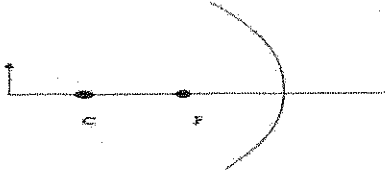
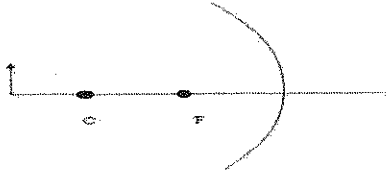
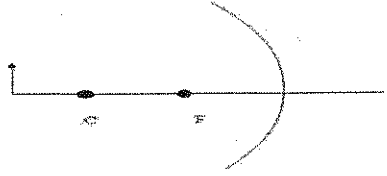


Name: \_\_\_\_\_

## Curved Mirrors

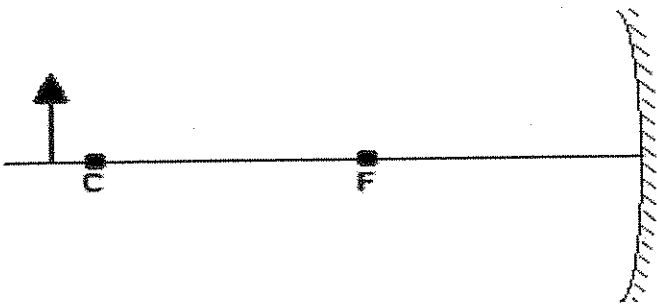
### Optical Ray Diagram Rules

Rules	Description	Diagram
①	When an incident ray travels parallel to the principal axis, it is reflected through the focus (F).	
②	When an incident ray passes through the centre of curvature (C), it is reflected back onto itself.	
③	When an incident ray passes through the focus (F), the reflected ray is parallel to the principal axis.	

### Mirror Ray Diagram

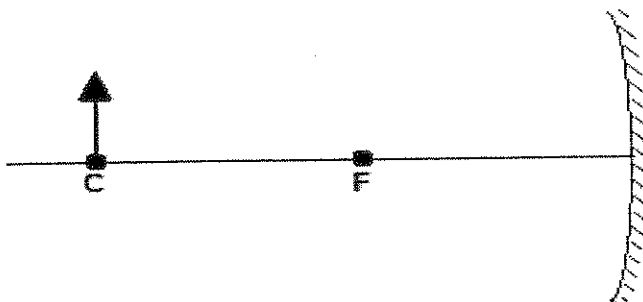
#### Spherical Concave Mirror

Case 1: Object is far beyond C



	Object Location
Size	
Attitude	
Location	
Type	

Case 2: Object is at C



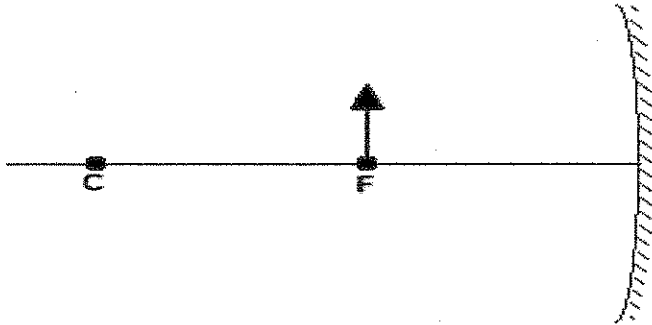
	Object Location
Size	
Attitude	
Location	
Type	

Case 3: Object is between C and F



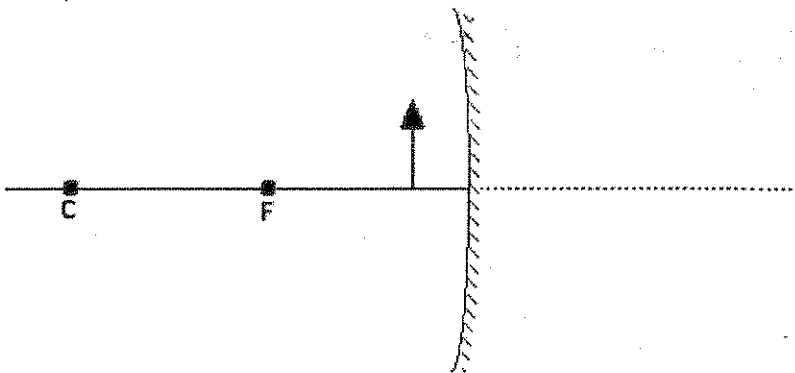
	Object Location
Size	
Attitude	
Location	
Type	

Case 4: Object at F



	Object Location
Size	
Attitude	
Location	
Type	

Case 5: Object between F and Mirror



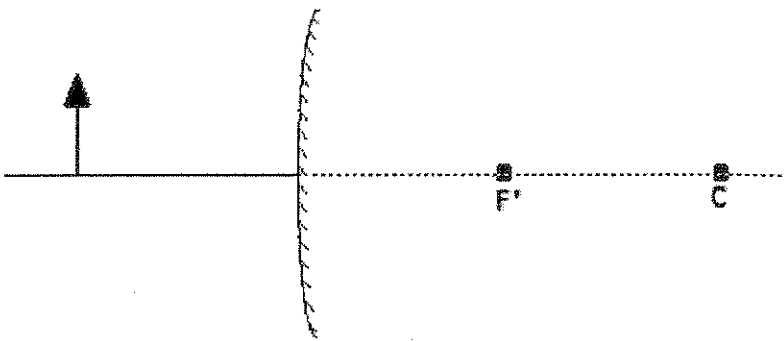
	Object Location
Size	
Attitude	
Location	
Type	

### Spherical Convex Mirror

#### Optical Ray Diagram Rules for Convex Mirror

- ① Any ray traveling parallel to the principal axis is reflected such that it appears to pass through the virtual focus (F).
- ② Any ray appearing to travel through the virtual focus (F) is reflected parallel to the principal axis.
- ③ Any ray appearing to travel through the centre of curvature © is reflected back along itself

Case 1: Anywhere



	Object Location
Size	
Attitude	
Location	
Type	