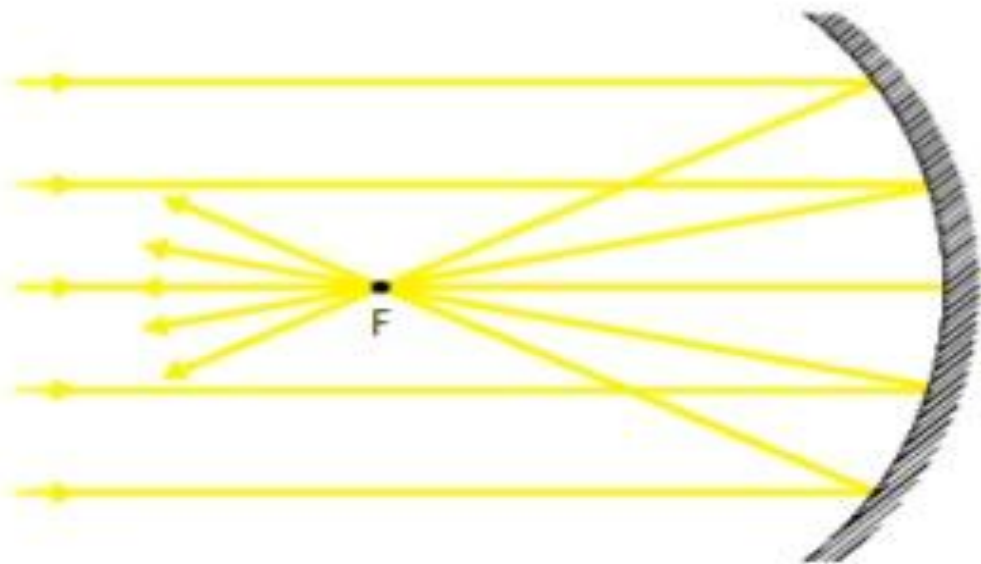


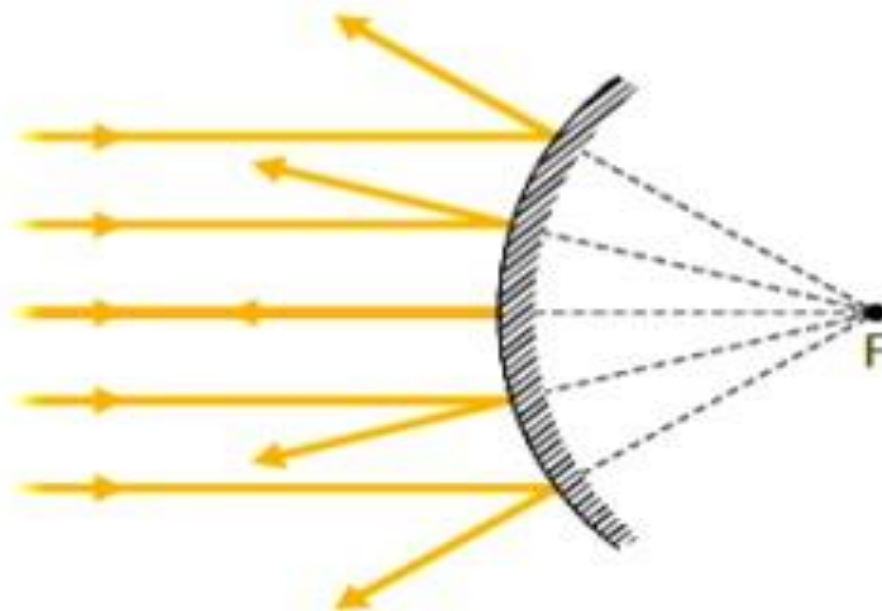
Curved Mirrors

Concave



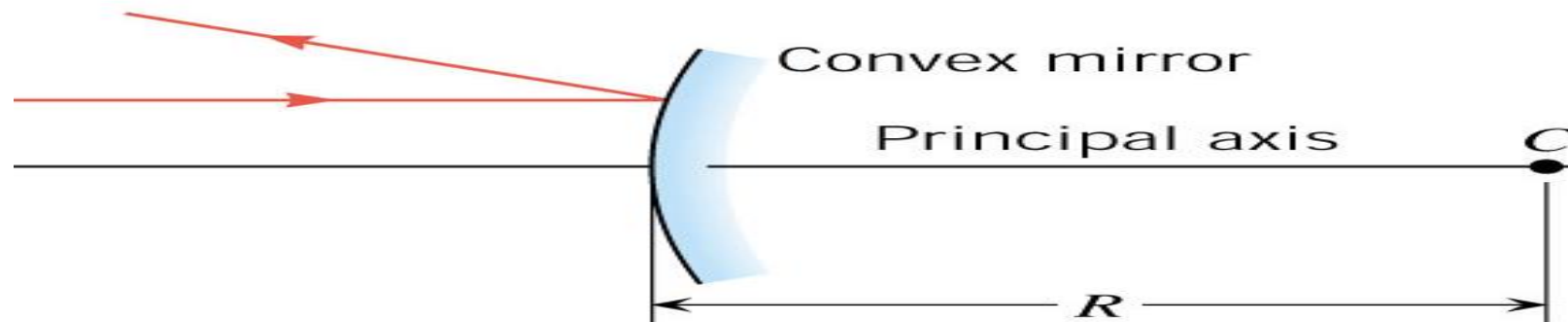
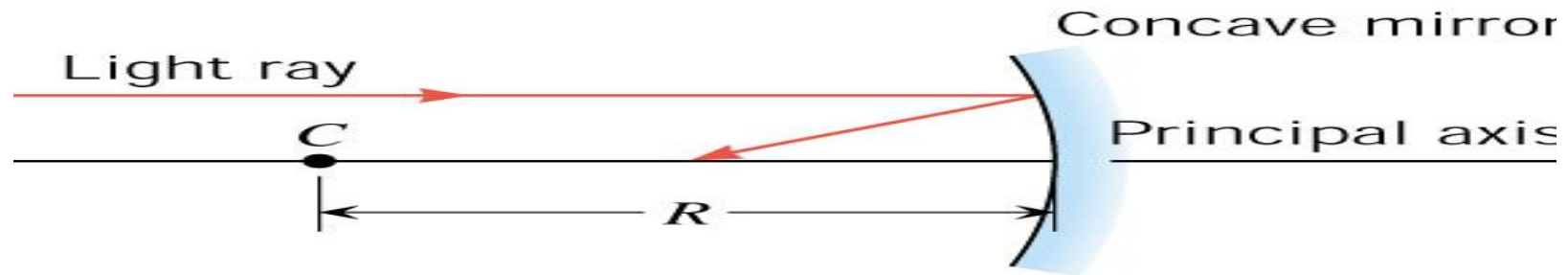
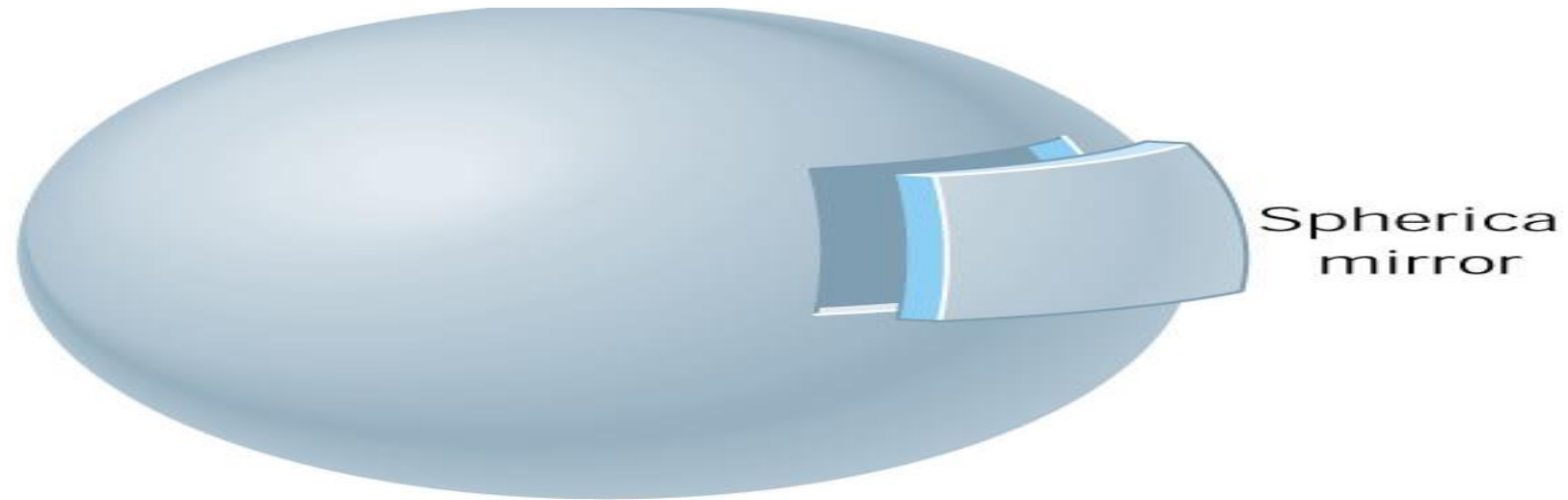
“converging” mirror

Convex

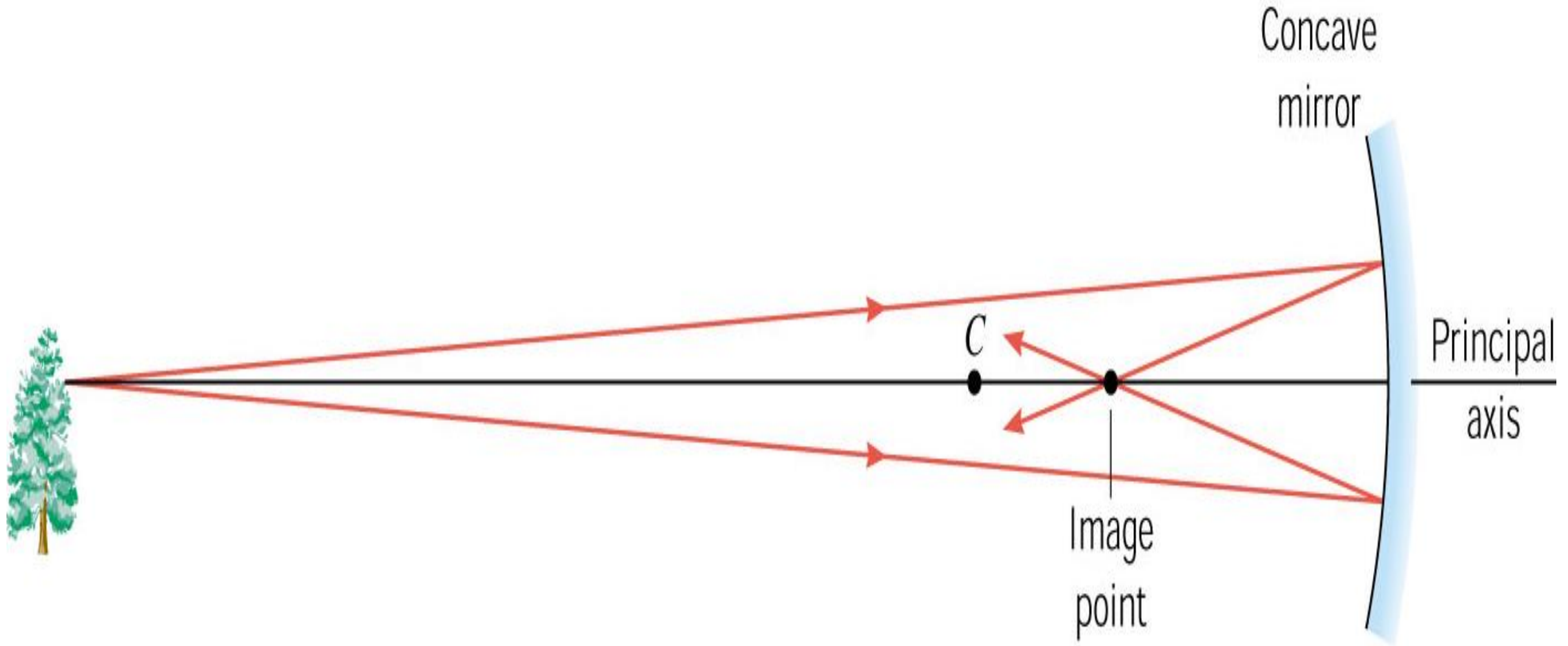


“diverging” mirror

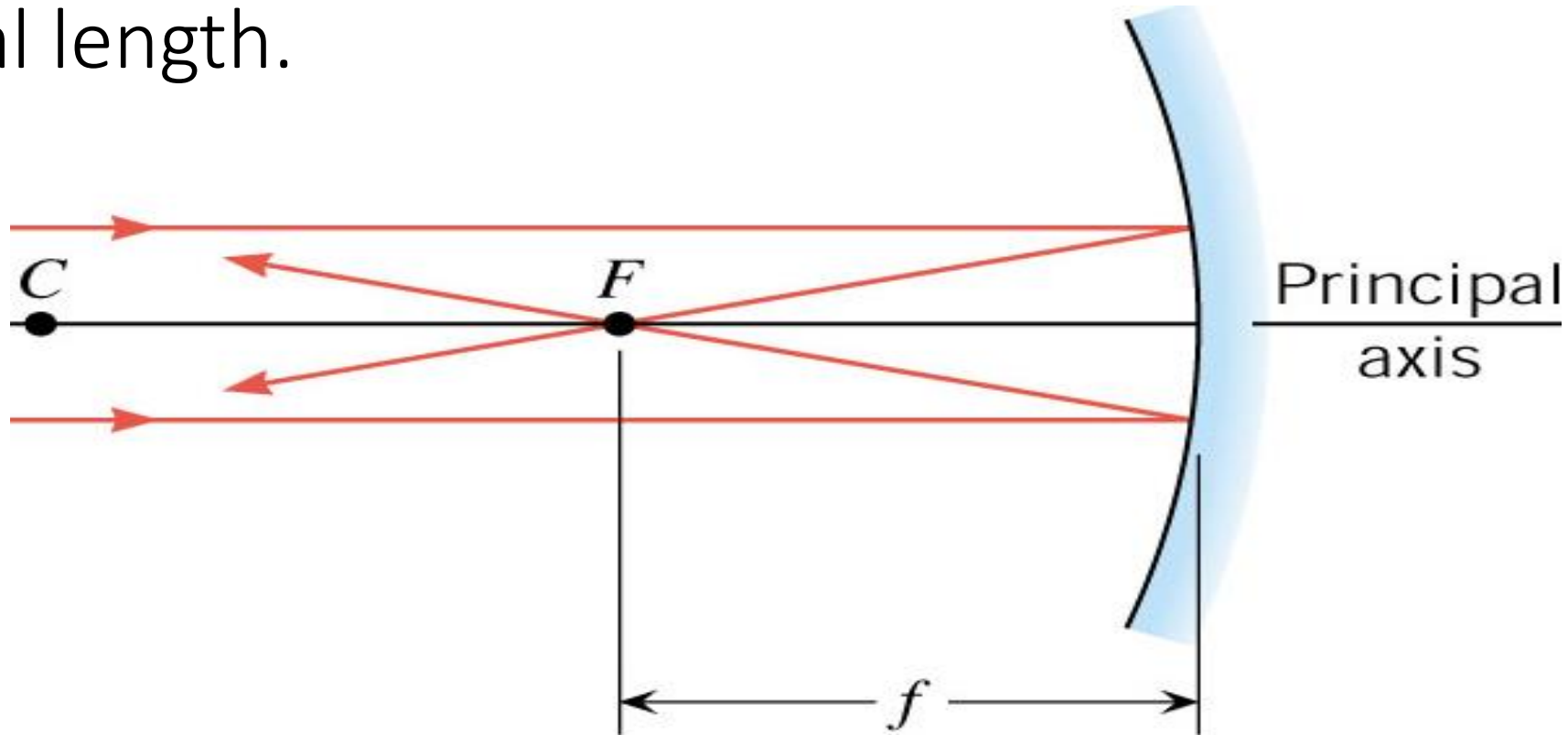
Spherical or Curved Mirrors



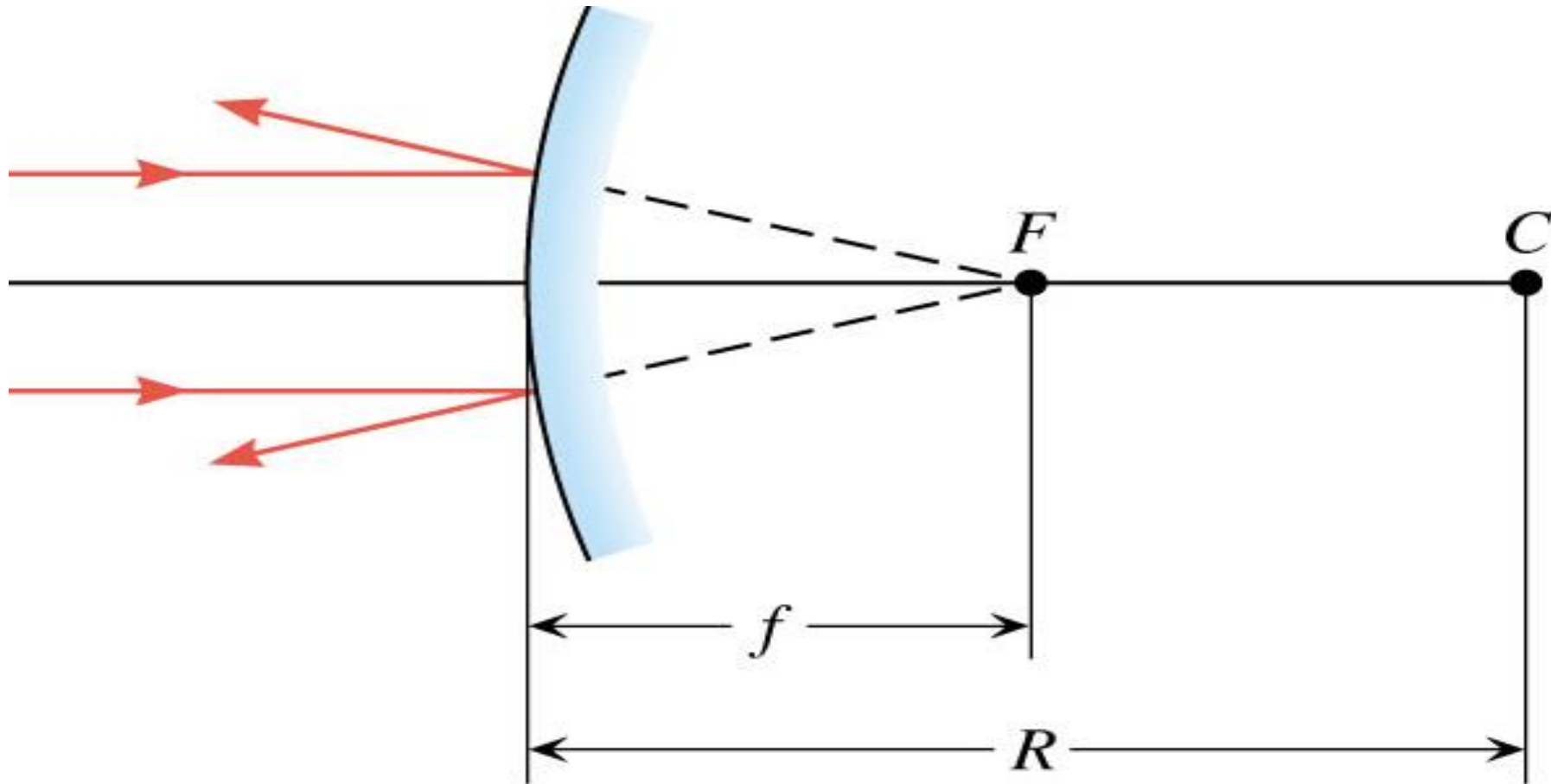
Where the actual light rays converge, the *real image* is produced.



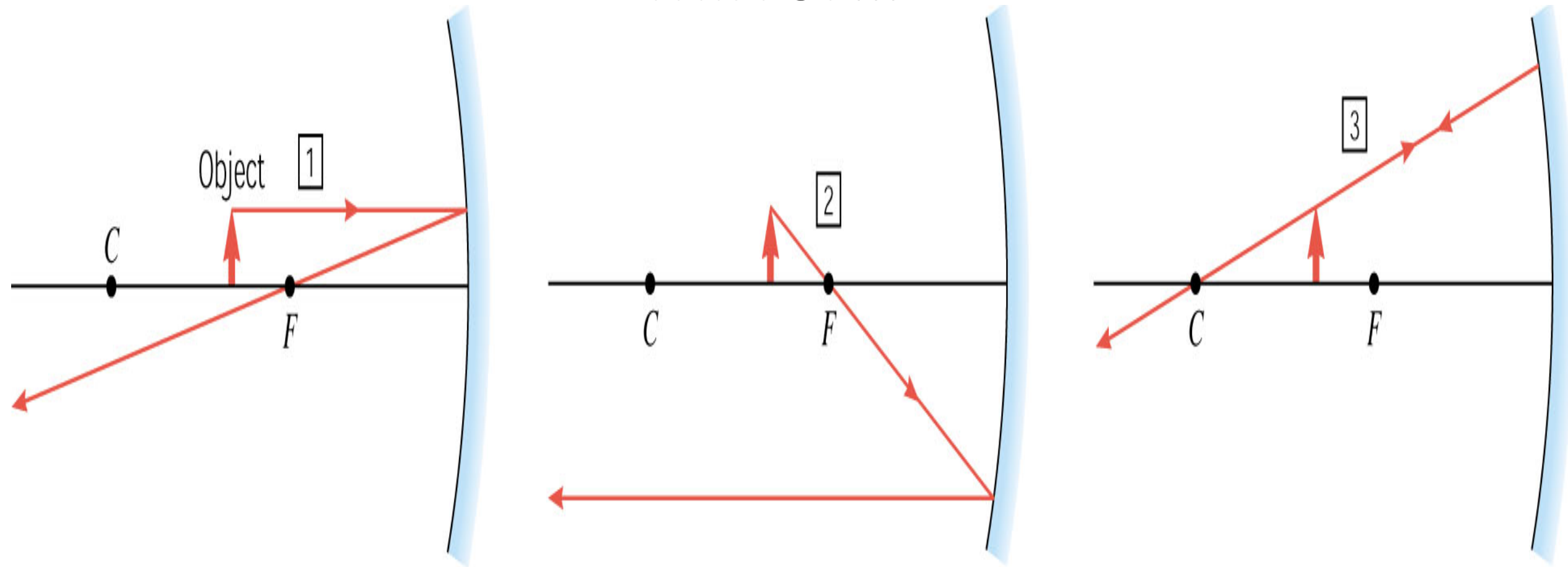
When light rays come from a distant source (ex: sun) and are incident parallel to each other, they will reflect and converge to a point halfway between the mirror and that mirror's center of curvature, called the Focal Point (F).
(f) = focal length.



Light rays reflecting off of a convex (diverging) mirror will never create a real image.

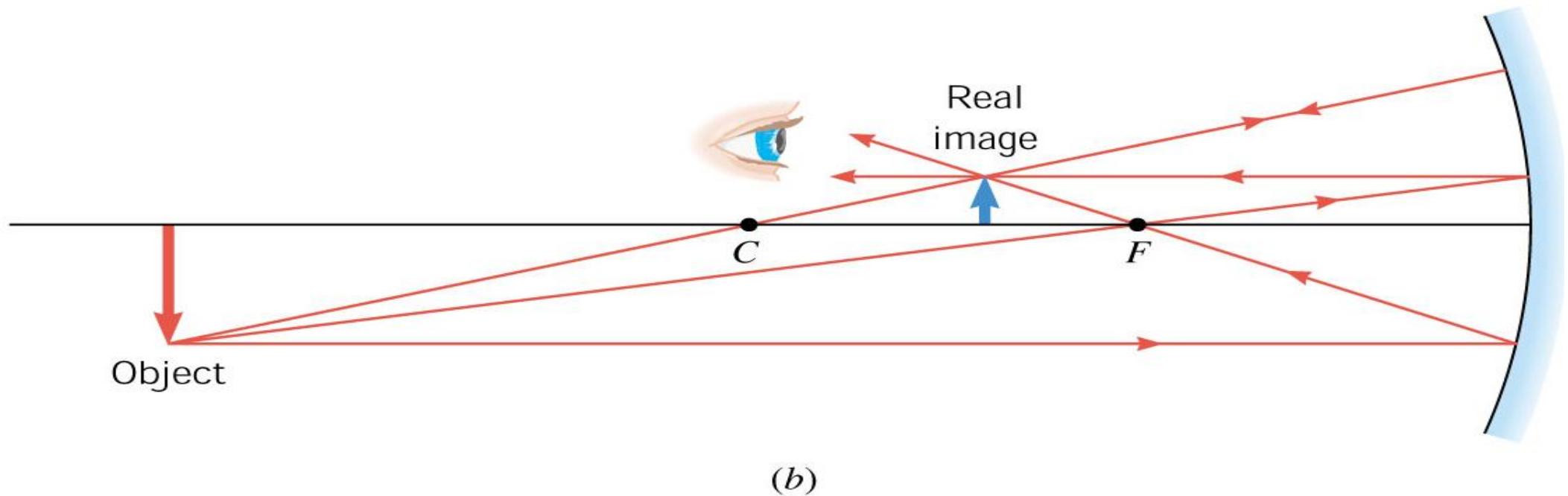
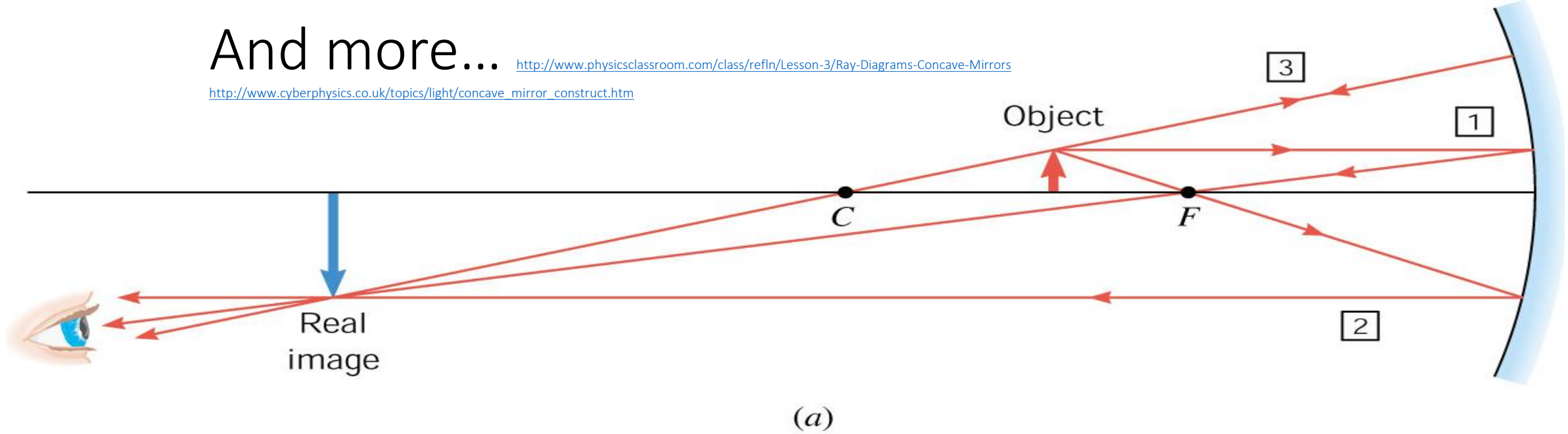


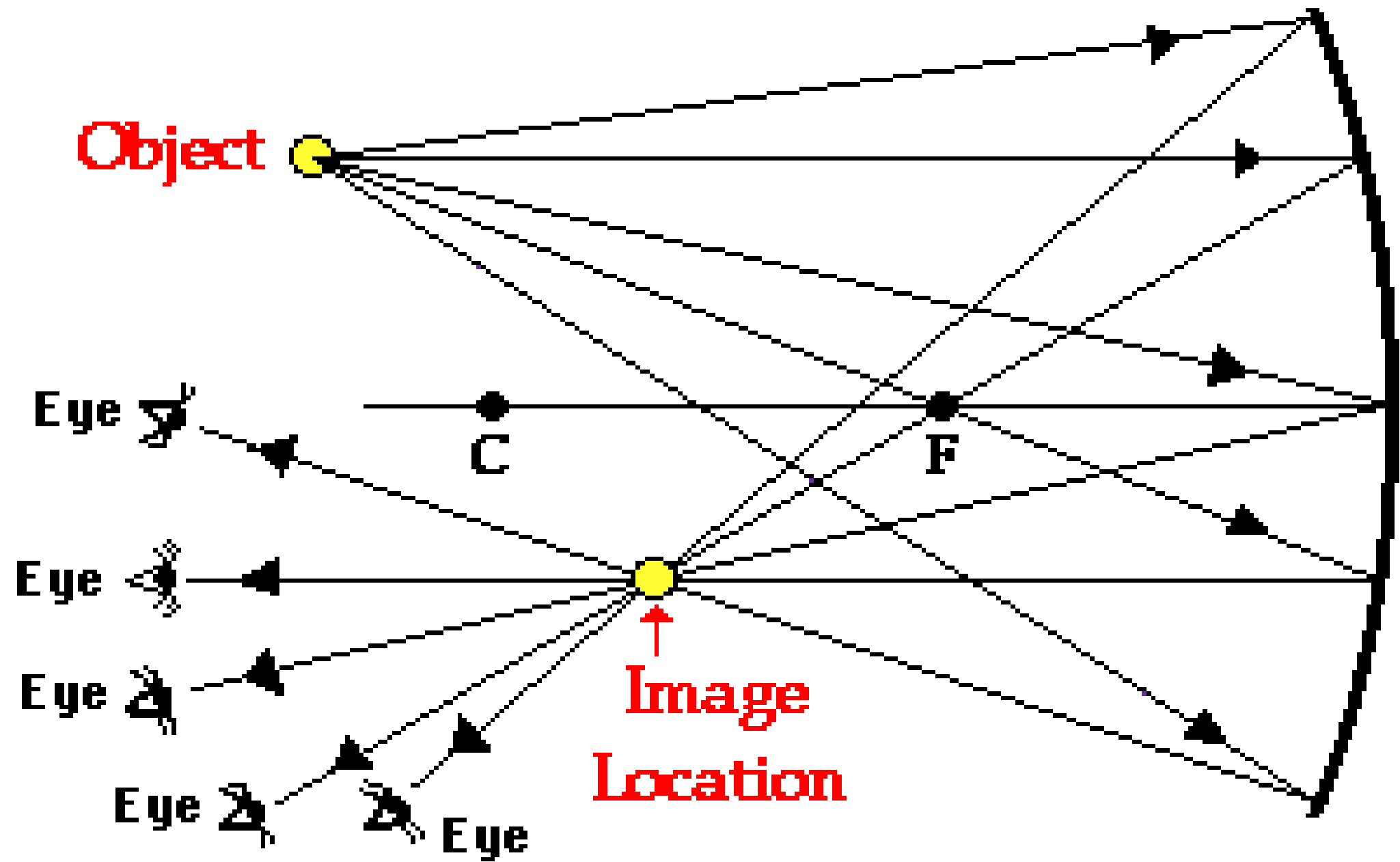
How to determine where the real image will appear in a concave (converging) mirror...



And more... <http://www.physicsclassroom.com/class/refln/Lesson-3/Ray-Diagrams-Concave-Mirrors>

http://www.cyberphysics.co.uk/topics/light/concave_mirror_construct.htm

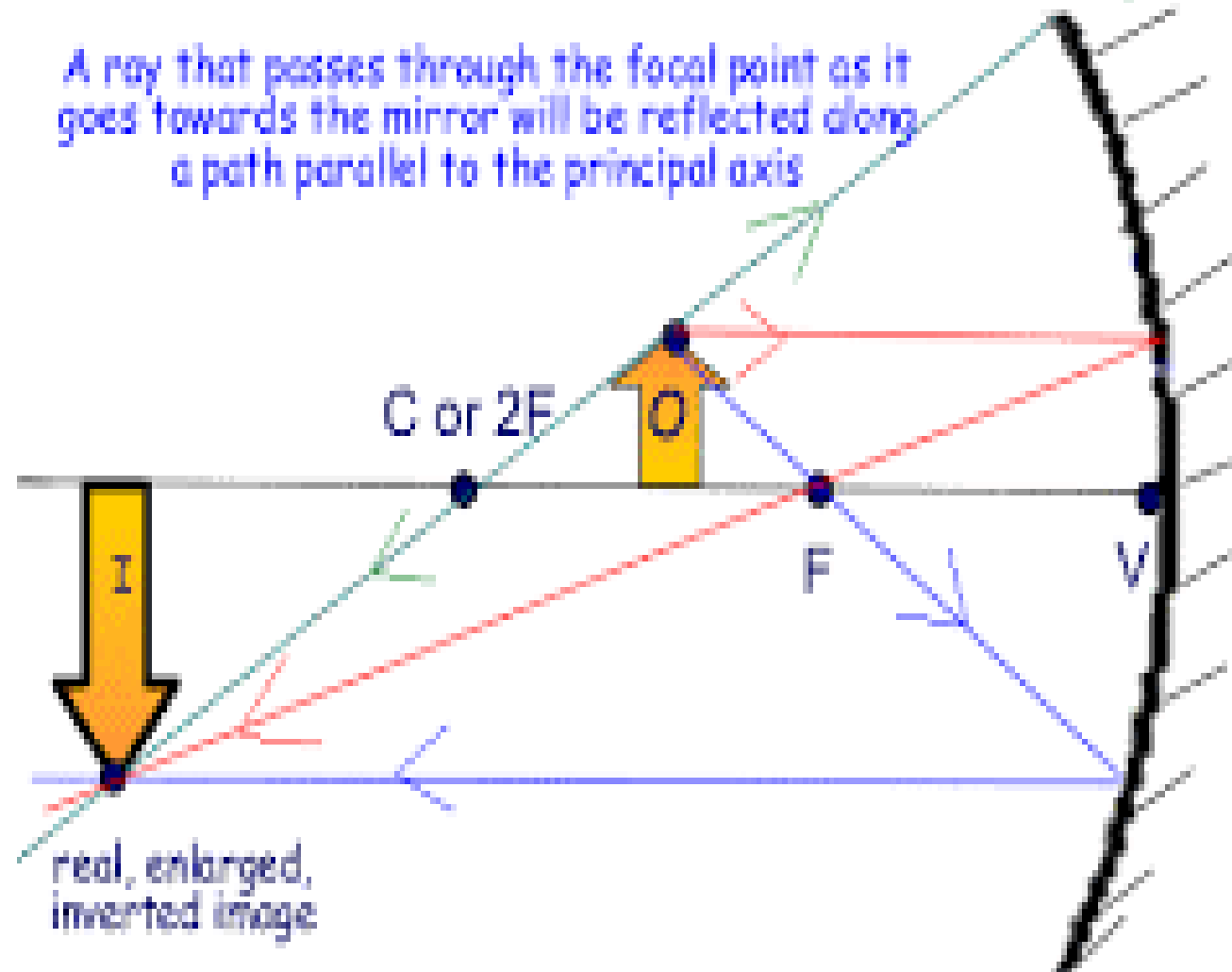




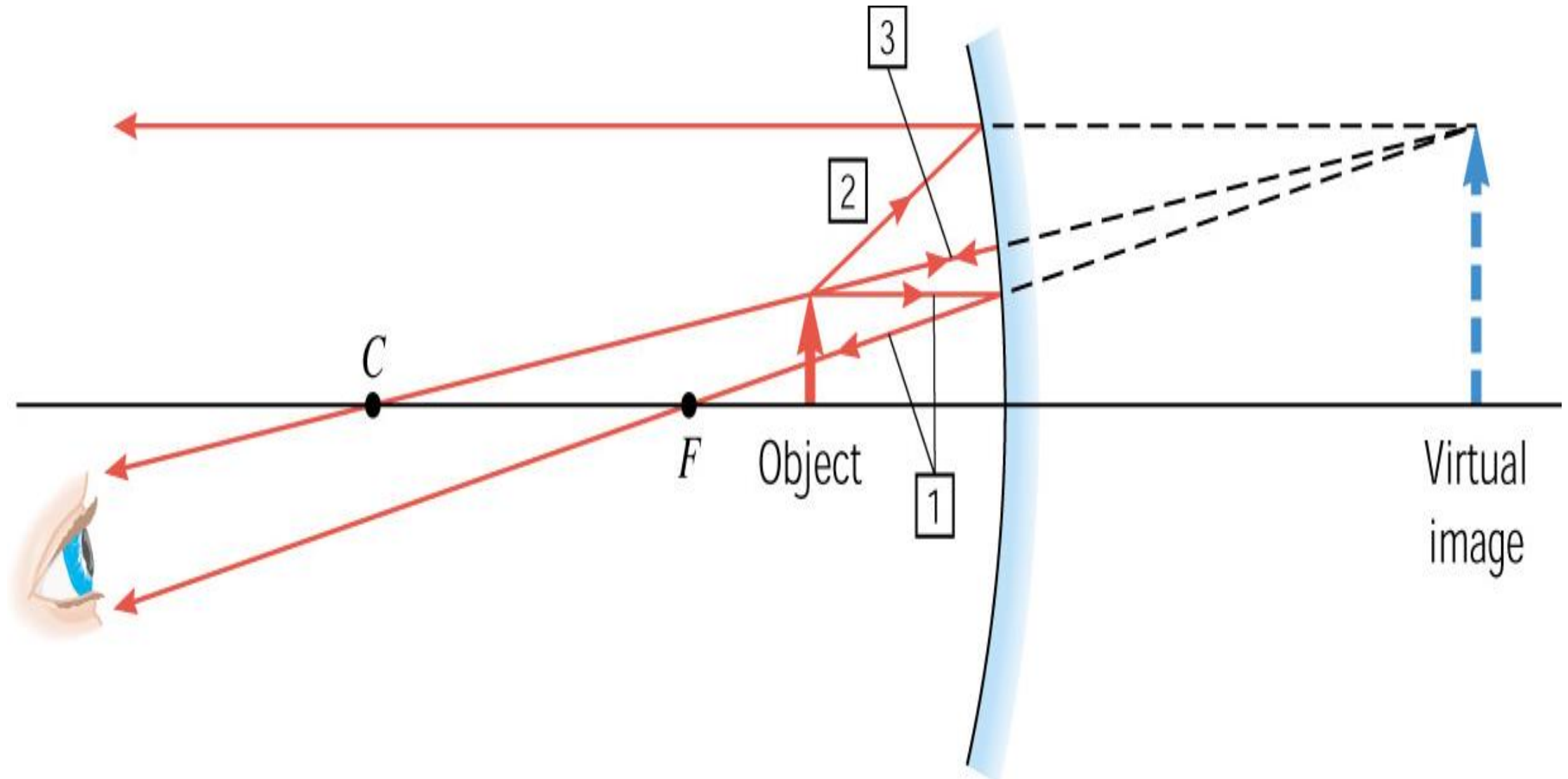
A ray travelling parallel to the principal axis passes through the focal point after reflection by the mirror

A ray that passes through the centre of curvature of the mirror is reflected back along its own path

A ray that passes through the focal point as it goes towards the mirror will be reflected along a path parallel to the principal axis



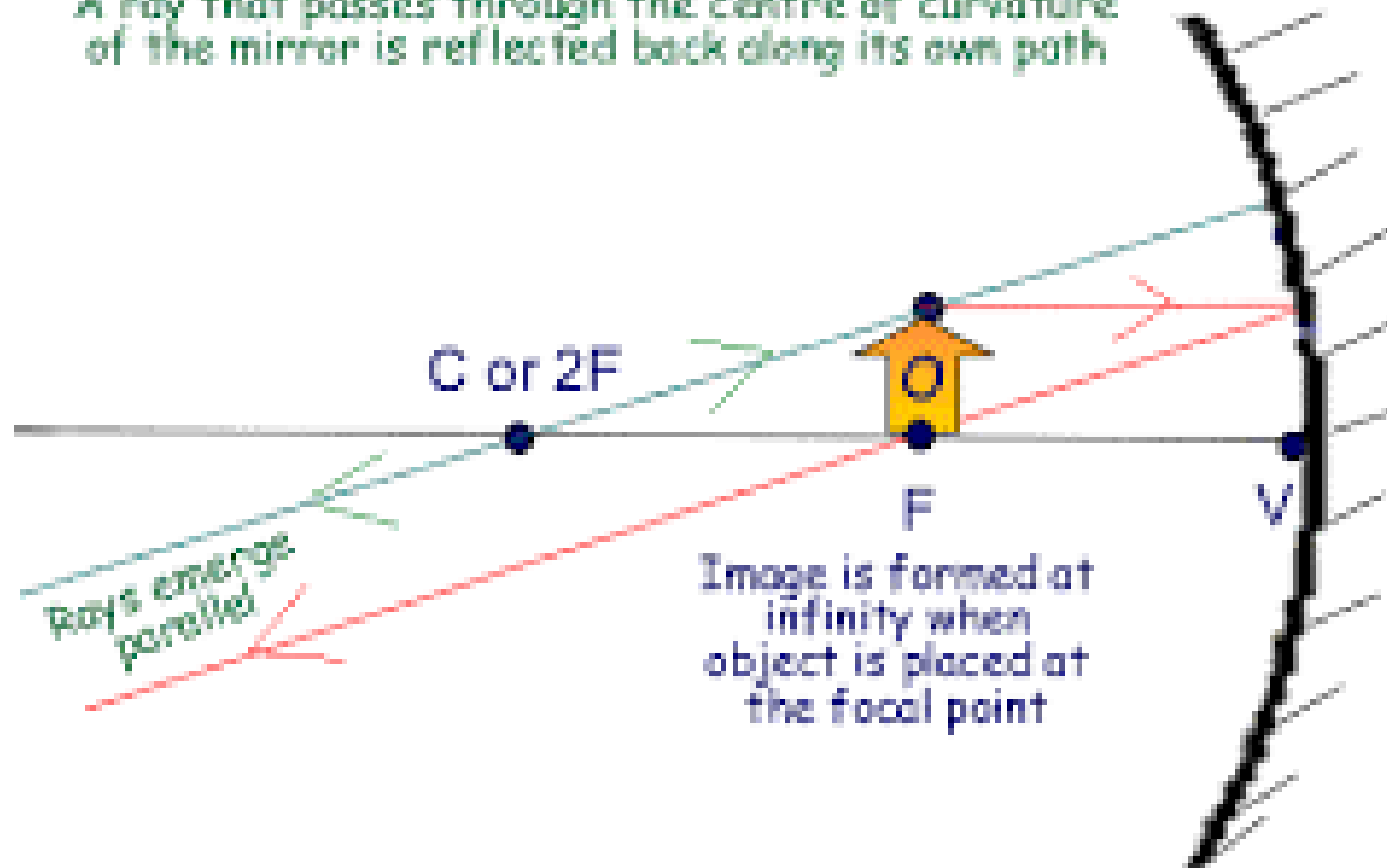
What if the object is in front of F ?



What if the object is at F?

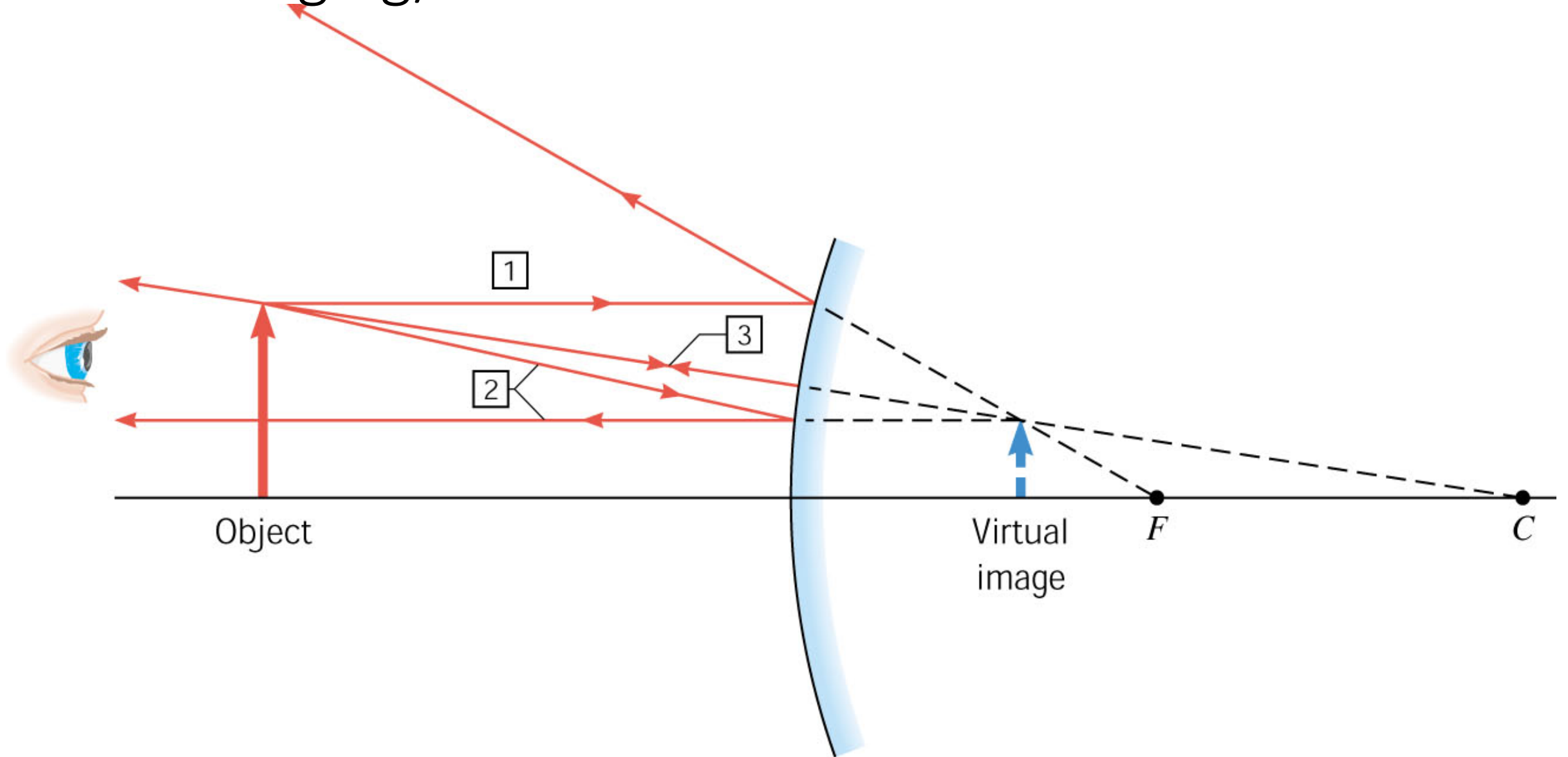
A ray travelling parallel to the principal axis passes through the focal point after reflection by the mirror

A ray that passes through the centre of curvature of the mirror is reflected back along its own path



What if the object is placed in front of a diverging/convex mirror?

<http://www.acs.psu.edu/drussell/Demos/RayTrace/Mirrors.html>



Rear side view mirror in car... Concave or Convex?



Shaving or Make-up Mirror... Concave or Convex?
Where is the object placed relative to F ?



Curved Mirror Equations... (same as lens eqtn.)

- **Mirror Equation:**

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

- **Magnification:**

$$M = h_i/h_o = d_i/d_o$$

- See the yellow shaded box on page 599 for information regarding sign conventions. (d_i is positive for real images and d_i is negative for virtual images.)

Summary of Sign Conventions for Spherical Mirrors

f is + for a concave mirror.

f is - for a convex mirror.

d_o is + if the object is in front of the mirror.

d_o is - if the object is behind the mirror.

d_i is + if the object is in front of the mirror
(real image).

d_i is - if the object is behind the mirror
(virtual image).

Mirror Sign Convention

$$\frac{1}{f} = \frac{1}{d_i} + \frac{1}{d_o}$$

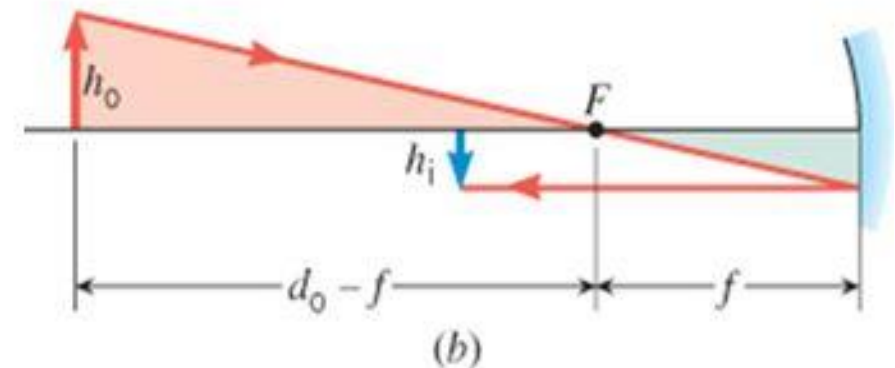
f = focal length

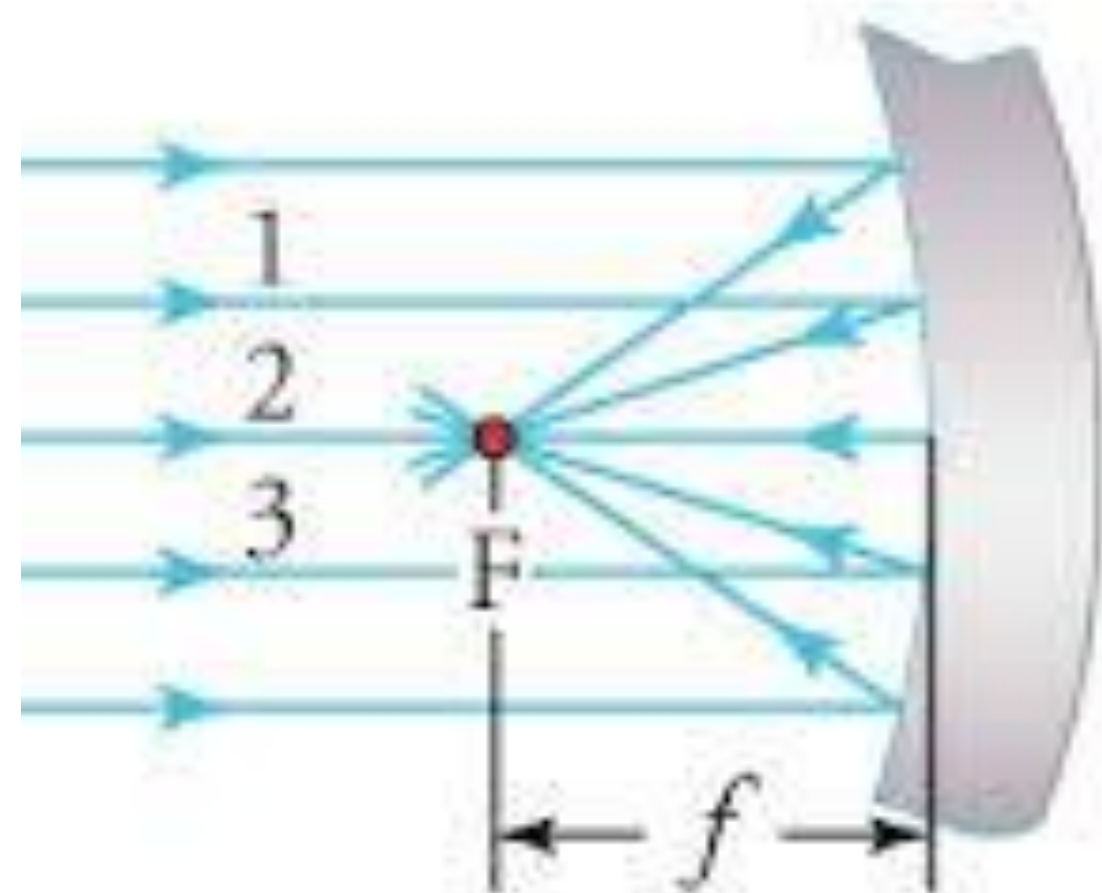
d_i = image distance

d_o = object distance

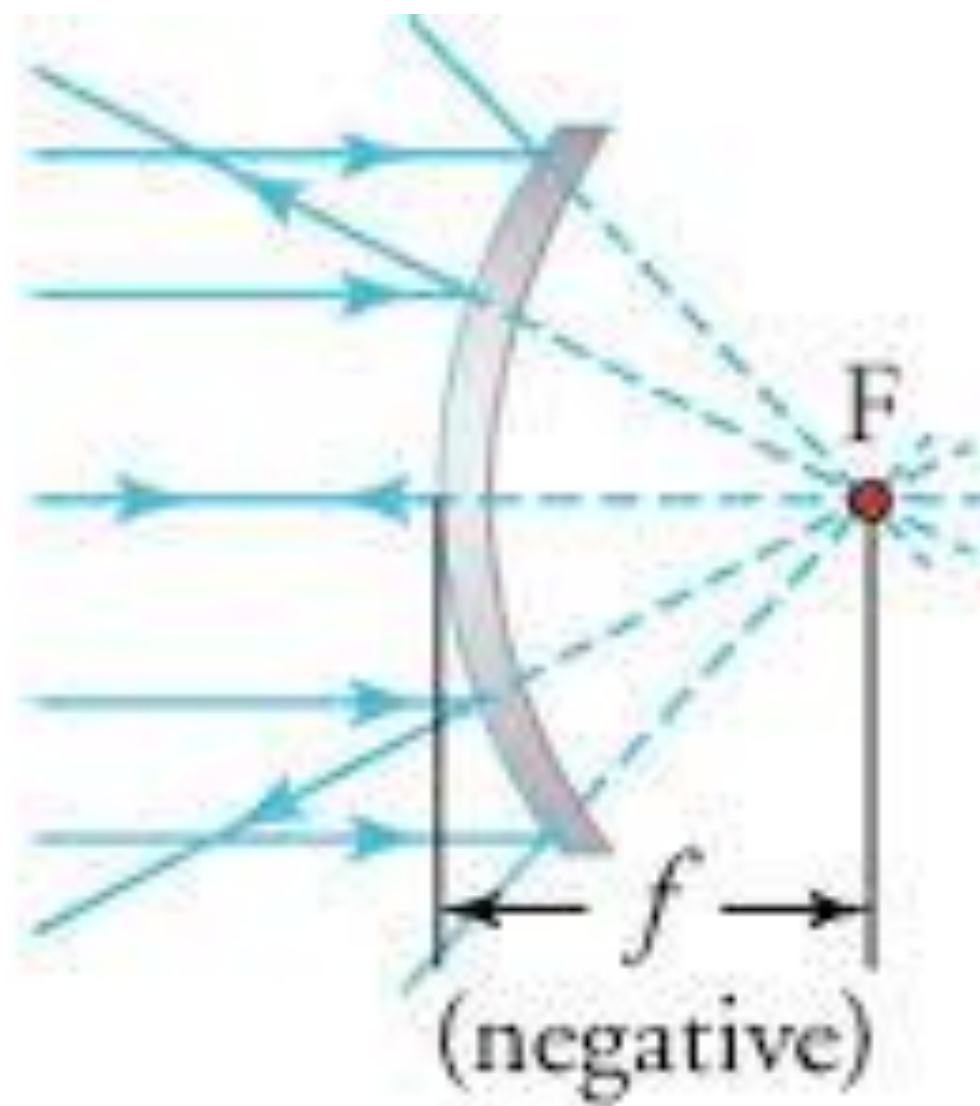
d_i $\left\{ \begin{array}{l} + \text{ for real image} \\ - \text{ for virtual image} \end{array} \right.$

f $\left\{ \begin{array}{l} + \text{ for concave mirrors} \\ - \text{ for convex mirrors} \end{array} \right.$





(a)



(b)