odak Documentation

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Contents

Odak (pronounced "O-dac") is the fundamental library for scientific computing in optical sciences, computer graphics, and visual perception. We designed this page to help first-time users, new contributors, and existing users understand where to go within this documentation when they need help with certain aspects of Odak. If you think you need a refresher or are a beginner willing to learn more about light and computation, we created an entire course named `Computational Light` for you to get to pace with the computational aspects of light.

CHAPTER 1

Absolute Beginners

- Computational Light Course

CHAPTER 2

New Users

- What is Odak?
- Installation

CHAPTER 3

Use cases

- Computer-generated holography
- General toolkit
- Optical Raytracing
- Machine Learning
- Visual perception

New contributors

- Contributing to Odak

Additional information

- Citing Odak in a scientific publication using Zenodo

- License of Odak

- Reporting bugs or requesting a feature

!!! warning end "Reminder" We host a Slack group with more than 300 members. This Slack group focuses on the topics of rendering, perception, displays and cameras. The group is open to public and you can become a member by following this link. Readers can get in-touch with the wider community using this public group.