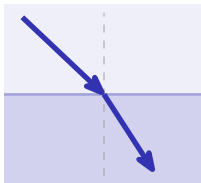


Geometric Optics

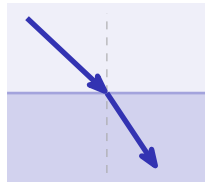
AP Physics 2 ■ Unit 13

AP Physics 2



What we will cover

- 1 Reflection
- 2 Images formed by mirrors
- 3 Refraction and Snell's law
- 4 Images formed by lenses

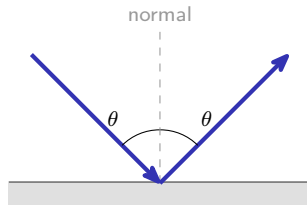




Reflection

Model light as a **ray** . The **law of reflection** : the angle of incidence equals the angle of reflection (from the **normal**).

- **specular** – smooth surface, a clear image
- **diffuse** – rough surface, scattered rays





Images formed by mirrors

Mirror equation

$$\frac{1}{s_o} + \frac{1}{s_i} = \frac{1}{f}, \quad m = -\frac{s_i}{s_o}$$

- **real** ($s_i > 0$): can be projected on a screen
- **virtual** ($s_i < 0$): only appears behind the mirror
- $m < 0$ inverted; $|m| > 1$ enlarged

Worked example

Object 30 cm, concave $f = 10$ cm:

$$\frac{1}{30} + \frac{1}{s_i} = \frac{1}{10} \Rightarrow s_i = 15 \text{ cm}$$

$$m = -\frac{15}{30} = -0.5$$

Real, inverted, half size.

Mirrors, and the number that bends light

Concave mirror

A **concave mirror** curves inward and converges light: a real inverted image beyond the focal point, a virtual upright one inside it.

Convex mirror

A **convex mirror** curves outward and diverges light – always a virtual, upright, reduced image, which is why it is used for a wide view.

The equation

$\frac{1}{s_o} + \frac{1}{s_i} = \frac{1}{f}$, with $f = R/2$ and a sign convention that decides real from virtual.

Index of refraction

The **index of refraction** $n = c/v$ says how much slower light travels in the material – and Snell's law $n_1 \sin \theta_1 = n_2 \sin \theta_2$ follows from it.

Draw two principal rays. The intersection is the image; whether the rays actually meet there decides real against virtual.



Refraction and Snell's law

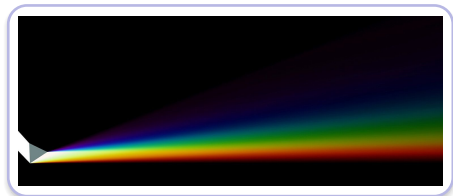
Crossing into a new medium, light changes speed and bends:

Snell's law

$$n_1 \sin \theta_1 = n_2 \sin \theta_2$$

index $n = c/v$; higher n bends light more.

Past the **critical angle** ($\sin \theta_c = n_2/n_1$): **total internal reflection** – fibre optics.



Refraction bends light at boundaries



Images formed by lenses

A **converging lens** (convex) bends parallel rays to a focus; a **diverging lens** spreads them.

Thin-lens equation

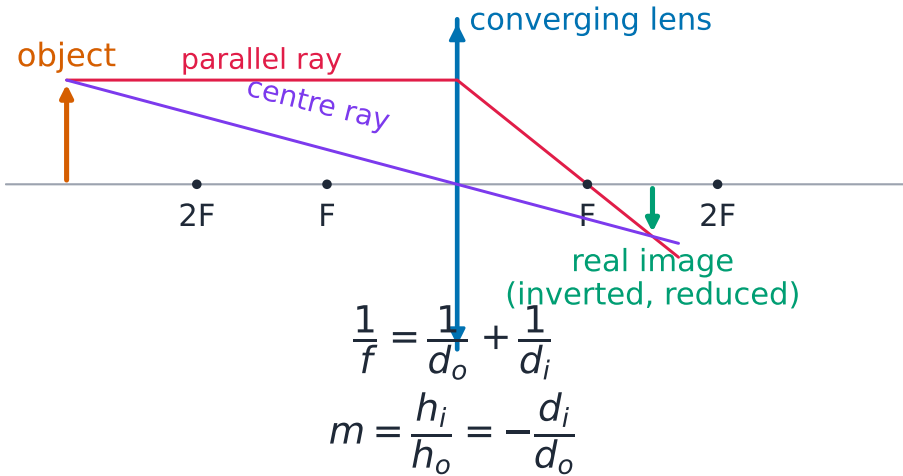
$$\frac{1}{s_o} + \frac{1}{s_i} = \frac{1}{f}$$

Same form as the mirror equation; a camera and the eye cast a real image.



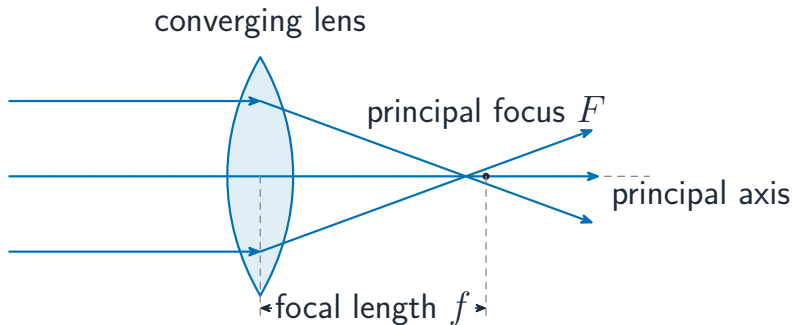
Lenses form real and virtual images

Images Formed by Lenses, continued



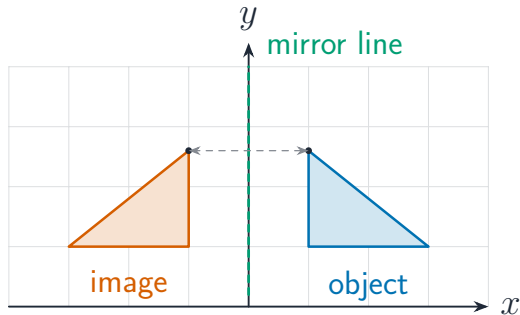
Two rays locate the image: parallel-then-focus, and straight through the centre

Images Formed by Lenses, continued (2)



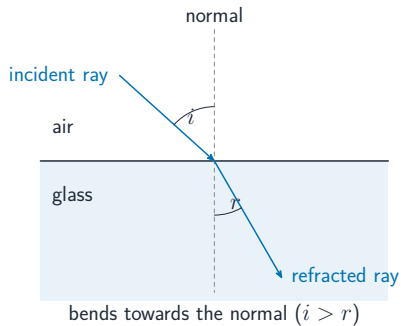
A converging lens brings parallel rays to its principal focus

Reflection, continued



The law of reflection: the angle of incidence equals the angle of reflection

Refraction



Light refracts, bending towards the normal as it enters glass

Exam tips

- Measure all angles from the **normal**, not the surface.
- Light entering a **denser** medium (larger n) bends **toward** the normal; use Snell's law $n_1 \sin \theta_1 = n_2 \sin \theta_2$.
- Total internal reflection happens only going into a **less** dense medium, beyond the critical angle ($\sin \theta_c = 1/n$).
- For mirrors and lenses use $\frac{1}{d_o} + \frac{1}{d_i} = \frac{1}{f}$ and $m = -d_i/d_o$: a **positive** d_i is a real image, negative is virtual.
- $n = c/v$, so a bigger index means a slower speed of light in the material.



Unit 13 – key takeaways

1

Reflection

angle in = angle out from the normal

2

Mirrors

$$1/s_o + 1/s_i = 1/f, m = -s_i/s_o$$

3

Refraction

$n_1 \sin \theta_1 = n_2 \sin \theta_2$; TIR past the critical angle

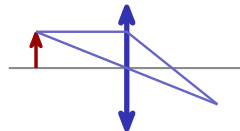
4

Lenses

same thin-lens equation; converging casts a real image

Check yourself

- 1 A ray hits a mirror at 25° to the normal – at what angle does it leave?
- 2 A negative magnification means the image is...?
- 3 Light enters a denser medium – does it bend toward or away from the normal?
- 4 What effect makes fibre-optic cables work?



Answers 1. 25° 2. inverted 3. toward the normal 4. total internal reflection