5 Optics

5.1 Refraction of Light

When considering the effect of lenses or mirrors on the path of light, we draw diagrams using **light** rays and normals.

- Light rays represent the direction of travel of wavefronts.
- The **normals** is an imaginary line <u>perpendicular to a boundary</u> between two materials or a surface.

Refraction is the <u>change of direction</u> that occur when light **passes at an angle** across a boundary between two **transparent substances**. When entering a glass block from air, the light ray bends

- Towards the normal when it passes from air into glass.
- Away from the normal when it passes from glass into air.

No refraction takes place if the incident light ray is along the normal.

At a boundary between two transparent substances, the ray bends towards the normal if it passes into a more dense substance.

Investigating Refraction by Glass

- 1. Use a ray box to direct a light ray into a rectangular glass block at different angles of incident at point P on one of the sides.
- 2. For each angle of incidence, mark point Q where the light leaves the block.

The **angle of incidence** is the angle between the incident light ray and the **normal** at the point of incident. The **angle of reflection** is the angle between the refracted light ray and the normal at the point of incident.

- The angle of diffraction r is always less than the angle of incident i.
- Snell's law: the ratio $\sin i / \sin r$ is the same for each light ray.
 - The ratio is referred to as the **refractive index** n of glass.

refractive index of the substance
$$n = \frac{\sin i}{\sin r}$$

Partial reflection also occur when a light ray in air enters any refractive substance.

The angle of refraction of the light ray emerging from a rectangular glass block is the same as the **angle of incidence** of the ray entering the block.

- The two side of the block are **parallel to each other**.
- Refractive index when entering the glass is n, when leaving the glass is 1/n, so the combined effect is n = 1.