

ASK 1 pixel

(u, v)



$$\mathbf{r}_s = n_s \hat{\mathbf{r}}$$

Corresponding

ASK 3 pixel



$$\mathbf{r} = n_1 \hat{\mathbf{r}}$$



Zenith

(u_z, v_z)

\mathbf{v}

\mathbf{u}