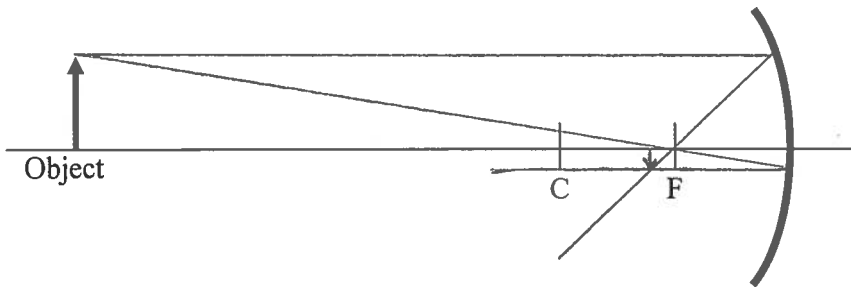


Mirror Ray Diagram

Curved Mirrors

Spherical Concave Mirror

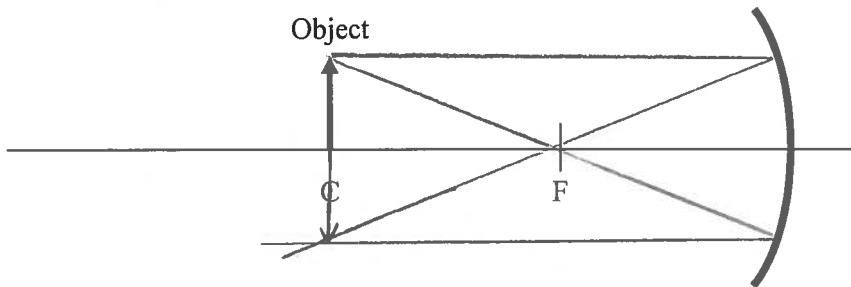
Case I: Object is far beyond C (at ∞)



Case I: Image Appears:

1. Location: $i = (+)$
2. Orientation: $m = (-)$
3. Size: $|m| < 1$
4. Image Type: real

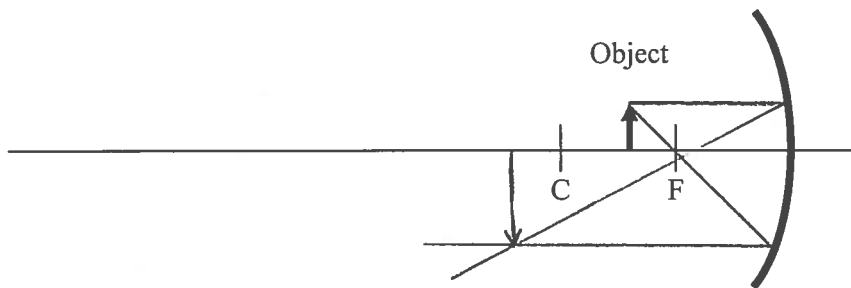
Case II: Object is at C



Case II: Image Appears:

1. Location: $i = (+)$
2. Orientation: $m = (-)$
3. Size: $|m| = 1$
4. Image Type: real

Case III: Object is between C and F

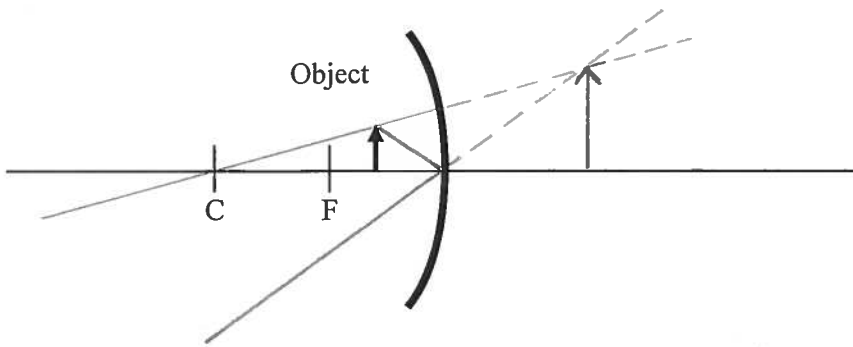


Case III: Image Appears:

1. Location: $i = (+)$
2. Orientation: $m = (-)$
3. Size: $|m| > 1$
4. Image Type: real

(Over)

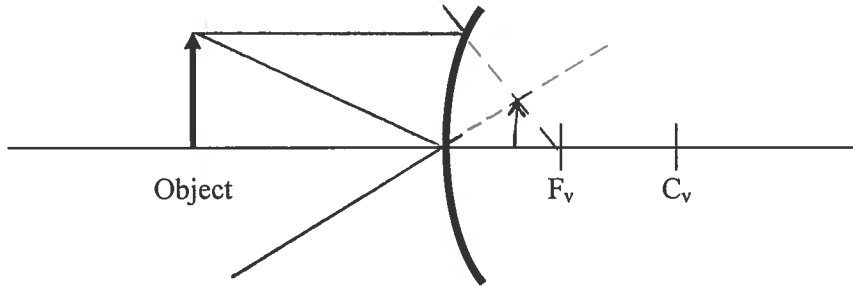
Case IV: Object is inside F (between F and Mirror)



Case IV: Image Appears:

1. Location: $i = (-)$
2. Orientation: $m = (+)$
3. Size: $|m| > 1$
4. Image Type: virtual

Spherical Convex Mirror Has only ONE case.



Convex Mirror's Image Appears:

1. Location: $i = (-)$
2. Orientation: $m = (+)$
3. Size: $|m| < 1$
4. Image Type: virtual

Note for concave mirror:

When the object is at F, the reflected rays are parallel and never intersect (even when traced backward). Therefore, no image is formed.