

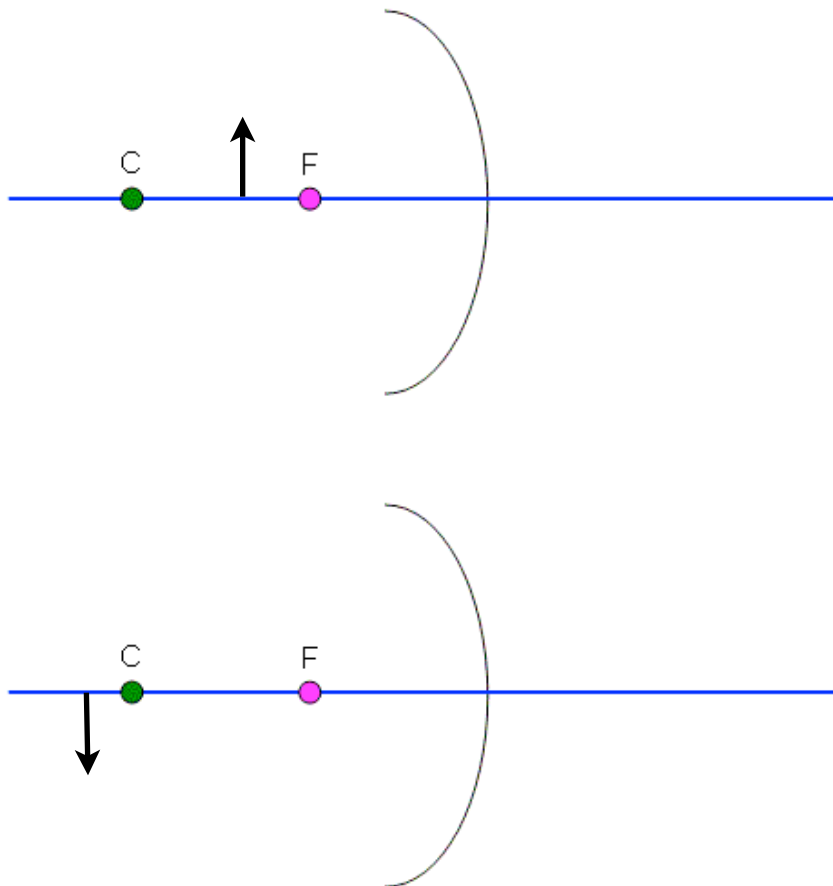
Geometric Optics Cheat Sheet

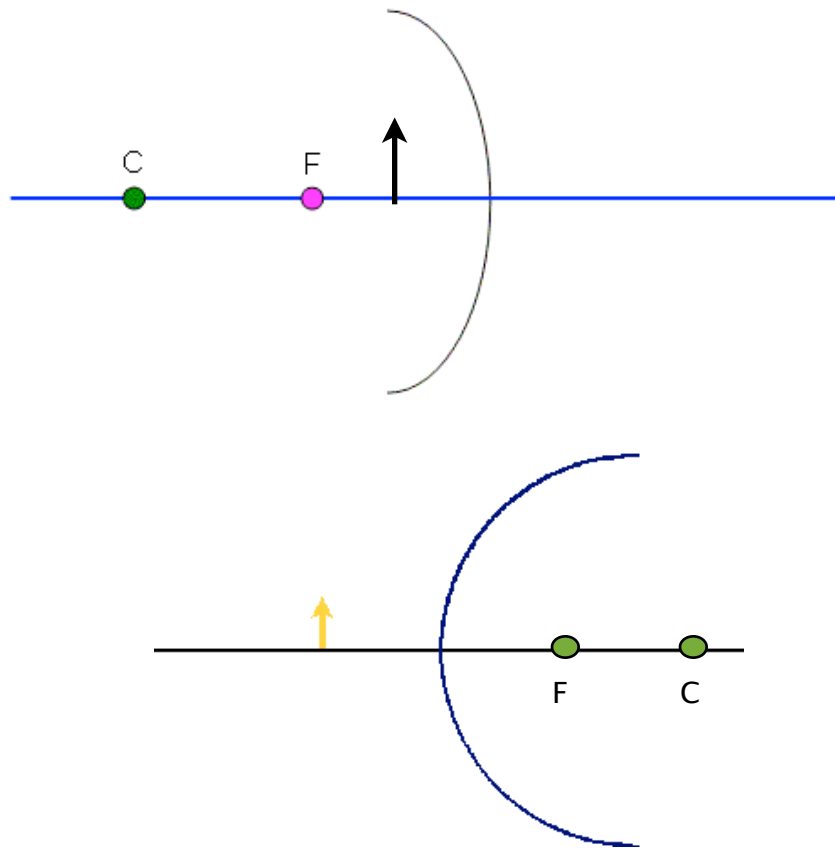
Curved Mirrors

- Two types, concave(converging) and convex (diverging)
- When locating an image, you want to draw at least two rays. You can draw a ray:
 - Leaving the top of the object and running parallel the the principal axis
 - This ray will reflect back through F
 - Leaving the top of the object and running through the focus
 - This ray will reflect back parallel
 - Travelling from the centre of curvature, touching the top of the object, and striking the mirror.
 - This ray will reflect straight back through C

Remember SALT (You should have these memorized!)

Practice:





Curved Mirror Equations

$$1/f = 1/d_o + 1/d_i$$

$$M = h_i/h_o \text{ OR } M = -d_i/d_o$$

How do I tell if an image is real or virtual?

- A real image will have a positive d_i , A virtual image will have a negative d_i

How do I tell if a mirror is concave or convex?

- A mirror with a positive focal length is concave, and object with a negative focal length is convex.

How do I determine size of object?

- If the magnification is larger than one it is larger, if it is smaller than one it is smaller.

How do I tell image is upright or inverted?

- If the magnification is positive, it is upright. If magnification is negative, it is inverted.

Example

A converging mirror has a focal length of 15 cm. An object is placed (i) 40 cm, and (ii) 10 cm from the mirror.

A candle 3.0 cm high is placed 30 cm from a converging mirror with a focal length of 20 cm. Using the mirror and magnification equations, determine the image position and its height. From these results, provide the image characteristics (S.A.L.T.)

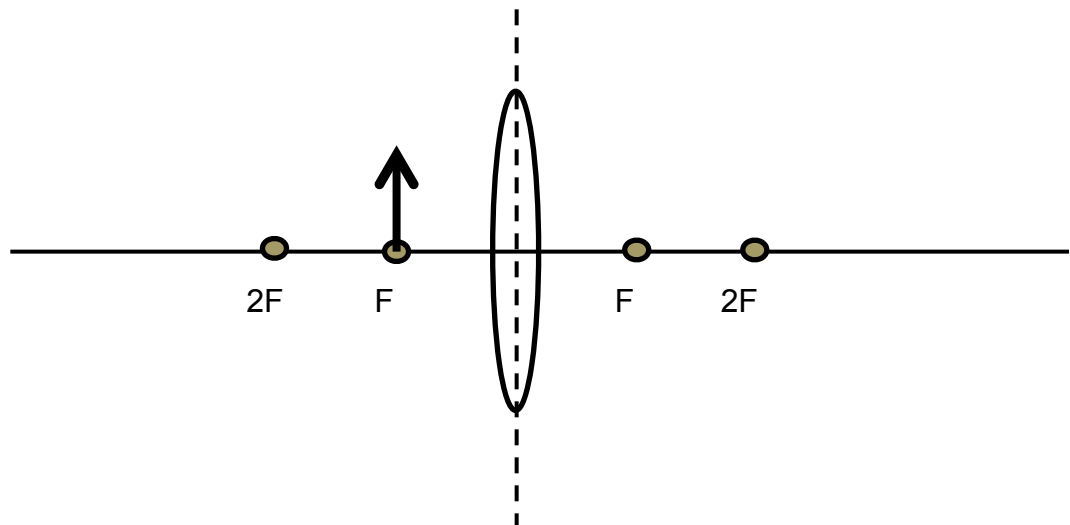
Curved Lenses

- Two types, converging and diverging
- When locating an image, you want to draw at least two rays. You can draw a ray:
 - Leaving the top of the object and running parallel the the principal axis
 - This ray will refract through F
 - Leaving the top of the object and running through the focus
 - This ray will refract through and run parallel to the principal axis
 - Travelling from the top of the object passing through the centre of the lens
 - This ray will continue to pass through the lens straight

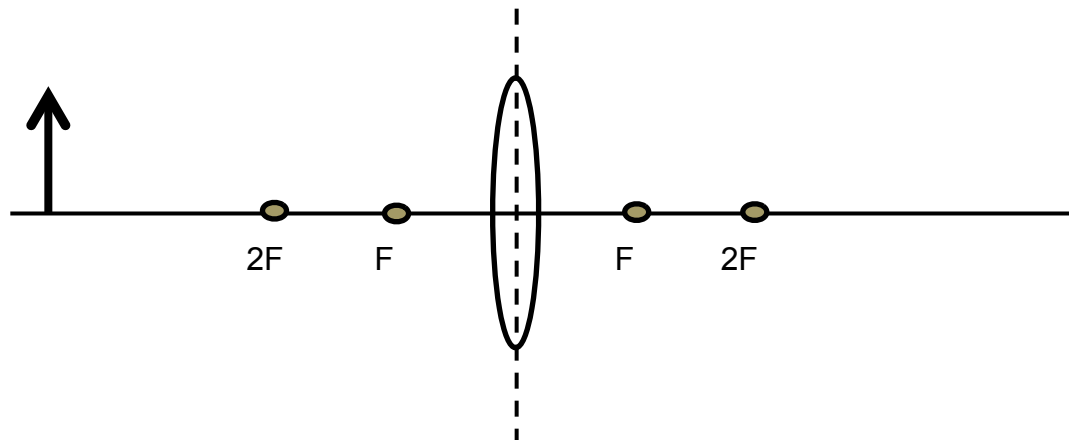
Remeber SALT, you should have this memorized!

Practice

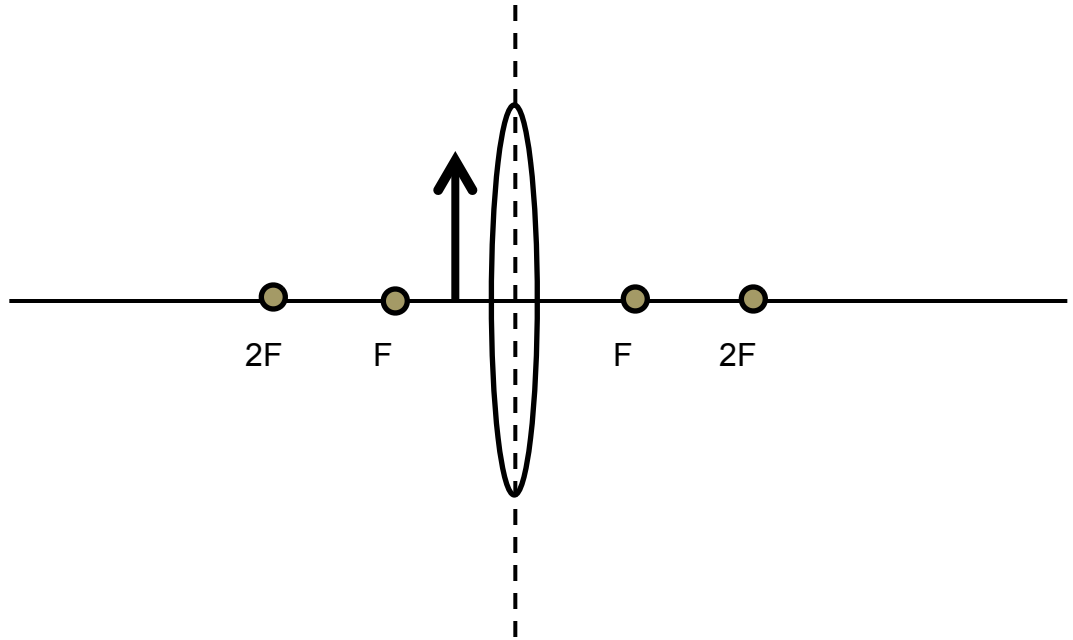
1.



2.



3.



4.

