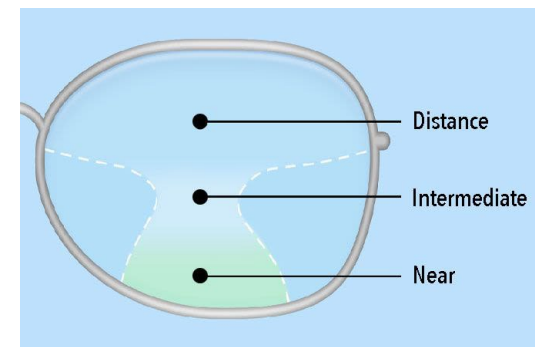
- Trifocals

- Consist of a 'stripe' of intermediate power sitting atop the add seg
- Intermediate zone power = *half of the add seg power*
- Advantage: Easy adjustment for pts used to a bifocal
- Disadvantages
 - Image jump*
 - Gaps may remain, esp if pt has little accommodative reserve



- PALs

- Consist of distance Rx above, full near add at the bottom, and a 'corridor' of increasing power in-between

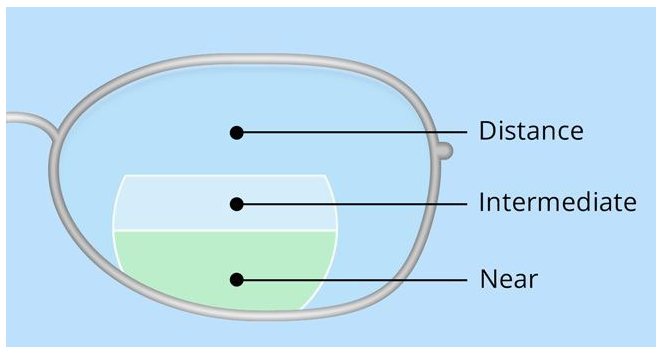


Presbyopia Correction: Pearls



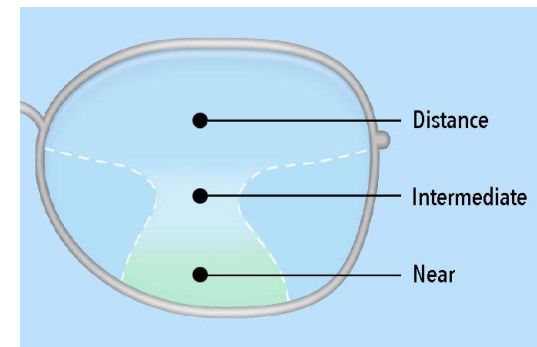
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● PALs

- Consist of distance Rx above, full near add at the bottom, and a 'corridor' of increasing power in-between
- Advantage: No gaps or jump

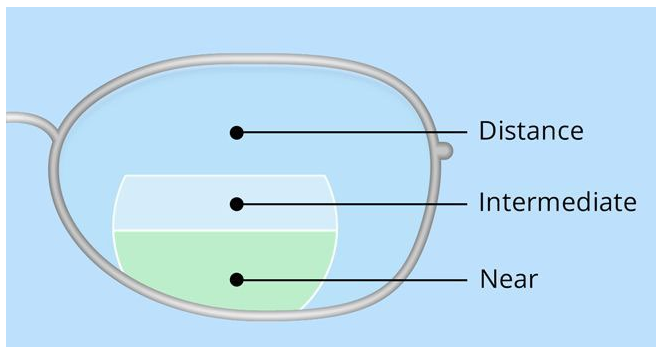


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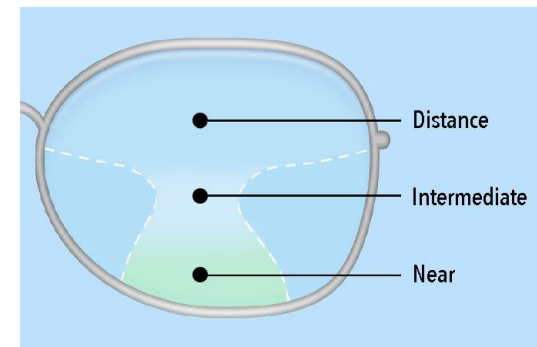
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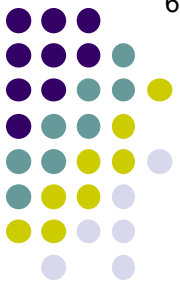


● PALs

- Consist of distance Rx above, full near add at the bottom, and a 'corridor' of increasing power in-between
- Advantage: No gaps or jump
- Disadvantages
 - Peripheral distortion—pt may c/o peripheral 'swimming' when turning their head



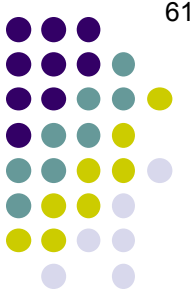
Presbyopia Correction: Pearls



- Start new presbyopes with PALs
 - Forewarn them about the ‘swim’!*

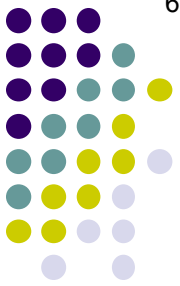
*Remember: If you tell a pt about something in advance, it's an expectation.
If you tell them about it *after* it happens, it's a complication.

Presbyopia Correction: Pearls



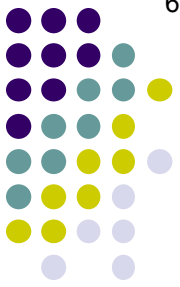
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Presbyopia Correction: Pearls



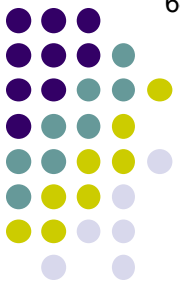
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Presbyopia Correction: Pearls



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Presbyopia Correction: Pearls

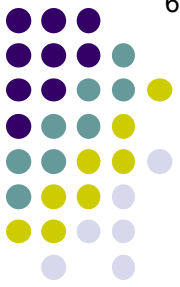


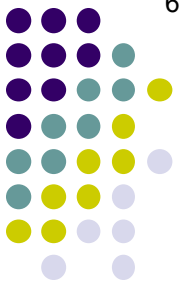
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*Next (and as promised), let’s drill down on the highly OKAPable issues of image **jump** and image **displacement***

Jump and Displacement

- Image jump and image displacement are phenomena associated with bifocal additions

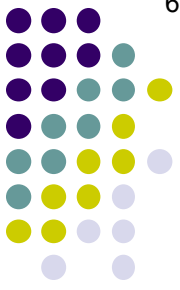




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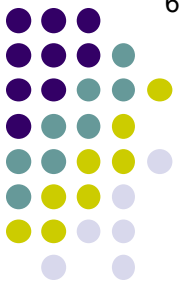
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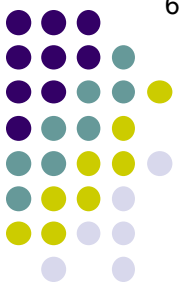
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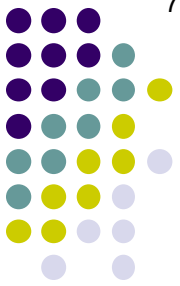
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Jump and Displacement

- Image jump and image displacement are phenomena associated with bifocal additions
- **Not** an issue with PALs (progressive addition lenses; i.e., no-line bifocals*)
- Before delving into jump and displacement, let's talk about some background info:
 - Lenses as prisms
 - Types of bifocal add segments
 - Optical centers
 - Prentice's rule of induced prism

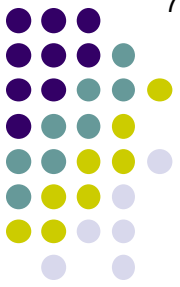
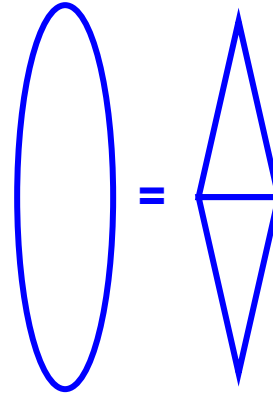
Lenses as Prisms



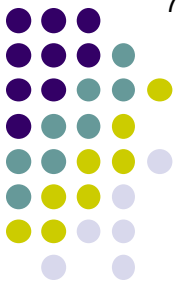
Spherical lenses come in two basic flavors: *Plus* and *minus*

Lenses as Prisms

Recall that a *plus* lens can be thought of as two prisms **base-to-base**

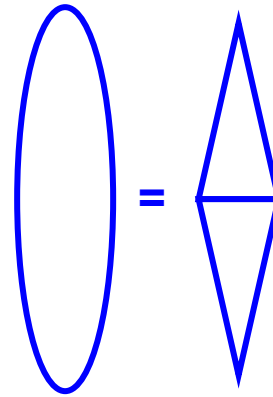


Spherical lenses come in two basic flavors: ***Plus*** and *minus*



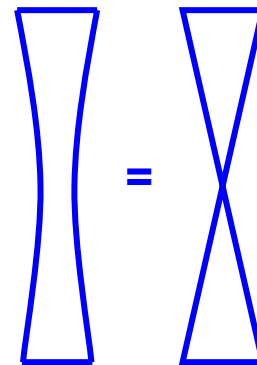
Lenses as Prisms

Recall that a *plus* lens can be thought of as two prisms **base-to-base**

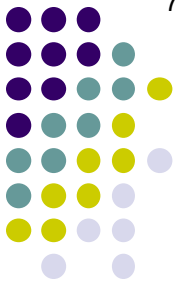


Spherical lenses come in two basic flavors: *Plus* and *minus*

Likewise, a *minus* lens can be thought of as two prisms **apex-to-apex**

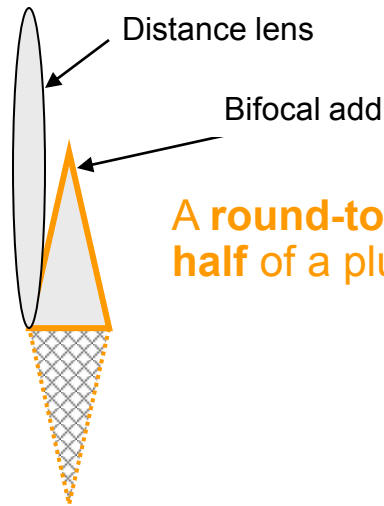


Types of Add Segments

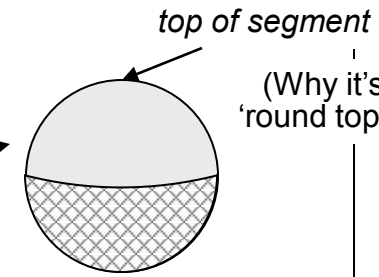


Bifocal adds come in two basic flavors: *Round top* and *flat top*

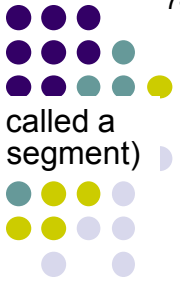
Types of Add Segments



A **round-top** bifocal segment can be thought of as the **top half** of a plus lens (and thus like a **base-down** prism)

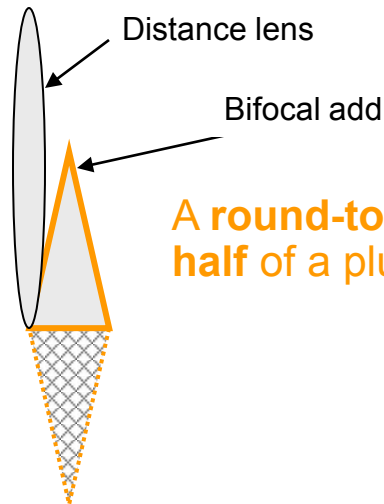


(Why it's called a 'round top' segment)

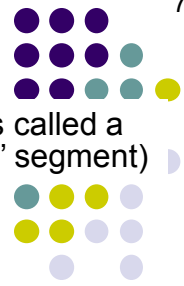
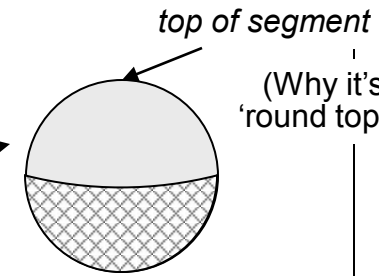


Bifocal adds come in two basic flavors: **Round top** and *flat top*

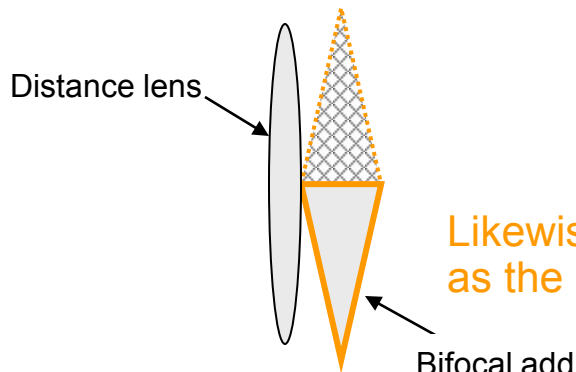
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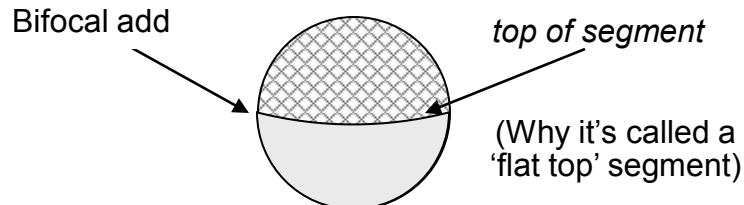
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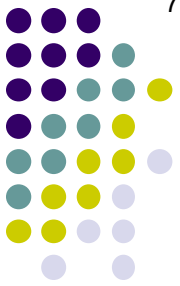
Bifocal adds come in two basic flavors: *Round top* and **flat top**



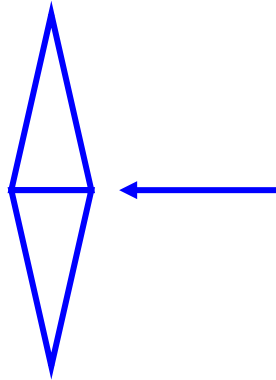
Likewise, a **flat-top** bifocal segment can be thought of as the **bottom half** of a plus lens (i.e., a **base-up** prism)



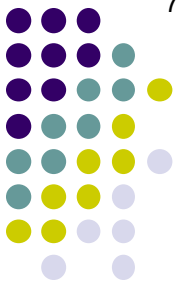
Lenses: Optical Centers



The optical center of the **plus** lens is right here, in the center

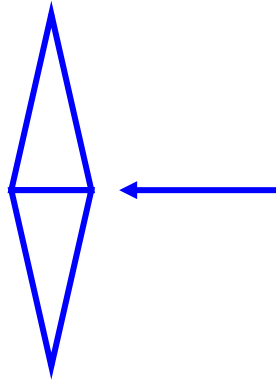


Spherical lenses come in two basic flavors: **Plus** and *minus*



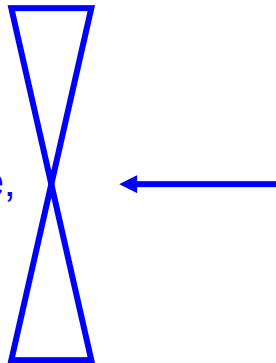
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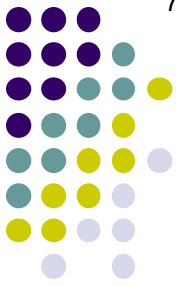
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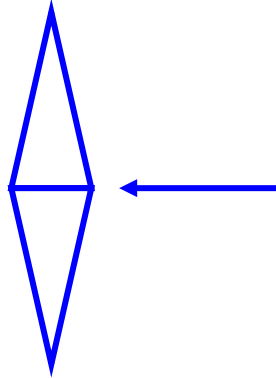
The optical center of the **minus** lens is right here, in the center





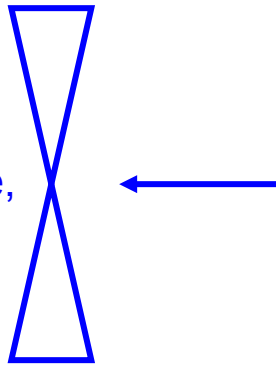
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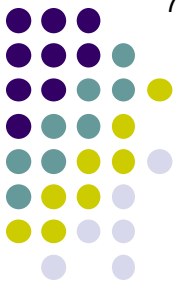
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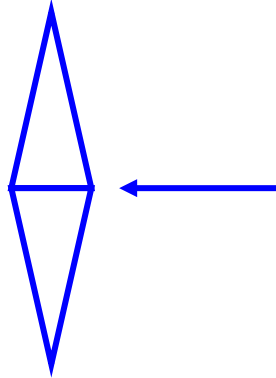


The optical center of the add is near its base; i.e., near where it would be if the add were a 'whole' plus lens instead of half of one

Lenses: Optical Centers

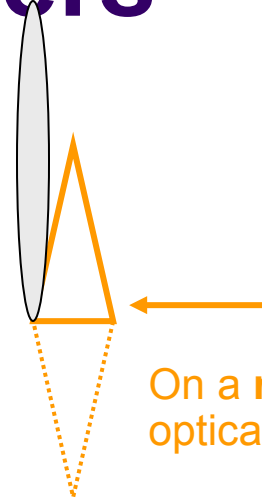
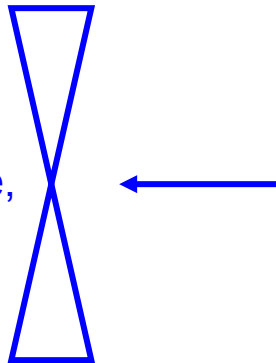


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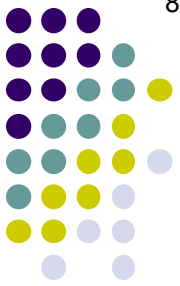
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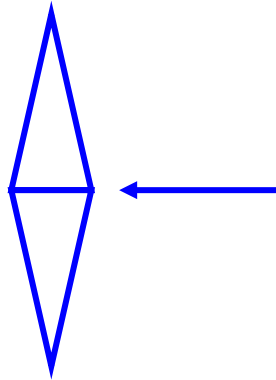
On a **round-top** add, the optical center of the add is **low**

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Lenses: Optical Centers

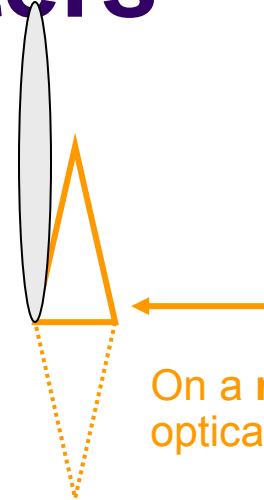
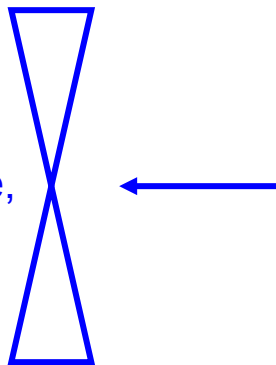


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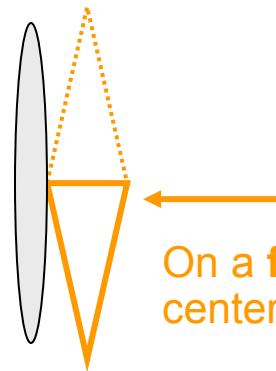
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On a **round-top** add, the optical center of the add is **low**

The optical center of the add is near its base; i.e., near where it would be if the add were a 'whole' plus lens instead of half of one



On a **flat-top** add, the optical center of the add is **high**

Prentice's Rule of Induced Prism



*Because lenses are fundamentally prisms, it is not surprising that lenses can have prismatic effects. **Prentice's Rule** states that the amount of prism (in prism diopters, **PD**) induced by a lens is a function of the distance from the optical center through which one is looking, and the dioptric power of the lens:*

$$PD = hD$$

*where **h** is the distance from the optical center in cm and **D** is the dioptric power of the lens.*

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Make sure you take note of this!

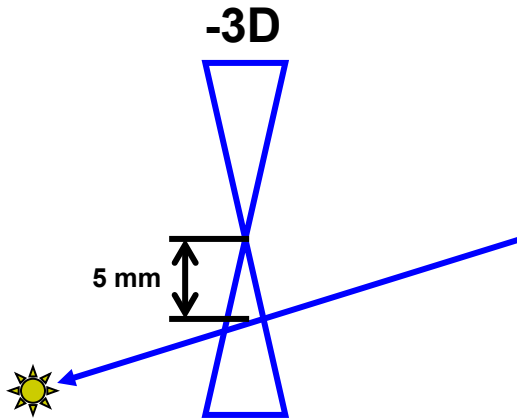
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Looking 5 mm below the optical center of a -3D lens induces $0.5 \times (-3) = 1.5D$ of base-**down** prism

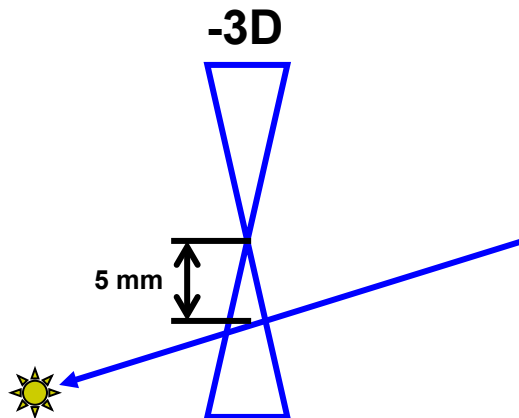
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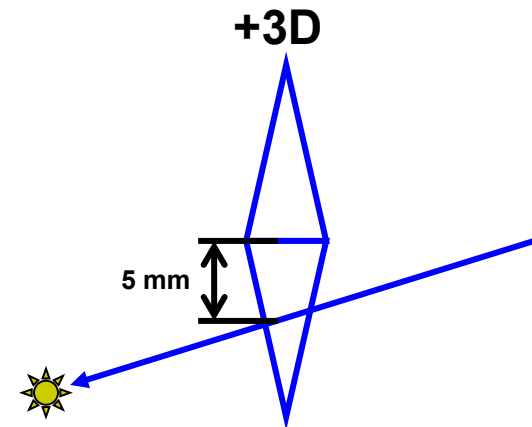
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Prentice's Rule of Induced Prism

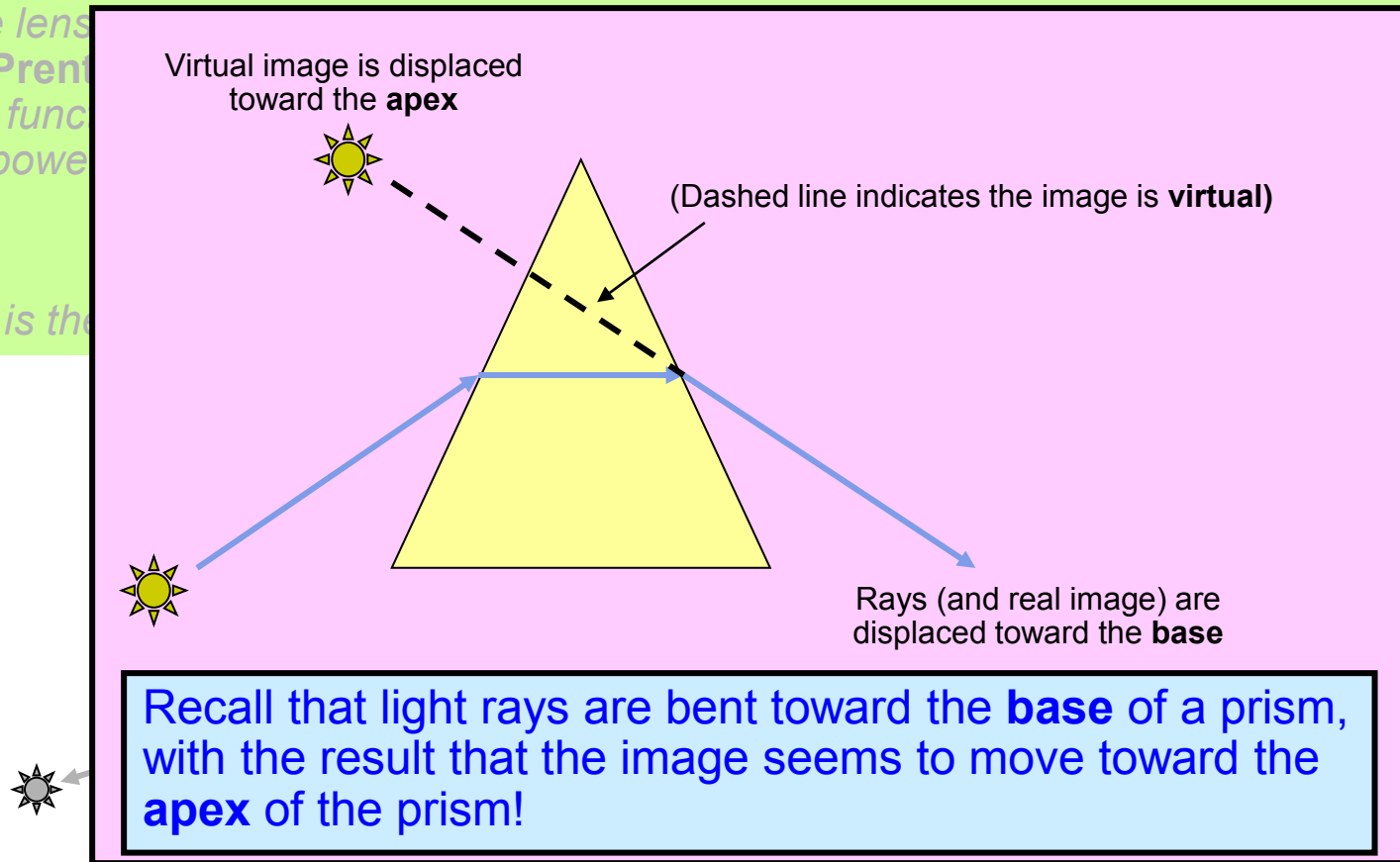


Because lens effects. Prentice's Rule is a function of the dioptric power

where h is the

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Looking 5 mm below the optical center of a +3D lens induces $0.5 \times (3) = 1.5D$ of base-**up** prism

Image *Jump*

- *Image jump* refers to a **sudden** change in image location that occurs when gaze shifts from the distance lens to the add segment

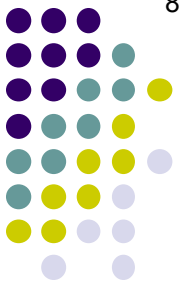
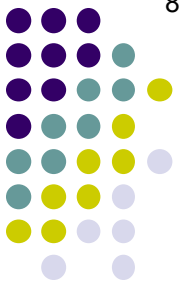


Image Jump

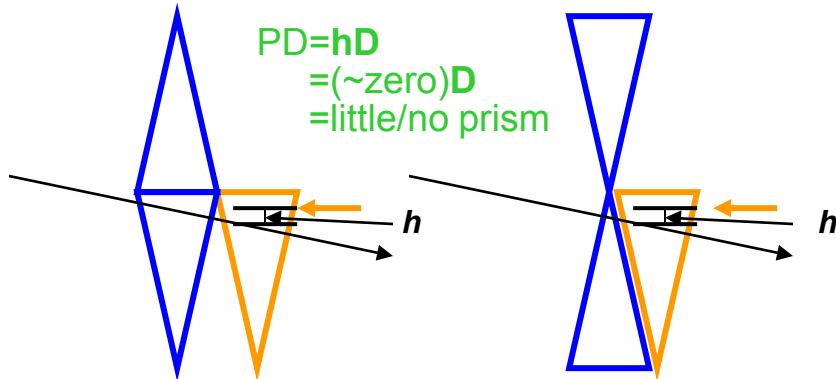


- *Image jump* refers to a **sudden** change in image location that occurs when gaze shifts from the distance lens to the add segment
 - Think of it as a **Prentice's Rule** issue owing to the location of the **optical center** of the add segment

Image Jump

Bifocal add:

Flat-Top segment



The optical center of a **flat-top** segment is high*.

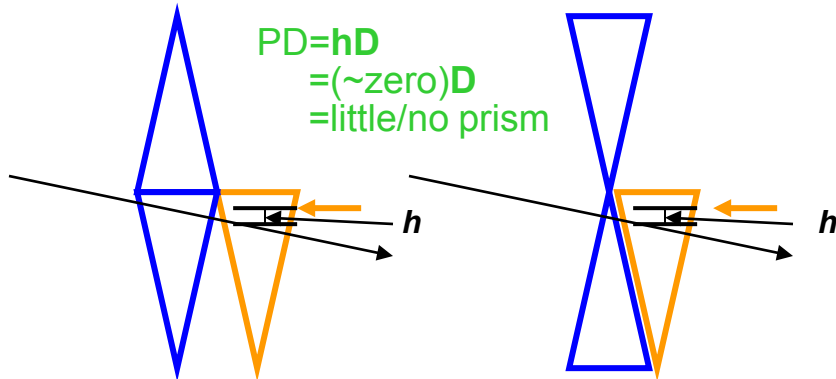
*Per the BCSC *Optics* book, the optical center of a typical flat-top is 3 mm from the top of the segment. However, *don't factor this into any Prentice-rule calcs you do on the OKAP or WQE* (unless the Q itself supplies this info)!

Image jump: A sudden change in image location occurring when gaze shifts into the bifocal add segment

Image Jump

Bifocal add:

Flat-Top segment



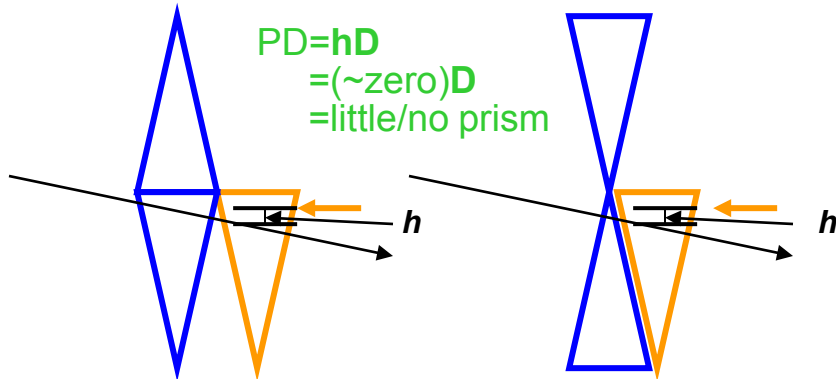
The optical center of a **flat-top** segment is **high**. When gaze shifts downward into the add, one is looking very near its optical center. Because there is little induced prism (i.e., ***h*** is small), images do not seem to jump.

Image jump: A sudden change in image location occurring when gaze shifts into the bifocal add segment

Image Jump

Bifocal add:

Flat-Top segment

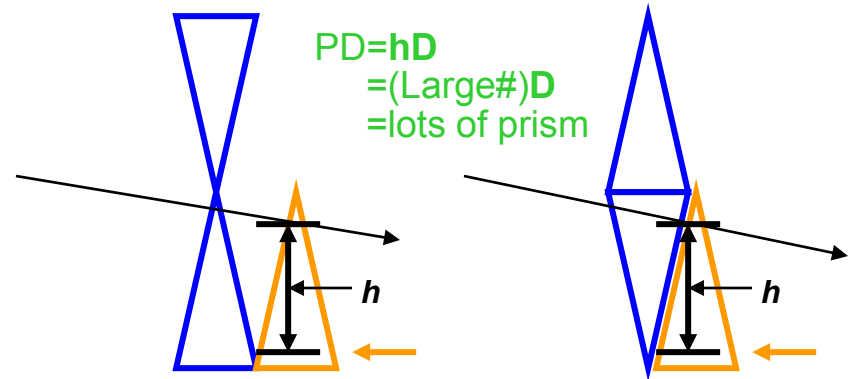


The optical center of a **flat-top** segment is **high**. When gaze shifts downward into the add, one is looking very near its optical center. Because there is little induced prism (i.e., h is small), images do not seem to jump.

Image jump: A sudden change in image location occurring when gaze shifts into the bifocal add segment

Bifocal add:

Round-Top segment



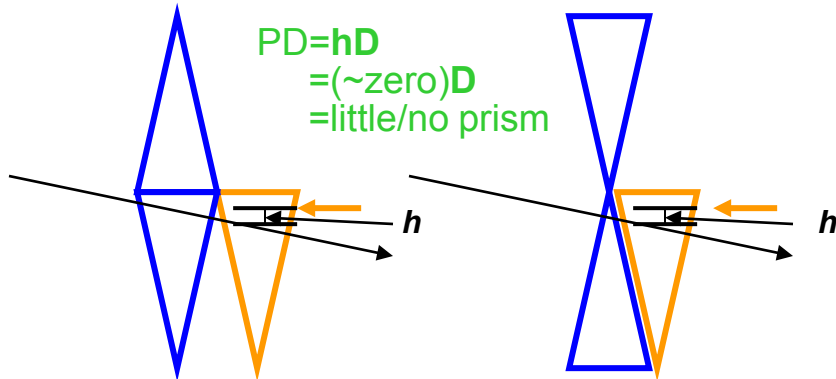
However, the optical center of a **round-top** segment is **low***.

*The *Optics* book does not offer a specific value for the typical segment-top-to-optical-center distance on a round-top.

Image Jump

Bifocal add:

Flat-Top segment

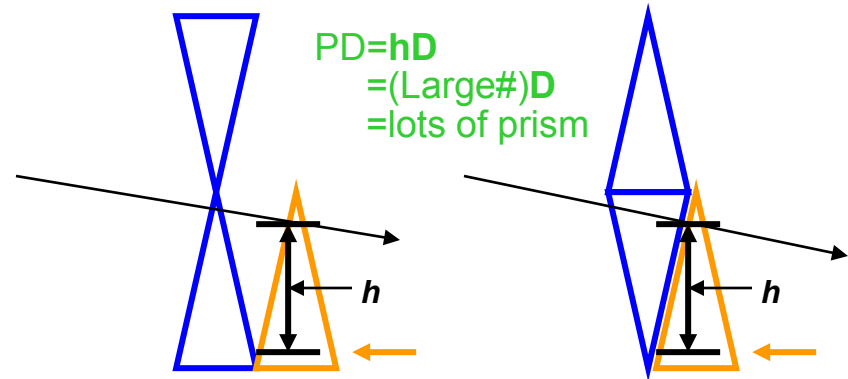


The optical center of a **flat-top** segment is **high**. When gaze shifts downward into the add, one is looking very near its optical center. Because there is little induced prism (i.e., h is small), images do not seem to jump.

Image jump: A sudden change in image location occurring when gaze shifts into the bifocal add segment

Bifocal add:

Round-Top segment



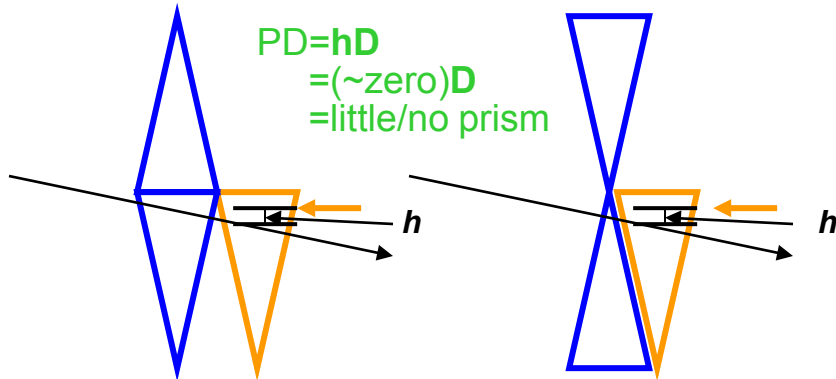
However, the optical center of a **round-top** segment is **low**. Therefore, when gaze shifts downward into the add, one is suddenly looking through a lens at considerable distance from its optical center (i.e., h is large). This abruptly induces a significant amount of prism, and images will seem to jump (*upwards*, toward the apex of the add segment 'prism').

Image Jump

Image jump: A sudden change in image location occurring when gaze shifts into the bifocal add segment

Bifocal add:

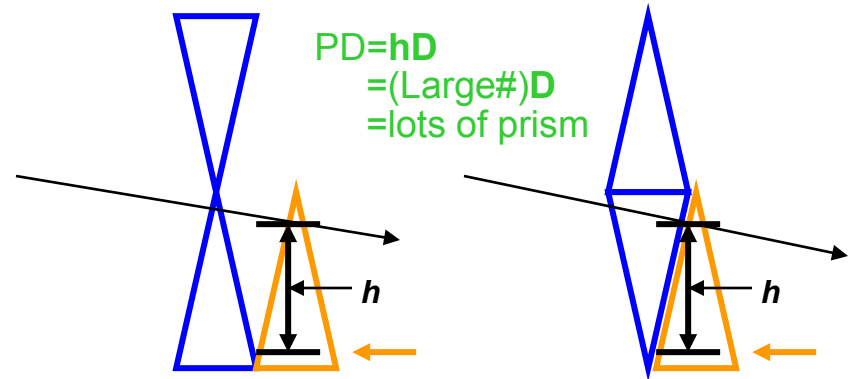
Flat-Top segment



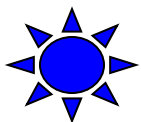
The optical center of a **flat-top** segment is **high**. When gaze shifts downward into the add, one is looking very near its optical center. Because there is little induced prism (i.e., h is small), images do not seem to jump.

Bifocal add:

Round-Top segment



However, the optical center of a **round-top** segment is **low**. Therefore, when gaze shifts downward into the add, one is suddenly looking through a lens at considerable distance from its optical center (i.e., h is large). This abruptly induces a significant amount of prism, and images will seem to jump (*upwards*, toward the apex of the add segment 'prism').



Therefore, for both plus and minus lenses, image jump is minimized with a **flat-top** segment

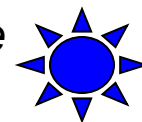
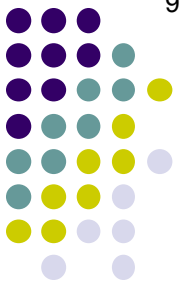


Image Jump



A final note related to image jump...

There is a third, rarely dispensed bifocal flavor:
The *Executive* or *Franklin** type

*Yes, *that* Franklin

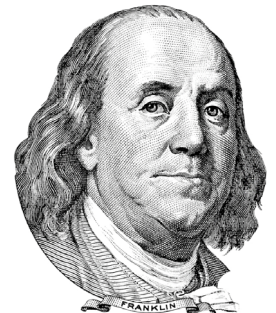
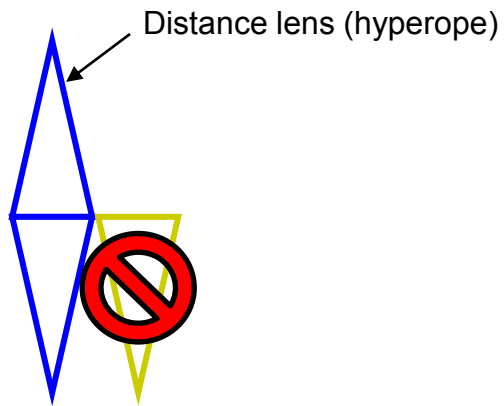


Image Jump



Executive/Franklin bifocals are not created by affixing a flat- or round-top seg to a base distance lens

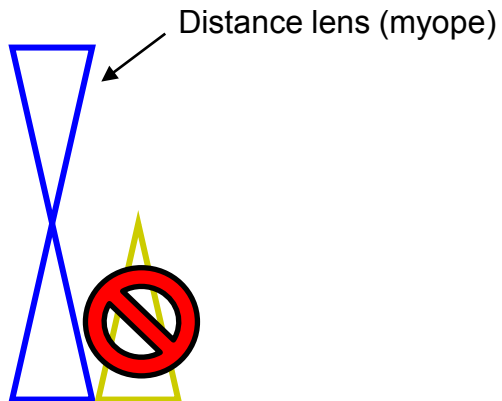
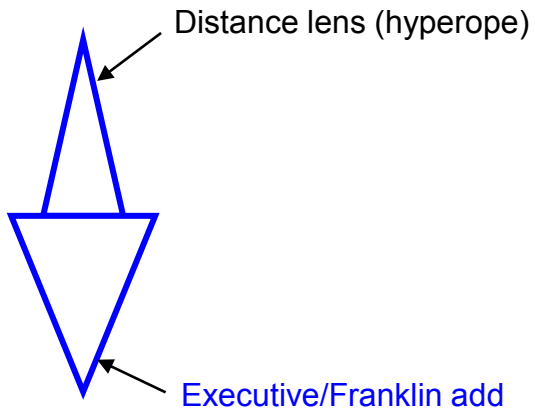


Image Jump



Instead, they are created by **replacing** the entire bottom half of the distance lens with the entire bottom half of an 'add' lens

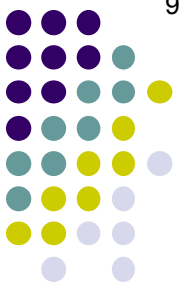
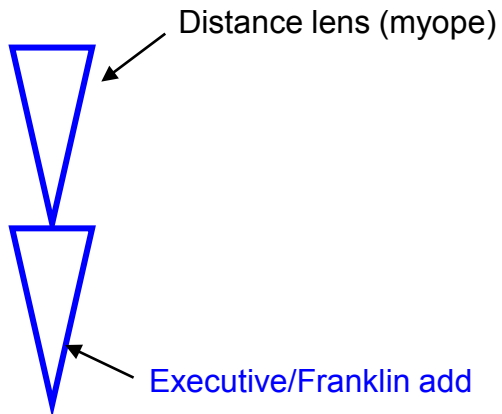
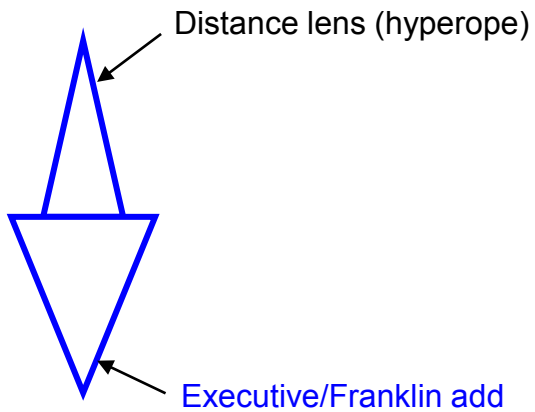


Image Jump



This construction makes Executive/Franklin bifocals recognizable by the line extending across the entire lens

Instead, they are created by **replacing** the entire bottom half of the distance lens with the entire bottom half of an 'add' lens

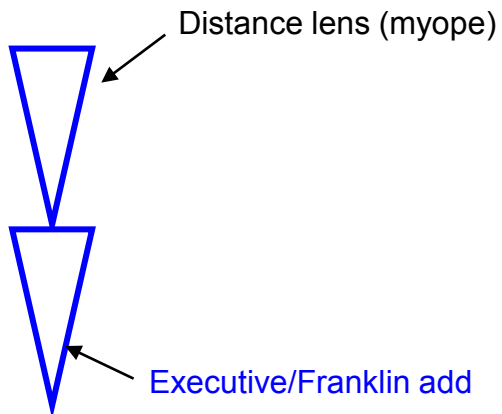
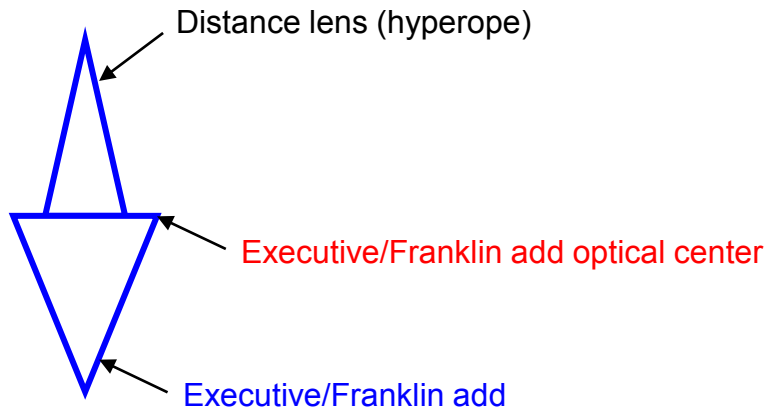


Image Jump



This construction also means the optical center of the add is at the very top of the near segment. Put another way: For the Executive/Franklin bifocal, $h = 0$.

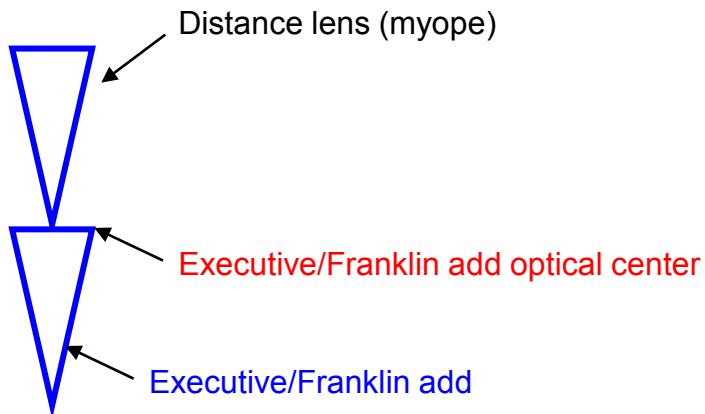
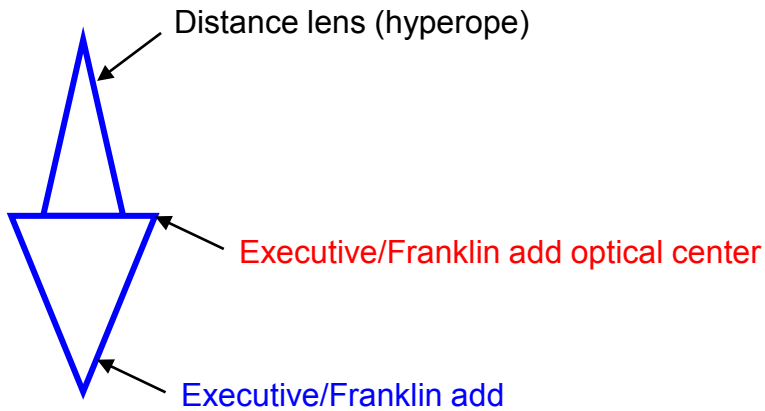


Image Jump



This construction also means the optical center of the add is at the very top of the near segment. Put another way: For the Executive/Franklin bifocal, $h = 0$. And because $h = 0$, hD must also = 0, and thus no prism is induced.

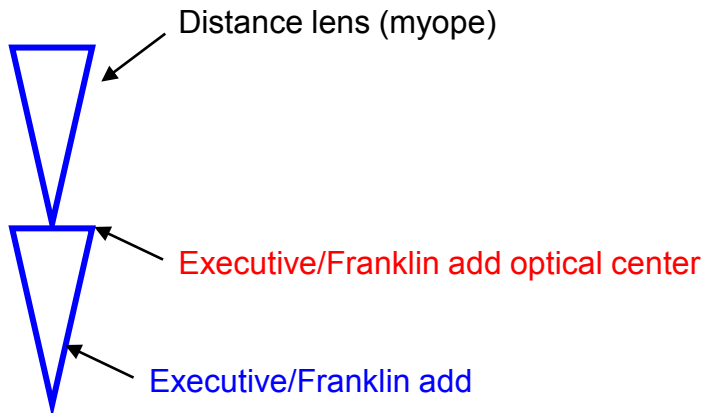
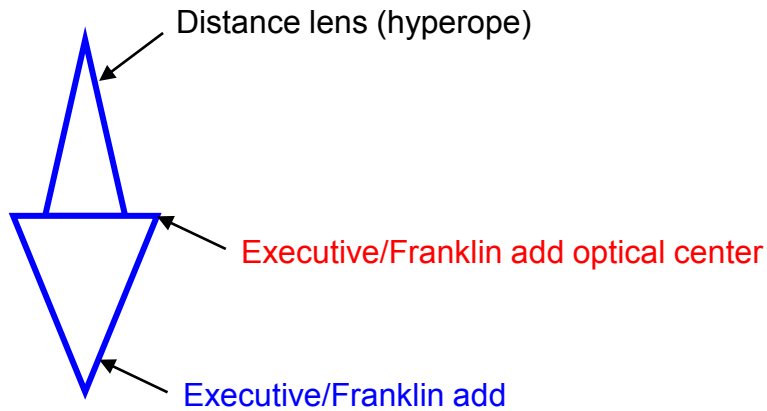
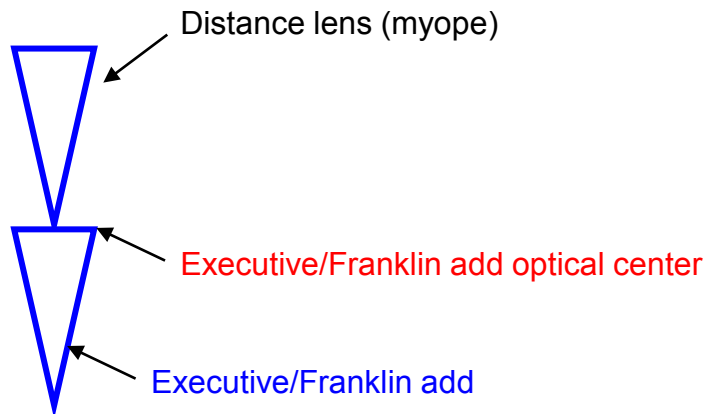


Image Jump



This construction also means the optical center of the add is at the very top of the near segment. Put another way: For the Executive/Franklin bifocal, $h = 0$. And because $h = 0$, hD must also = 0, and thus no prism is induced.



The takeaway point:
*Executive/Franklin bifocals produce **no** image jump.*

Image *Displacement*



- *Image displacement* refers to the total apparent distance between an image viewed through the distance lens versus through the add segment



Image *Displacement*

- *Image displacement* refers to the total apparent distance between an image viewed through the distance lens versus through the add segment
 - Think of it as owing to **net prismatic effects**
 - The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment

Image Displacement

*The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment*

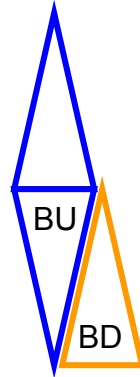


Image Displacement

The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment

Bifocal adds: **Plus** lenses

When a **round-top** segment is placed on a plus lens, note how the prismatic effects work to cancel each other



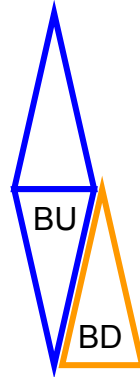
$BU + BD = \text{Little net prism} \rightarrow$
little image displacement

Image Displacement

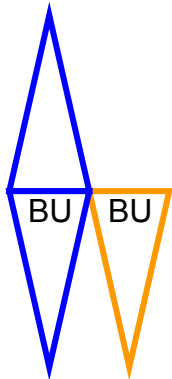
The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment

Bifocal adds: **Plus** lenses

When a **round-top** segment is placed on a plus lens, note how the prismatic effects work to cancel each other



$BU + BD = \text{Little net prism} \rightarrow$
little image displacement



However, when a **flat-top** segment is placed on a plus lens, note how the prismatic effect is amplified

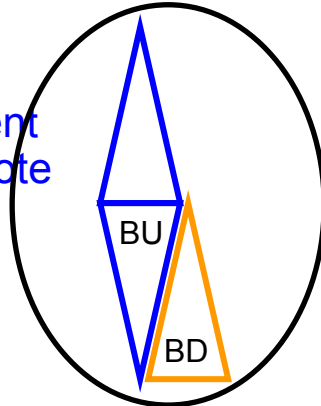
$BU + BU = \text{Lots of net prism} \rightarrow$
lots of image displacement

Image Displacement

The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment

Bifocal adds: **Plus** lenses

When a **round-top** segment is placed on a plus lens, note how the prismatic effects work to cancel each other



$BU + BD = \text{Little net prism} \rightarrow$
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However, when a **flat-top** segment is placed on a plus lens, note how the prismatic effect is amplified

$BU + BU = \text{Lots of net prism} \rightarrow$
lots of image displacement

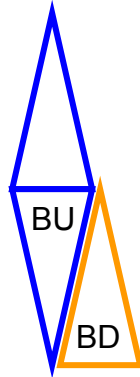
For a plus lens, image displacement is minimized with a *round-top* segment

Image Displacement

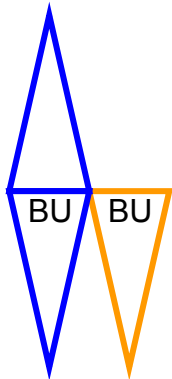
The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment

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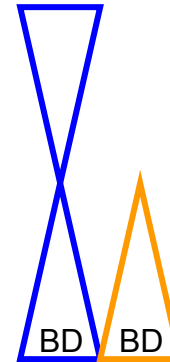
However, when a **flat-top** segment is placed on a plus lens, note how the prismatic effect is amplified

$BU + BU = \text{Lots of net prism} \rightarrow$
lots of image displacement

*For a plus lens, image displacement is minimized with a **round-top** segment*

Bifocal adds: **Minus** lenses

When a **round-top** segment is placed on a minus lens, note how the prismatic effects amplify one another



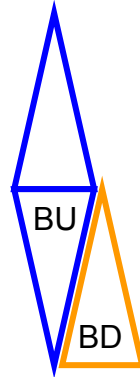
$BD + BD = \text{Lots of net prism} \rightarrow$
lots of image displacement

Image Displacement

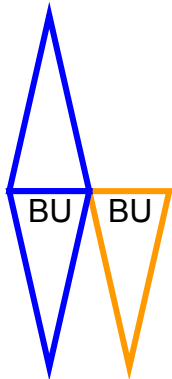
The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment

Bifocal adds: **Plus** lenses

When a **round-top** segment is placed on a plus lens, note how the prismatic effects work to cancel each other



$BU + BD = \text{Little net prism} \rightarrow$
little image displacement



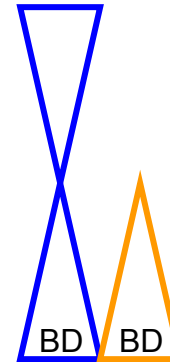
However, when a **flat-top** segment is placed on a plus lens, note how the prismatic effect is amplified

$BU + BU = \text{Lots of net prism} \rightarrow$
lots of image displacement

*For a plus lens, image displacement is minimized with a **round-top** segment*

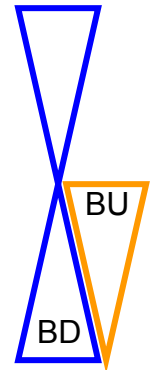
Bifocal adds: **Minus** lenses

When a **round-top** segment is placed on a minus lens, note how the prismatic effects amplify one another



$BD + BD = \text{Lots of net prism} \rightarrow$
lots of image displacement

However, when a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another



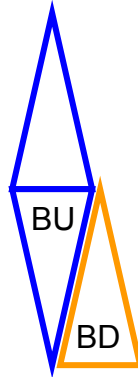
$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

Image Displacement

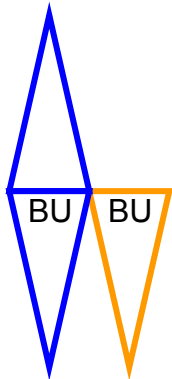
The magnitude of image displacement is a function of the **total net prism** acting on the image through the bifocal segment

Bifocal adds: **Plus** lenses

When a **round-top** segment is placed on a plus lens, note how the prismatic effects work to cancel each other



$BU + BD = \text{Little net prism} \rightarrow$
little image displacement



However, when a **flat-top** segment is placed on a plus lens, note how the prismatic effect is amplified

$BU + BU = \text{Lots of net prism} \rightarrow$
lots of image displacement

For a plus lens, image displacement is minimized with a round-top segment

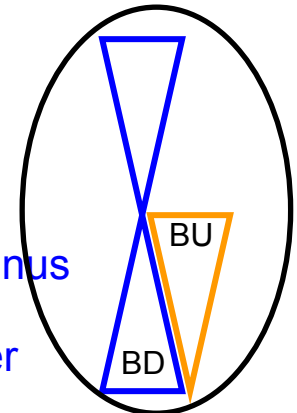
Bifocal adds: **Minus** lenses



$BD + BD = \text{Lots of net prism} \rightarrow$
lots of image displacement

When a **round-top** segment is placed on a minus lens, note how the prismatic effects amplify one another

However, when a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another



$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

For a minus lens, image displacement is minimized with a flat-top segment

Jump v Displacement: Which Add Is Best?

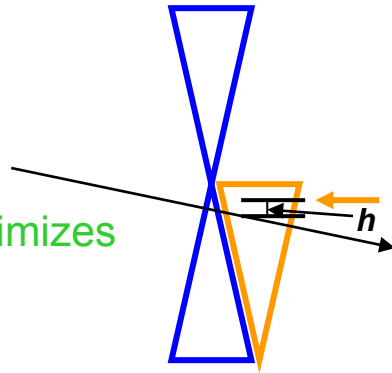


Jump v Displacement: Which Add Is Best?



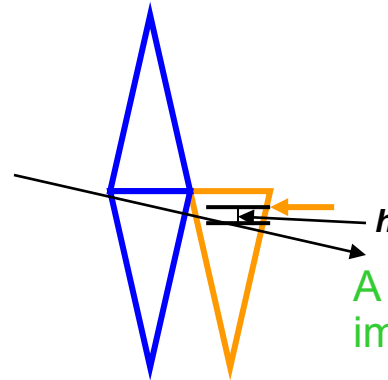
Bifocal adds:
Minus lenses

A **flat-top** segment minimizes
image jump



Bifocal adds:
Plus lenses

A **flat-top** segment minimizes
image jump



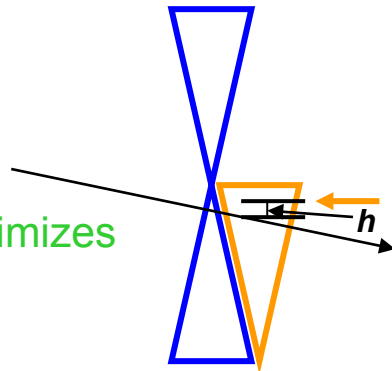
*As stated previously, a flat-top segment minimizes
image jump for both plus and minus lenses*

Jump v Displacement: Which Add Is Best?

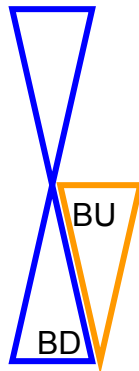


Bifocal adds:
Minus lenses

A **flat-top** segment minimizes image jump



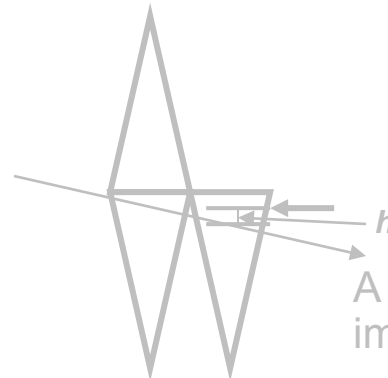
When a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another



$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

Bifocal adds:
Plus lenses

A **flat-top** segment minimizes image jump



Jump v Displacement: Which Add Is Best?

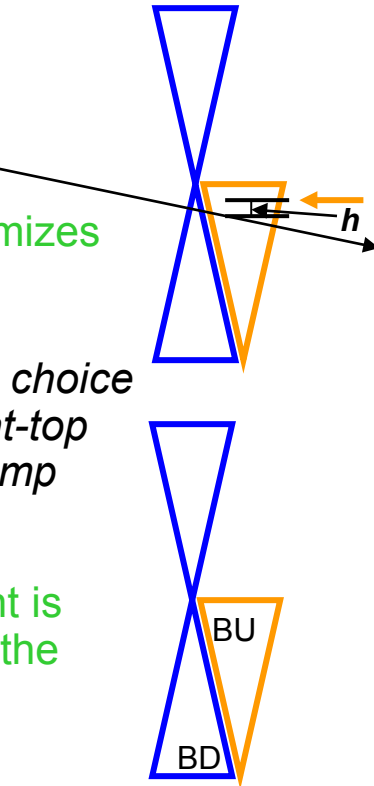


Bifocal adds:
Minus lenses

A **flat-top** segment minimizes image jump

So, for minus lenses the choice of add type is easy: A flat-top minimizes both image jump and displacement

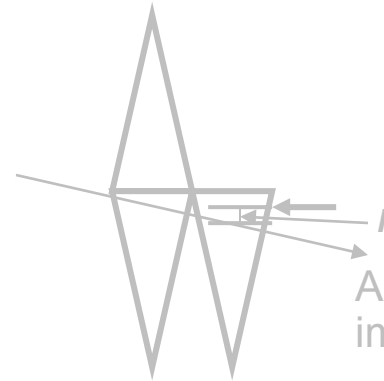
When a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another



$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

Bifocal adds:
Plus lenses

A **flat-top** segment minimizes image jump



Jump v Displacement: Which Add Is Best?

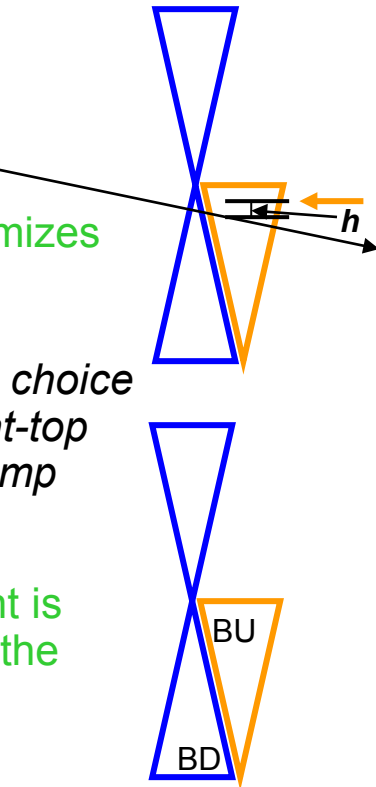


Bifocal adds:
Minus lenses

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So, for minus lenses the choice of add type is easy: A flat-top minimizes both image jump and displacement

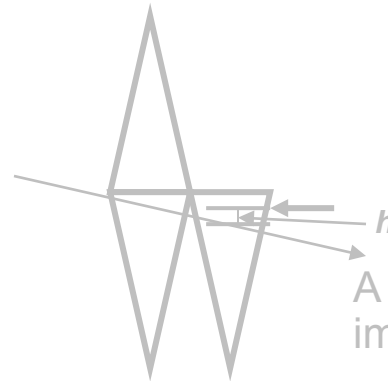
When a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another



$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

Bifocal adds:
Plus lenses

A **flat-top** segment minimizes image jump



*For a minus lens, always select a **flat-top** segment*

Jump v Displacement: Which Add Is Best?

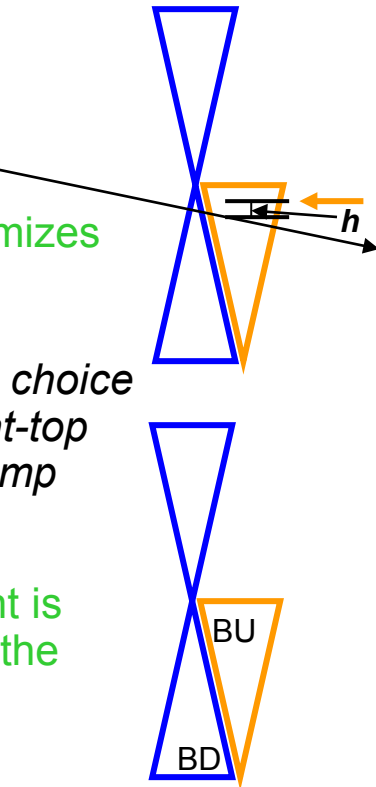


Bifocal adds:
Minus lenses

A **flat-top** segment minimizes image jump

So, for minus lenses the choice of add type is easy: A flat-top minimizes both image jump and displacement

When a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another

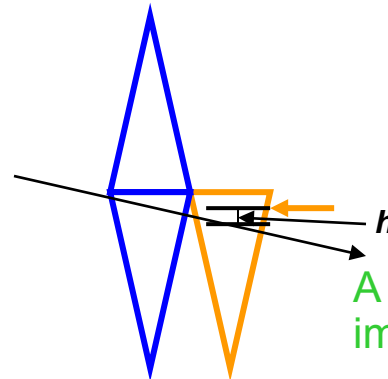


$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

Bifocal adds:
Plus lenses

A **flat-top** segment minimizes image jump

For plus lenses, the choice is not as easy: A flat-top will minimize jump...



For a **minus** lens, always select a **flat-top** segment

Jump v Displacement: Which Add Is Best?

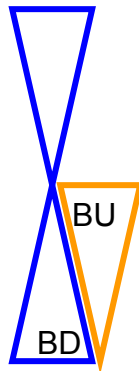
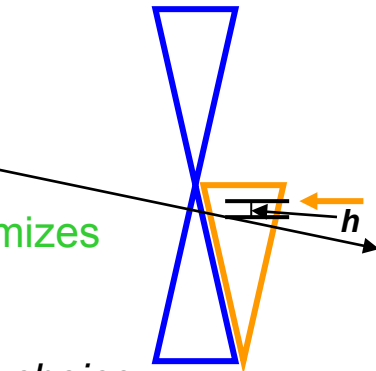


Bifocal adds:
Minus lenses

A **flat-top** segment minimizes image jump

So, for minus lenses the choice of add type is easy: A flat-top minimizes both image jump and displacement

When a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another



$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

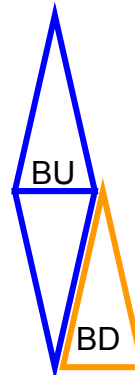
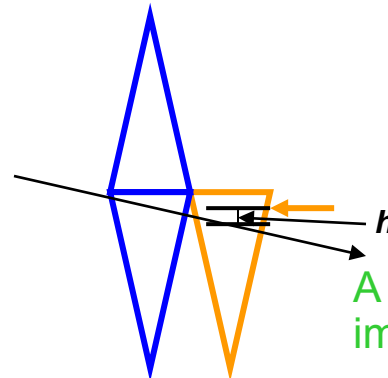
*For a minus lens, always select a **flat-top** segment*

Bifocal adds:
Plus lenses

A **flat-top** segment minimizes image jump

For plus lenses, the choice is not as easy: A flat-top will minimize jump...but a round-top minimizes displacement

When a **round-top** segment is placed on a plus lens, the prismatic effects work to cancel each other



$BU + BD = \text{Little net prism} \rightarrow$
little image displacement

Jump v Displacement: Which Add Is Best?

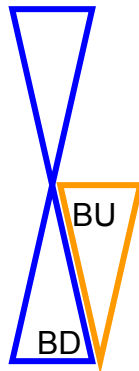
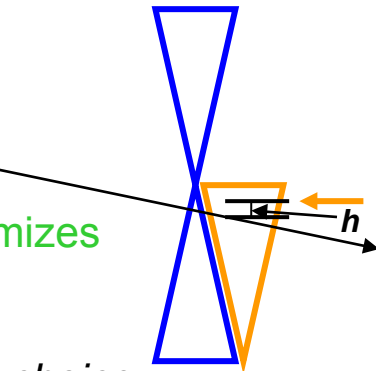


Bifocal adds:
Minus lenses

A **flat-top** segment minimizes image jump

So, for minus lenses the choice of add type is easy: A flat-top minimizes both image jump and displacement

When a **flat-top** segment is placed on a minus lens, the prismatic effects work to cancel one another



$BD + BU = \text{Little net prism} \rightarrow$
little image displacement

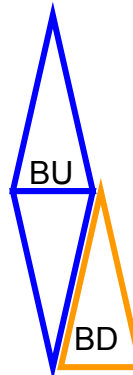
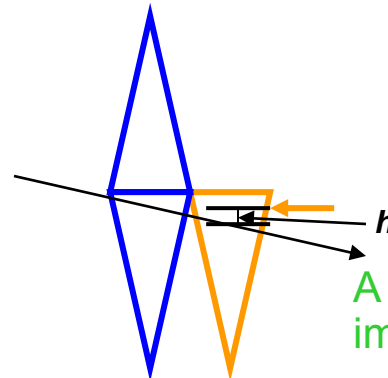
For a **minus** lens, always select a **flat-top** segment

Bifocal adds:
Plus lenses

A **flat-top** segment minimizes image jump

For plus lenses, the choice is not as easy: A flat-top will minimize jump...but a round-top minimizes displacement

When a **round-top** segment is placed on a plus lens, the prismatic effects work to cancel each other



$BU + BD = \text{Little net prism} \rightarrow$
little image displacement

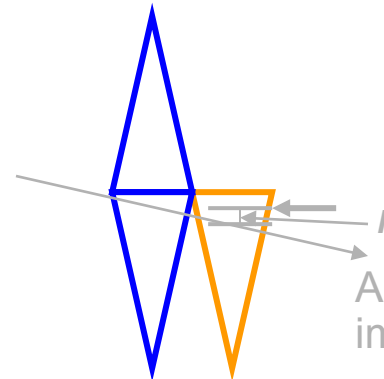
So which is the best add segment for a **plus** lens?

Jump v Displacement: Which Add Is Best?



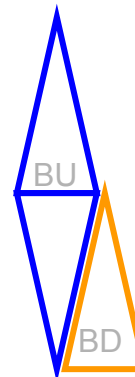
- The choice of segment type for hyperopic adds depends on whether one needs to minimize jump vs displacement

Bifocal adds:
Plus lenses



A **flat-top** segment minimizes image jump

For plus lenses, the choice is not as easy: A flat-top will minimize jump...but a round-top minimizes displacement



When a **round-top** segment is placed on a plus lens, the prismatic effects work to cancel each other

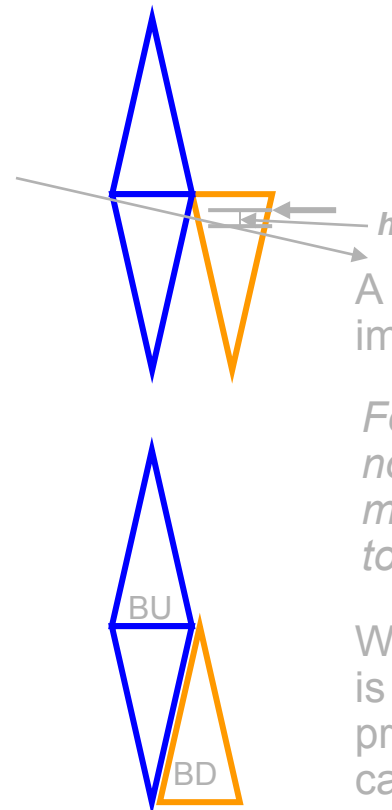
*BU+BD=Little net prism →
little image displacement*

*So which is the best add segment for a **plus** lens?*

Jump v Displacement: Which Add Is Best?



- The choice of segment type for hyperopic adds depends on whether one needs to minimize jump vs displacement
 - *Jump* might bother waiters
 - *Displacement* might bother desk workers



Bifocal adds:
Plus lenses

A **flat-top** segment minimizes image jump

For plus lenses, the choice is not as easy: A flat-top will minimize jump...but a round-top minimizes displacement

When a **round-top** segment is placed on a plus lens, the prismatic effects work to cancel each other

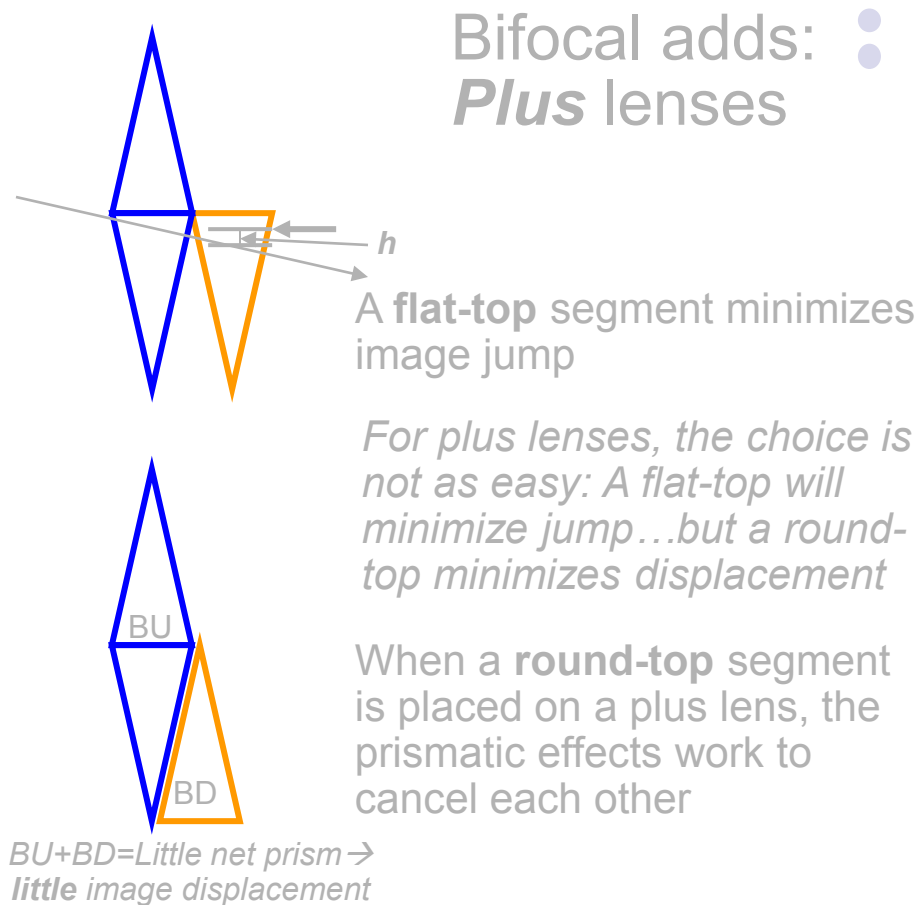
*BU+BD=Little net prism →
little image displacement*

*So which is the best add segment for a **plus** lens?*

Jump v Displacement: Which Add Is Best?



- The choice of segment type for hyperopic adds depends on whether one needs to minimize jump vs displacement
 - *Jump* might bother waiters
 - *Displacement* might bother desk workers
- In practice, most specs are made with flat-top segs
 - Easier and cheaper to make



*So which is the best add segment for a **plus** lens?*