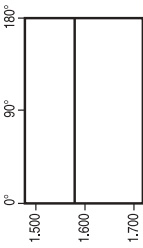
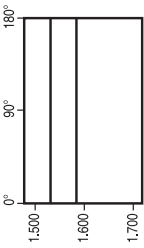

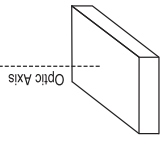
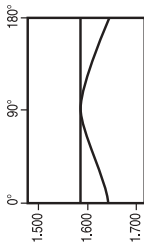
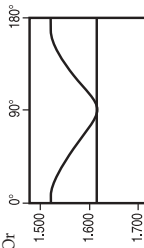
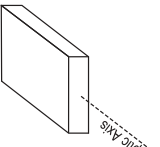
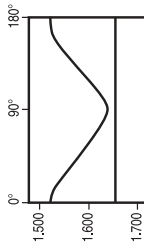

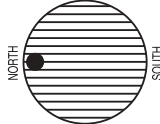
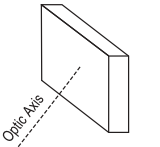


# The use of the polarizing filter on the refractometer

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Gemm., Vol. 29, 5/6, pp 341-348.

Sturman, Darko. (2005) Use of the polarizing filter on the refractometer. Journal of Gemm., Vol. 29, 5/6, pp 341-348.

PATTERN NUMBER	INITIAL OBSERVATION	POLARIZING FILTER	DETAILED OBSERVATION	ORIENTATION AND OPTICAL PROPERTIES	RESULTS
<b>I</b>	 <p>Single CONSTANT shadow edge</p>	Not used	<p><b>Detailed Observation not needed.</b></p> <p>Make sure that the SINGLE Shadow edge stays CONSTANT during the rotation of the gemstone.</p>	<b>Isotropic</b>	Record N
<b>II</b>	 <p>Two CONSTANT and PARALLEL shadow edges</p>	<p>Set in the North - South position</p> 	<p>1. <b>Observation can be made in any position during the rotation of a gemstone.</b></p> <p>2. Insert the polarizing filter. (Shadow edge of the ordinary ray (<math>N_o</math>) disappears.)</p> <p>3. <b>Read <math>N_e</math> on the shadow edge that stays visible.</b></p> <p>4. Remove the polarizing filter. Read <math>N_o</math> on the shadow edge that is now visible.</p>	<p><b>Uniaxial</b> Optic axis is perpendicular to the gem table</p> 	Record $N_e$ , $N_o$
<b>III</b>	 <p>Or</p>  <p>One CONSTANT and one VARIABLE shadow edge TOUCHING</p>	Not used	<p><b>Detailed Observation not needed.</b></p> <p>1. Read <math>N_o</math> on the constant shadow edge.</p> <p>2. Read <math>N_e</math> on the variable shadow edge when two shadow edges are separated the most. (as shown by the green dots).</p>	<p><b>Uniaxial</b> Optic axis is parallel to the gem table</p> 	<p>Determine the optic sign</p> <p>Calculate the maximum birefringence</p>
<b>IV</b>	 <p>Or</p> 	<p>Set in the North - South position</p> 	<p>1. <b>Rotate gemstone in the position indicated by the red dot (where shadow edges are the closest).</b></p> <p>2. Insert the polarizing filter</p> <p><b>CONSTANT shadow edge DISAPPEARS</b></p> <p><b>Observe which shadow edge disappears.</b></p>	<p><b>Uniaxial</b> Random orientation</p> 	

<h1>V</h1>	<p>One CONSTANT and one VARIABLE shadow edge NOT TOUCHING</p>	<p>Observe which shadow edge disappears.</p> <p>Identify gemstone as uniaxial or biaxial.</p> <p>3. Remove the polarizing filter. Read principal refractive indices in positions shown by green dots.</p>	<p><b>Observe which shadow edge disappears.</b></p> <p>Identify gemstone as uniaxial or biaxial.</p> <p>3. Remove the polarizing filter. Read principal refractive indices in positions shown by green dots.</p> <p><b>VARIABLE shadow edge DISAPPEARS</b></p>	<p><b>Biaxial</b> Z perpendicular to the gem table</p> <p>X perpendicular to the gem table</p>	<p>Record <math>N_z</math>, <math>N_y</math> and <math>N_x</math></p> <p>Calculate the maximum birefringence</p>
<h1>VI</h1>	<p>One CONSTANT and one VARIABLE shadow edge INTERSECTING</p>	<p>Not used</p>	<p><b>Detailed Observation not needed.</b></p> <p>Read <math>N_z</math>, <math>N_y</math> and <math>N_x</math> as indicated by green dots</p>	<p><b>Biaxial</b> Y perpendicular to the gem table</p>	<p>Use 2V diagram to determine the 1. optic sign 2. optic angle (2V)</p>
<p>Two VARIABLE shadow edges NOT TOUCHING</p>	<p>Set in the East-West position</p>	<p><math>N_z</math> AND <math>N_x</math> ARE DETERMINED AS THE LARGEST AND THE SMALLEST REFRACTIVE INDEX OBSERVED DURING THE ROTATION.</p> <p><math>N_y</math> CAN BE READ EITHER ON THE UPPER OR ON THE LOWER SHADOW EDGE</p> <p>Each shadow edge must be observed separately to determine <math>N_y</math></p> <p>Rotate gemstone in the position A indicated by the red dot. Insert the polarizing filter in the East-West position. If the shadow edge containing <math>N_x</math> disappears - read <math>N_y</math> and <math>N_z</math> on the other shadow edge.</p> <p>If the shadow edge containing <math>N_x</math> does not disappear, test the other shadow edge.</p> <p>Rotate gemstone in the position B indicated by the red dot. Insert the polarizing filter in the East-West position. If the shadow edge containing <math>N_z</math> disappears - read <math>N_y</math> and <math>N_x</math> on the other shadow edge.</p>	<p><b>Biaxial</b> Random Orientation</p>		