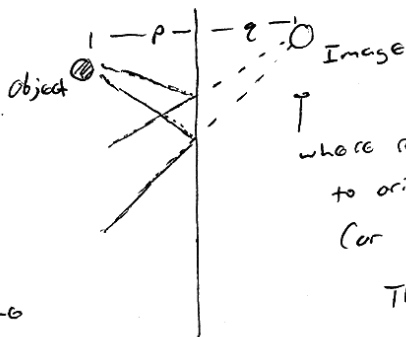


Mirrors

Flat mirrors



p is the object distance

q is the image distance

where rays appear to originate from (or intersect)

This is a virtual image (light appears to come from here)

Images formed by flat mirrors

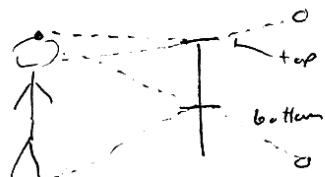
1. ^{as} far behind as the object is in front
2. upright, unmagnified, virtual

a real image is where lines intersect - not formed by a plane mirror.

magnification M is

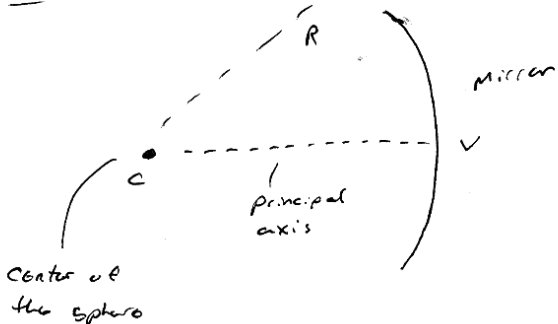
$$M \equiv \frac{\text{image height}}{\text{object height}} = \frac{h'}{h}$$

Looking at a full image example!

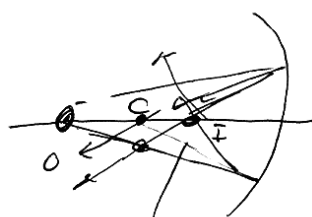


(as if he is looking out a window)

Spherical mirrors (concave surface)

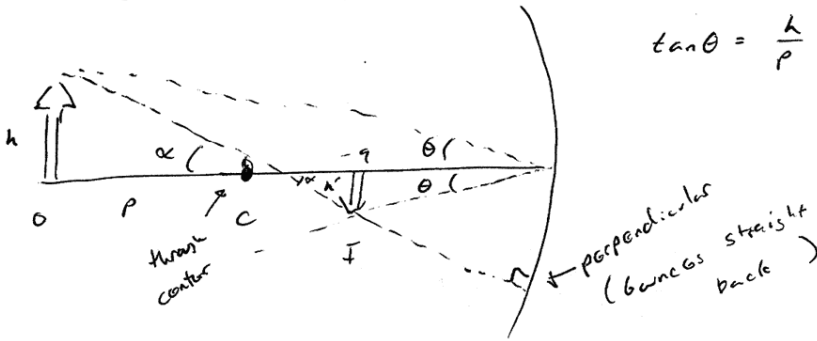


for small angles



real image!
discuss photographic plate

Forming an image!



$$\tan \theta = \frac{h}{p}$$

negative as image inverted

$$-\tan \theta = -\frac{h'}{q}$$

$$h = p \tan \theta$$

$$h' = -q \tan \theta$$

$$\frac{h'}{h} = \frac{-q \tan \theta}{p \tan \theta}$$

$$M = -\frac{q}{p}$$

negative as image is inverted

with the little triangle

$$\tan \alpha = \frac{h}{p-R} \rightarrow h = (p-R) \tan \alpha$$

$$\tan \alpha = -\frac{h'}{R-q} \quad h' = -\tan \alpha (R-q) = \tan \alpha (q-R)$$

$$\frac{h'}{h} = \frac{\tan \alpha (q-R)}{\tan \alpha (p-R)} = \frac{q-R}{p-R} = -\frac{q}{p}$$

so $\frac{q}{p} = \frac{R-q}{p-R}$

$$\frac{q}{p} = \frac{R}{p-R} - \frac{q}{p-R}$$

$$\frac{1}{p} = \frac{R}{q(p-R)} - \frac{1}{p-R}$$

$$\frac{p-R}{p} = \frac{R}{q} - 1$$

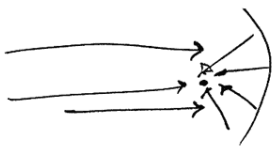
$$1 - \frac{R}{p} = \frac{R}{q} - 1$$

$$2 = \frac{R}{p} + \frac{R}{q}$$

$$\frac{2}{R} = \frac{1}{p} + \frac{1}{q}$$

mirror equation

Let $p \rightarrow \infty$ (image very far)



$$\frac{2}{R} = \frac{1}{q}$$

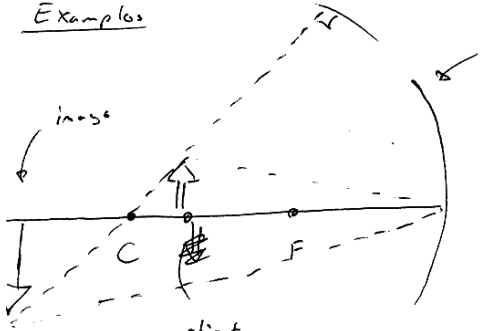
$$q = \frac{R}{2}$$

call this the focal length f

then $\frac{1}{p} + \frac{1}{q} = \frac{1}{f}$

discuss headlights

Examples



$R = 0.5 \text{ m}$
 so $f = 0.25 \text{ m}$

object location
 $p = 0.35 \text{ m}$
 $h = 0.05 \text{ m}$

$\frac{1}{0.35} + \frac{1}{q} = \frac{1}{0.25}$

$2.857 + \frac{1}{q} = 4$

$\frac{1}{q} = 1.14285 \quad q = 0.875 \text{ m}$

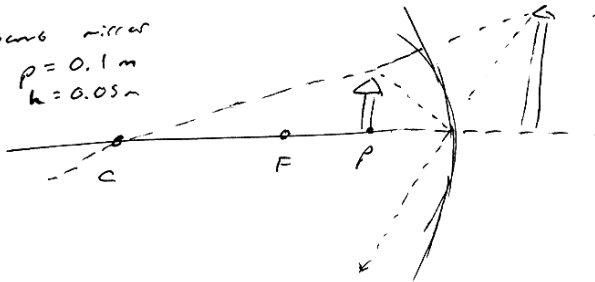
Apparently - when $p > C$, the real image is smaller, if $C > p > F$ the real image is far away and larger

$M = -\frac{q}{p} = -2.5$

↳ big, upside down image

What if the object has $p < F$

(same mirror)
 $p = 0.1 \text{ m}$
 $h = 0.05 \text{ m}$



virtual image! should have larger magnification

$\frac{1}{0.1} + \frac{1}{q} = 4$

$10 + \frac{1}{q} = 4$

$\frac{1}{q} = -6$

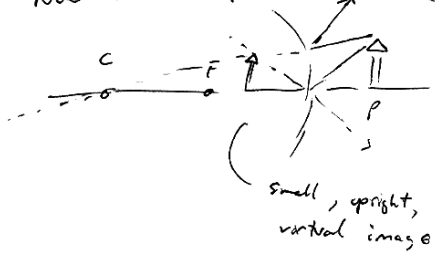
$q = -0.167$

↳ does not ever converge

$M = -\frac{q}{p} = \frac{0.167}{0.1} = 1.67$

↳ negative means on the other side! (positive) as expected

New note p negative ($-0.5 = p$)



small, upright, virtual image

Virtual Image

$-\frac{1}{0.5} + \frac{1}{q} = 4$

$\frac{1}{q} = 6 \quad q = 0.167$

$M = -\frac{q}{p} = \frac{0.167}{0.5} = 0.334$