Mirrors and “Stuff” you should know about them ☺

**Real vs. Virtual images**

1. Real images have rays that REALLY cross! Can be projected on a screen. They are always upside down (inverted)
2. Virtual images – Rays DON’T really cross but can be traced back to a point behind the mirror where they seem to have come from. Rays shown with dotted lines. Cannot be projected on a screen.

**Plane mirrors** – like in bathroom, bedroom, fitting room etc

1. Make virtual images that are the same size as the object

**Concave Mirrors** – Reflective surface is curved inward

1. Used in make-up mirrors and dental mirrors
2. When object is inside the focal point, the image is upright, magnified and virtual
3. When object is farther away from mirror (Outside focal point), the image is Real, smaller and inverted
4. Parallel rays can be concentrated in one area (converge)

**Convex mirrors** – Reflective surface is curved outward

1. Used in security mirrors and side view mirrors on cars
2. Image is always virtual, smaller and upright
3. Can’t converge light rays

**Law of Reflection** – angle of incidence = angle of reflection. Need to measure angles from the “normal”

Texture of surface affects how light is reflected off of it. Can have specular reflection or diffuse reflection. Diffuse reflection causes images to be blurry (unfocused). What is the difference? What texture causes each?