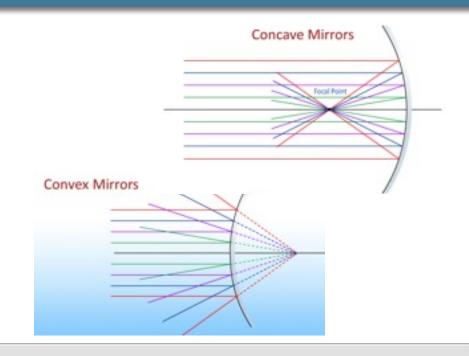
# Physics 141 Lecture 27

# Today's Concept:

A) Mirrors

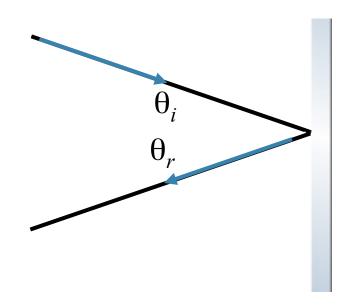




# Reflection

Angle of incidence = Angle of reflection

$$\theta_i = \theta_r$$

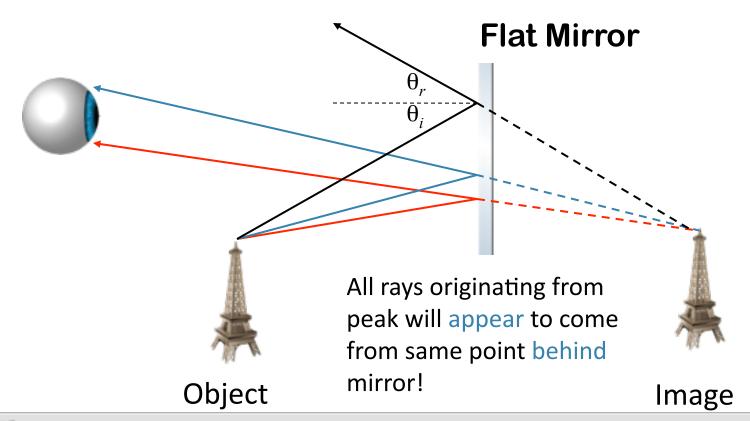


That's all of the physics – everything else is just geometry!

### Flat Mirror

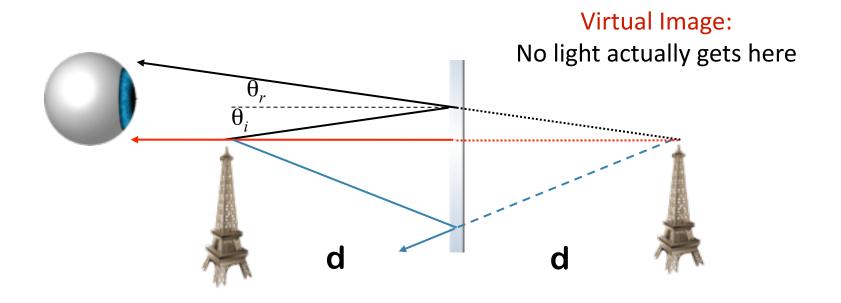
### All you see is what reaches your eyes

You think object's location is where rays appear to come from.



### Flat Mirror

- 1) Draw first ray perpendicular to mirror  $0 = \theta_i = \theta_r$
- 2) Draw second ray at angle.  $\theta_i = \theta_r$
- 3) Lines appear to intersect a distance *d* behind mirror. This is the image location.

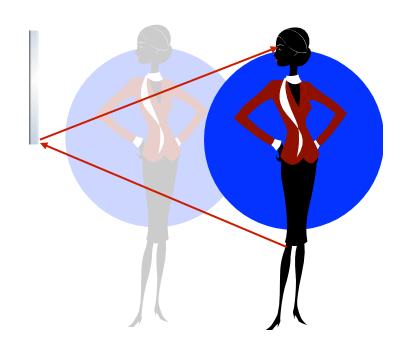


# Clicker Question

A woman is looking at her reflection in a flat vertical mirror. The lowest part of her body she can see is her knee.

If she stands closer to the mirror, what will be the lowest part of her reflection she can see in the mirror.

- A) Above her knee
- B) Her knee
- C) Below her knee

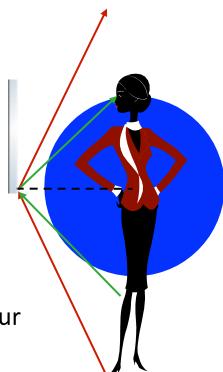


# Clicker Question

A woman is looking at her reflection in a flat vertical mirror. The lowest part of her body she can see is her knee. If she stands closer to the mirror, what will be the lowest part of her reflection she can see in the mirror.

- A) Above her knee
- B) Her knee
- C) Below her knee

If the light doesn't get to your eye then you can't see it

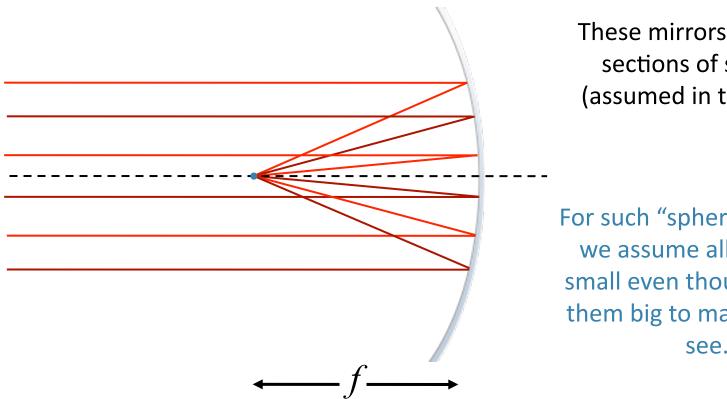


# You will also get Images from Curved Mirrors:



Concave: Consider the case where the shape of the mirror is such that light rays parallel to the axis of the mirror are all "focused" to a common spot a distance f in front of the mirror:

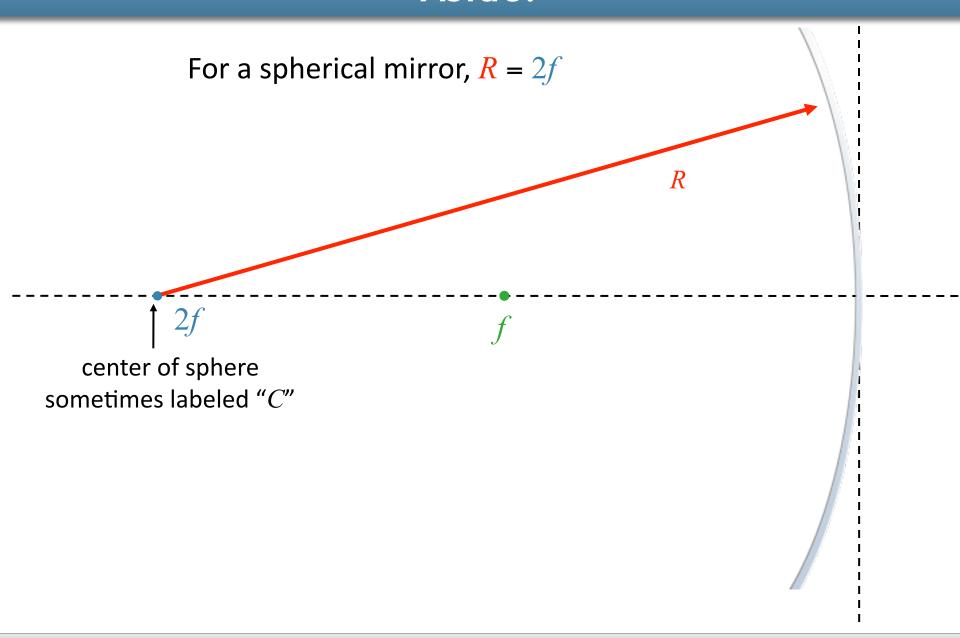
> Note: analogous to "converging lens" Real object can produce real image



These mirrors are often sections of spheres (assumed in this class).

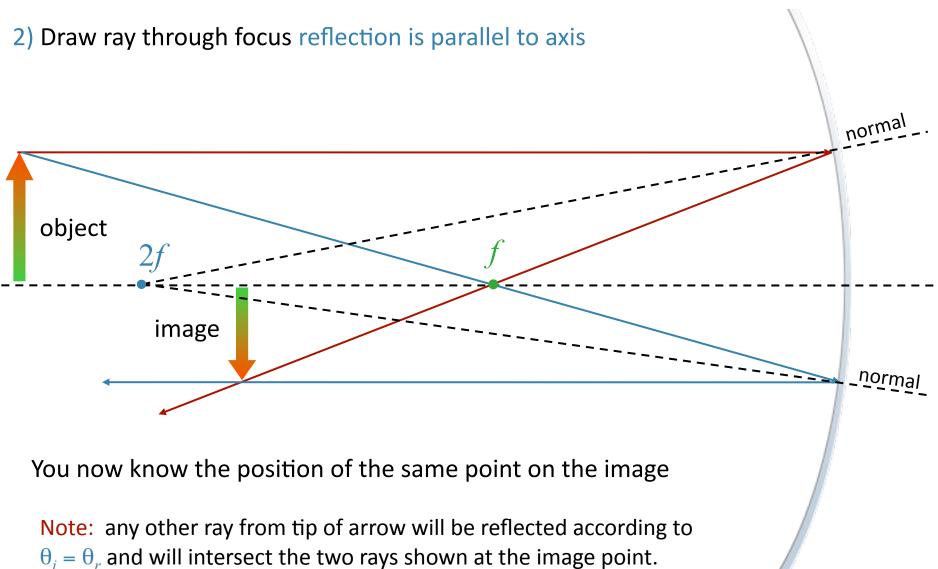
For such "spherical" mirrors, we assume all angles are small even though we draw them big to make it easy to see...

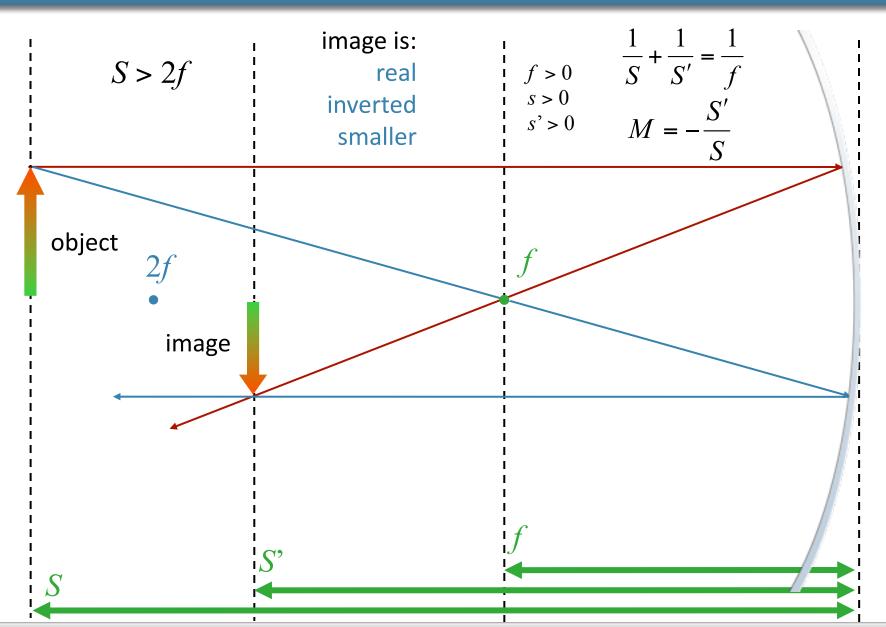
# Aside:

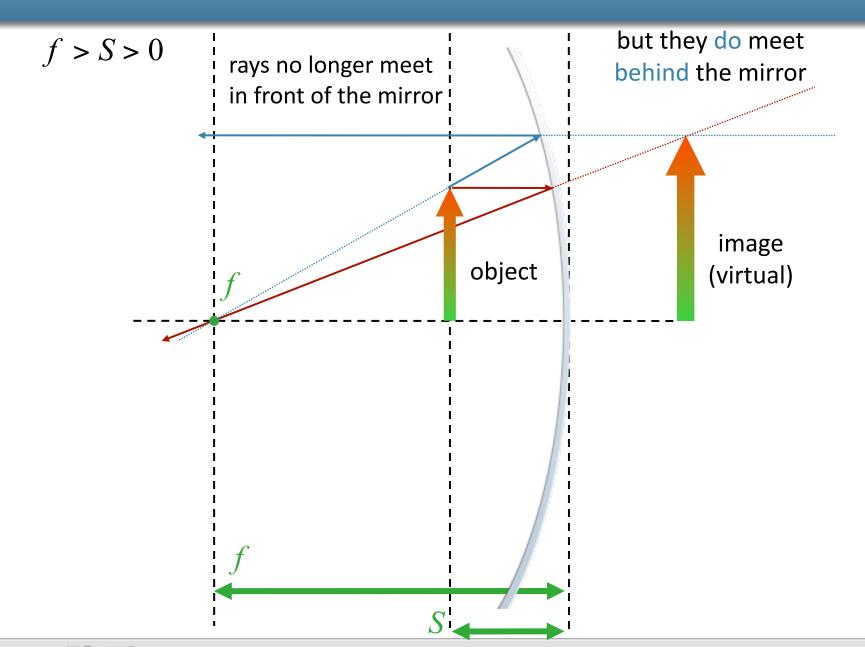


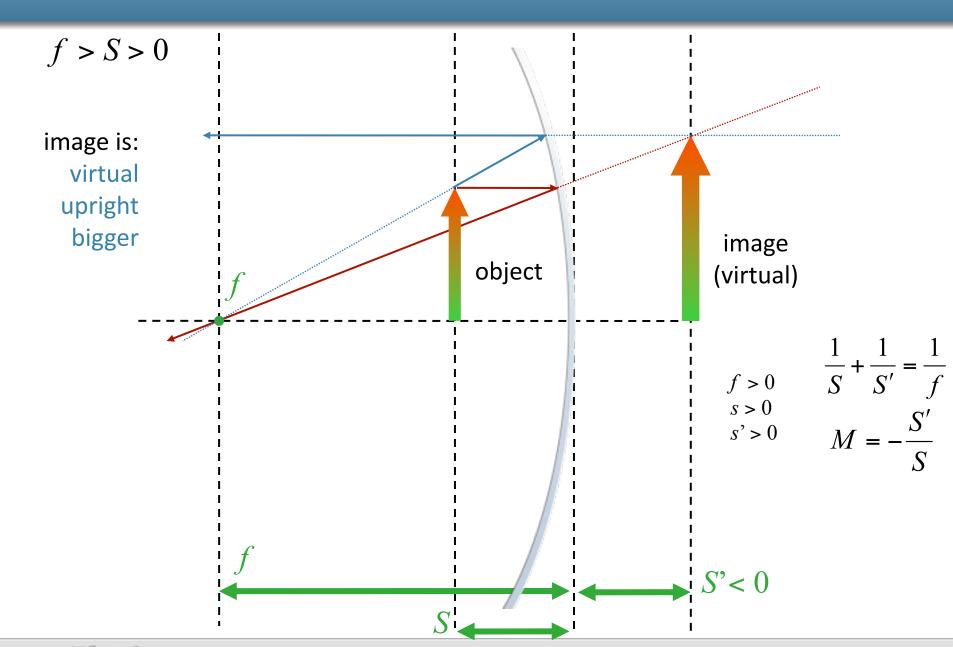
# Recipe for Finding Image:

1) Draw ray parallel to axis reflection goes through focus

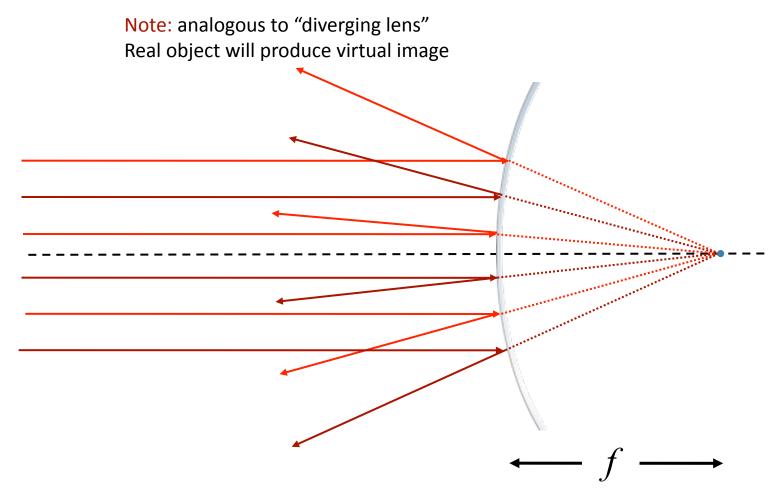


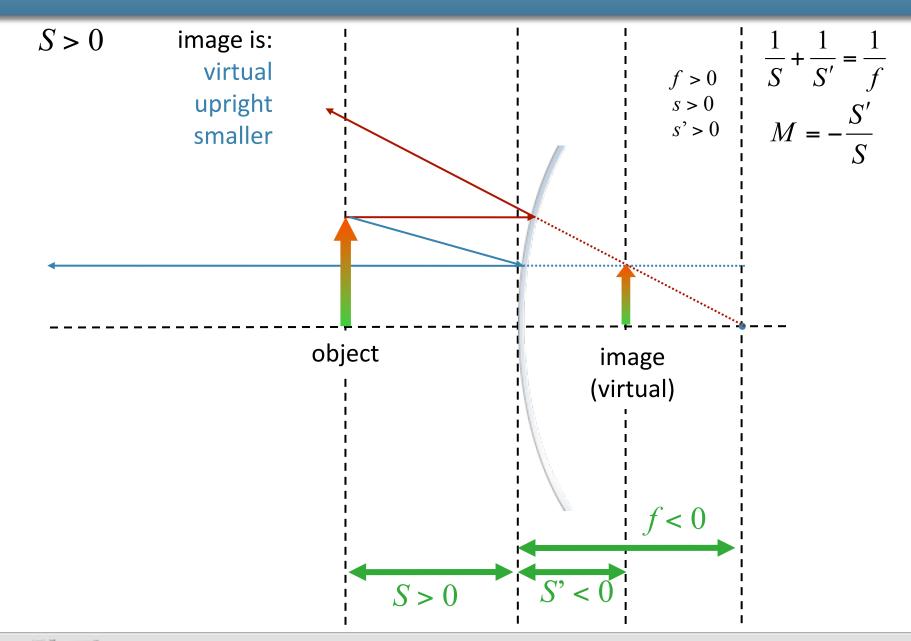






Convex: Consider the case where the shape of the mirror is such that light rays parallel to the axis of the mirror are all "focused" to a common spot a distance f behind the mirror:





# Executive Summary - Mirrors & Lenses:



2f > S > f

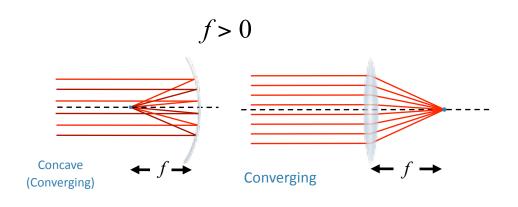
S > 0

real inverted smaller

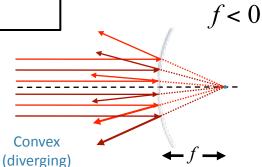
real inverted bigger

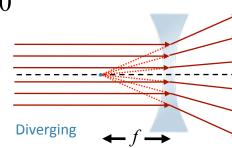


virtual upright smaller



$$\frac{1}{S} + \frac{1}{S'} = \frac{1}{f} - M = -\frac{S'}{S} - \frac{S'}{S}$$





# It's Always the Same:

$$\frac{1}{S} + \frac{1}{S'} = \frac{1}{f} \qquad M = -\frac{S'}{S}$$

$$M = -\frac{S'}{S}$$

You just have to keep the signs straight:

s' is positive for a real image f is positive when it can produce a real image

#### Lens sign conventions

S: positive if object is "upstream" of lens

S': positive if image is "downstream" of lens

f: positive if converging lens

### Mirrors sign conventions

S: positive if object is "upstream" of mirror

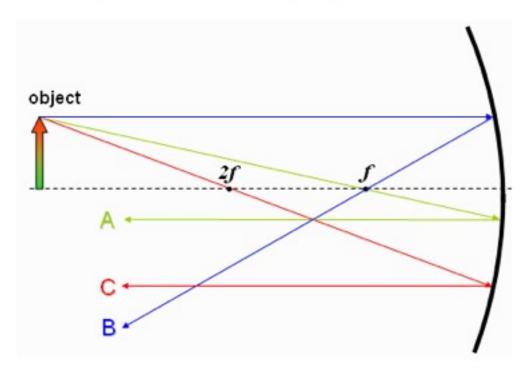
S: positive if image is "upstream" of mirror

positive if converging mirror (concave)

### CheckPoint 2

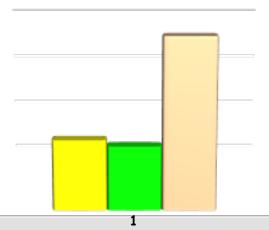
The diagram below shows three light rays reflected off of a concave mirror. Which ray is NOT correct?







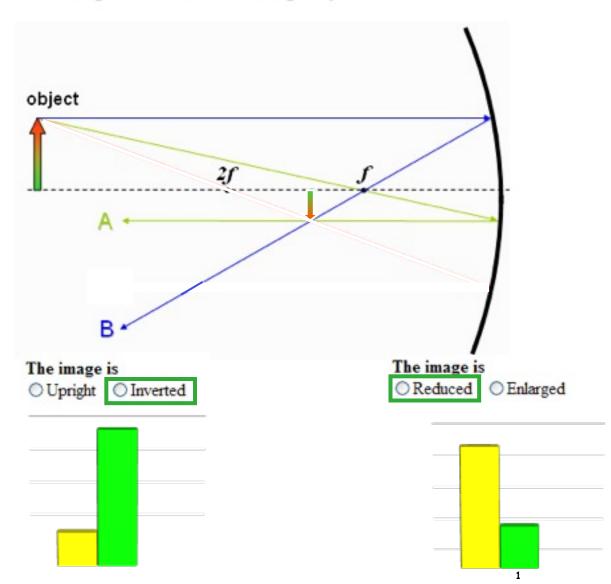
*C* is not correct as it does not go through the focal point.





### CheckPoints 4 & 5

The diagram below shows three light rays reflected off of a concave mirror. Which ray is NOT correct?

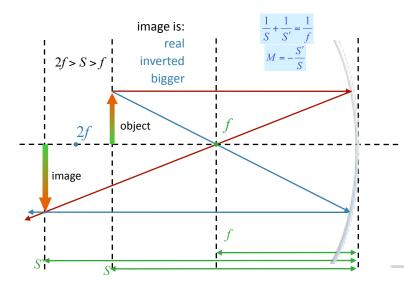


### CheckPoint 7

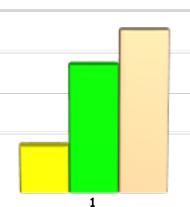


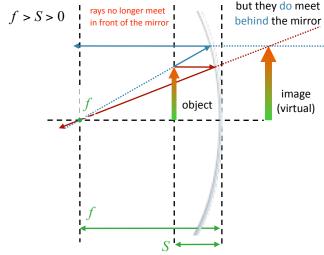
#### The image produced by a concave mirror of a real object is

- always upright.
- O always inverted
- O sometimes upright and sometimes inverted.



If the object is behind the focal length it will reflect an inverted image.



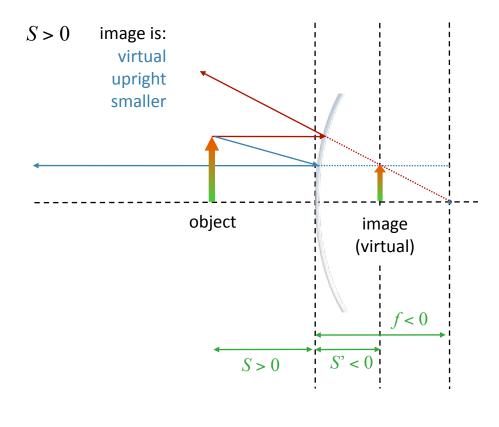


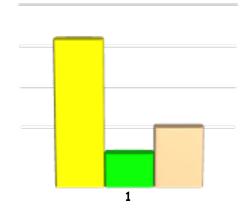
If the object is in front of the focal length it will produce a virtual upright image.

# CheckPoint 9

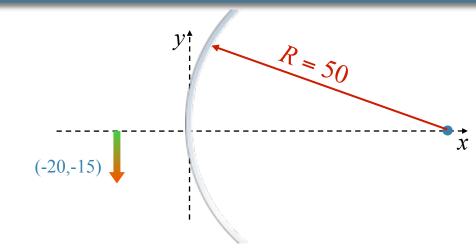


- 9) The image produced by a convex mirror of a real object is
  - O always upright.
  - oalways inverted.
  - sometimes upright and sometimes inverted.





An arrow is located in front of a convex spherical mirror of radius R = 50cm. The tip of the arrow is located at (-20cm,-15cm).



Where is the tip of the arrow's image?

#### **Conceptual Analysis**

Mirror Equation: 1/s + 1/s' = 1/f

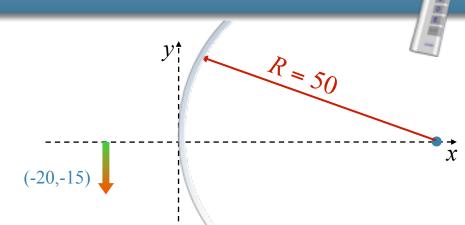
Magnification:  $M = -s^2/s$ 

#### **Strategic Analysis**

Use mirror equation to figure out the  $\boldsymbol{x}$  coordinate of the image Use the magnification equation to figure out the  $\boldsymbol{y}$  coordinate of the tip of the image

An arrow is located in front of a convex spherical mirror of radius R = 50cm. The tip of the arrow is located

at (-20cm, -15cm).



What is the focal length of the mirror?

A) 
$$f = 50 \text{cm}$$

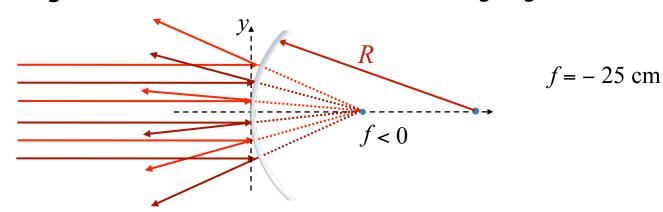
B) 
$$f = 25 \text{cm}$$

A) 
$$f = 50 \text{cm}$$
 B)  $f = 25 \text{cm}$  C)  $f = -50 \text{cm}$ 

D) 
$$f = -25$$
cm

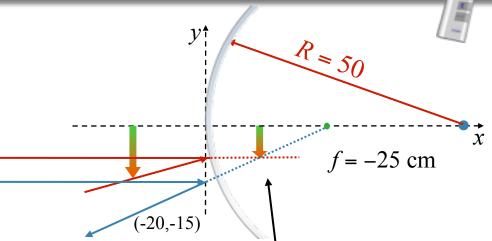
For a spherical mirror |f| = R/2 = 25cm.

Rule for sign: Positive on side of mirror where light goes after hitting mirror



An arrow is located in front of a convex spherical mirror of radius R = 50cm.

The tip of the arrow is located at (-20cm, -15cm).



What is the *x* coordinate of the image?

$$-11.1 \text{ cm}$$

Mirror equation 
$$\frac{1}{S'} = \frac{1}{f} - \frac{1}{S}$$

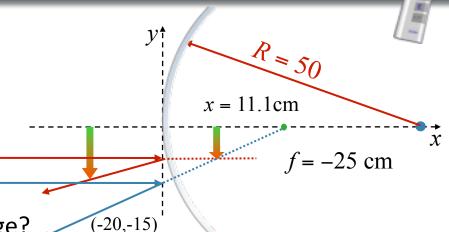
$$S' = \frac{fS}{S - f}$$
  $S = 20 \text{ cm}$   
 $f = -25 \text{ cm}$ 

$$S' = \frac{(-25)(20)}{20 + 25} = -11.1 \text{ cm}$$

Since s' < 0 the image is virtual (on the "other" side of the mirror)

An arrow is located in front of a convex spherical mirror of radius R = 50cm.

The tip of the arrow is located at (-20cm, -15cm).



What is the y coordinate of the tip of the image?

$$-11.1 \text{ cm}$$

A) 
$$-11.1 \text{ cm}$$
 B)  $-10.7 \text{ cm}$  C)  $-9.1 \text{ cm}$ 

$$-9.1 \text{ cm}$$

Magnification equation 
$$M = -\frac{S'}{S}$$

$$s = 20 \text{ cm}$$

$$s' = -11.1 \text{ cm}$$

$$y_{image} = 0.55 y_{object} = 0.556*(-15 \text{ cm}) = -8.34 \text{ cm}$$