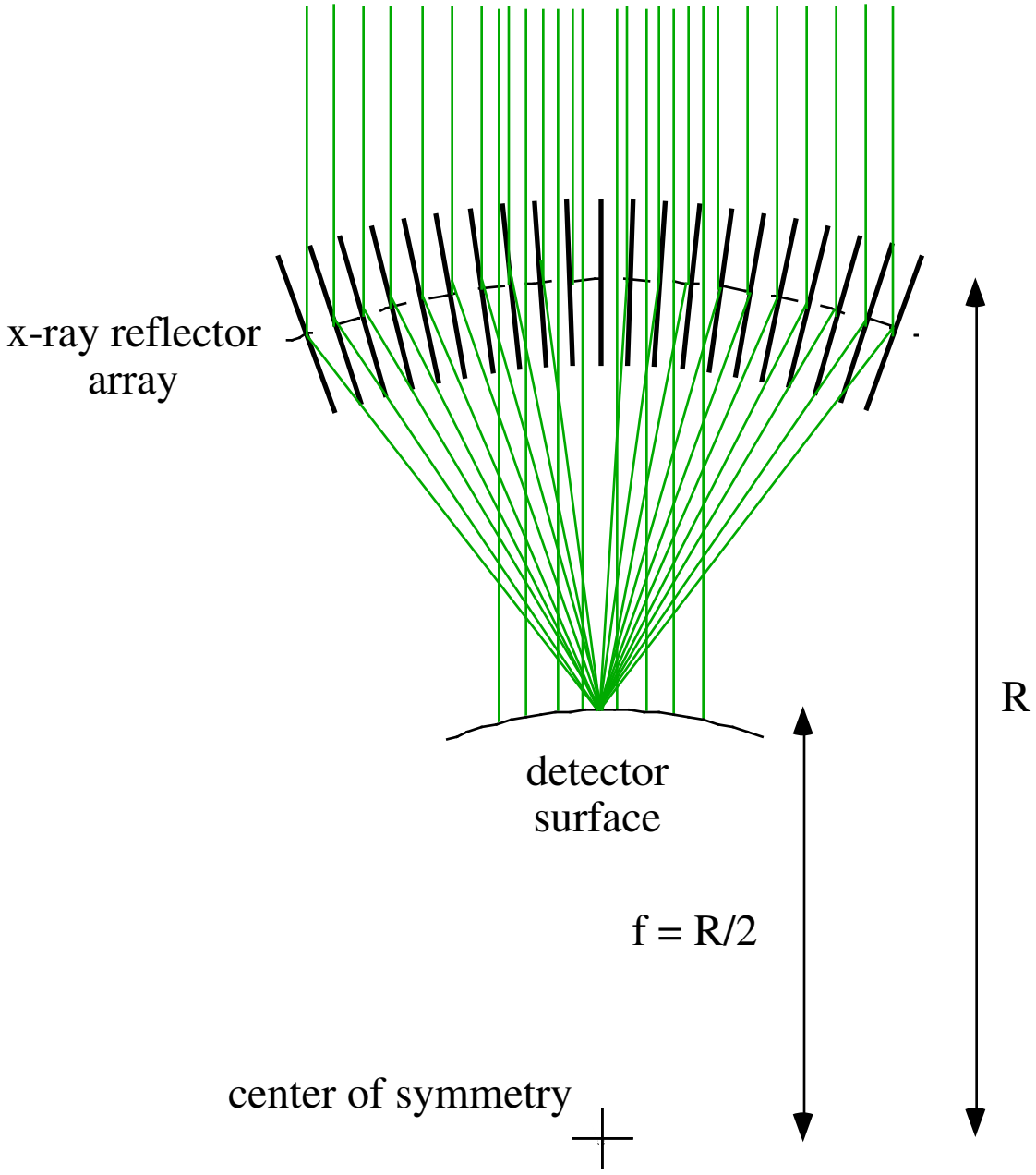Lobster-Eye Optics Geometry (1-dimensional)