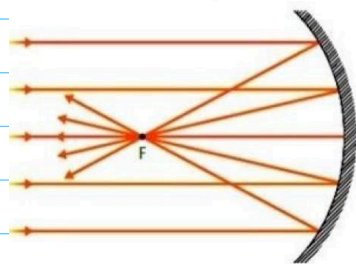


REFLECTION & CURVES



CONCAVE MIRRORS

→ HAS SURFACE THAT CURVES INWARD LIKE A BOWL (OR A CAVE)



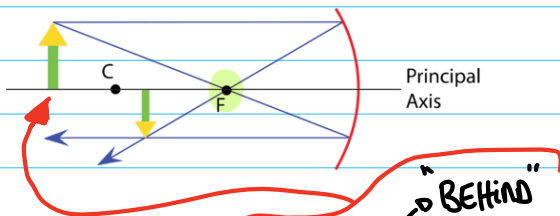
"converging" mirror

→ OBEYS LAW OF REFLECTION BUT WHEN PARALLEL LIGHT RAYS REACH SURFACE, THEY ALL STRIKE @ DIFFERENT POINTS AND GO IN DIFFERENT DIRECTIONS → BUT HEAD TOWARD COMMON POINT

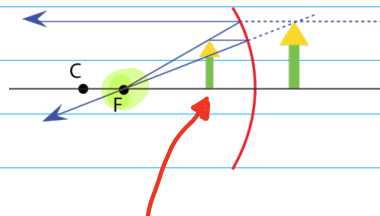
FOCAL POINT

IMAGES WITH CONCAVE MIRRORS

- IMAGES FORMED w/ CONCAVE MIRRORS DEPEND ON THE DISTANCE BETWEEN FOCAL POINT AND THE OBJECT

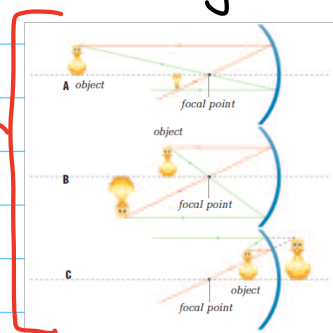


IF OBJECT IS FAR AWAY FROM FOCAL POINT → IMAGE WILL BE UPSIDE DOWN & SMALLER



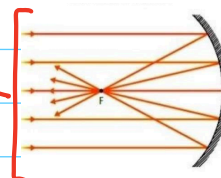
IF OBJECT IS BETWEEN FOCAL POINT & MIRROR → IMAGE WILL BE RIGHT SIDE UP & ENLARGED.

THE CLOSER THE OBJECT GETS TO THE FOCAL POINT, THE LARGER THE IMAGE GETS.

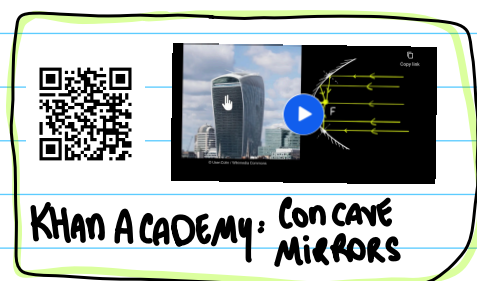


Putting LIGHT BULB @ FOCAL POINT

→ BULB SENDS RAYS IN ALL DIRECTIONS BUT, REVERSING THE RAYS HERE...
= SHOWS LIGHT WOULD LEAVE MIRROR AS PARALLEL RAYS

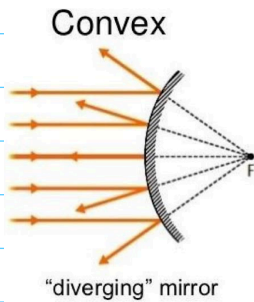


EX: FLASHLIGHT & HEADLIGHTS

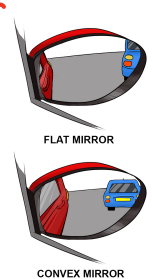


CONVEX MIRRORS

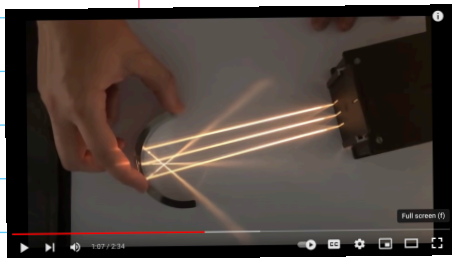
→ HAS SURFACE CURVED OUTWARDS... DOES OPPOSITE OF CONCAVE
→ INSTEAD OF COLLECTING LIGHT TO FOCAL POINT, IT SPREADS IT OUT.



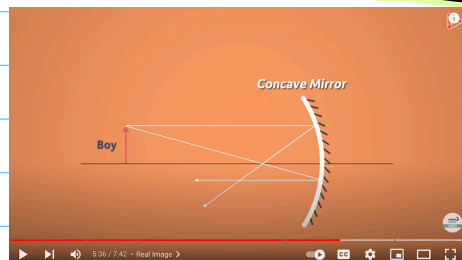
→ Looking in CONVEX MIRROR... IMAGE APPEARS SMALLER THAN IT SHOULD BE.
→ CAR REARVIEW MIRRORS WHY?



KHAN ACADEMY: **CONVEX** MIRRORS



VIDEO DEMO: LIGHT REFLECTED off
CONCAVE VS. CONVEX MIRROR



REAL VS. VIRTUAL IMAGES:

CONCAVE
vs.
CONVEX

↑
CONCEPT REVIEWS
‡ **DEMONSTRATIONS**