

Fresnel's biprism consist of two prisms of very small angles joined base to base. As a result, the ray emerging out of the prism appear to have emanated from a virtual source located a small distance from the real source. These two virtual sources are coherent because they are images of the same source S created by refraction. A Biprism, in the same way creates two virtual sources S_1 and S_2 . When Light is incident on the biprism. between them