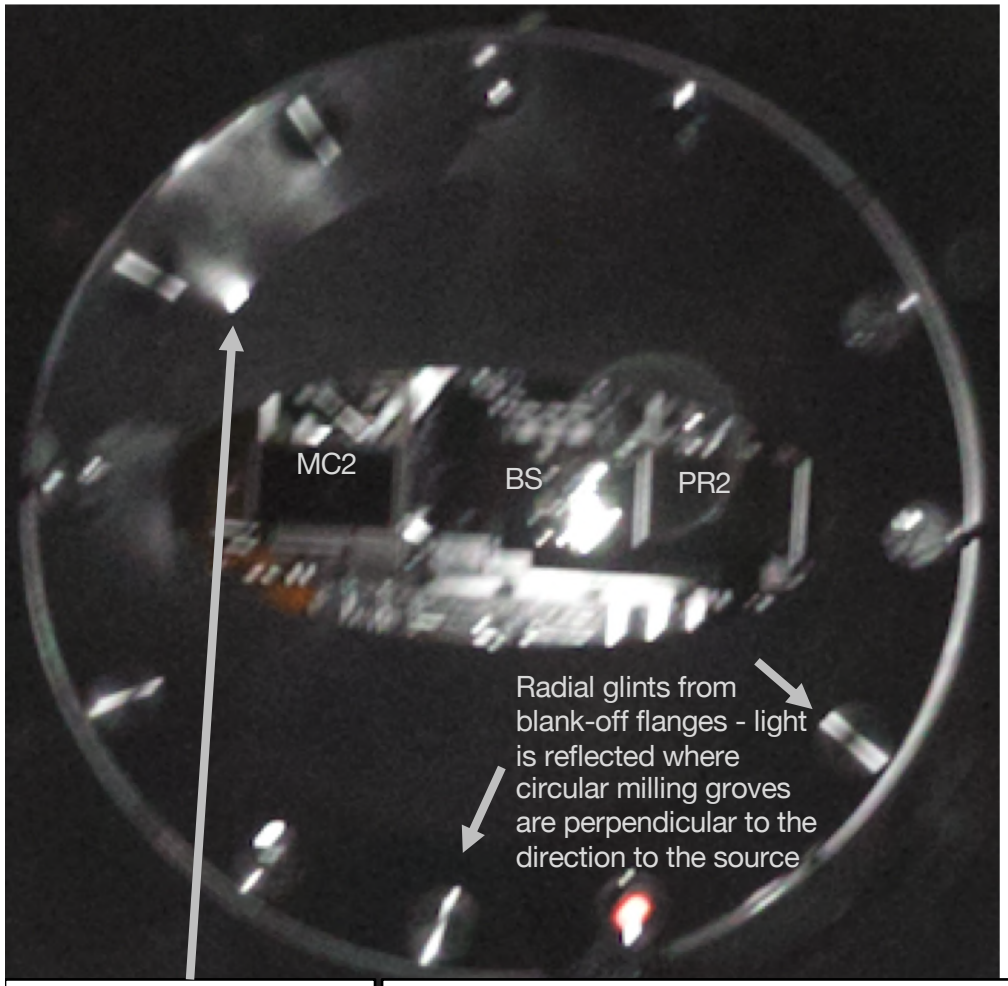
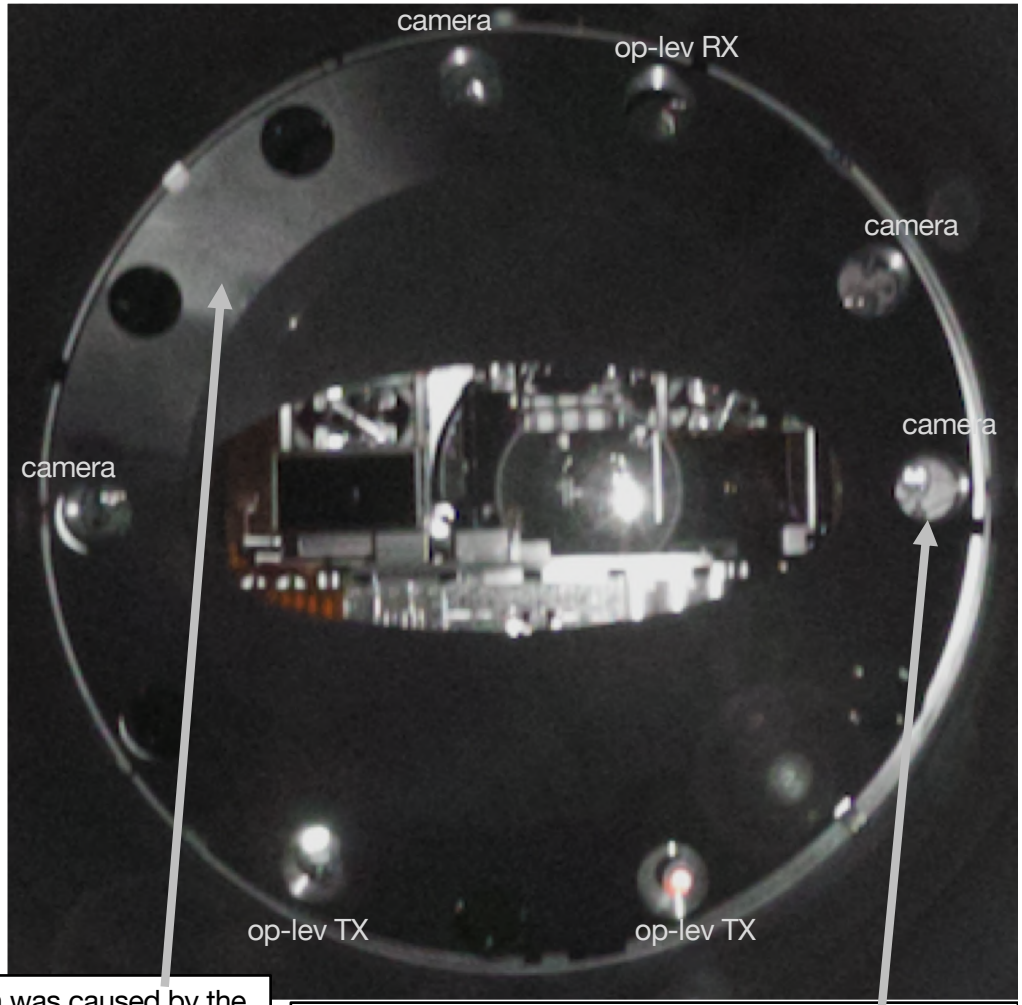
Before/after view from PR3 towards MC baffle by HAM3 using IR Camera and 940 nm illuminator

Before



After increasing angle to 10 degrees and installing nozzle baffles on blank-off flanges



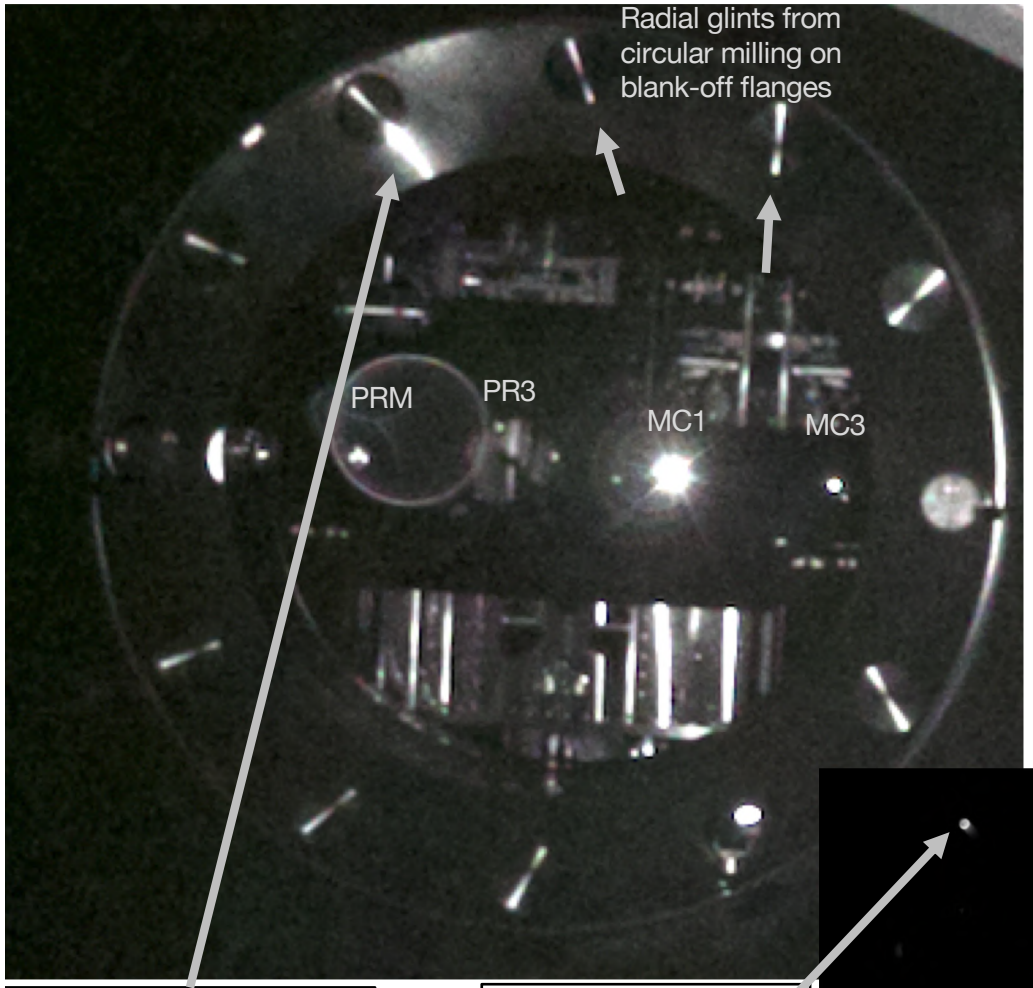
One of the bright glints that we were trying to get rid of by increasing angle of baffle.

Lighting experiments showed that this light patch was caused by the illuminator light reflecting from the beam tube onto the baffle – this may not be a problem because the distribution of light scattered from the optics is probably narrower than the illuminator beam.

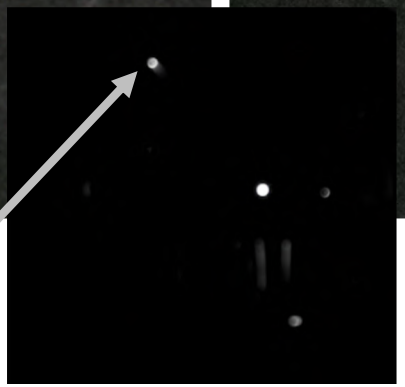
Reflection from PRM camera and box. It is even more strongly retro-reflecting of the light from PRM – see PRM view below – and should probably be treated.

Before/after view from MC2 towards MC baffle by HAM2 using IR Camera and 940 nm illuminator

Before

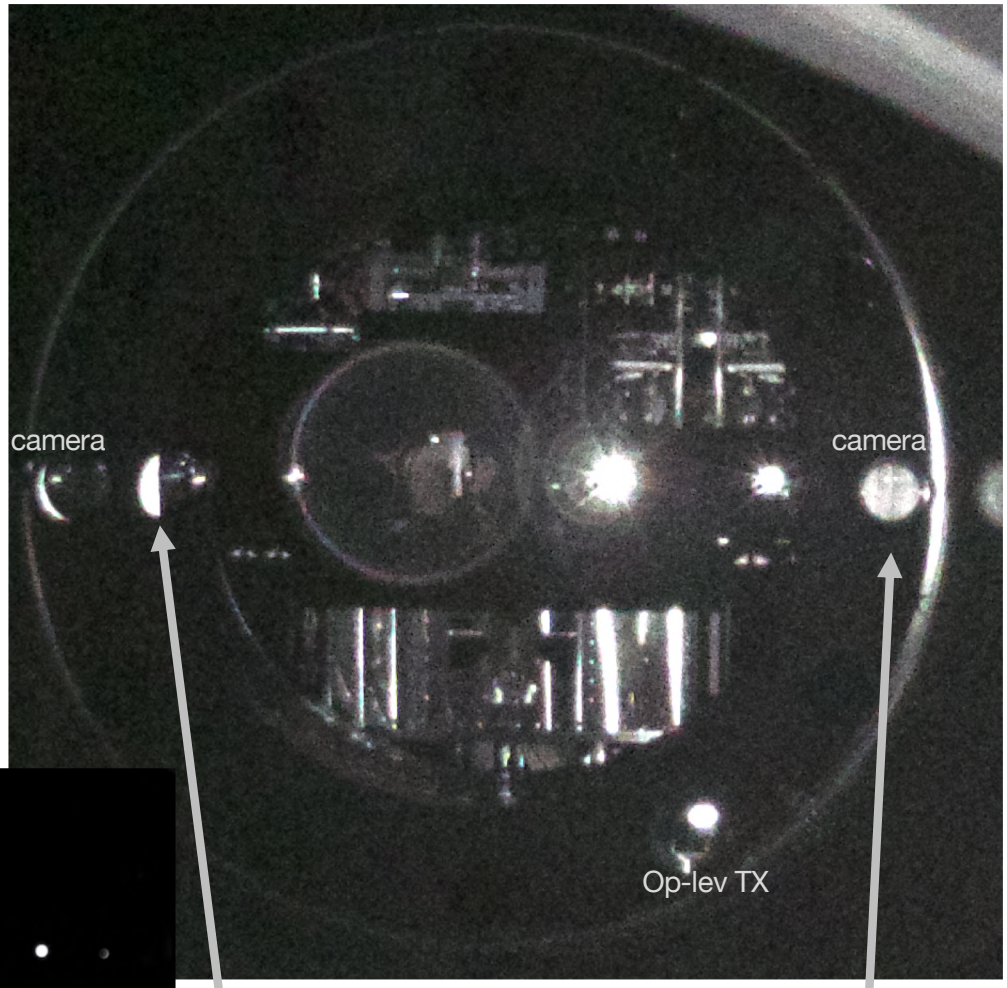


One of the bright glints that we were trying to get rid of by increasing angle of baffle.



Same view at lower exposure showing how bright glint was before baffle angling

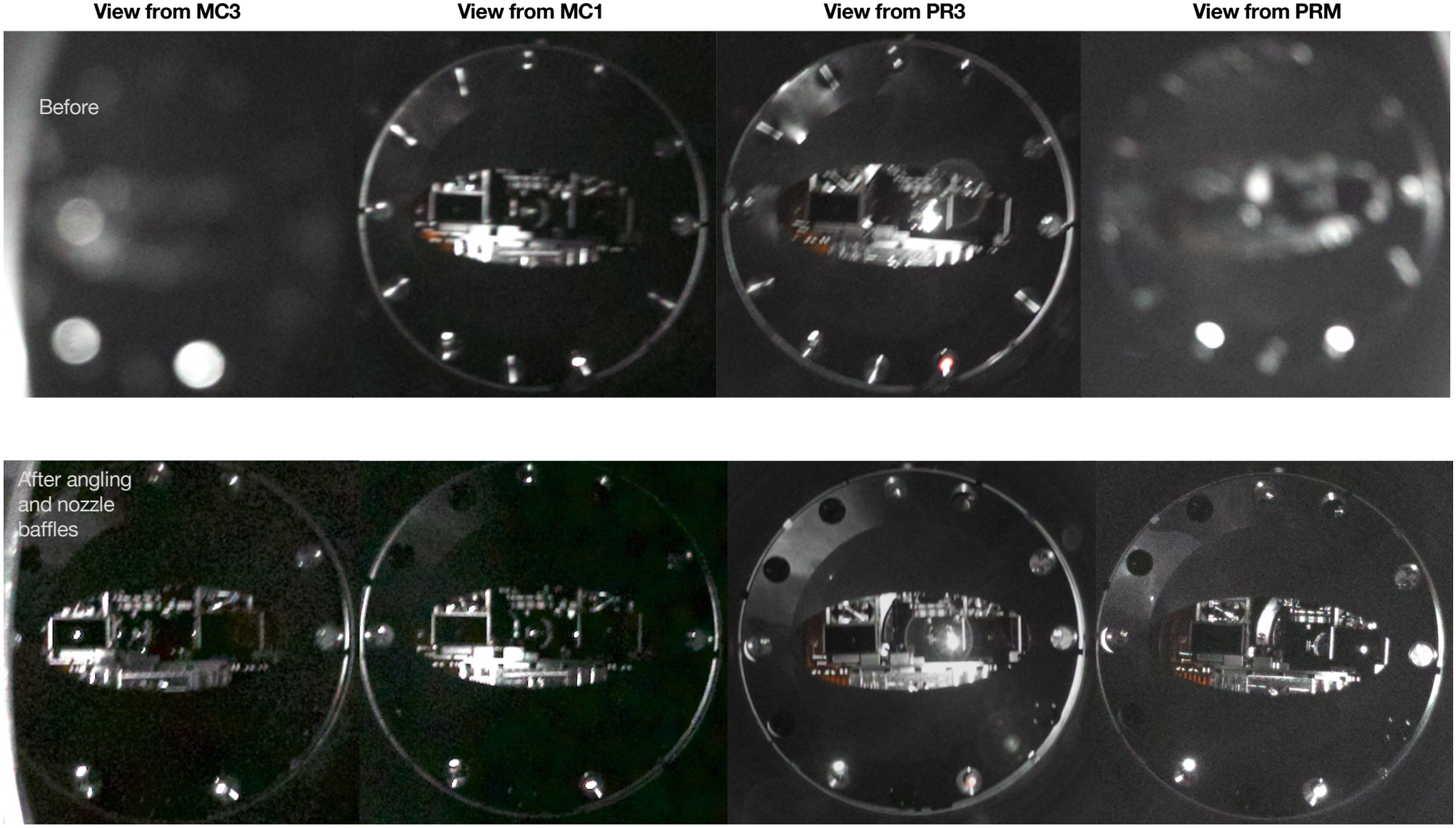
After increasing angle to 10 deg. and installing nozzle baffles on blank-off flanges



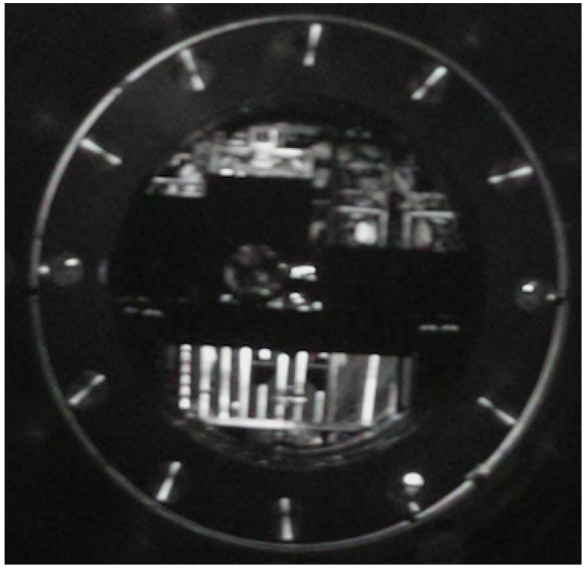
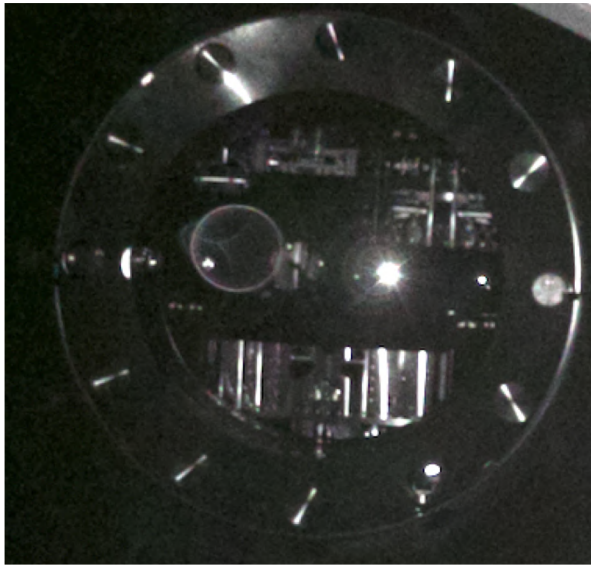
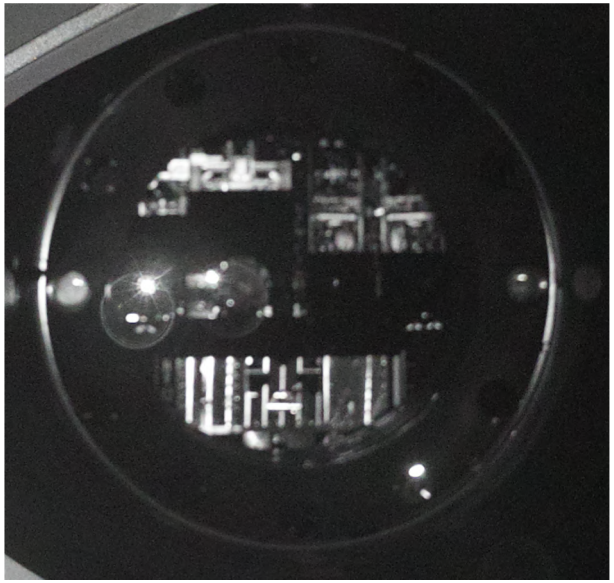
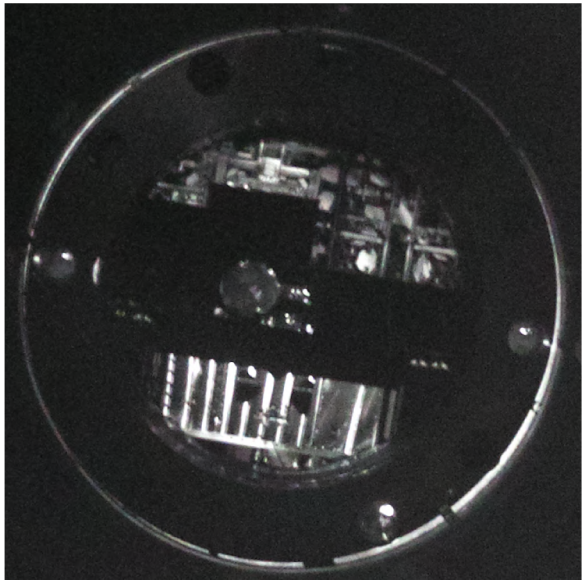
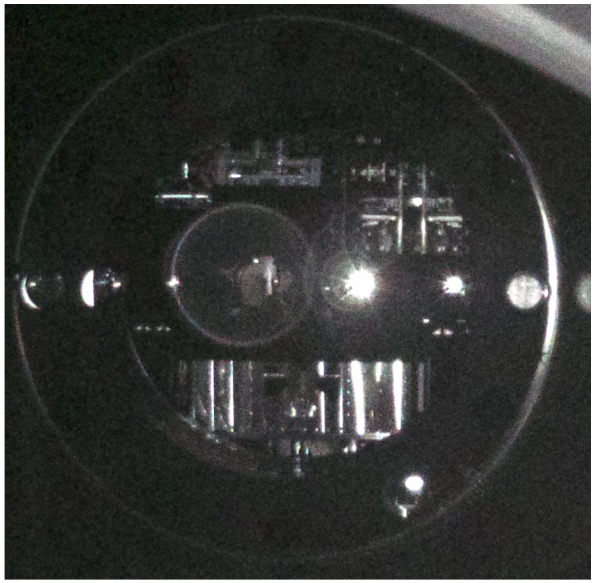
Baffle cutout for PRM allows retro-reflection of light scattered from MC2

Strong reflection from MC2 camera box should probably be treated

Before (top) / after (bottom) views from optics in HAM2, using IR Camera and 940 nm illuminator



Before (top) /after (bottom) views from HAM3 using IR Camera and 940 nm illuminator

	View from PR2	Aproximate View from where BS-PR3 beam crosses HAM3	View from MC2
Before			
After increasing angle to 10 deg. and installing nozzle baffles on blanks			

Nozzle baffles on +Y HAM3 door