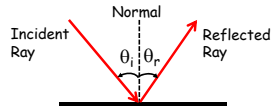


Plane Mirrors

Reflection

- “Bouncing” of light
- Law of Reflection:
 - Angle of incidence = angle of reflection
 - Angles are measured in reference to a line that is perpendicular to the surface called the Normal.



Mirror Terminology

object - a source of diverging light rays. Objects can be luminous or illuminated.

virtual image - an image from which light rays diverge. Virtual images are always UPRIGHT.

real image - an image to which light rays converge. Real images are always INVERTED and can be projected onto a screen.

3

Mirrors

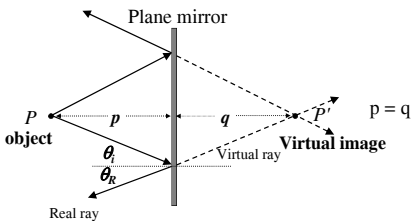
object distance (p) - the distance between the object and the mirror.

image distance (q) - the distance between the image and the mirror.

4


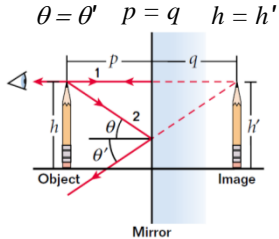
Plane Mirrors

A *plane mirror* is flat and produces virtual images the same size as the object. The image distance is equal to the object distance.



5

Plane Mirrors

$\theta = \theta' \quad p = q \quad h = h'$

