Basic Optics, Chapter 25



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 - Also like lenses, questions and problems involving mirrors are fair game on the OKAP



- Like lenses, mirrors can affect the vergence of light
 - Also like lenses, questions and problems involving mirrors are fair game on the OKAP
- Mirrors come in three flavors:
 - *Plane* (flat)
 - Concave
 - Shaped like the inside of a spoon—ie, like 'a cave'
 - Convex
 - Like the back surface of a spoon

• Plane mirrors



 Change the direction of light, but do not alter its vergence (vergence out = vergence in)

• Plane mirrors



- Change the direction of light, but do not alter its vergence (vergence out = vergence in)
- The only rule you need to remember is that, for any light ray, the *angle of incidence* equals the *angle of reflection* (with respect to the normal)

(The normal is perpendicular to the plane of the mirror's surface at that location)

normal

Plane mirrors



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Plane mirrors



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17

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As was the case with ray tracing involving lenses, it determines the location, orientation (ie, upright vs inverted), magnification and status (ie, real vs virtual) of the image.



 $\theta_{\text{reflection}}$

 $\theta_{\text{incidence}}$

Object

 $\theta_{\text{incidence}}$

 $\theta_{\text{reflection}}$



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Re plane mirrors:

 $\theta_{\text{incidence}} = \theta_{\text{reflection}}$

 $\theta_{\text{incidence}} = \theta_{\text{reflection}}$

The image location is always 'behind' the mirror (ie, on the side opposite the object)

This ray...

normal

This ray...

normal

 $\theta_{\text{reflection}}$

 $\theta_{\text{incidence}}$

Object

 $\theta_{\text{incidence}}$

 $\theta_{\text{reflection}}$



We've seen this sort of thing before... What do you suppose is significant about the point where the extended rays meet?

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The image location is always 'behind' the mirror (ie, on the side opposite the object)

This ray...

normal

This ray...

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The image is always **upright** (Remember, *upright* means that the image has the same orientation as the object)

 $\theta_{\text{reflection}}$

 $\theta_{\text{incidence}}$

Object

 $\theta_{\text{incidence}}$

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The image **location** is always 'behind' the mirror (ie, on the side opposite the object)

This ray...

normal

This ray...

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The image is always **upright** (Remember, *upright* means that the image has the same orientation as the object) The **magnification** is 1.0 (ie, the image is the same height as the object)

 $\theta_{\text{reflection}}$

 $\theta_{\text{incidence}}$

Object

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We've seen this sort of thing before... What do you suppose is significant about the point where the extended rays meet?

As was the case with ray tracing involving lenses, it determines the location, orientation (ie, upright vs inverted), magnification and status (ie, real vs **virtual**) of the image.



Re plane mirrors:

 $\theta_{\text{incidence}} = \theta_{\text{reflection}}$

 $\theta_{\text{incidence}} = \theta_{\text{reflection}}$

The image **location** is always 'behind' the mirror (ie, on the side opposite the object)

This ray...

normal

This ray...

normal

The image is always **upright** (Remember, *upright* means that the image has the same orientation as the object) The **magnification** is 1.0 (ie, the image is the same height as the object)

The image is always virtual (so you will always have to use extended 'dashed' rays to create it)





Additionally, for plane mirrors: Image-to-mirror distance =





Additionally, for plane mirrors: Image-to-mirror distance = Object-to-mirror distance





(Note that this is just another way to say 'Vergence out = Vergence in' as mentioned previously)

- Concave/convex mirrors
 - Change the direction of light, but also alter its vergence
 - The rules governing reflection are equivalent to the ray-tracing rules for lenses we encountered in Chapter 19



The shiny side is shaped like the back of a spoon, so we know this is a *convex* mirror.





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The first aspect we should note is the *center of curvature* for the mirror. Think of it as analogous to the nodal point of a lens.



27

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shiny side

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The next aspect we should note are the *focal points* of the mirror.





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The next aspect we should note are the *focal points* of the mirror. Like a lens, a mirror has a primary focal point





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The next aspect we should note are the *focal points* of the mirror. Like a lens, a mirror has a primary focal point, and a secondary focal point.





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The next aspect we should note are the *focal points* of the mirror. Like a lens, a mirror has a primary focal point, and a secondary focal point. Conveniently, they are located in the same place—exactly halfway between the center of curvature and the surface of the mirror.





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(Technically it's not the same location, in that the primary focal is located in what is known as 'object space,' whereas the secondary focal point is located in 'image space.')





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The next aspect we should note are the *focal points* of the mirror. Like a lens, a mirror has a primary focal point, and a secondary focal point. Conveniently, they are located in the same place—exactly halfway between the center of curvature and the surface of the mirror.

Thus, if you know the location of either the center of curvature or the focal point(s), you can determine the location of the other.





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Thus, if you know the location of either the center of curvature or the focal point(s), you can determine the location of the other. Likewise, because the distance from the focal point(s) to the mirror (ie, the *focal length*) is the reciprocal of the converging power of the mirror in diopters, you can also determine the power of the mirror.


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Note that the same facts hold true for both convex...



The shiny side is shaped like the front of a spoon, so we know this is a **concave** mirror.

The first aspect we should note is the *center of curvature* for the mirror. Think of it as analogous to the nodal point of a lens.

The next aspect we should note are the *focal points* of the mirror. Like a lens, a mirror has a primary focal point, and a secondary focal point. Conveniently, they are located in the same place—exactly halfway between the center of curvature and the surface of the mirror.

Thus, if you know the location of either the center of curvature or the focal point(s), you can determine the location of the other. Likewise, because the distance from the focal point(s) to the mirror (ie, the *focal length*) is the reciprocal of the converging power of the mirror in diopters, you can also determine the power of the mirror.

Note that the same facts hold true for both convex...and concave mirrors





































































57













60

Mirrors An object is located 1 m from the surface of a concave mirror with a radius of curvature of 55 cm. 1) Where is the image located? 2) Is the image upright or inverted? 3) Is the image real or virtual? shiny side 4) Is the image magnified/minified? **Object** F_{1,2} С 55 cm 1 m

61








































Mirrors





Mirrors





Mirrors

























