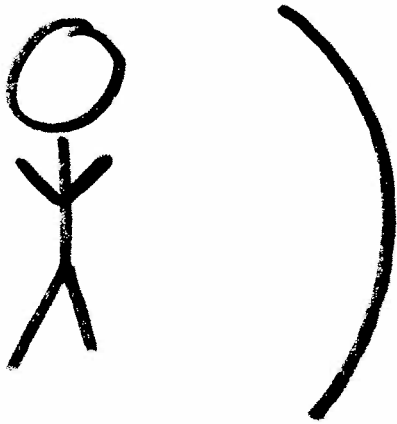


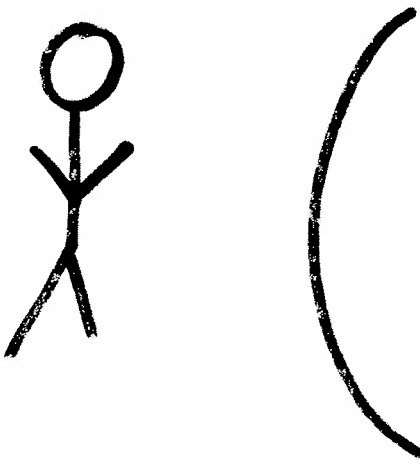
Spherical Mirrors

concave



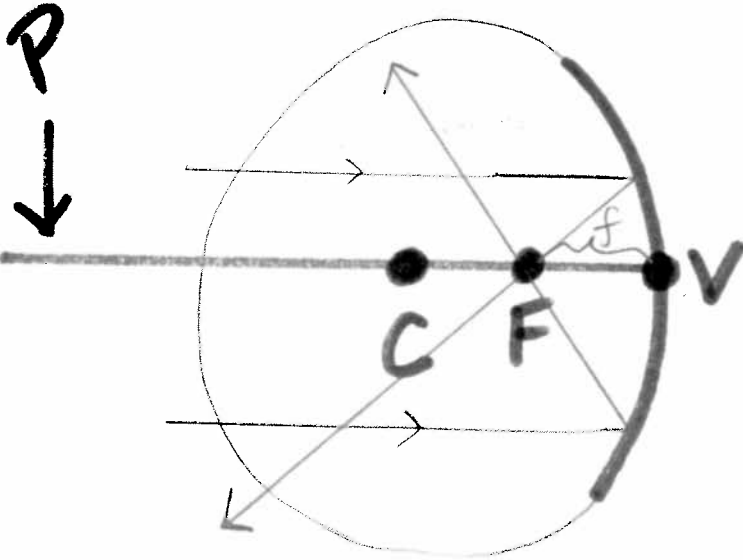
ex: makeup mirror

convex

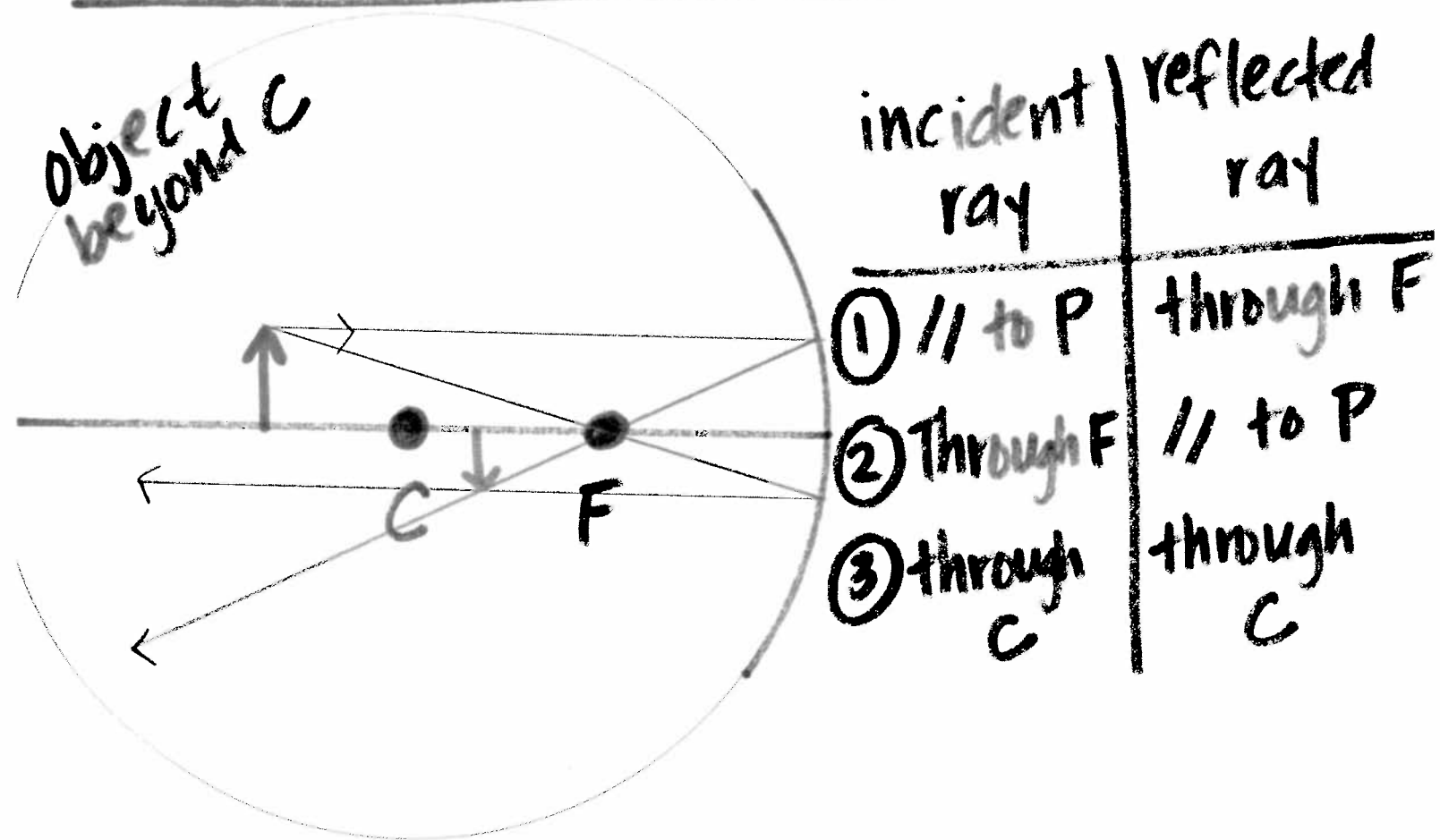


ex: Xmas bulb
door knob
security camera mirror

Principal axis

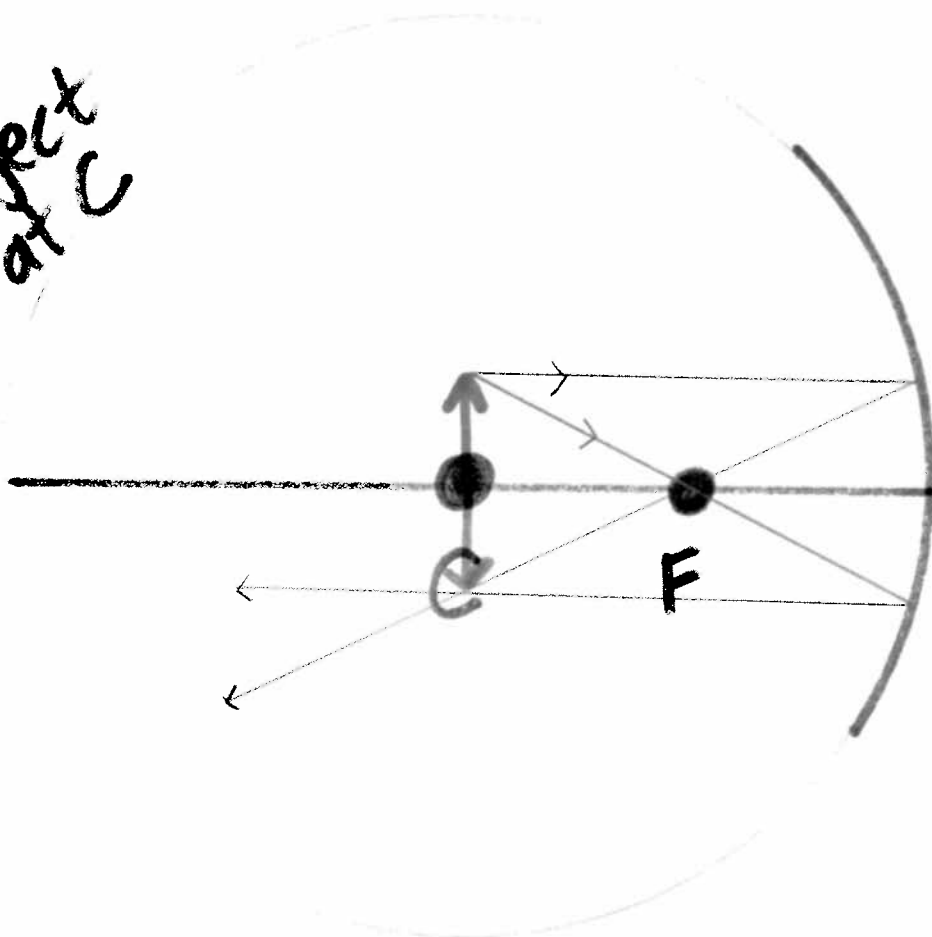


Rules for Ray Tracing to locate images

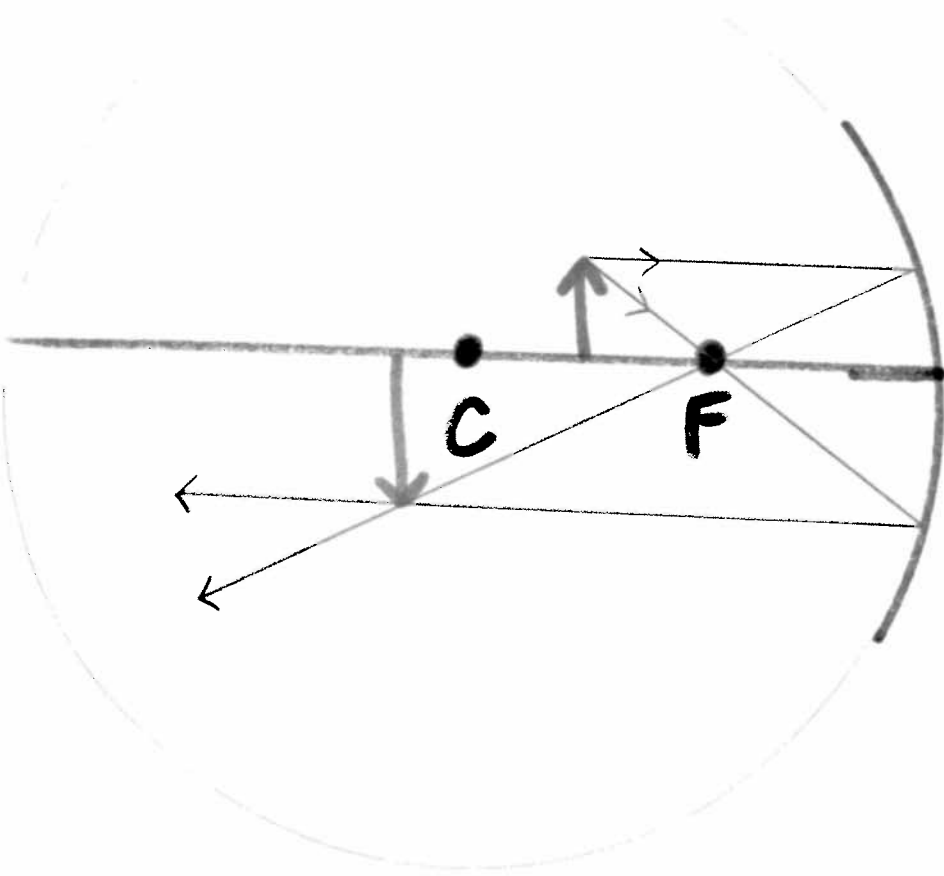


Object	Image
• beyond C	• between C & F, inverted, smaller, real
• At C	• At C, inverted, same size, real
• Between C & F	• beyond C, inverted, larger, real
• At F	• NO IMAGE!!
• Between F & V	• behind mirror, upright, larger, virtual

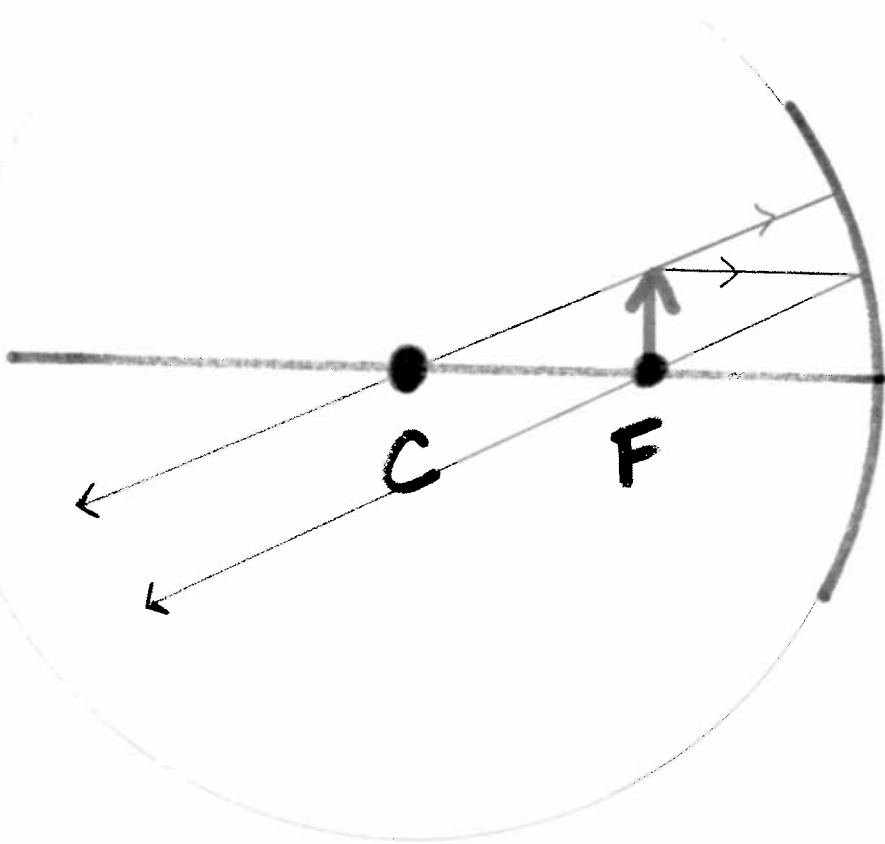
Object
at C



object
between
C & F



object at F



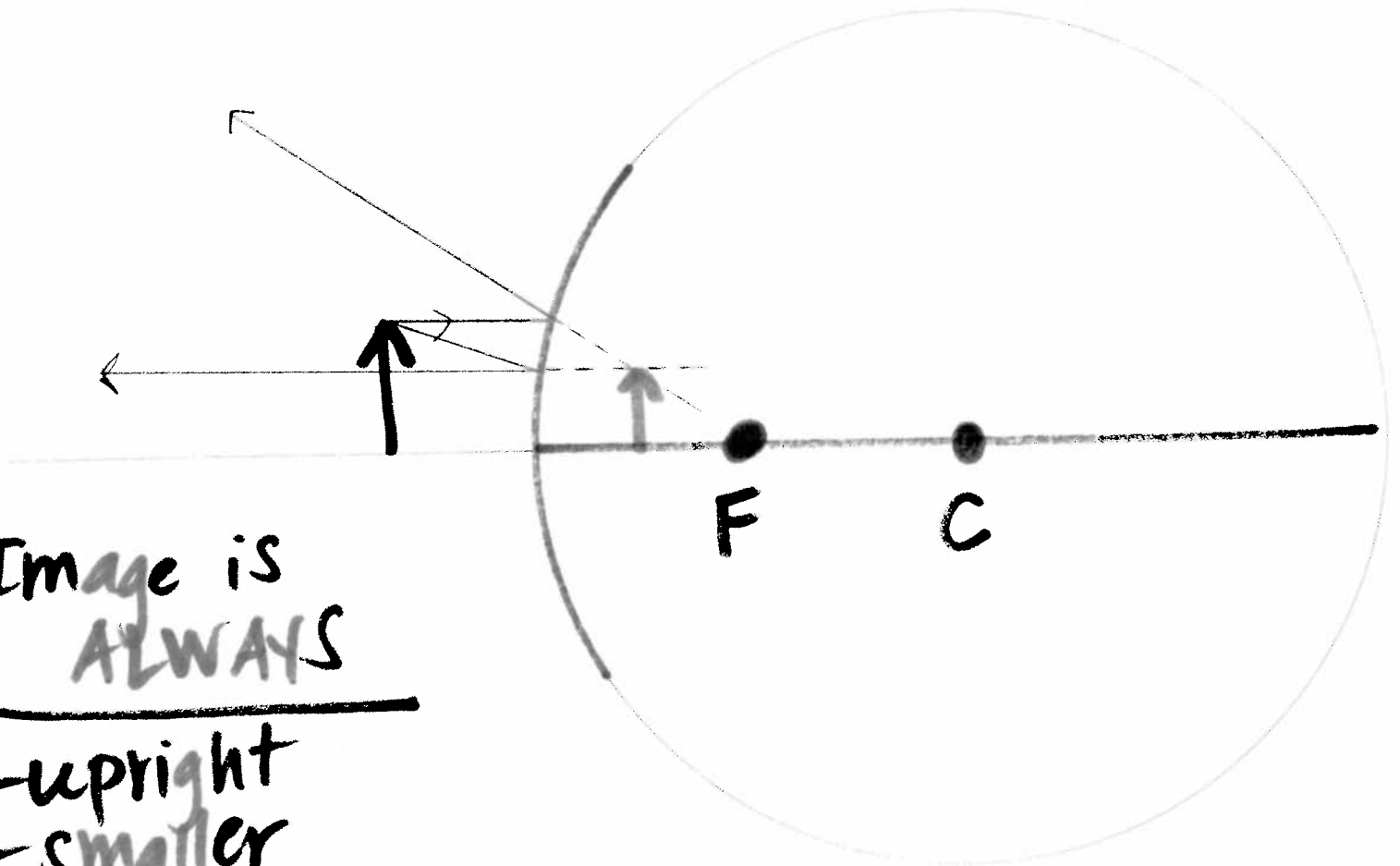
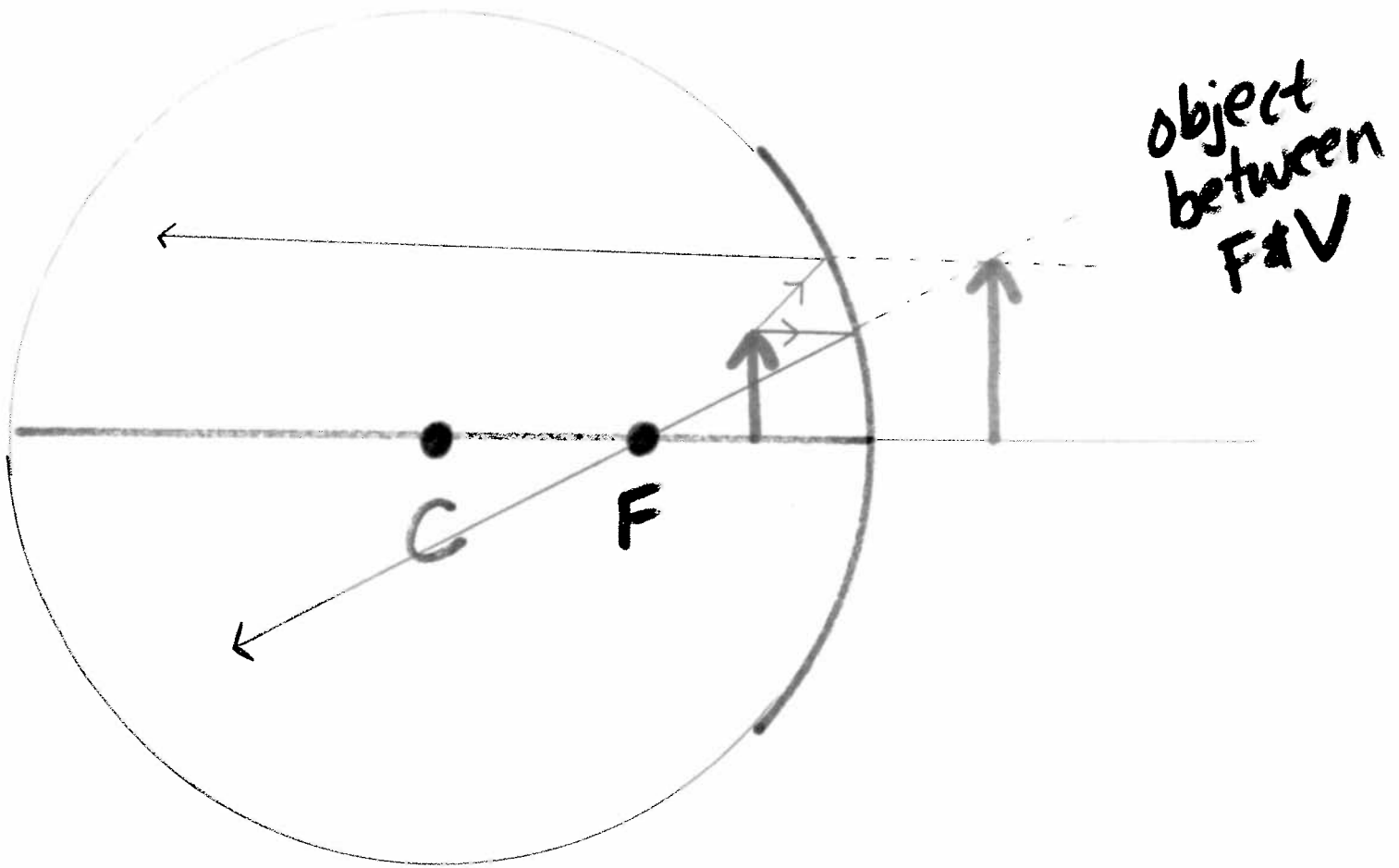


Image is
ALWAYS

- upright
- smaller
- behind mirror
- virtual