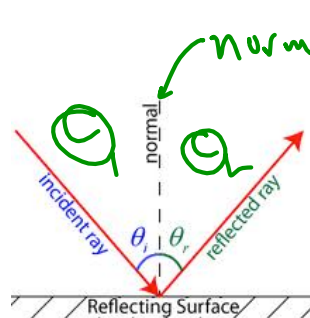


## Chapter 25 notes - ~~Lenses~~ and Mirrors



### Law of Reflection

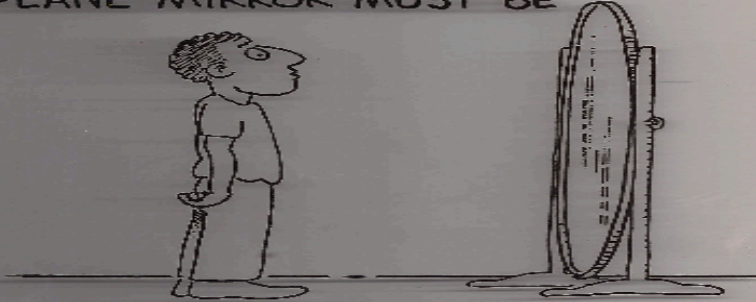
The angle of incidence equals the angle of reflection



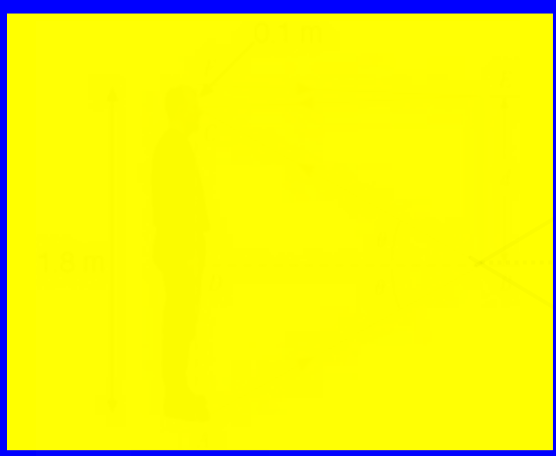
Check Q....

PHYSICS

IN ORDER THAT YOU ARE ABLE TO SEE A FULL-LENGTH VIEW OF YOURSELF, THE MINIMUM SIZE FOR A PLANE MIRROR MUST BE



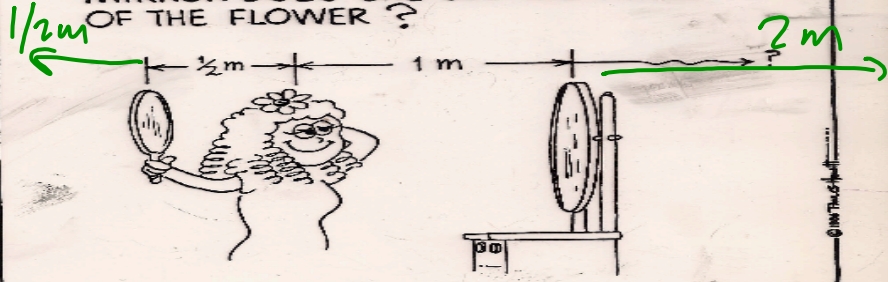
- a) ONE-QUARTER YOUR HEIGHT
- b) ONE-HALF YOUR HEIGHT
- c) THREE-QUARTERS YOUR HEIGHT
- d) YOUR FULL HEIGHT
- e) ... DEPENDS ON YOUR DISTANCE



**For plane mirrors image is ALWAYS erect and SAME distance behind mirror as object is in front of mirror**

Check Q....

SHE STANDS 1 METER IN FRONT OF THE DRESSER MIRROR AND LOOKS AT THE FLOWER ON THE TOP OF HER HEAD IN A SMALL MIRROR HELD  $\frac{1}{2}$  METER BEHIND HER HEAD. HOW FAR IN BACK OF THE DRESSER MIRROR DOES SHE SEE THE IMAGE OF THE FLOWER ?



29 Reflection and Refraction

Demos - mirrors



## Rules for Ray Diagrams for mirrors

\*\*\*we choose 3 rays from many because when they cross we know where the image forms\*\*\*

\*\*\*distance to center = R, focal length = R/2\*\*\*

- 1) Any ray going parallel to the optical axis will reflect through the focus
- 2) Any ray passing through the focus will reflect parallel to the optical axis
- 3) Any ray passing through the center of curvature will reflect back upon itself without bending

## Equations for Ray Diagrams

$$1/d_o + 1/d_i = 1/f$$

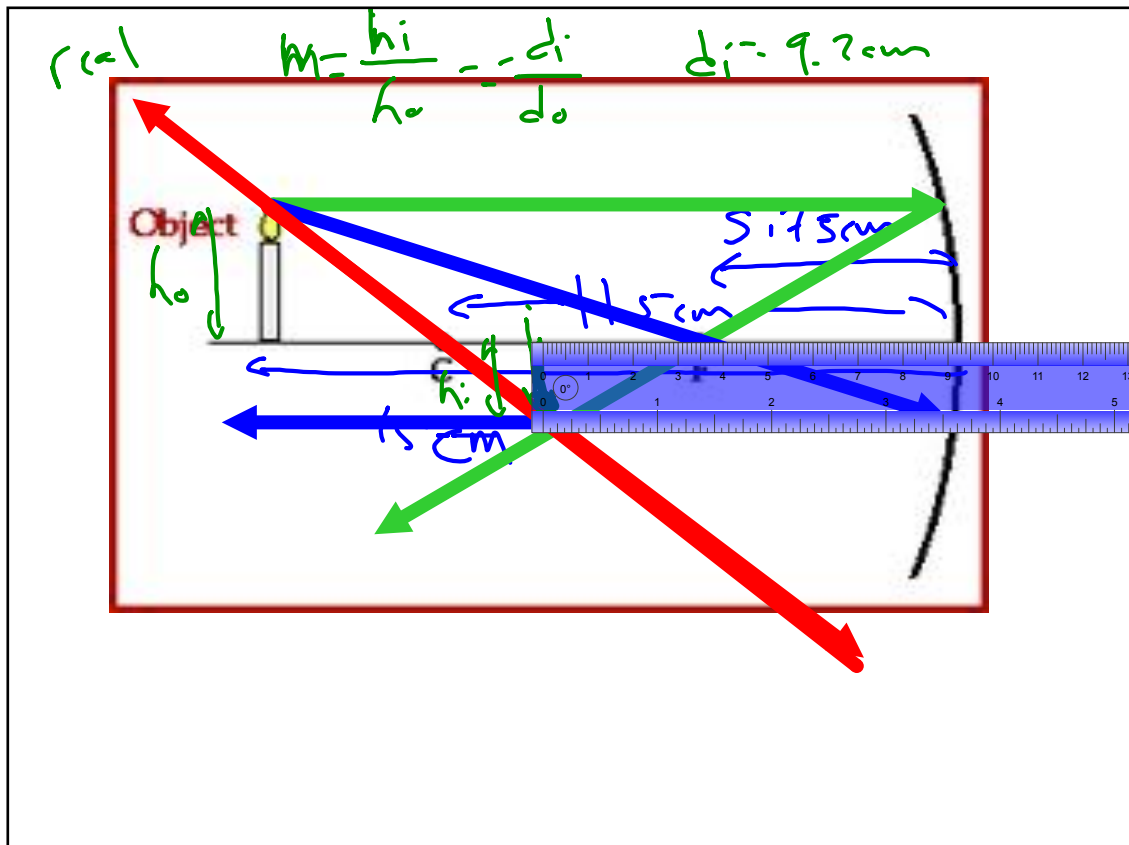
$$m = -d_i/d_o = h_i/h_o$$

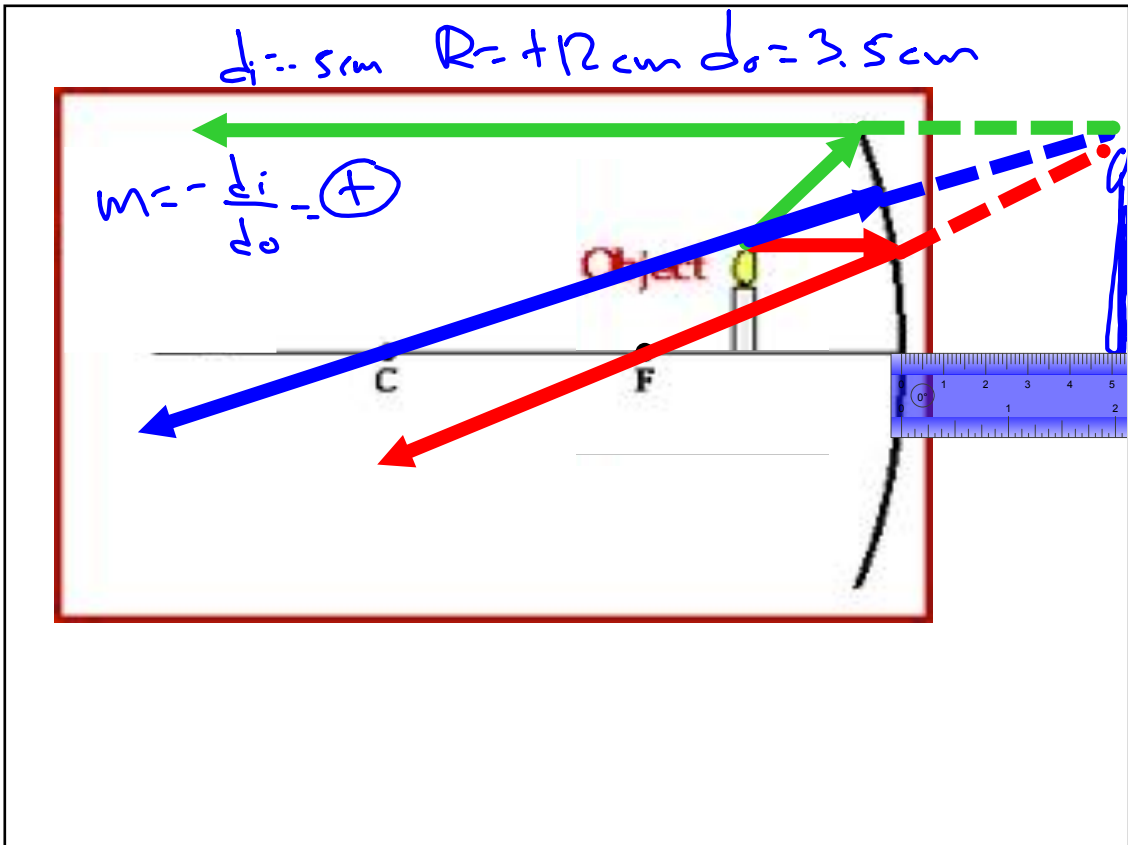
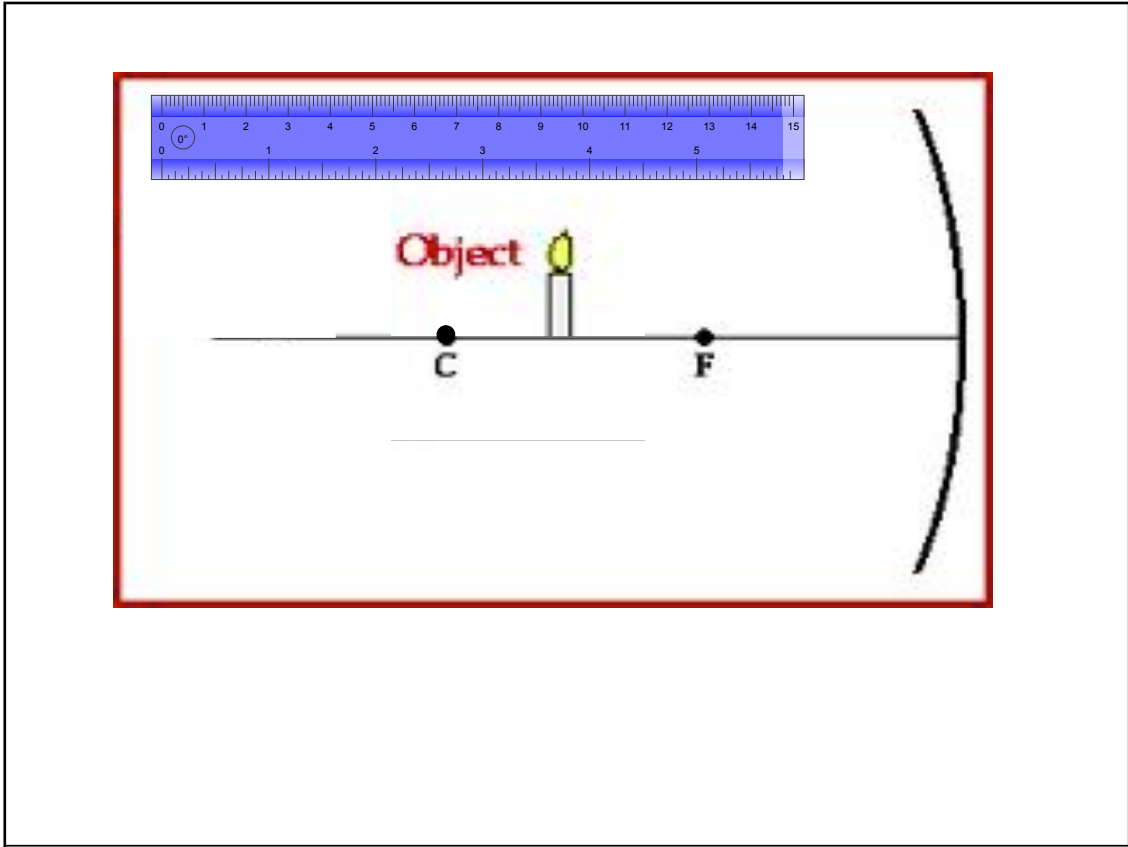
\*\*\* all measurements are relative to optical axis\*\*\*

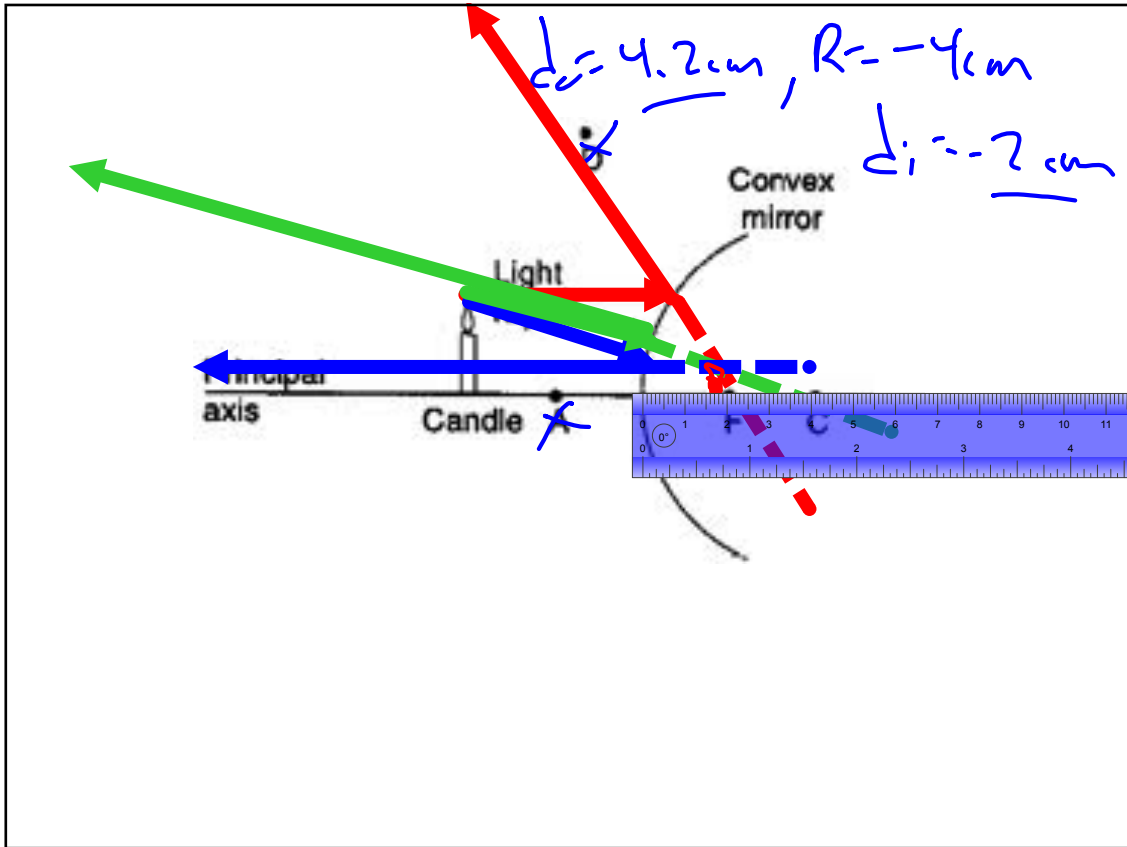
$d_o$  = distance to object  
 $d_i$  = distance to image  
 $f$  = focal length = R/2  
 $h_i$  = height of image  
 $h_o$  = height of object  
 $m$  = magnification

## Sign conventions

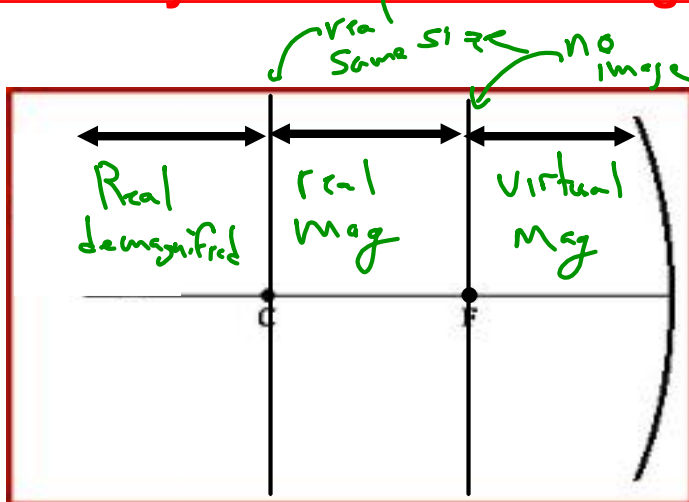
| where? | +  | -  |
|--------|--|--|
| f      | concave mirror/<br>converging<br>device                    | convex mirror/<br>diverging<br>device                                |
| $d_o$  | <b>ALWAYS</b>  | <b>NEVER</b>   |
| $d_i$  | Real image/<br>light crosses/<br>"Right" side of<br>mirror | virtual image/<br>light does NOT<br>cross/ "wrong"<br>side of mirror |
| m      | upright/virtual  | inverted/real  |







Summary of mirrors and images Phet Optics



$$\frac{1}{d_i} + \frac{1}{d_o} = \frac{1}{f}$$
 (Concave mirror)

$$\frac{1}{-2} + \frac{1}{-2} = \frac{1}{-1}$$

$$\frac{1}{-2} - \frac{1}{2} = -\frac{1}{1}$$

**Convex = ALWAYS virtual and demagnified...disappears at focal point as object is moved further from lens**

