

Graphical Determination of Image Location
Draw principle rays

- From object to mirror, through center -
From there (mirror) through center

Draw principle rays

- From object to mirror, parallel to principle axis -
From there (mirror) through focus
- From object to mirror, through focus -
From there (mirror) parallel to principle axis
- From object to mirror, through center -
From there (mirror) through center

Calculation of Image Location

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f}$$

Calculation of Image Location

$$\frac{1}{8} + \frac{1}{s'} = \frac{1}{2}$$

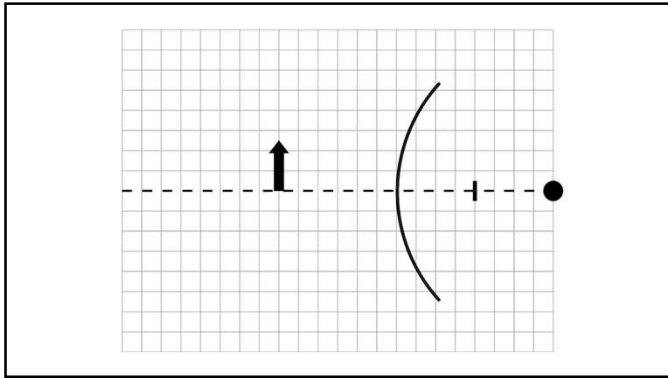
The diagram shows a concave mirror on the right. A horizontal dashed line represents the principal axis. A red arrow representing the object is placed to the left of the mirror at a distance $s=8$. The focal length $f=2$ is marked between the mirror and the focal point. The image, also a red arrow, is formed between the mirror and the focal point at a distance $s' = \frac{8}{3}$.

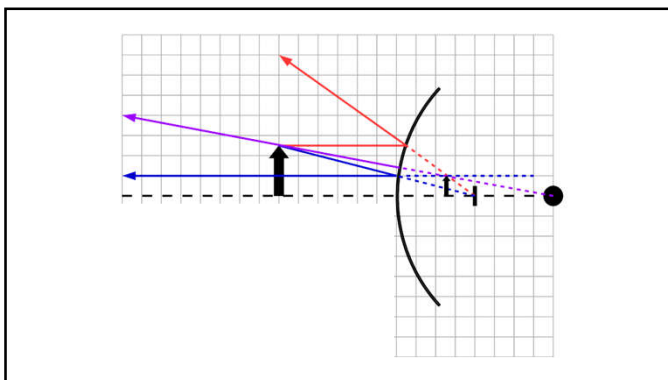
Example: a dime (height is 1.8 cm) is placed 100 cm away from a concave mirror. The image height is 0.9 cm and the image is inverted. What is the focal length of the mirror.

Convex Spherical Mirrors

Same rules with $R < 0$ and $f < 0$.

The diagram shows a convex spherical mirror on a grid. The principal axis is a horizontal dashed line. The mirror is a curved line on the left side of the grid. The focal point is marked with a black dot on the principal axis to the right of the mirror.





Convex Spherical Mirrors

Image is virtual, upright, and smaller than object.

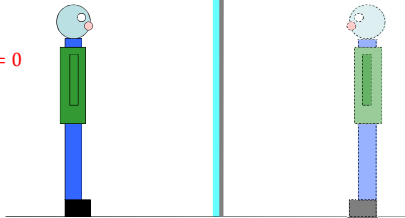
Example: a convex rearview car mirror has a radius of curvature of 40 cm. Determine the location of the image and its magnification for an object 10 m from the mirror.

Plane Mirrors

A plane mirror can be treated as a concave mirror with an infinite radius of curvature.

$$\frac{1}{s} + \frac{1}{s'} = \frac{1}{f} = \frac{2}{R} = \frac{2}{\infty} = 0$$

$$s = -s'$$



Additional Examples

An additional file is provided on the lecture web page including each possible type of image due to a concave spherical mirror.
