CLAIMS

[Claim 1] A spectacle lens comprising:

a first area that causes light rays incident on an object-side face of the lens to exit from an eyeball-side face of the lens and to converge at a predetermined position A on a retina of a wearer; and

a plurality of second areas configured to cause light rays to converge at a position B on the object side when the second areas are convex areas or a position C on the distal side relative to the position A when the second areas are concave areas,

wherein, in the first area in a peripheral area of the spectacle lens that is a radius range from 4.5 mm to 25 mm of a lens center, a refractive power error in a meridional direction and a refractive power error in a sagittal direction have values that cause light rays to converge in a direction extending from a vicinity of the position A toward the position B if the second areas cause the light rays to converge at the position B, or have values that cause light rays to converge in a direction extending from the vicinity of the position A toward the position C if the second areas cause the light rays to converge at the position C.

[Claim 2] The spectacle lens according to claim 1,

wherein the second areas are convex areas, and

in the first area in the peripheral area, both the refractive power error in the meridional direction and the refractive power error in the sagittal direction are −0.25 D or more.

[Claim 3] The spectacle lens according to claim 1 or 2,

wherein the second areas are convex areas, and

the refractive power error in the meridional direction or the refractive power error in the sagittal direction is −0.12 D or more and +0.12 D or less, and takes a value lower than a value of the other refractive power error.

[Claim 4] The spectacle lens according to any of claims 1 to 3,

wherein the refractive power error in the meridional direction or the refractive power error in the sagittal direction takes a value obtained by performing ray tracing at a finite distance.

[Claim 5] A method for designing a spectacle lens that includes:

a first area that causes light rays incident on an object-side face of the lens to exit from an eyeball-side face of the lens and to converge at a predetermined position A on a retina of a wearer; and

a plurality of second areas configured to cause light rays to converge at a position B on the object side when the second areas are convex areas or a position C on the distal side relative to the position A when the second areas are concave areas,

the method including:

setting, in the first area in a peripheral area of the spectacle lens that is a radius range from 4.5 mm to 25 mm of a lens center, a refractive power error in a meridional direction and a refractive power error in a sagittal direction to values that cause light rays to converge in a direction extending from a vicinity of the position A toward the position B if the second areas cause the light rays to converge at the position B, or to values that cause light rays to converge in a direction extending from the vicinity of the position A toward the position C if the second areas cause the light rays to converge at the position C.

[Claim 6] The method for designing a spectacle lens according to claim 5,

wherein the second areas are convex areas, and

in the first area in the peripheral area, both the refractive power error in the meridional direction and the refractive power error in the sagittal direction are -0.25 D or more.