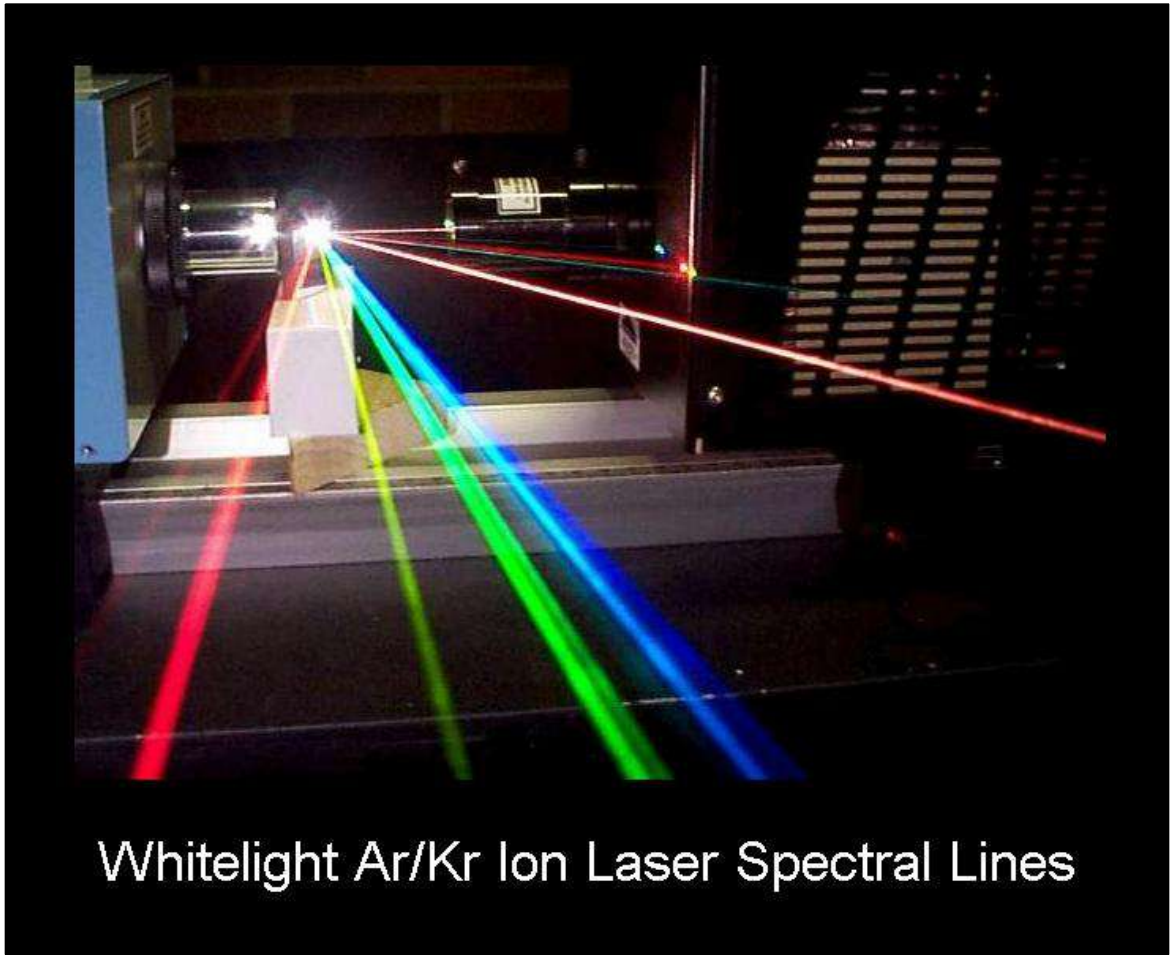
Chapter 13-2
Flat Mirrors

- http://localhost:26300/Conceptual_Physics/31_Reflection/01/sp.html

Reflection

- Light always travels in a straight line.
- However, when light hits another substance, it will change direction.
- If a material is opaque, the light will not pass through but instead bounce off.
- The change in the direction of the light is called reflection.

Reflection Speaker Demo

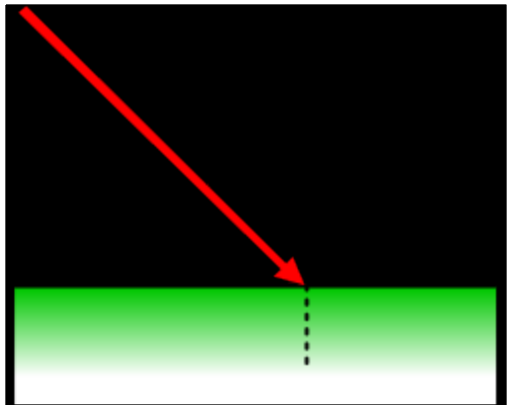


Texture of Surface

- The manner in which the light reflects depends on the surface's smoothness.
- Light that hits a rough surface is reflected in many directions. This is called diffuse reflection.
- Light reflected off a smooth surface is reflected in one direction and is called specular reflection.

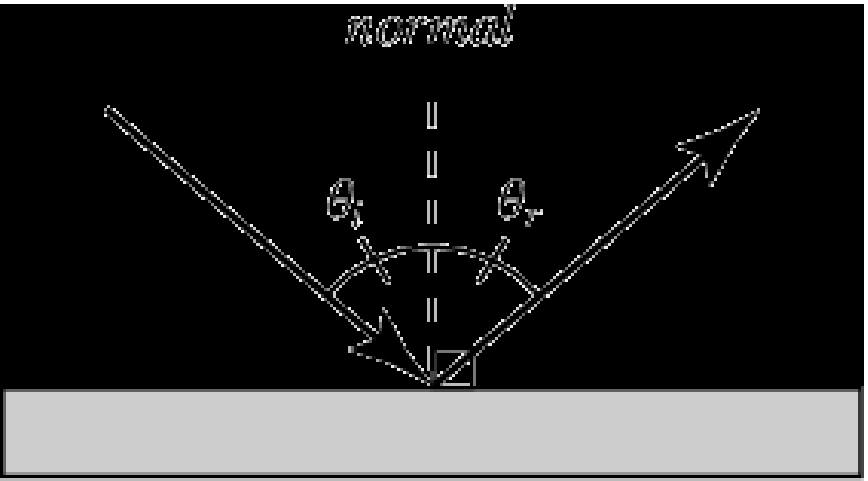
Reflected Angles

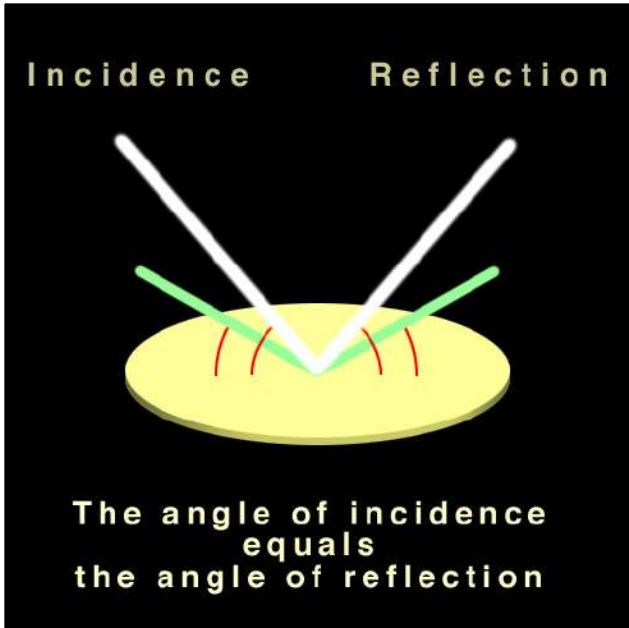
- Angle of incidence – the angle between a ray that strikes a surface and the normal to that surface at the point of contact.



Angle of Reflection

- Angle of reflection – the angle formed by the line normal to a surface and the direction which a reflected ray moves.



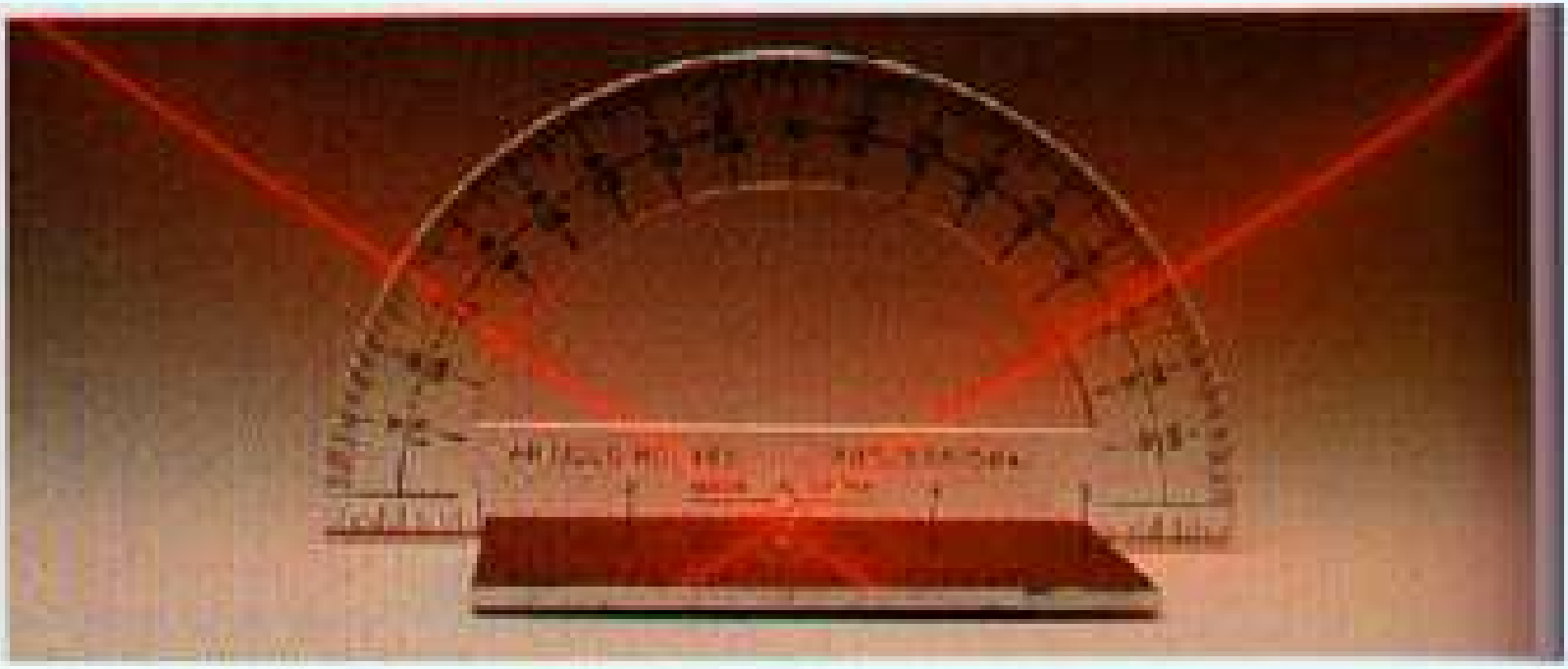


Incoming and reflected angles are equal.

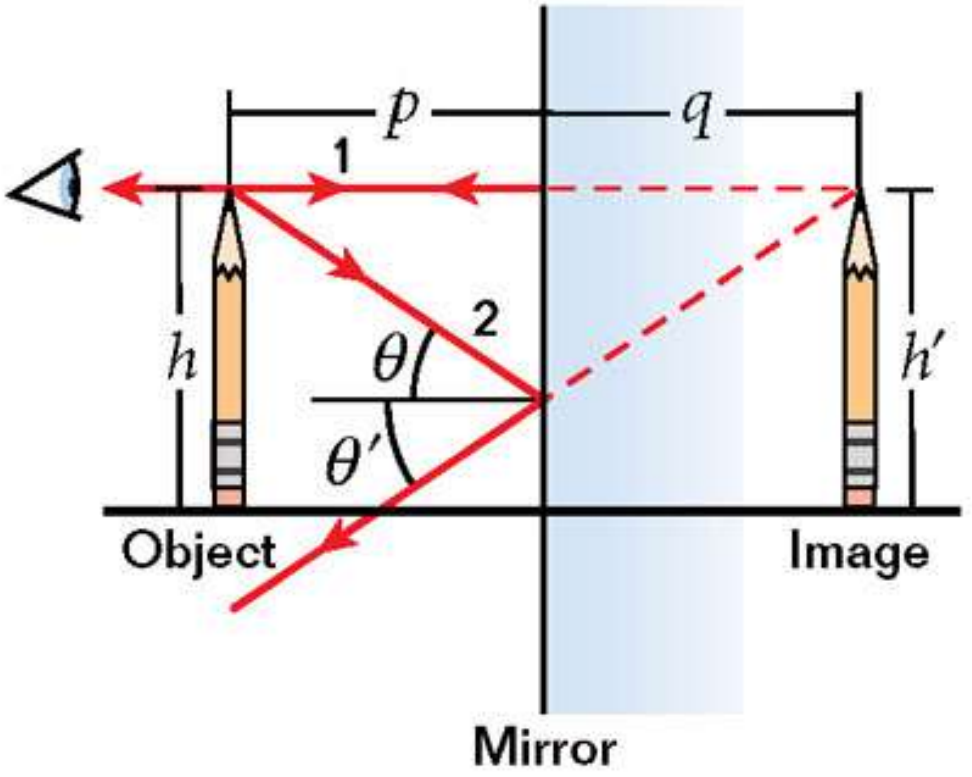
Law of Reflection

Reflection:

The angle of incidence = the angle of reflection.



Flat Mirror Reflection



Reflection Rules

- Angle 1 = Angle 2
- H1 = H1 but on opposite sides
- p = q but on opposite sides
- The image formed by a flat mirrors has right to left reversal.

Class Work Due!

- 13-2 Worksheet