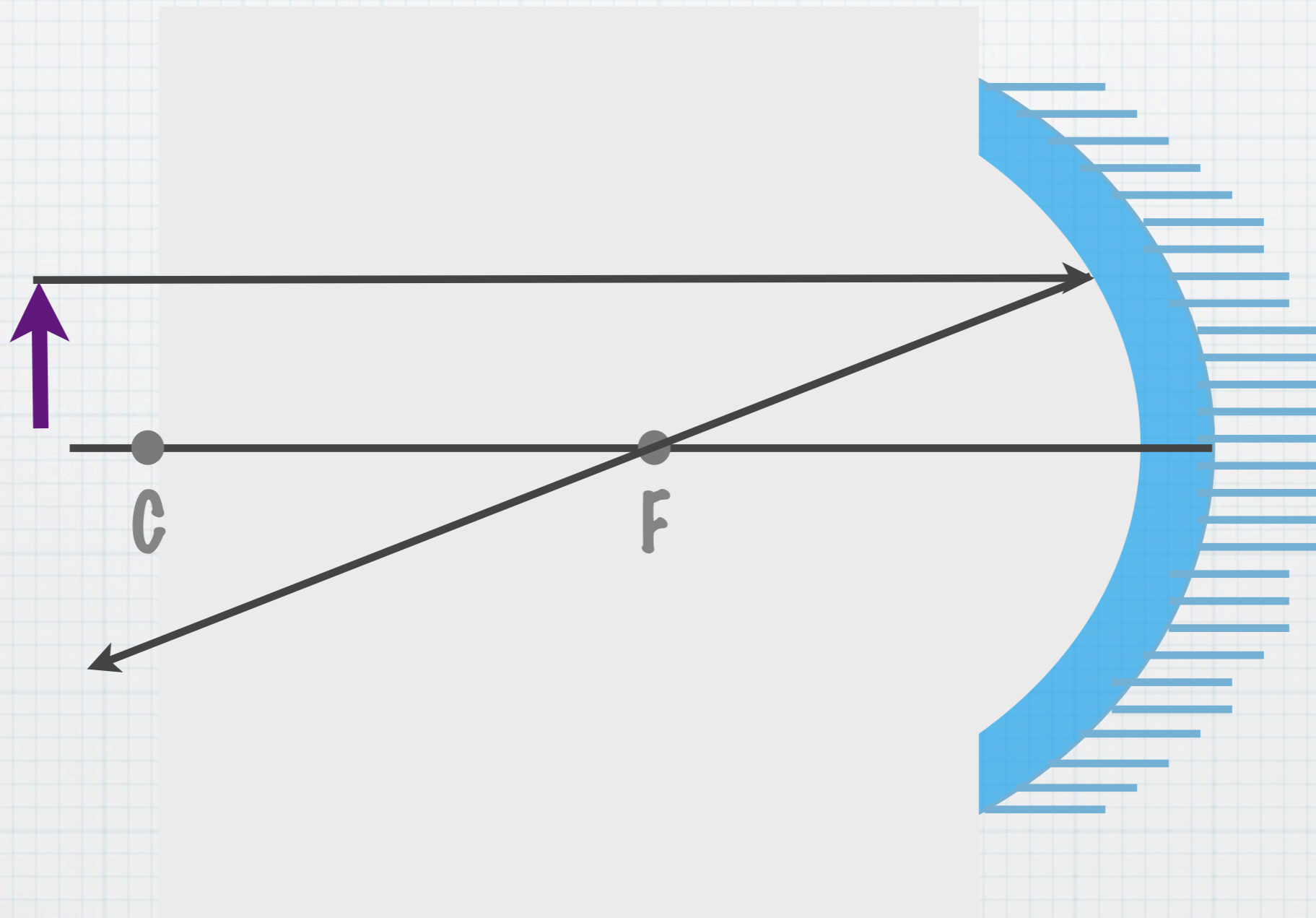
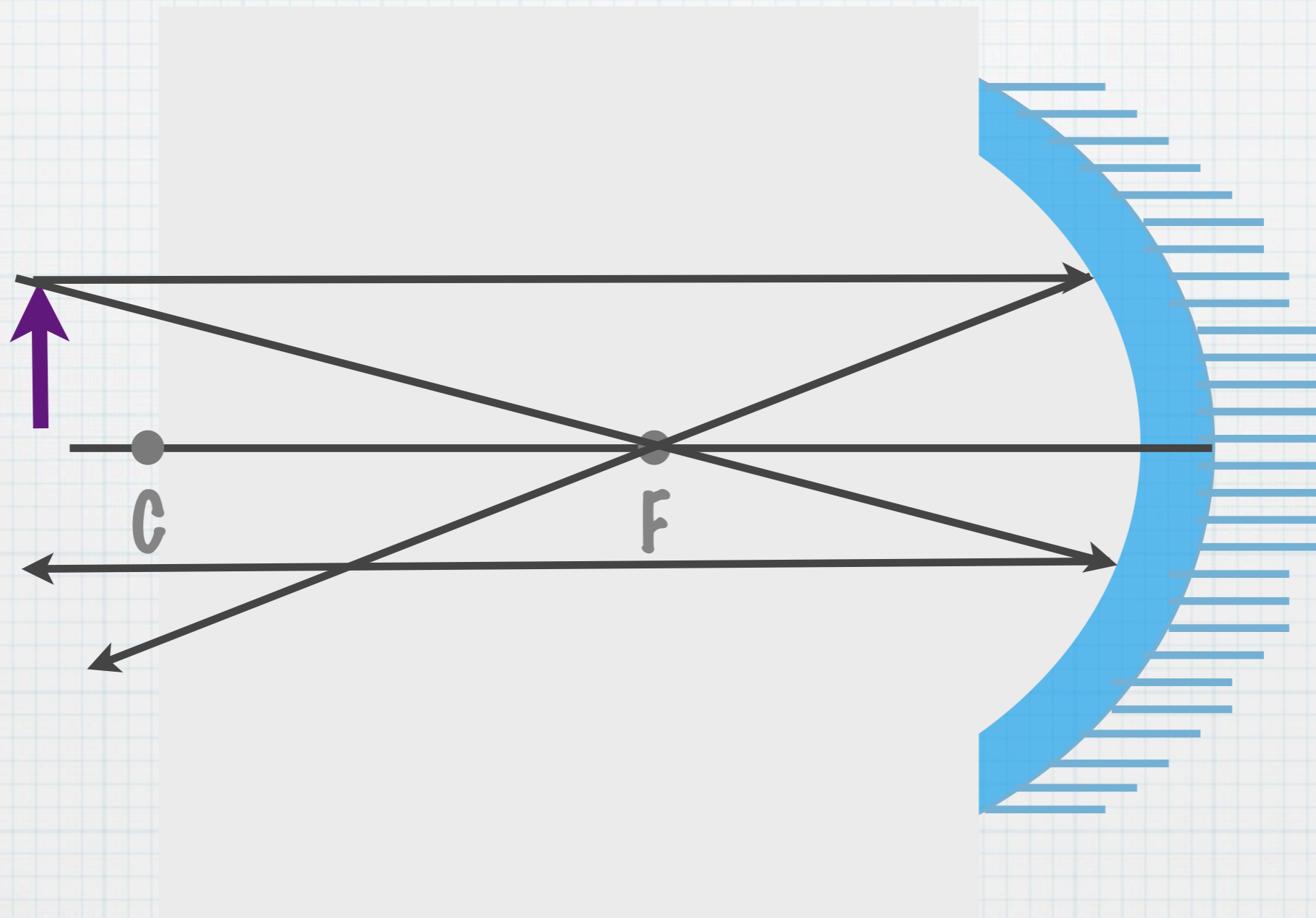


Object Beyond C



Object Beyond C



Object Beyond C

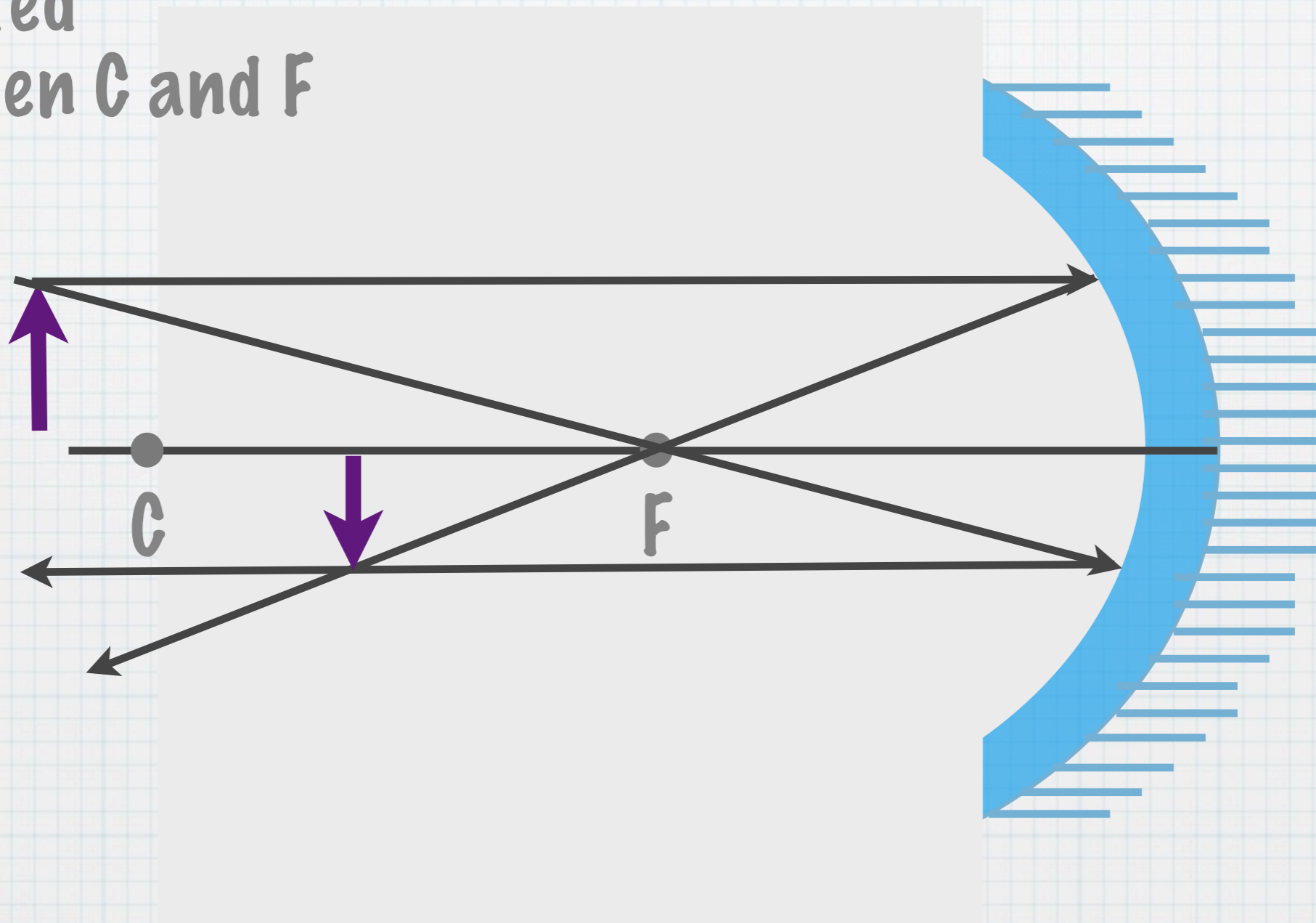
SALT

S: smaller

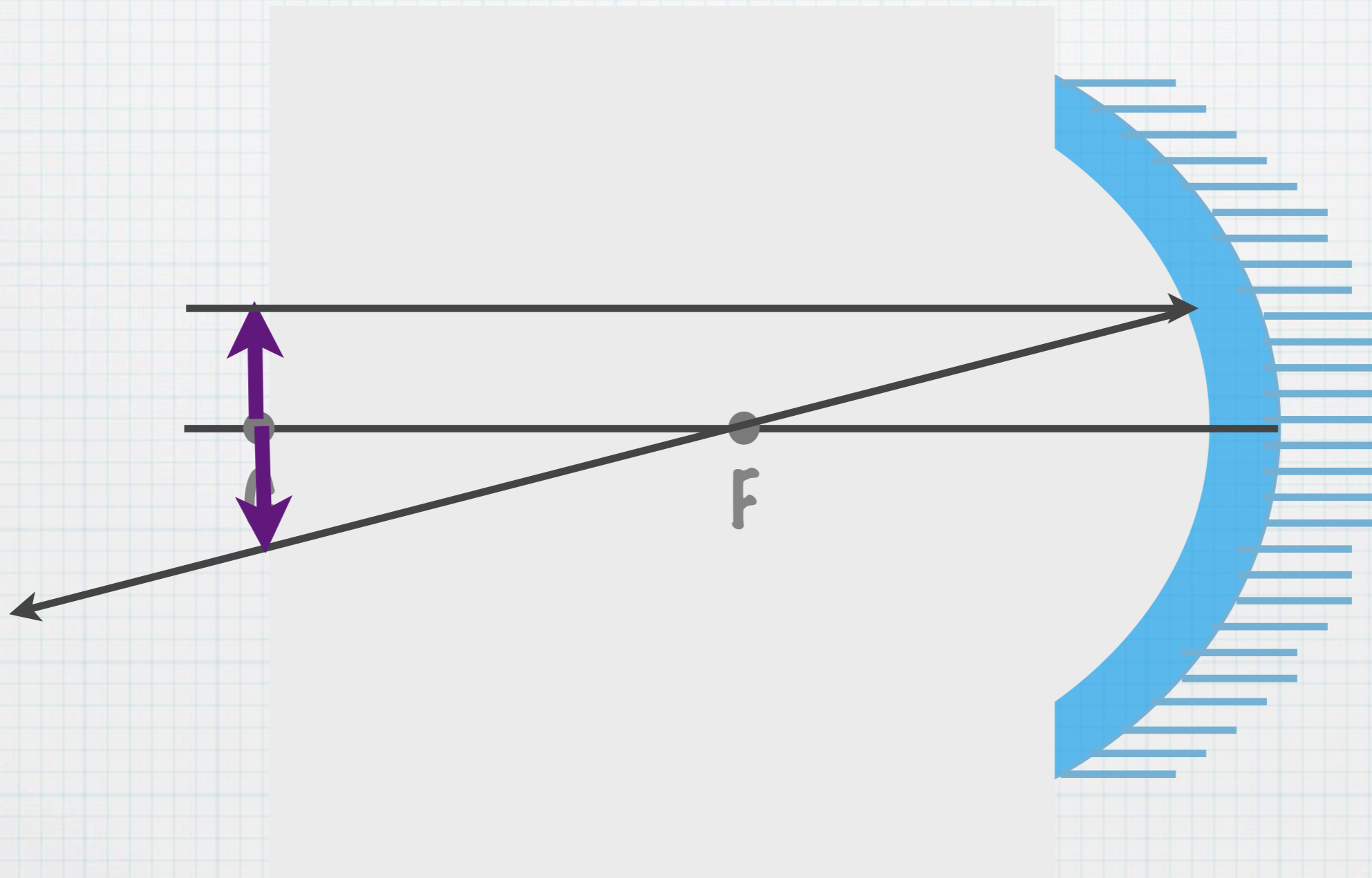
A: Inverted

L: Between C and F

T: Real



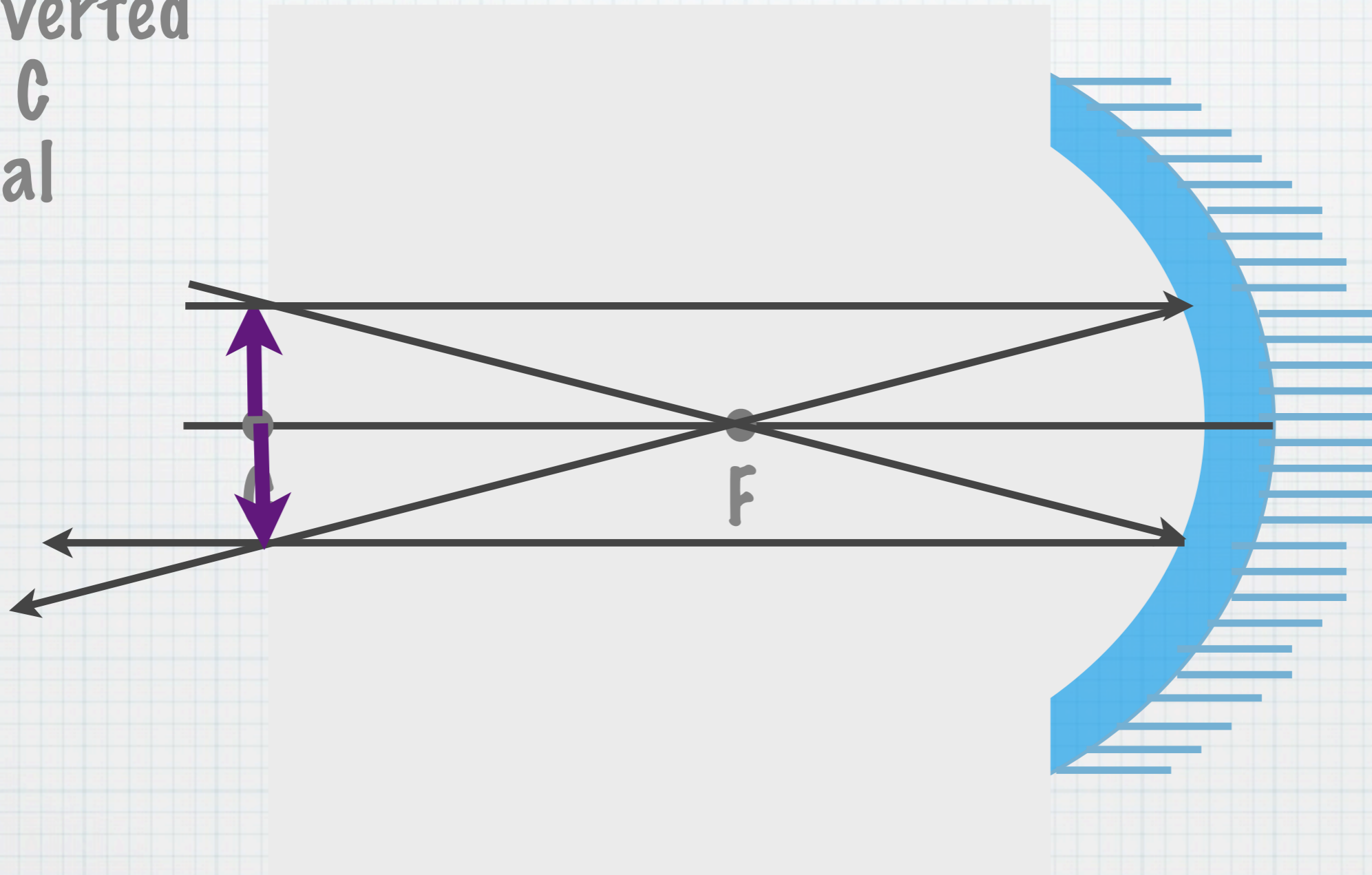
Object At C



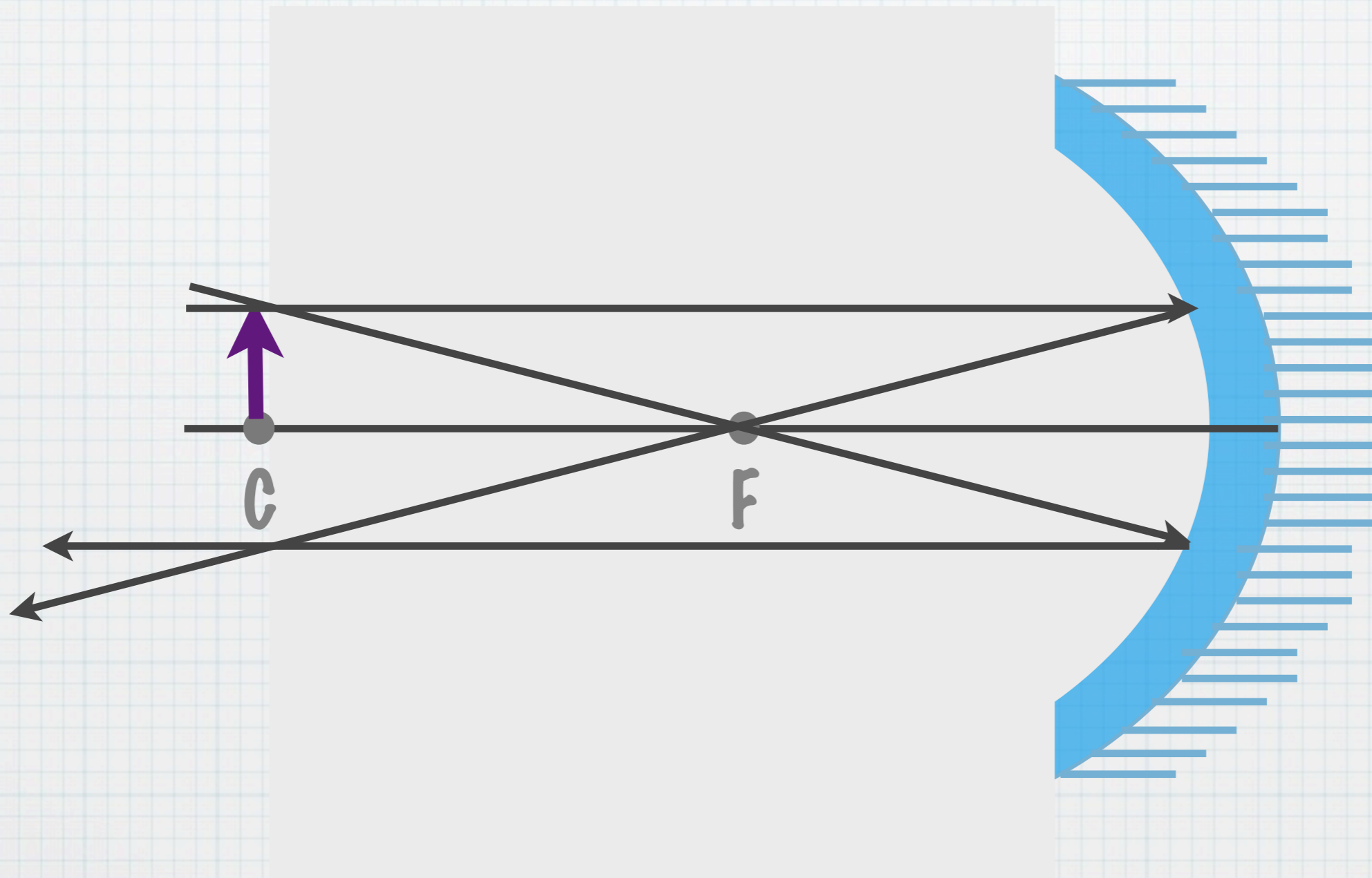
Object At C

SALT

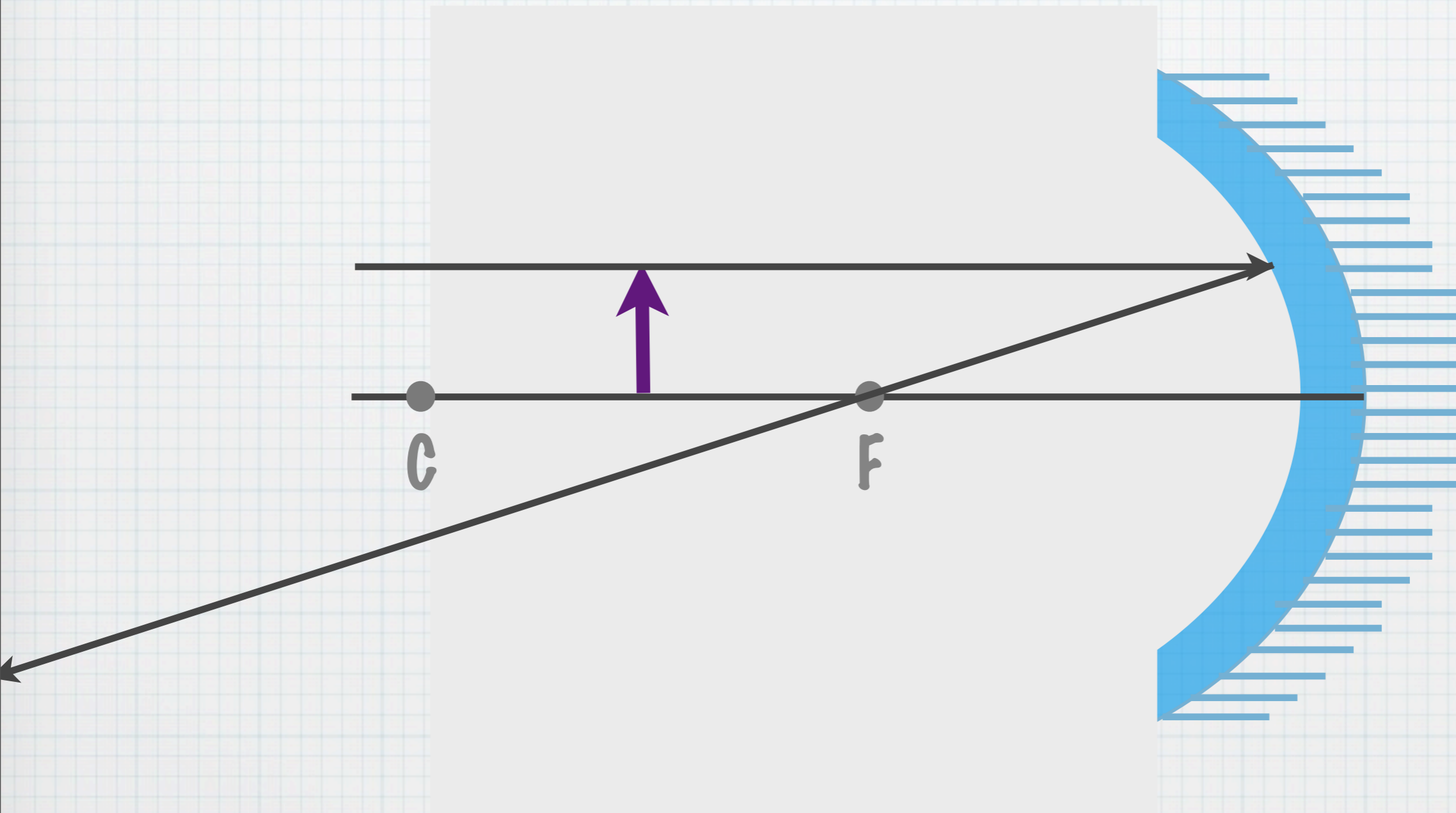
- S: same size
- A: Inverted
- L: At C
- T: Real



Object At C



Object Between C and F



Object Between C and F

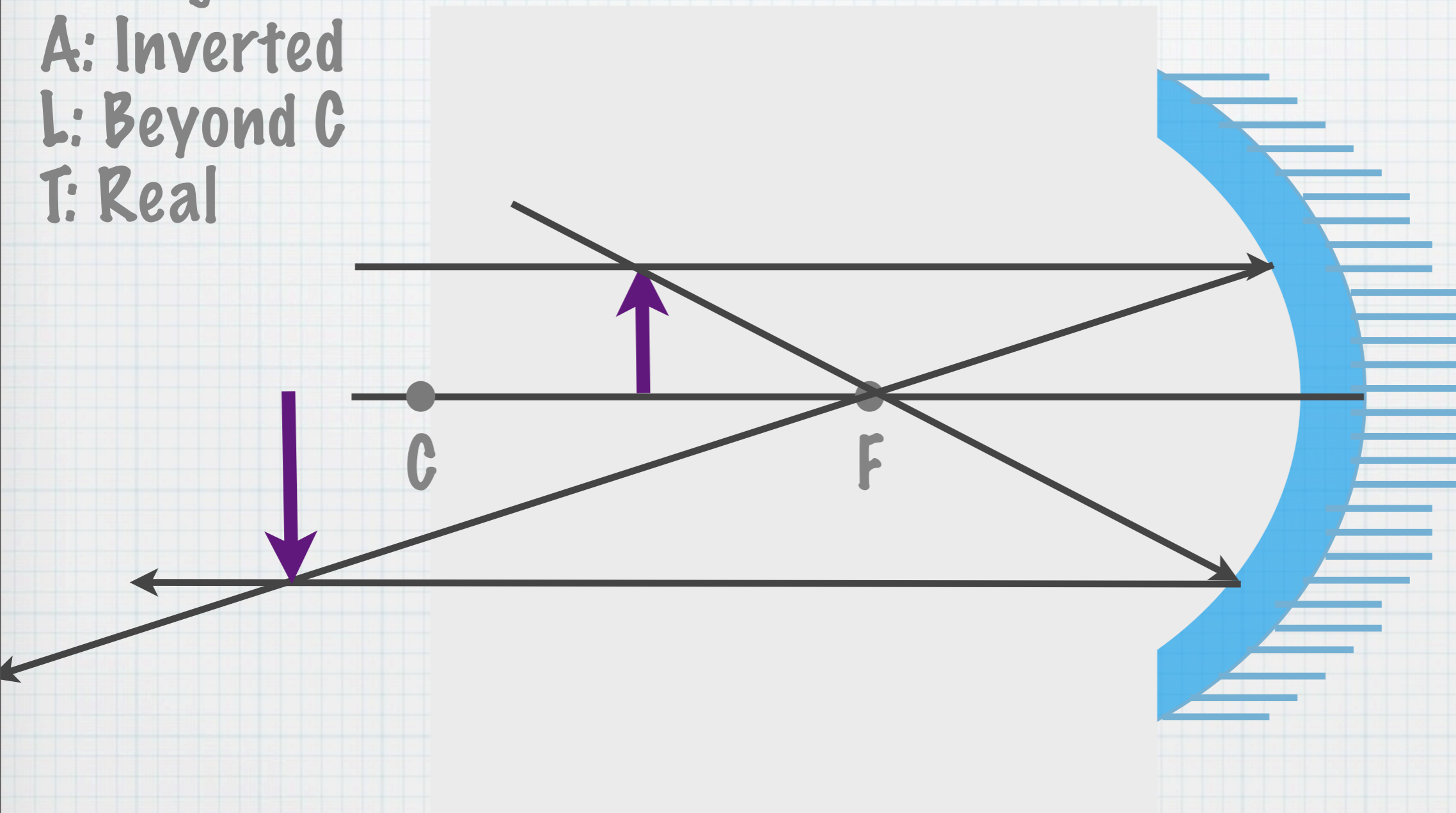
SALT

S: larger

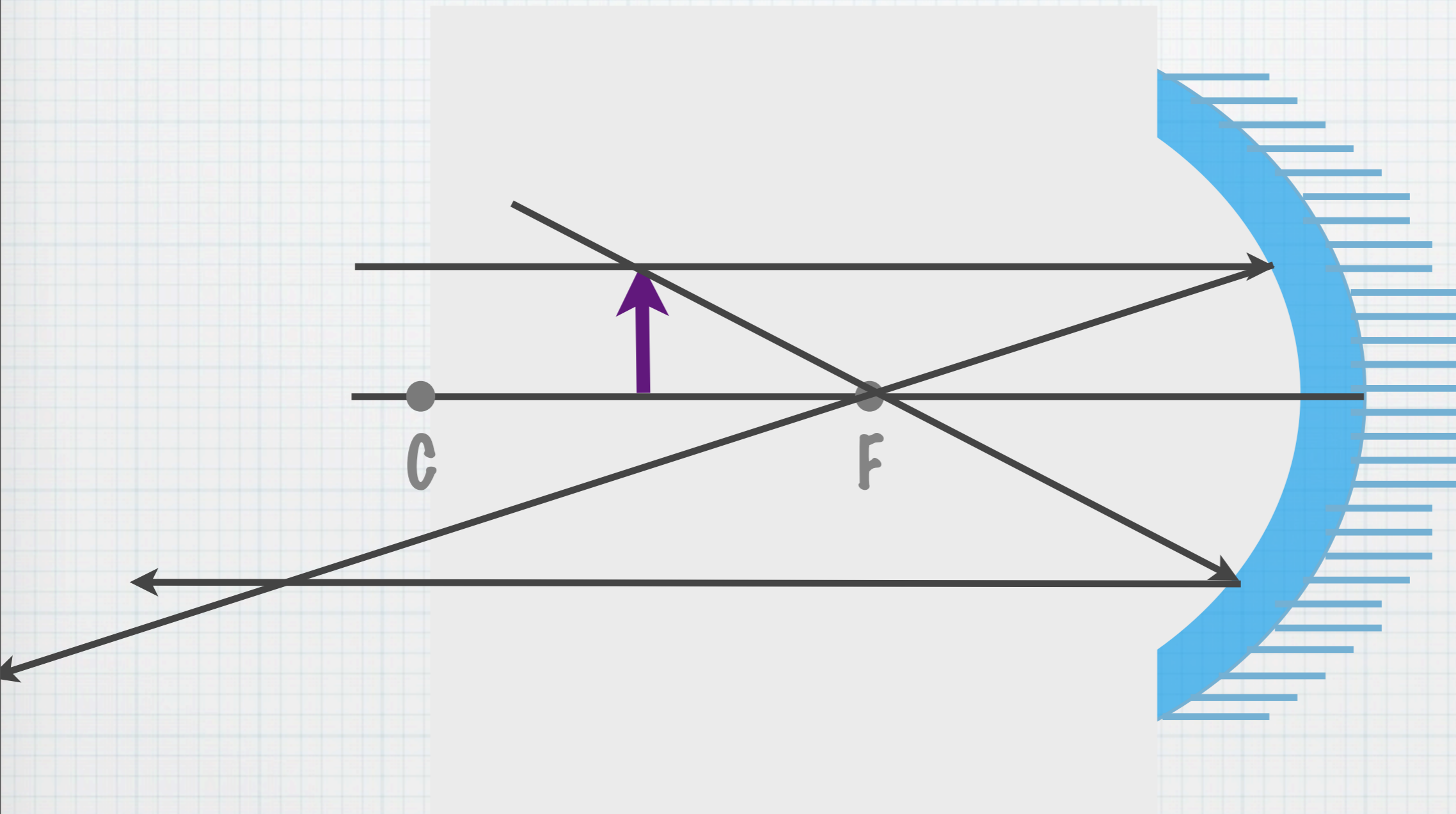
A: Inverted

L: Beyond C

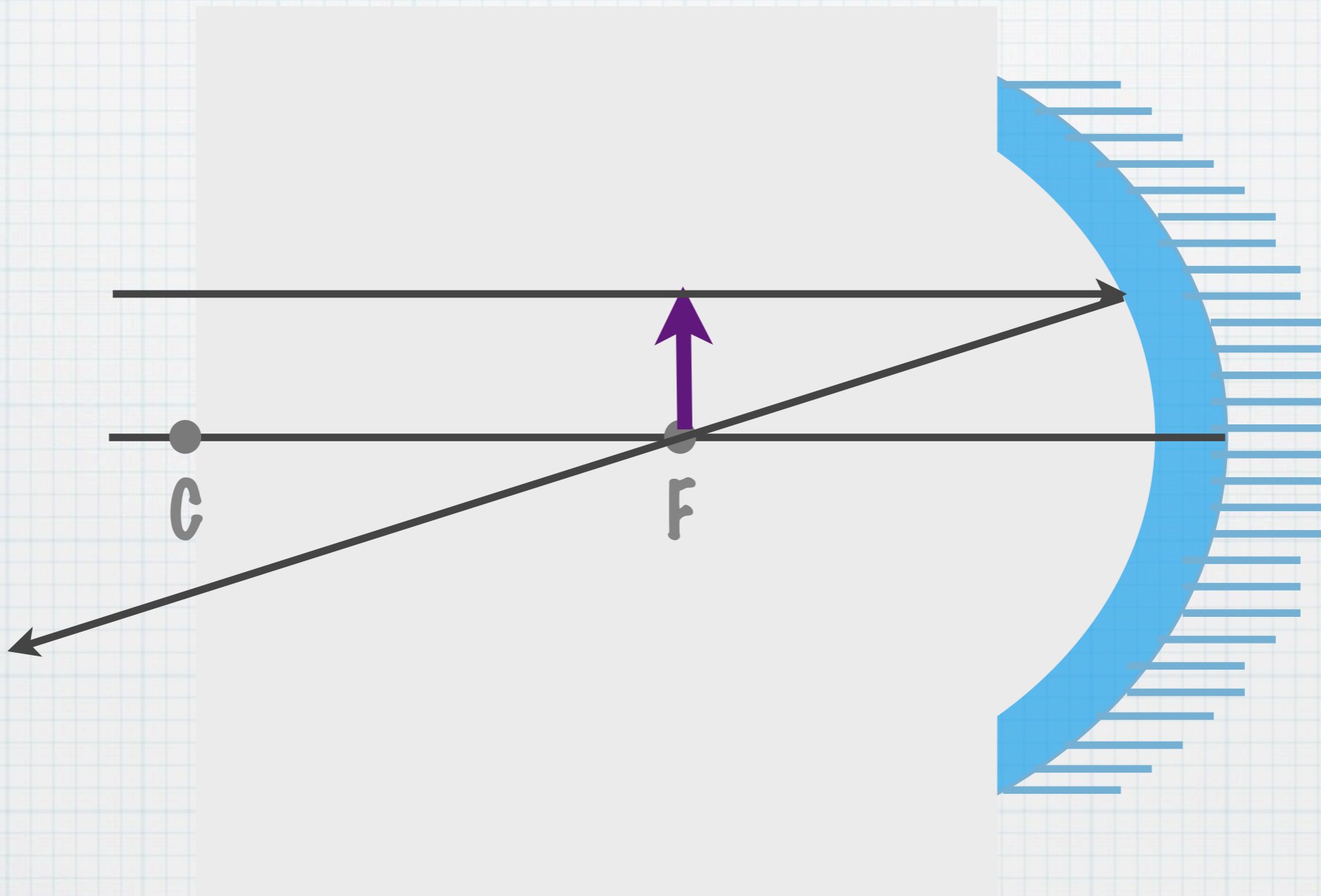
T: Real



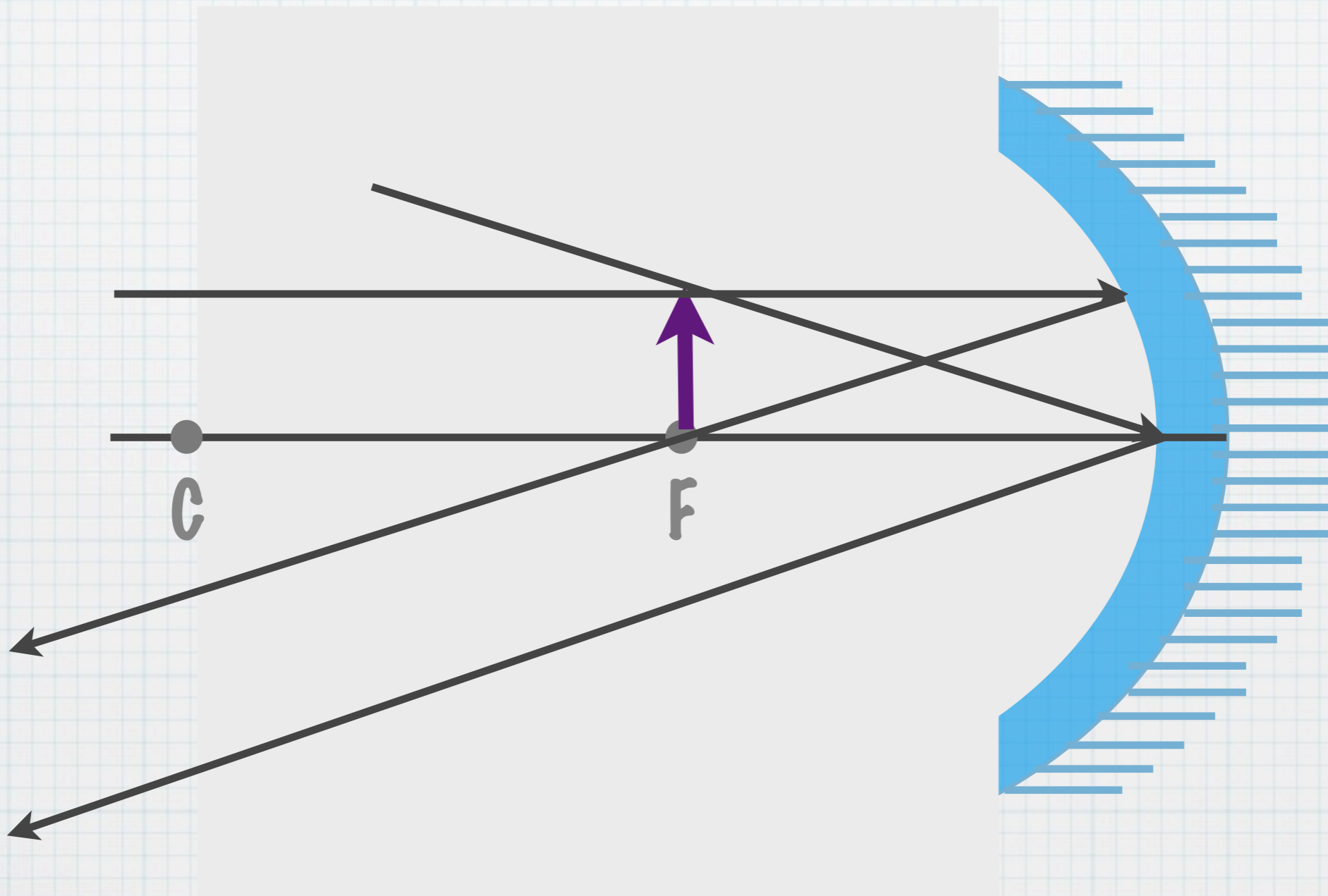
Object Between C and F



Object at F

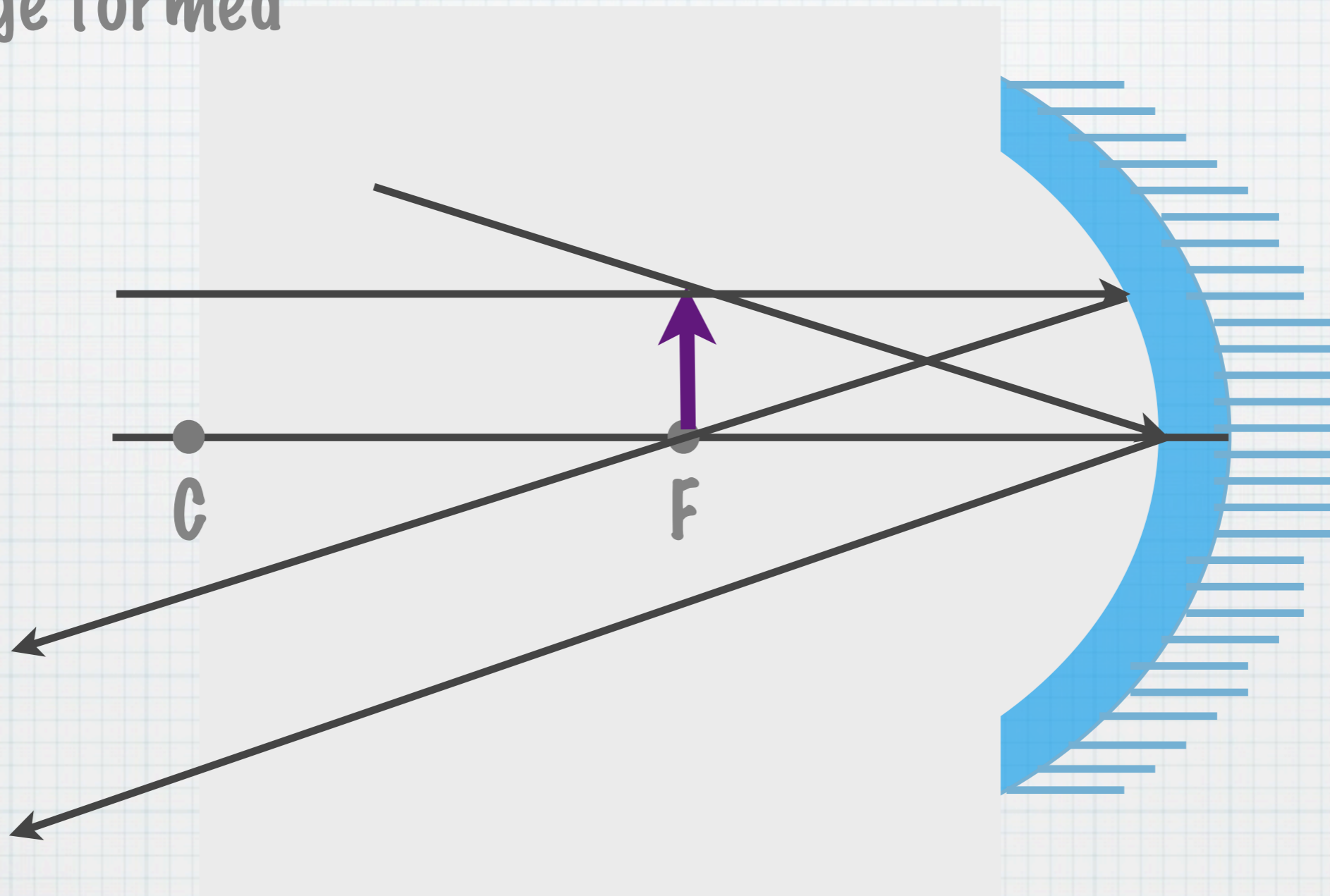


Object at F



Object at F

no image formed

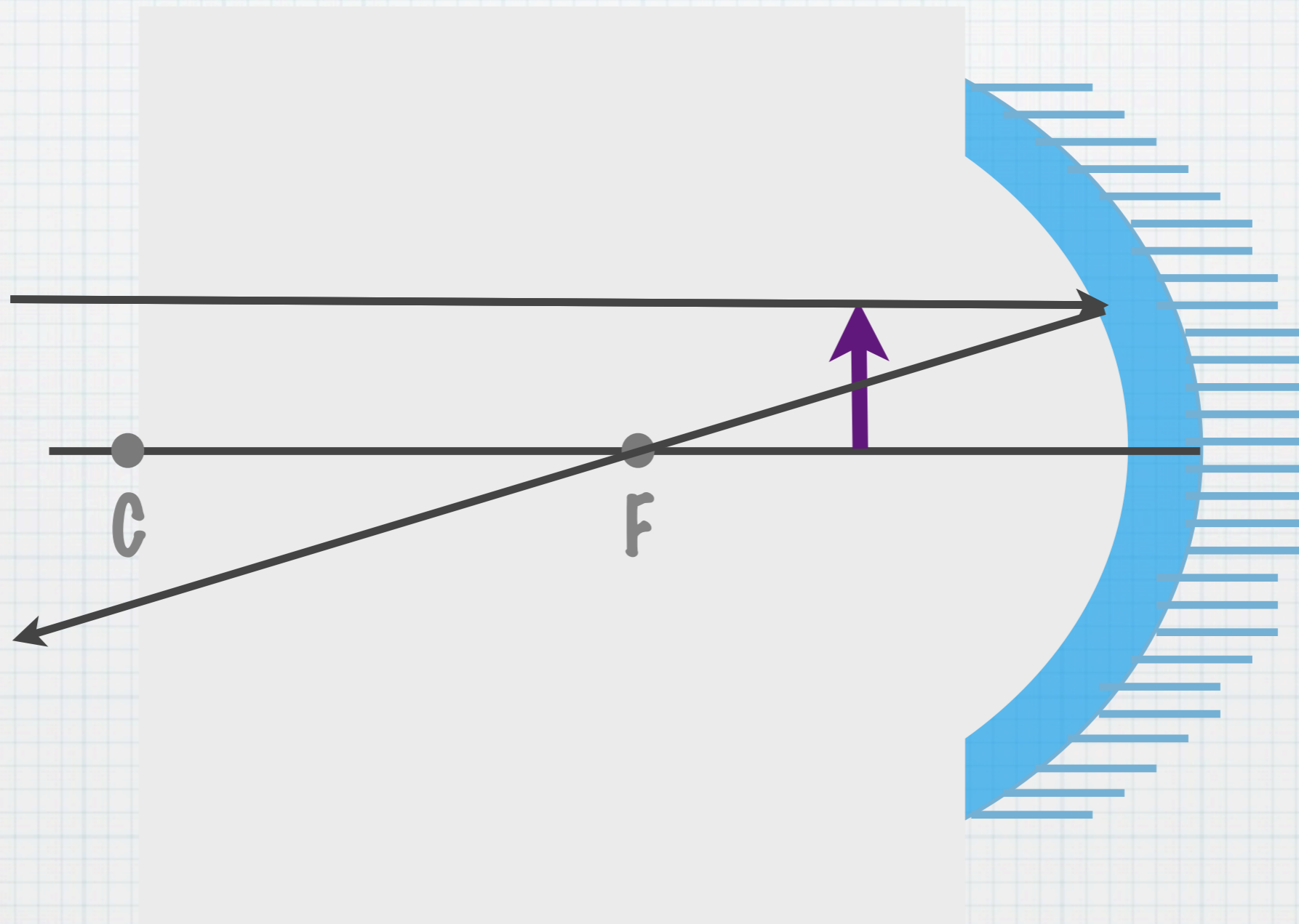


Concave Mirror: Object Before F

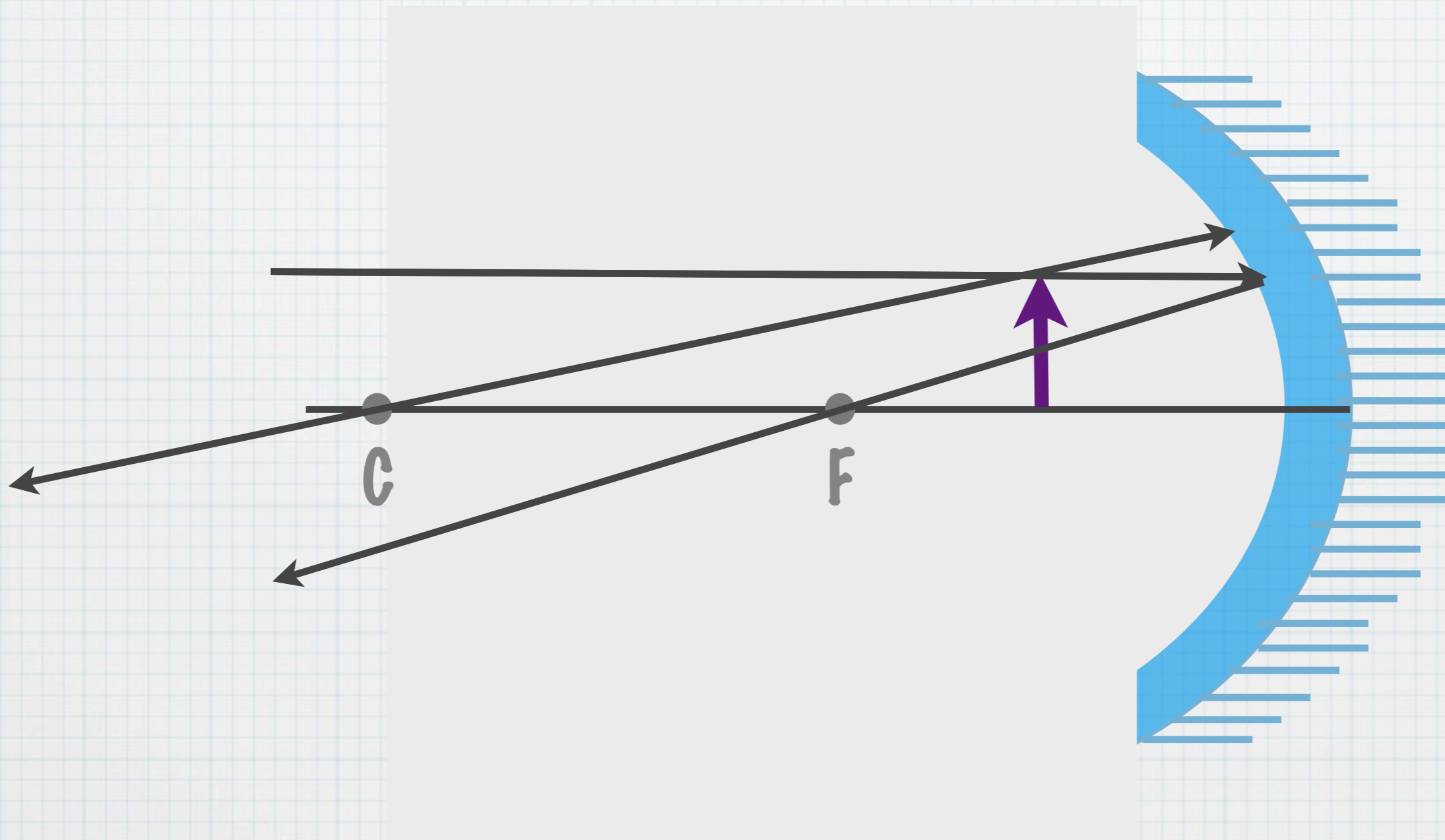
Concave Mirror: Object Before F

- * The steps for this process are the same, however this time the light rays are going to converge behind the mirror, causing a virtual image.

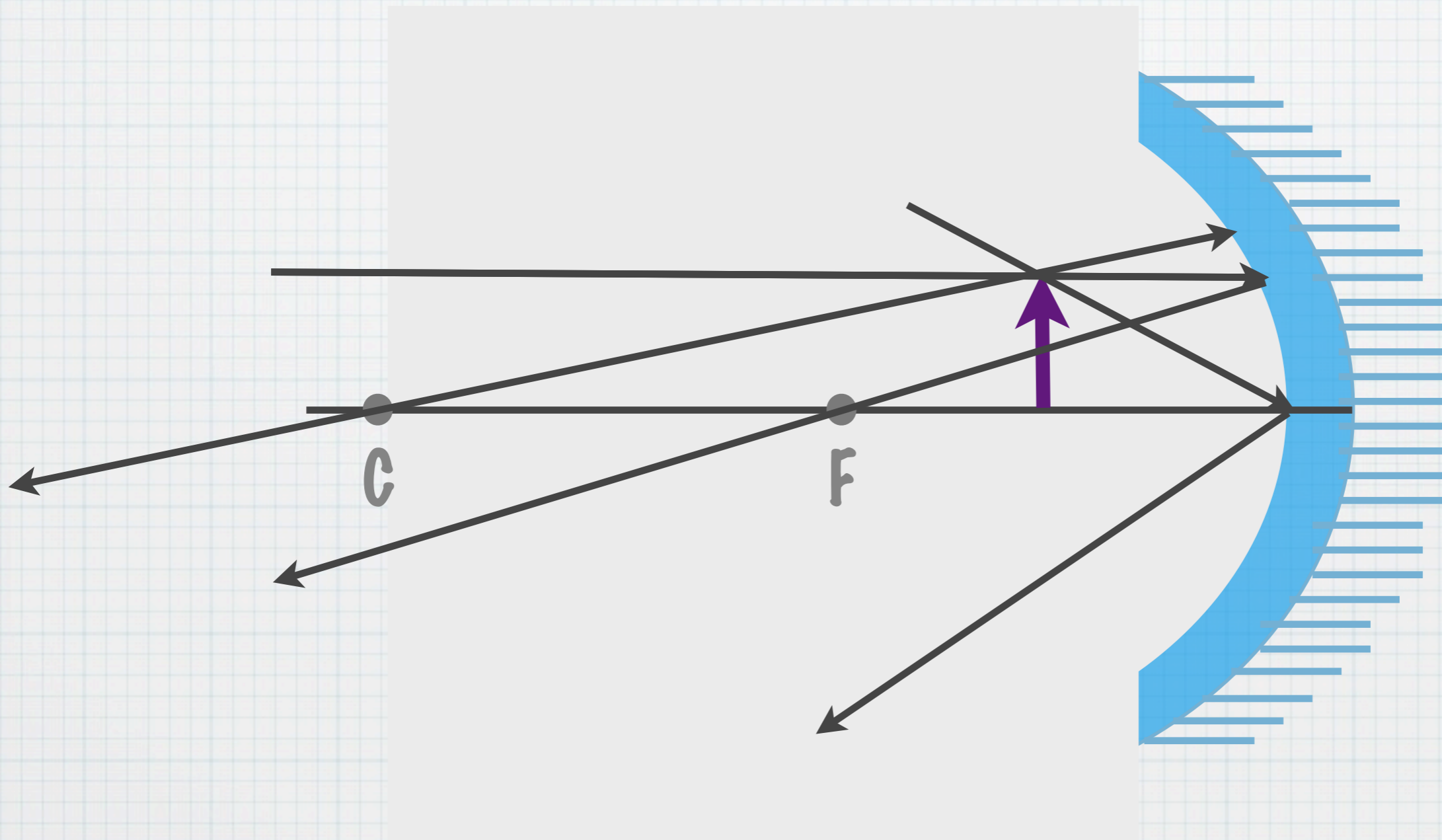
Object Before F



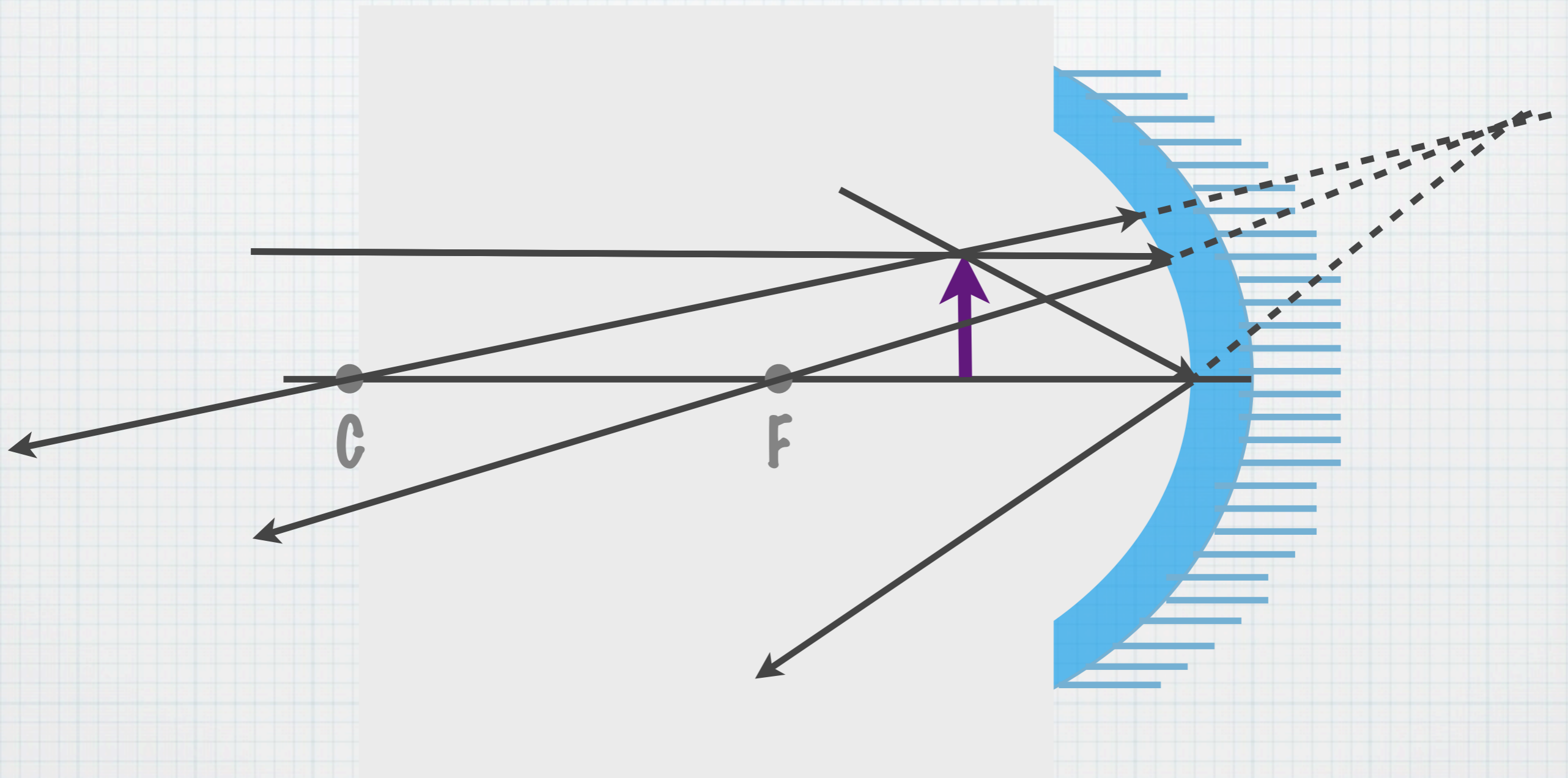
Object Before F



Object Before F



Object Before F



Object Before F

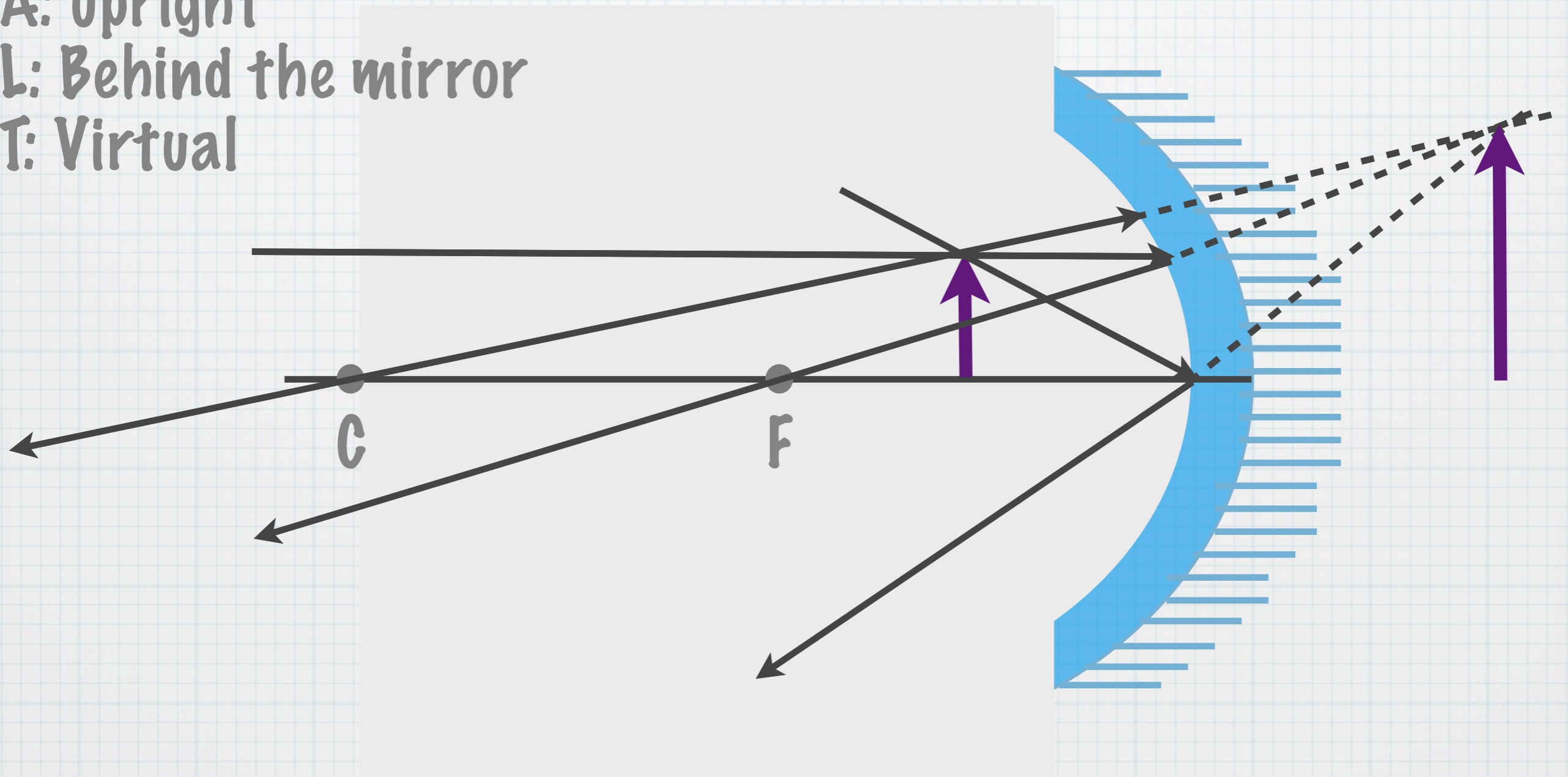
SALT

S: larger

A: upright

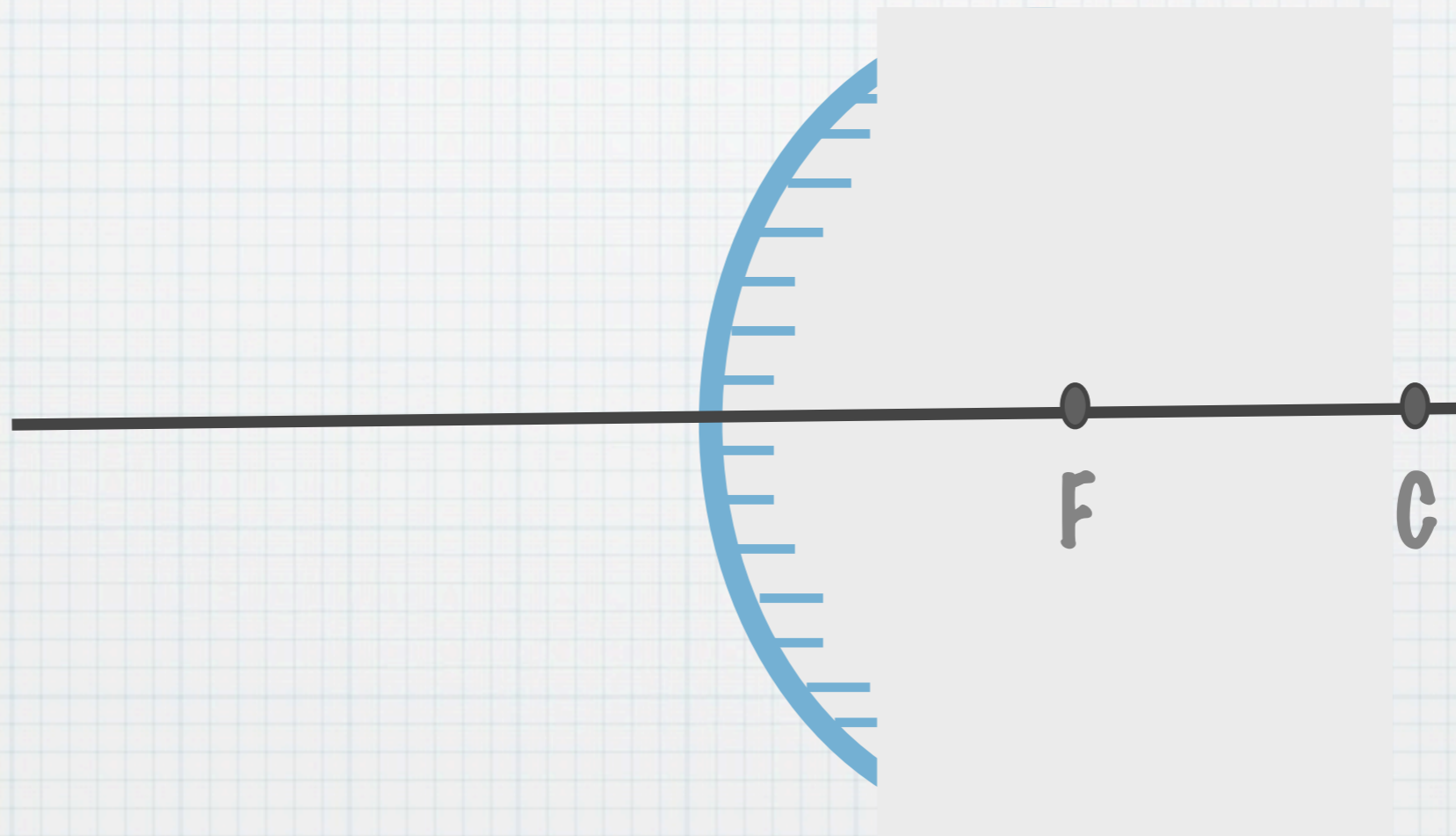
L: Behind the mirror

T: Virtual

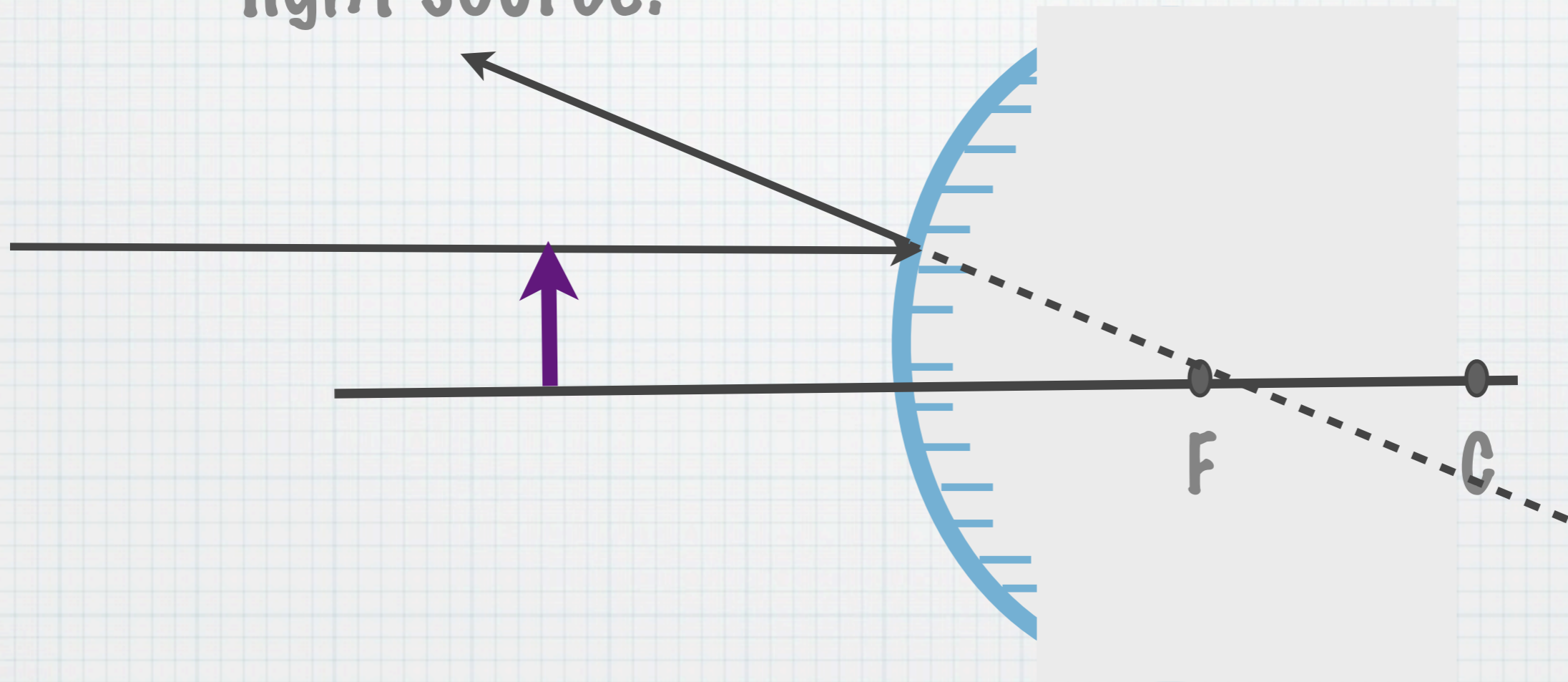


Convex Mirrors

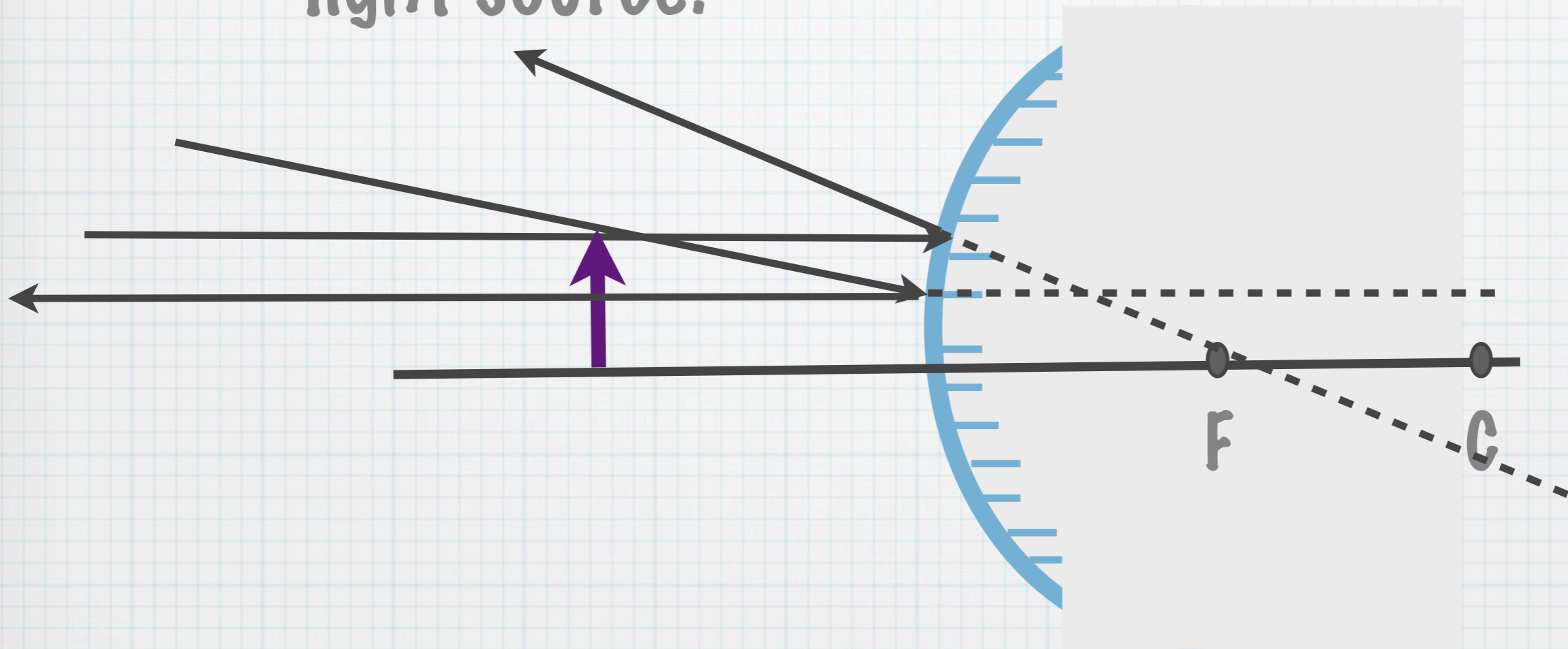
- * The parts of a convex mirror and concave mirror are the same except F and C are behind the mirror and light rays seem to come from an apparent light source.



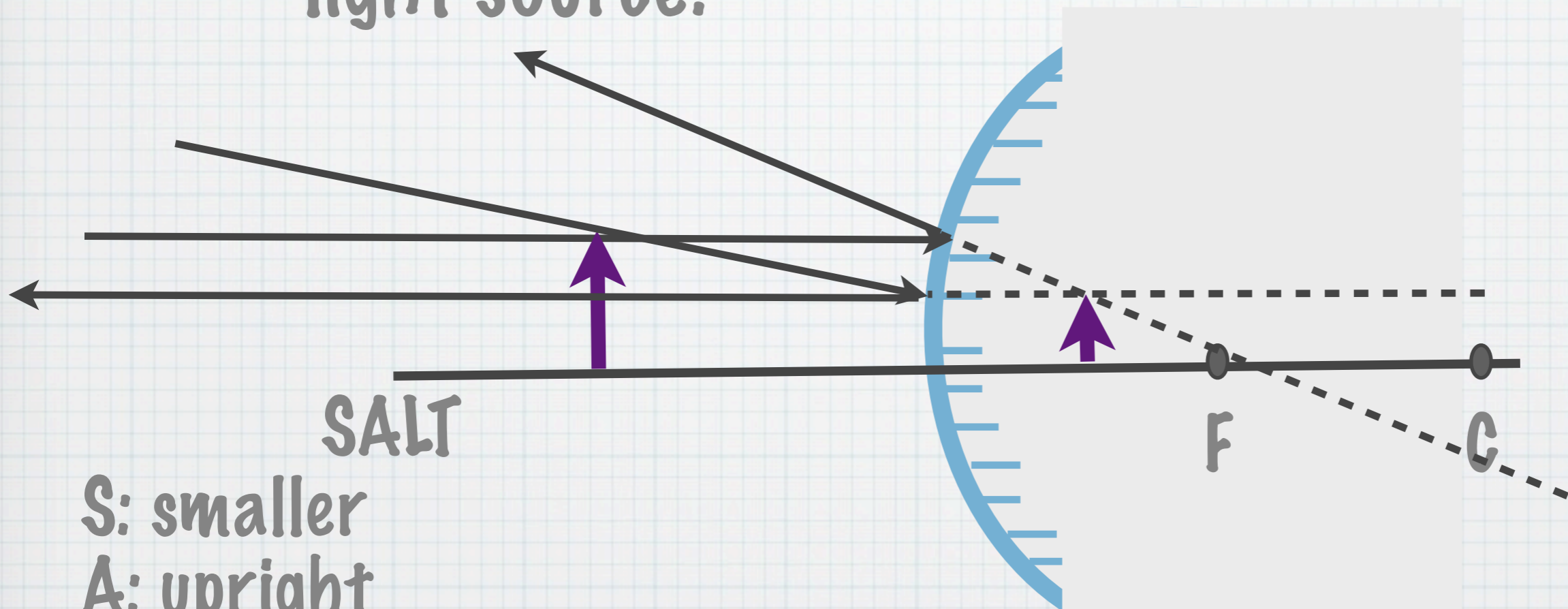
- * The parts of a convex mirror and concave mirror are the same except F and C are behind the mirror and light rays seem to come from an apparent light source.



- * The parts of a convex mirror and concave mirror are the same except F and C are behind the mirror and light rays seem to come from an apparent light source.



* The parts of a convex mirror and concave mirror are the same except F and C are behind the mirror and light rays seem to come from an apparent light source.



S: smaller
A: upright
L: Behind the mirror
T: Virtual