

## Lecture 23

①

### Images from spherical mirrors

we can use the focal point  
of a spherical mirror to  
find the relation between  
the image distance  $i$  &  
object distance

(show slides)

(show video  
demo)

real image - rays actually intersect to make image.

real images form on the side of  
the mirror where the object is  
& virtual images form on  
opposite side.

(2)

Magnification - size of object or image as measured perpendicular to mirror's central axis is object or image height

Let  $h$  be object height &

$h'$  be image height

Lateral Magnification is defined as

$$|m| = \frac{h'}{h}$$

can also write as

sign of  $m$  is negative when image has opposite orientation

$$m = \frac{-i}{p}$$

③

show slides for Locating an  
Image

can use any two of four  
special rays.

1. ray parallel to central axis (reflects through focal point)
2. ray that passes through focal point (reflects to be parallel to central axis)
3. ray that passes through center of curvature
4. ray that reflects from end of central axis

④

Question

Suppose the arrow is  
on central axis of  
concave mirror &  
has magnification  $m = -4$

Is its image a) real or virtual

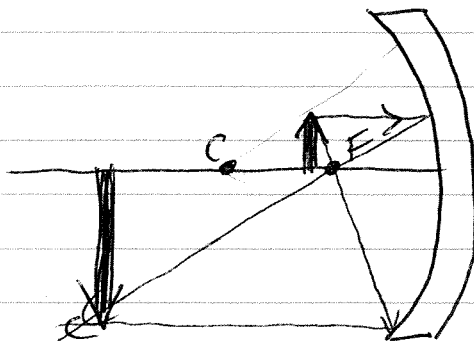
b) inverted or w/  
same orientation

c) on same side  
of mirror or  
opposite side?

real, inverted (due to minus sign),  
same side

corresponds to

real b/c  
rays intersect  
same side



## Spherical refracting surfaces

5

- Now consider images formed by refraction w/ spherical refracting surfaces
- Light is emitted by a point object in medium w/ index of refraction  $n_1$ 
  - refracts through spherical surface into medium w/ index of refraction  $n_2$
- show some examples of what happens (show slides)
- medium w/ greater index of refraction is shaded
- rule is opposite images from reflection: real images form on side of refracting surface opposite object, virtual images on <sup>same</sup> side

(6)

relationship between physical distances,  
image distance, & radius of  
curvature

$$\frac{n_1}{p} + \frac{n_2}{i} = \frac{n_2 - n_1}{r}$$

convention for  $r$ ,

when object faces convex  
refracting surface,

$r$  is positive ( $r > 0$ )

when object faces concave  
surface,  $r < 0$