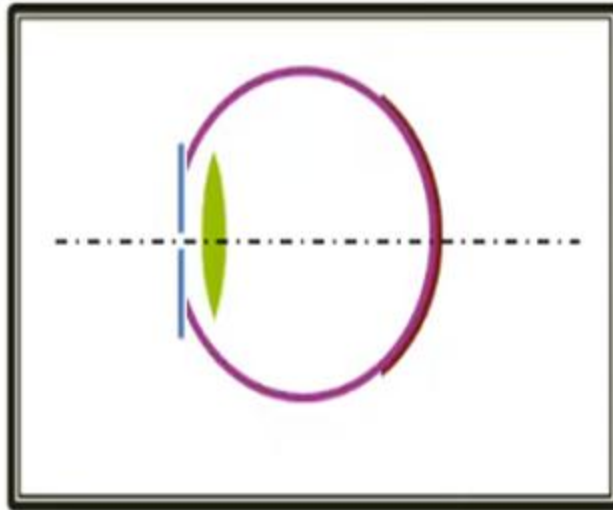


L'œil et son accommodation



L'organe et son modèle réduit

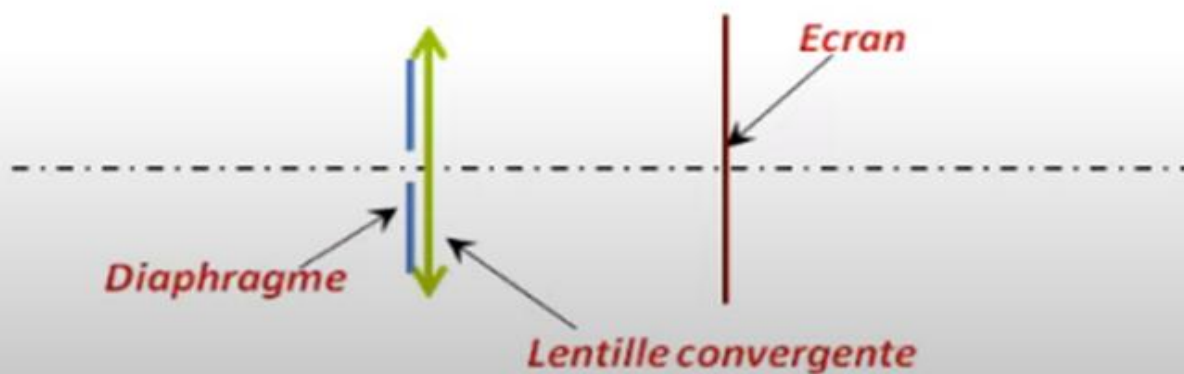
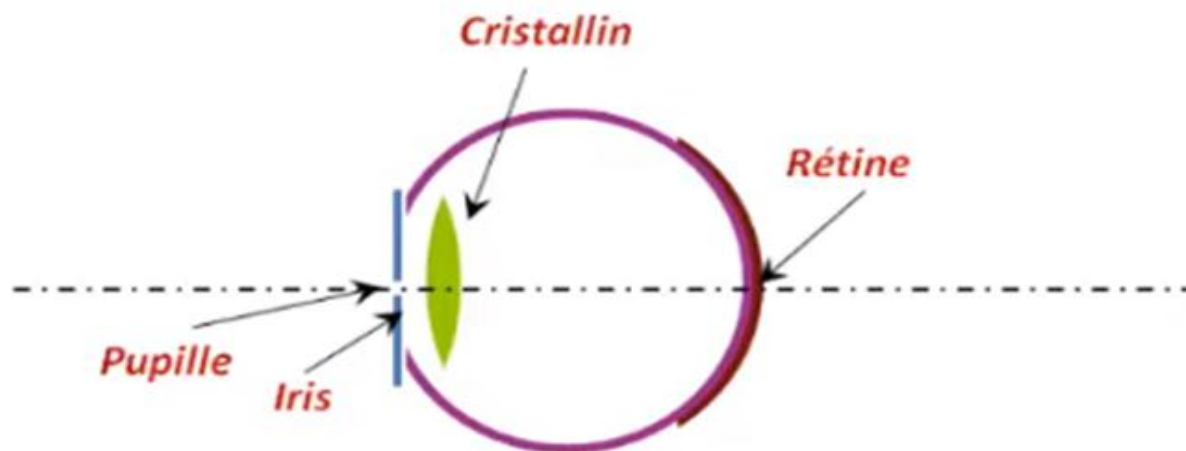
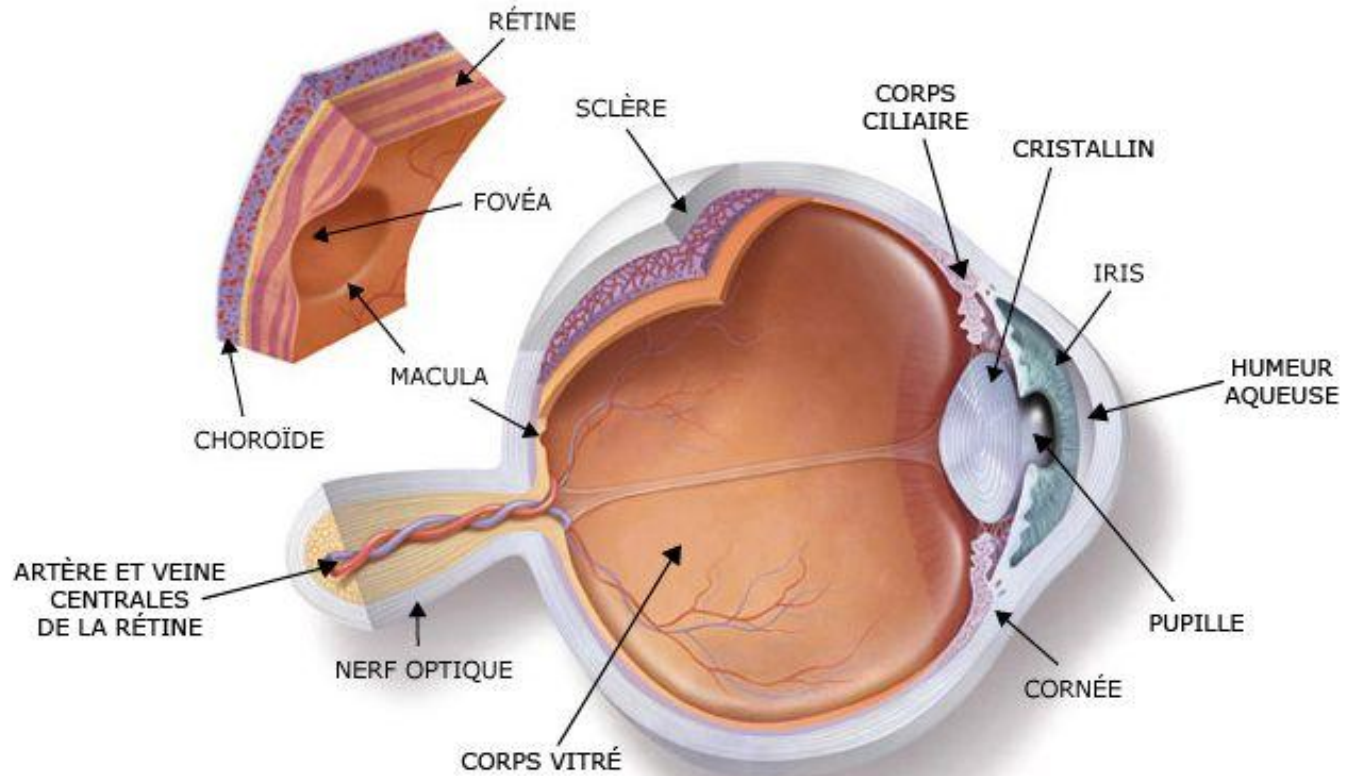
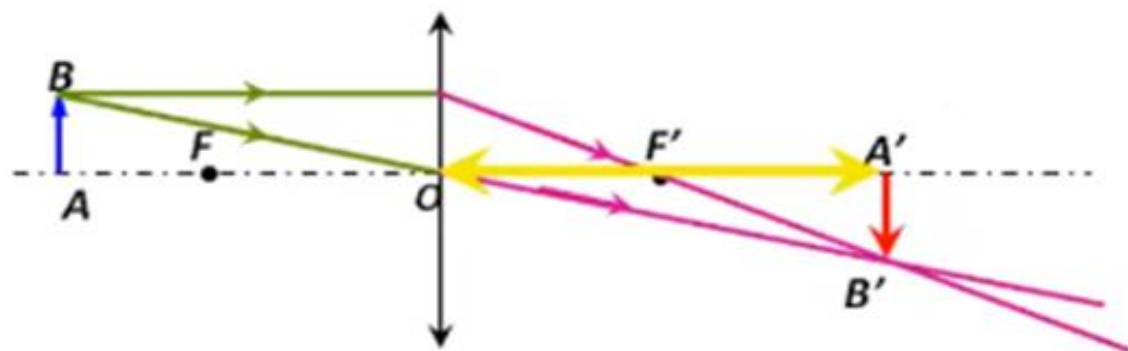
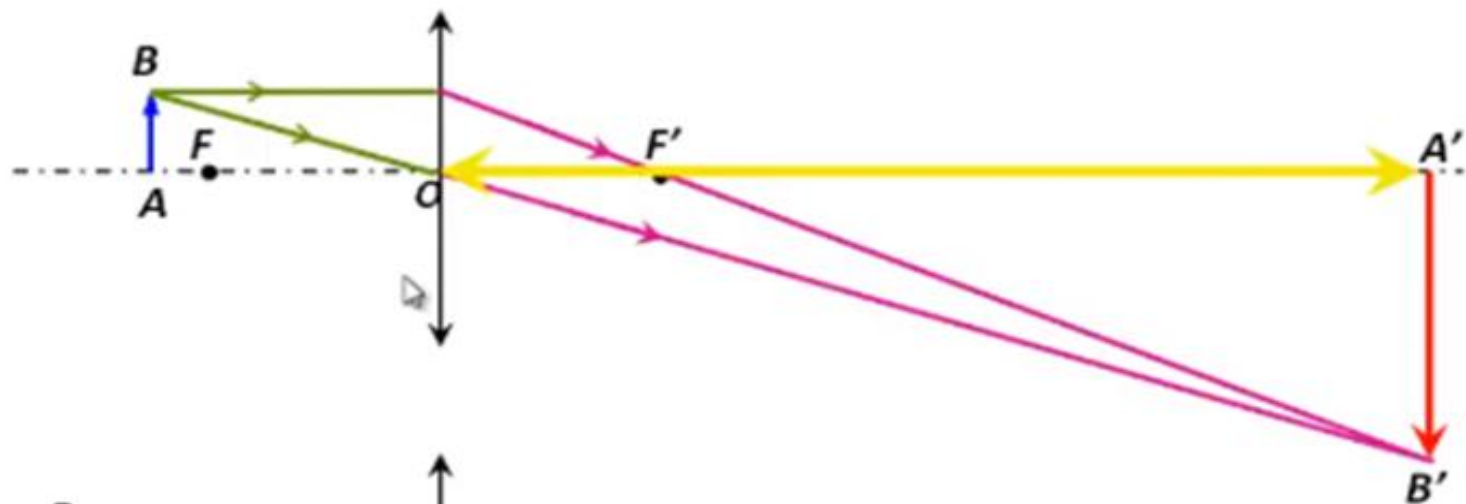


SCHÉMA EN COUPE DE L'OEIL HUMAIN



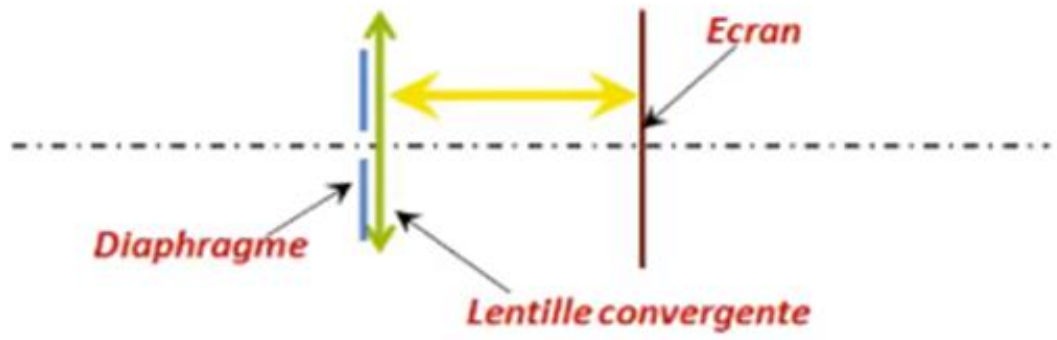
Sens de propagation de la lumière



$A \xrightarrow{L} A'$

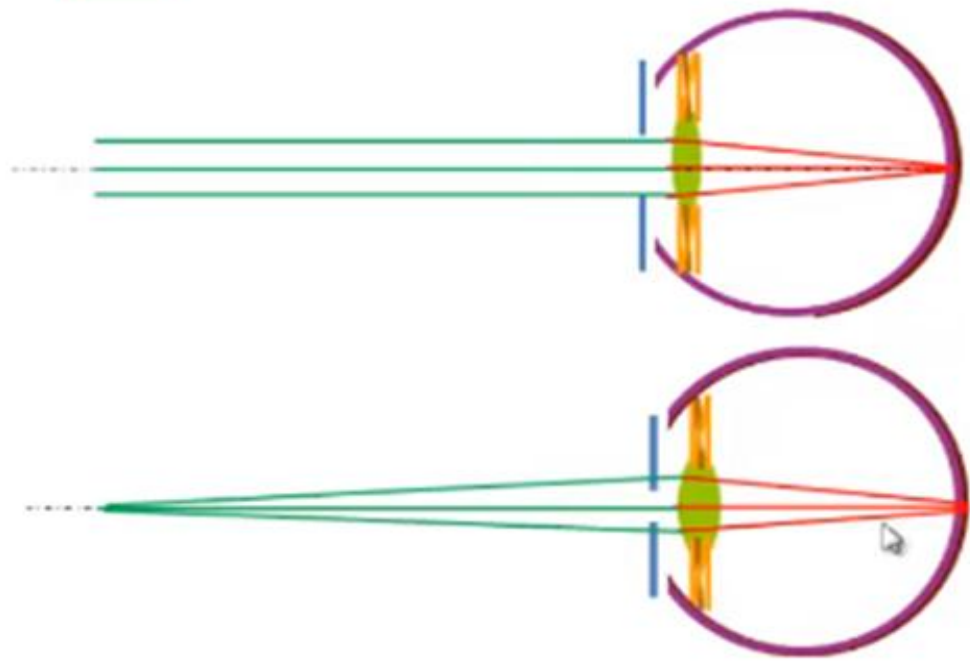


$$\frac{1}{OF'} = \frac{1}{OA'} - \frac{1}{OA}$$



$$\frac{1}{\overline{OF'}} = \frac{1}{\overline{OA'}} - \frac{1}{\overline{OA}}$$

➔ $\overline{OF'}$ Variable ➔ Accommodation



Œil emmétrype

Punctum Remotum

(P.R. = ∞)

Au repos

Punctum Proximum

(P.P. = 25 cm)

*Accommodation
maximale*

Œil myope

Punctum Remotum

(P.R. = finie)

Punctum Proximum

(P.P. < 25 cm)

Œil hypermétrope

Punctum Remotum

(P.R. = ∞)

Avec accommodation

Punctum Proximum

(P.P. > 25 cm)

Œil presbyte

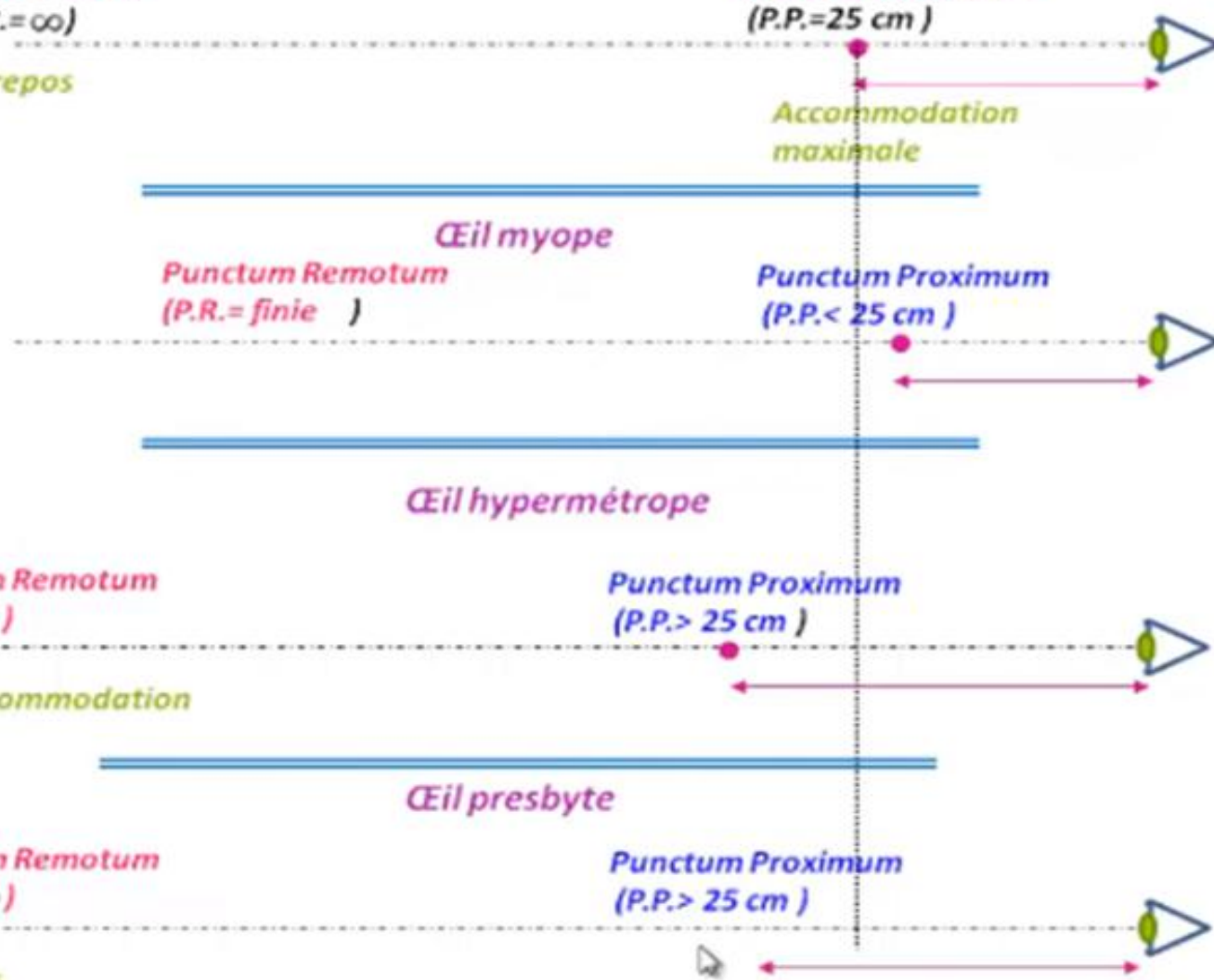
Punctum Remotum

(P.R. = ∞)

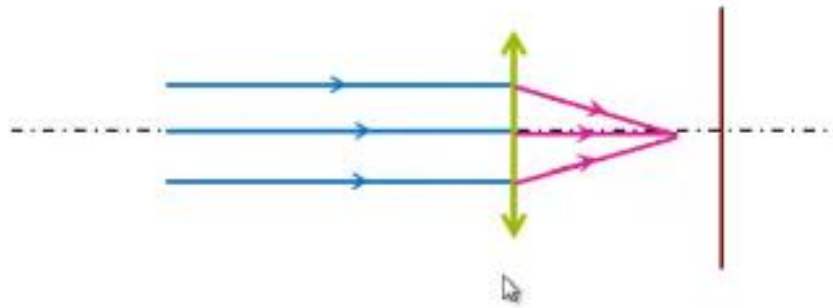
Au repos

Punctum Proximum

(P.P. > 25 cm)

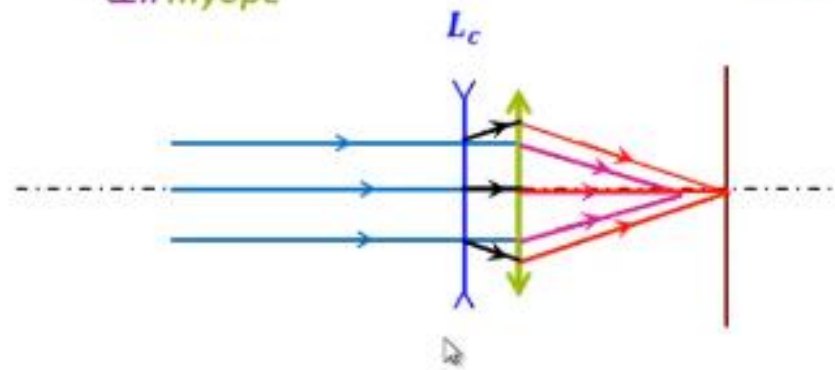


Œil myope

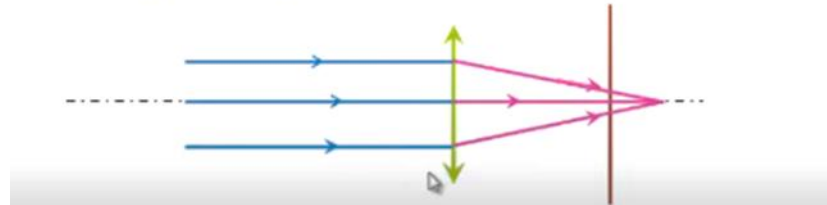


Correction

Œil myope



Œil hypermétrope



Œil hypermétrope

