# Geometric Optics

# Adam Kelly

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# 1 Terms

#### DEFINITION

#### Self-luminous.

Having in itself the property of emitting light.

#### **DEFINITION**

# Speed of Light.

The constant speed at which light travels when emitted from a source, around 300,000 kilometres per second

# DEFINITION

#### Photocell.

An electronic component in a solar panel that produces electric current from light.

#### DEFINITION

#### Crookes Radiometer.

A device that converts light energy into kinetic energy by moving a paddle wheel inside a glass jar.

# DEFINITION

#### Diverging Beam.

A beam of light that spreads out from a source at a different angle to other beams from the same source

# DEFINITION

# Converging Beam.

Beams of light that converge on, i.e. come to a common point, from the same source.

#### **DEFINITION**

#### Parallel Beam.

Beams of light are parallel beams, which are beams that remain equidistant from one another as they are emitted from a source.

# DEFINITION

#### Reflection.

The phenomenon by which light bounces off a substance at a particular angle.

## DEFINITION

## Diffuse Reflection.

Reflection where the beam being reflected bounces in all directions after being reflected.

# DEFINITION

# Regular Reflection.

The reflection where the angle of incidence, i.e. the angle that the light hits the reflective substance, equals the angle of reflection.

## DEFINITION

# Virtual Image.

An image formed by the \*\*apparent intersection of Rays\*\*. A virtual image \*\*cannot\*\* be formed on a screen.

# 2 Laws Of The Reflection Of Light

- 1. The incident ray, the normal at the point of incidence and the reflected ray all lie in the same plane
- 2. The angle of incidence is equal to the angle of reflection (i = r)

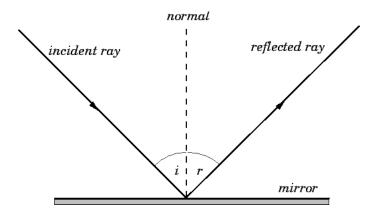


Figure 1: A diagram of the laws of the reflection of light

# 3 Images in Plane Mirrors

Images in plane mirrors have these properties

- Virtual
- Upright
- The same distance behind the mirror as the object is in front of the mirror