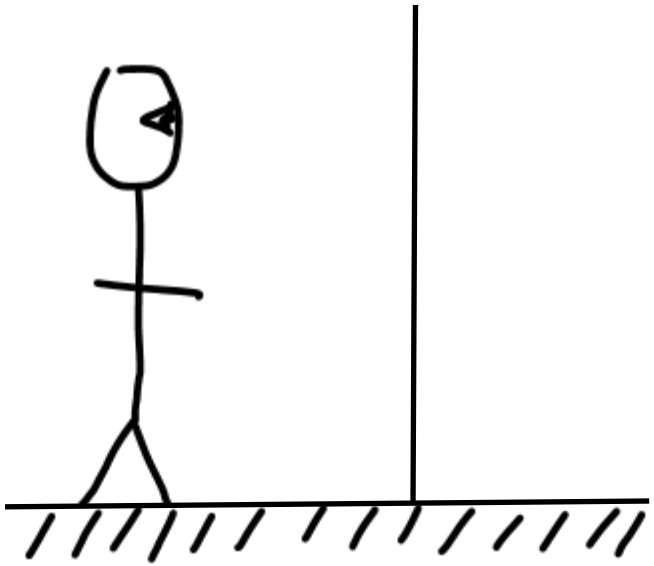
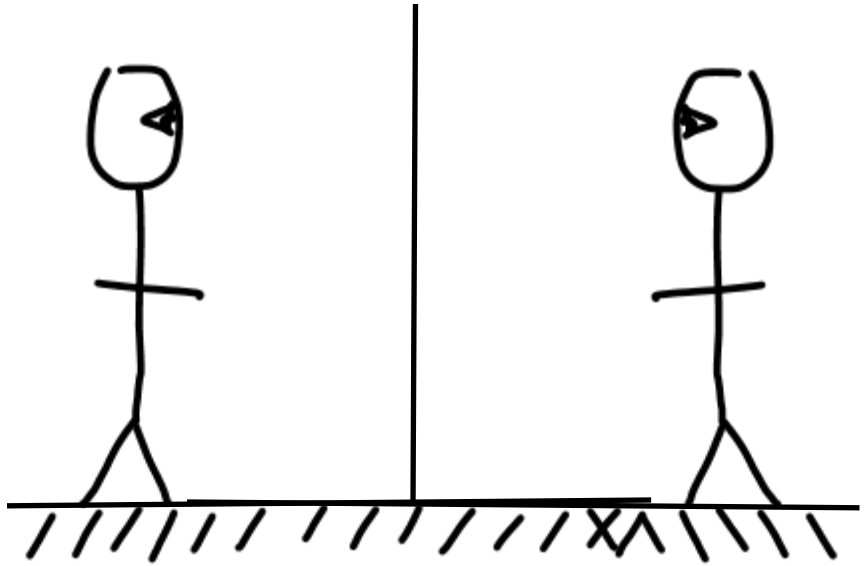
Two equivalent models of how a mirror works

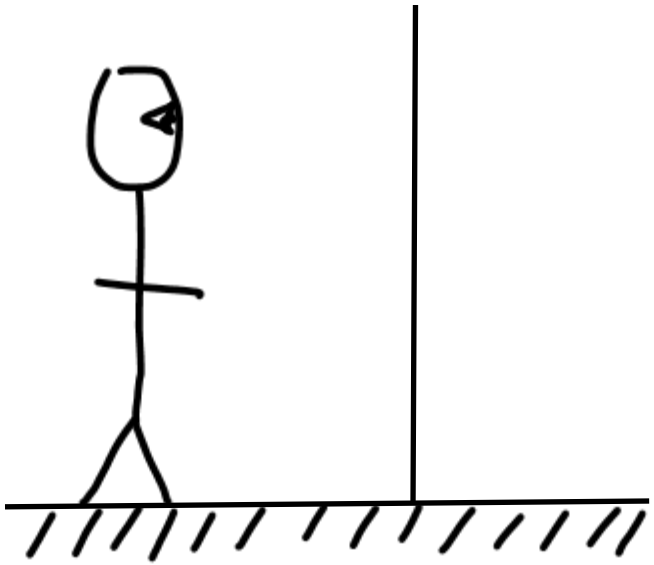


"Wow it's me in the mirror"

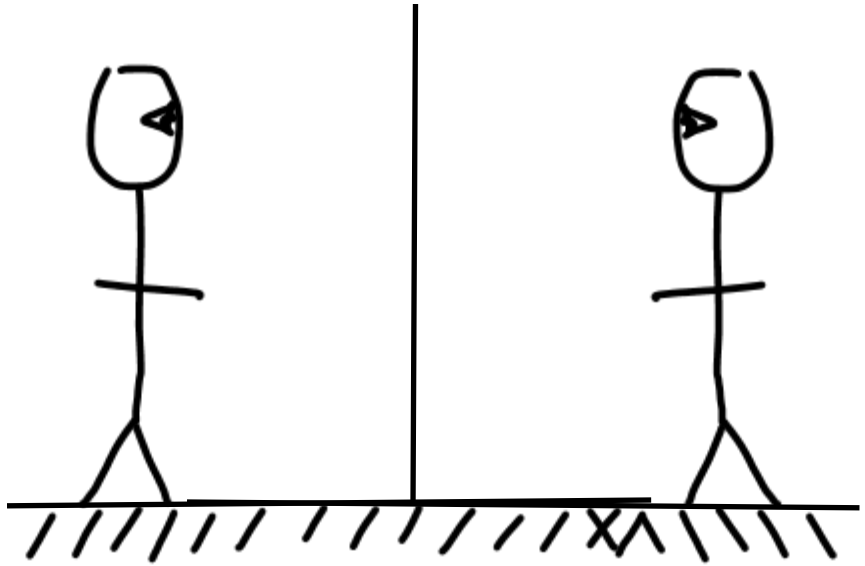


"My twin stands behind this window at an equal distance."

Two equivalent models

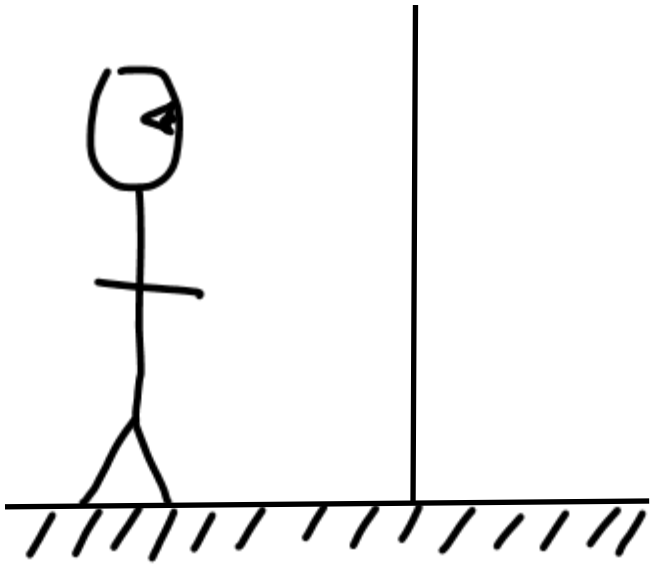


"Wow it's me in the mirror"

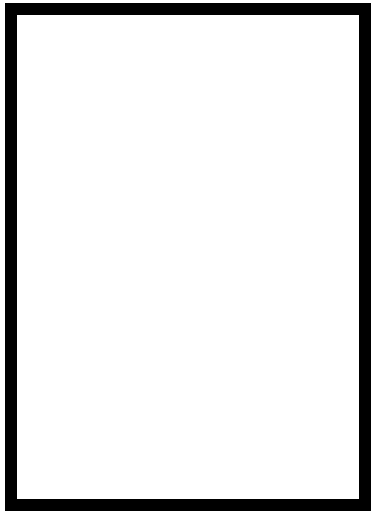


"My twin stands behind this window at an equal distance."

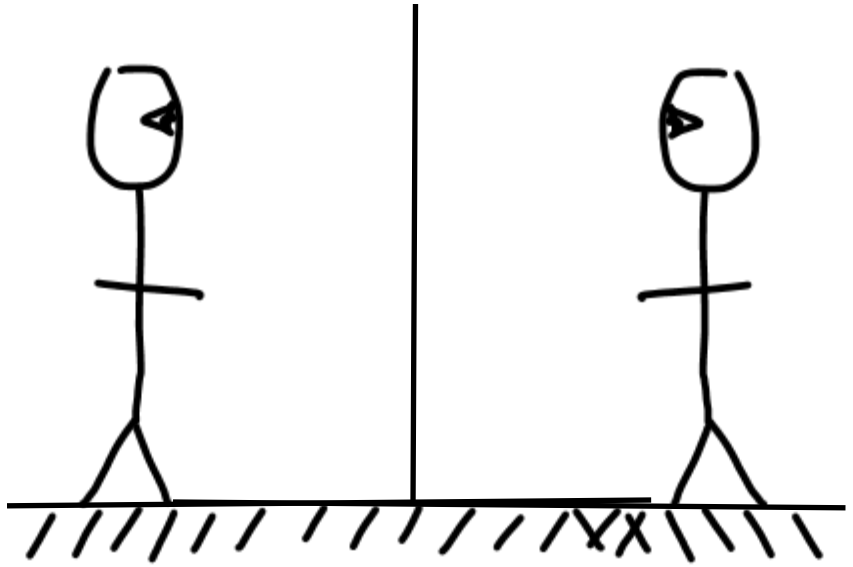
Two equivalent models



"Wow it's me in the mirror"

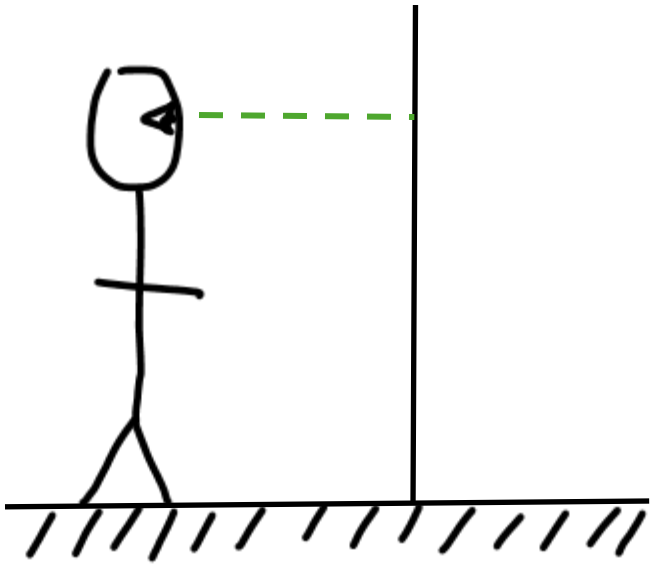


Mirror/window image

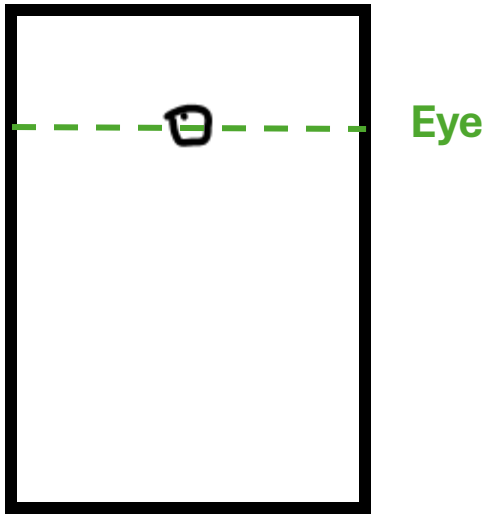


"My twin stands behind this window at an equal distance."

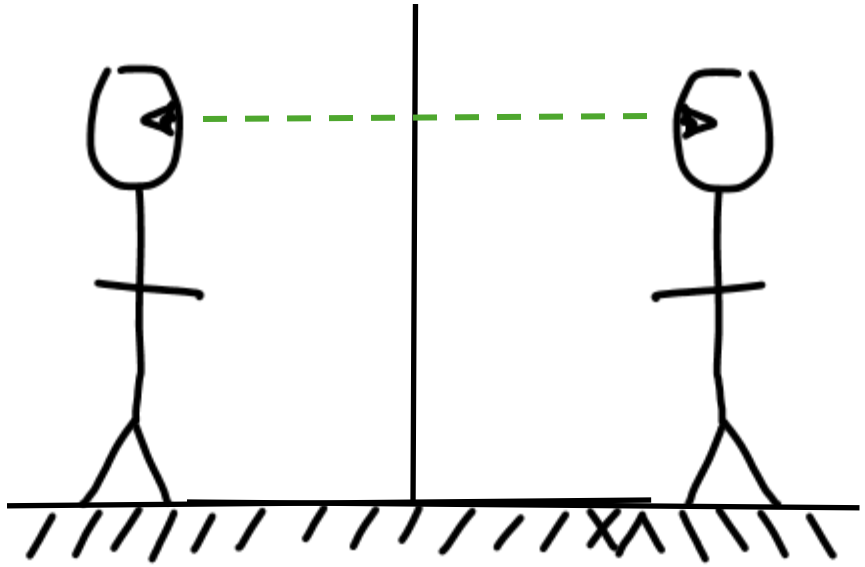
Two equivalent models



"Wow it's me in the mirror"

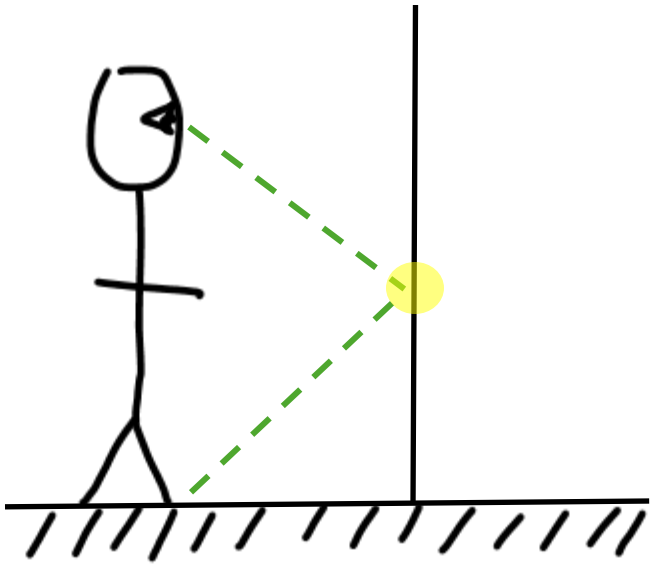


Mirror/window image

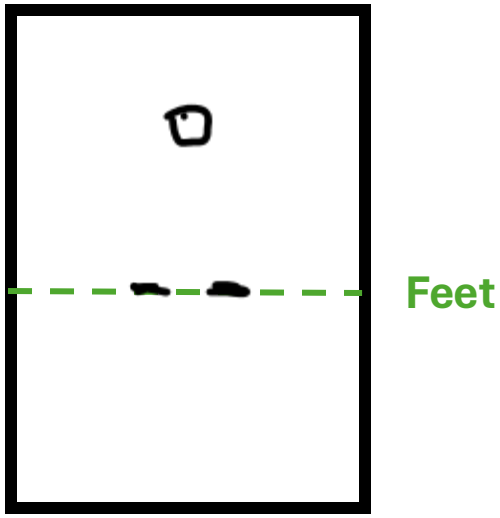


"My twin stands behind this window at an equal distance."

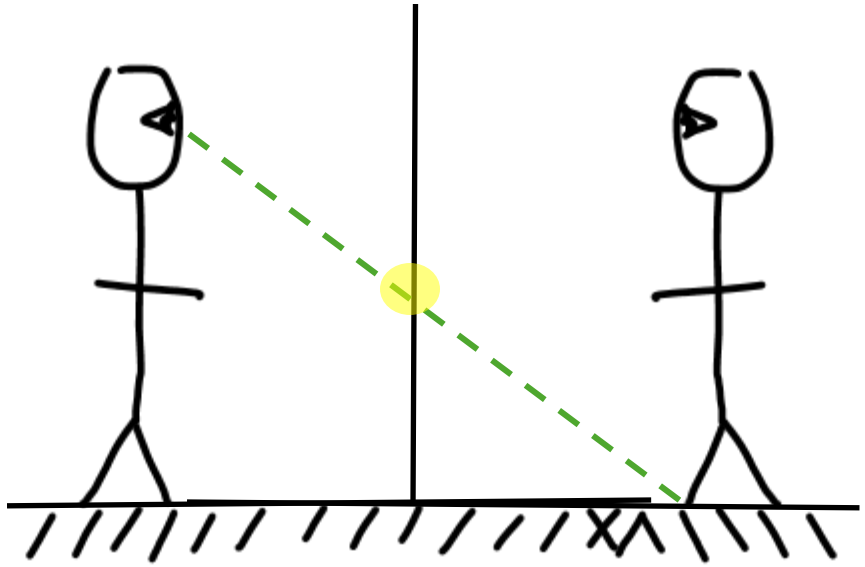
Two equivalent models



"Wow it's me in the mirror"

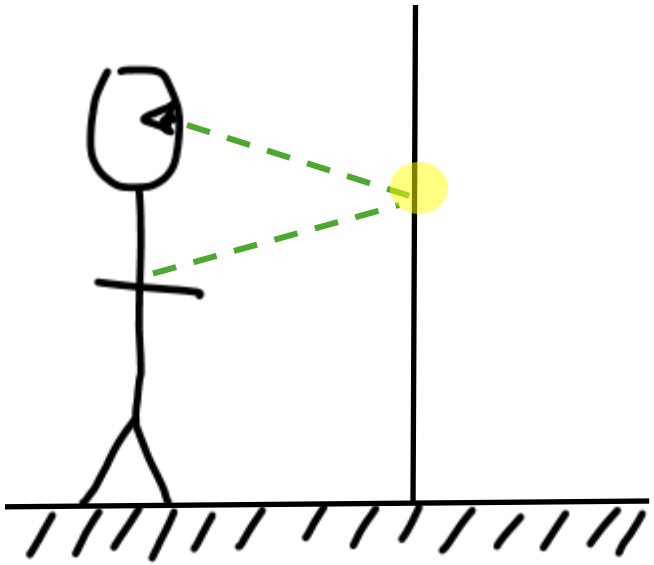


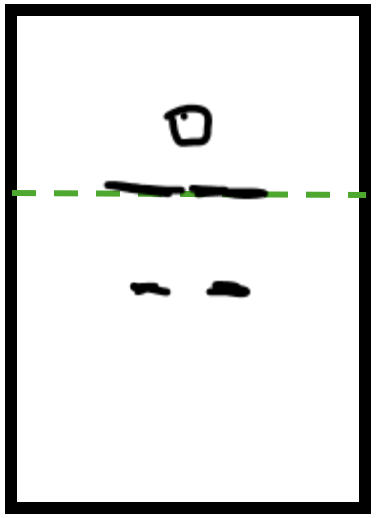
Mirror/window image



"My twin stands behind this window at an equal distance."

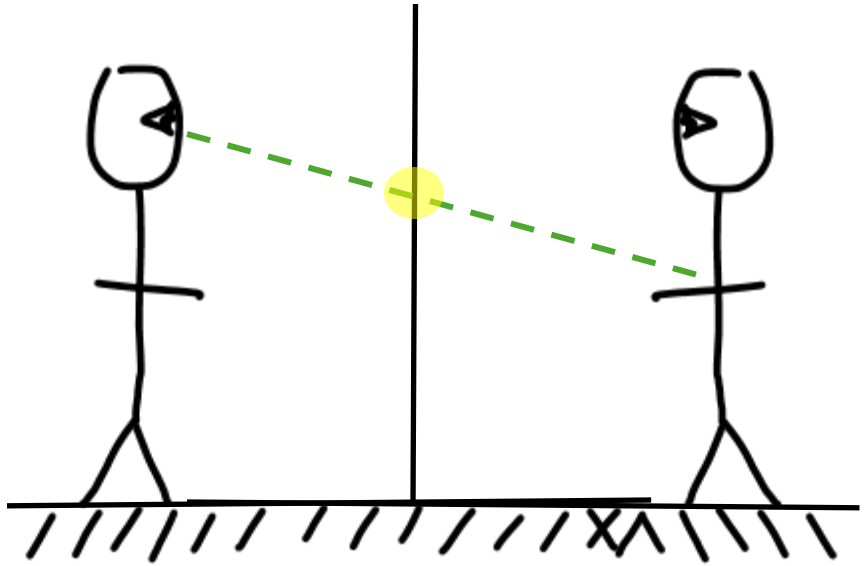
Two equivalent models





Arms

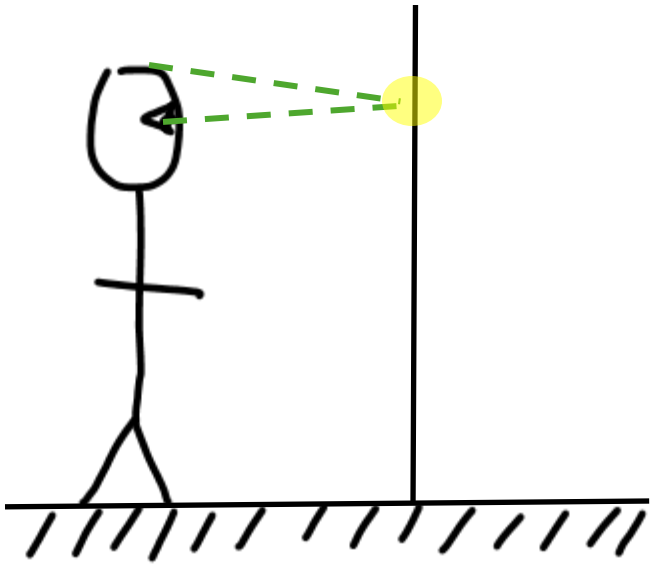
Mirror/window image



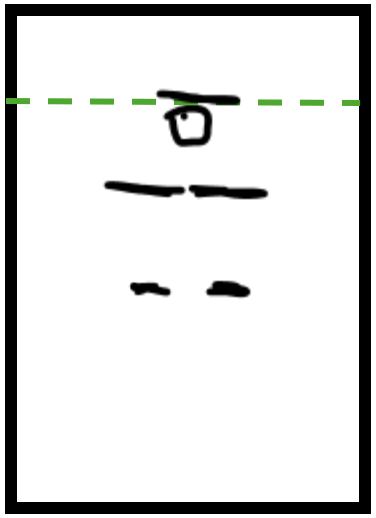
"Wow it's me in the mirror"

"My twin stands behind this window at an equal distance."

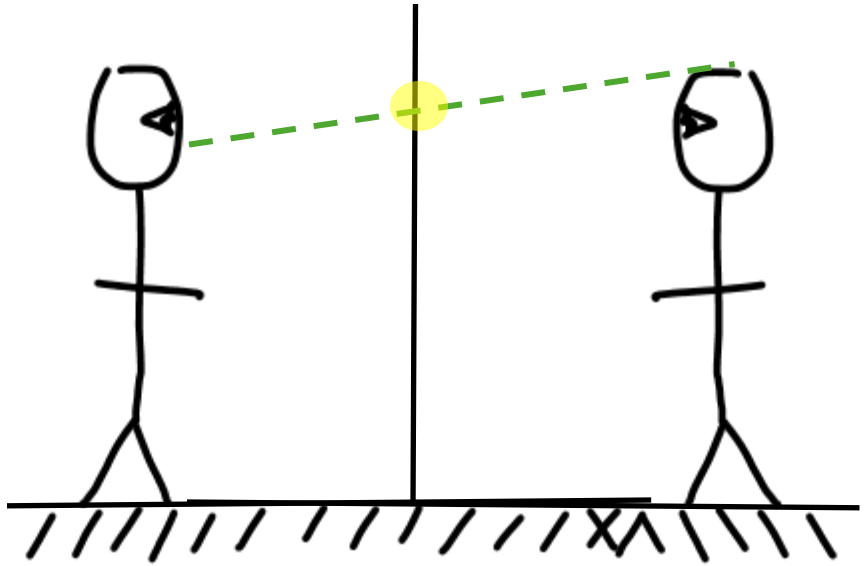
Two equivalent models



"Wow it's me in the mirror"

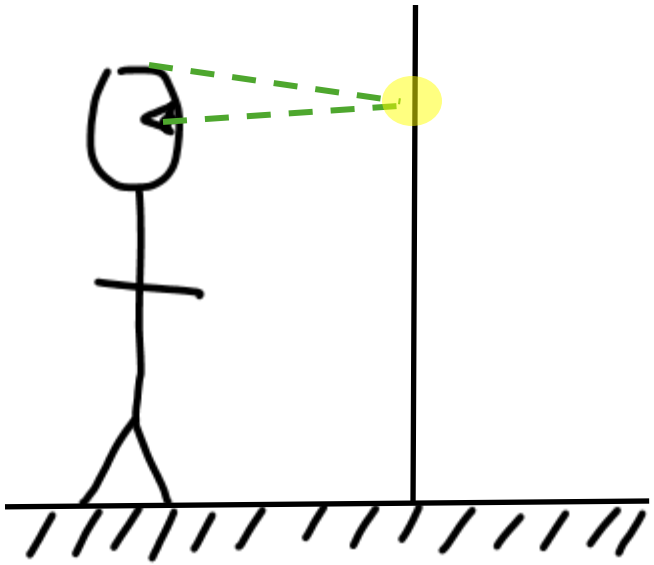


Mirror/window image

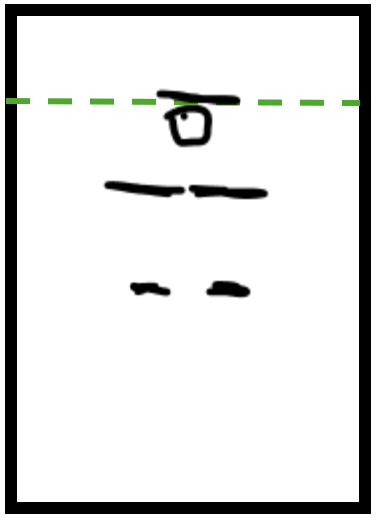


"My twin stands behind this window at an equal distance."

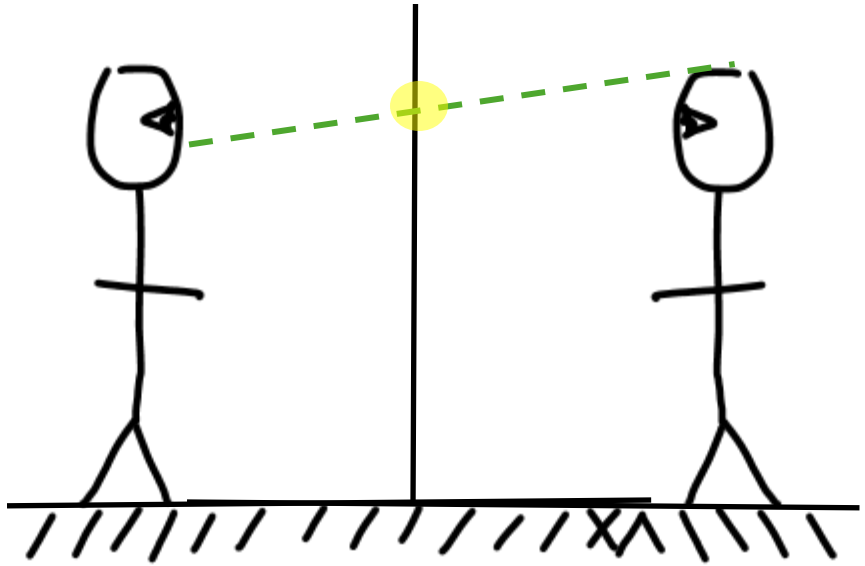
Two equivalent models



"Wow it's me in the mirror"



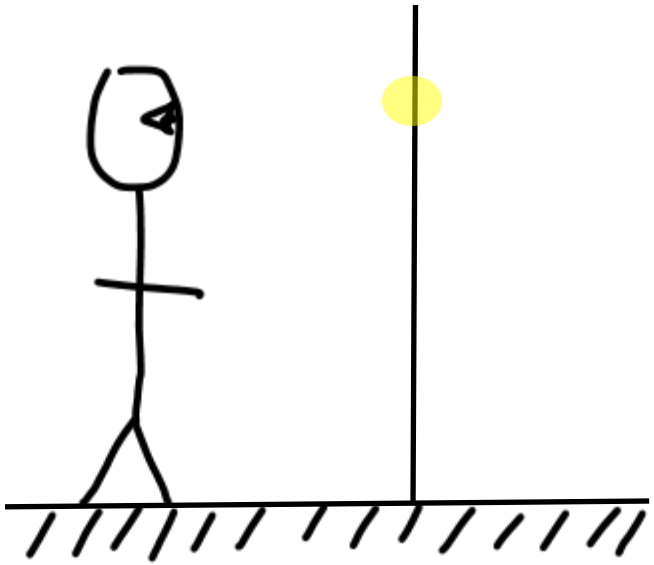
Mirror/window image



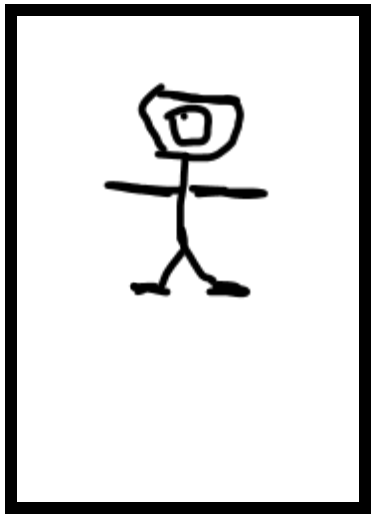
"My twin stands behind this window at an equal distance."

The mirror image of each body part is always midway up or down to the actual physical body part.

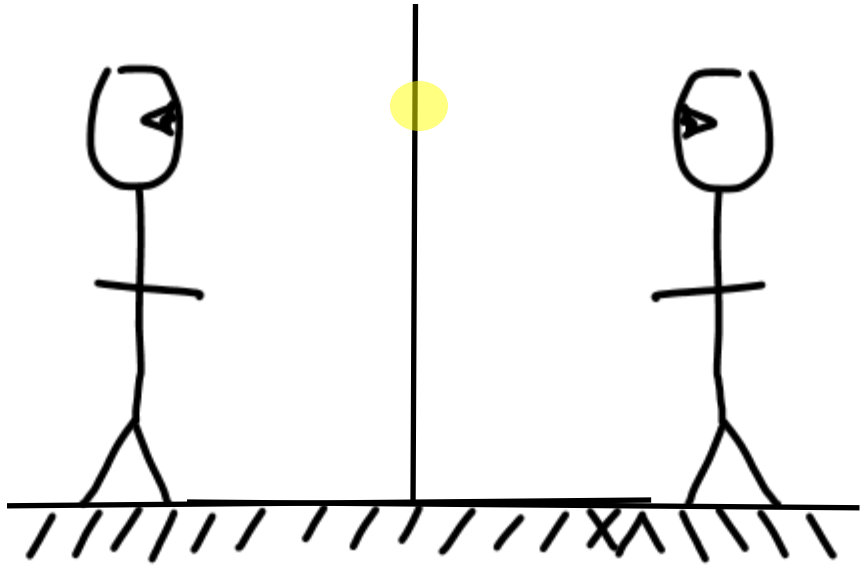
Two equivalent models



"Wow it's me in the mirror"



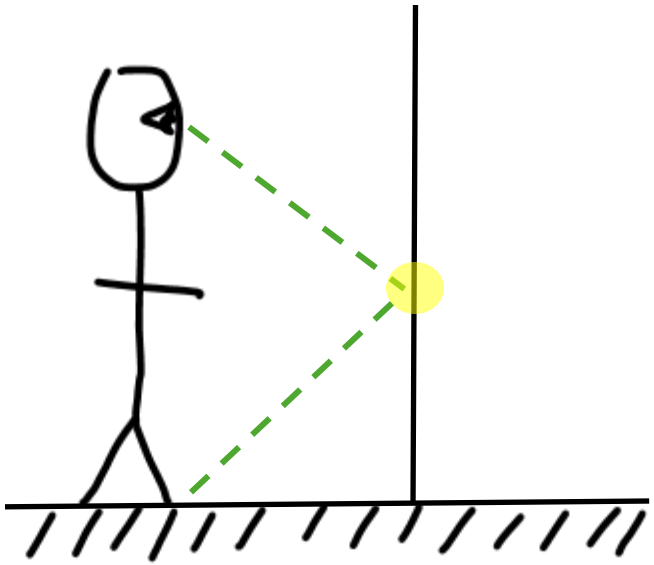
Mirror/window image

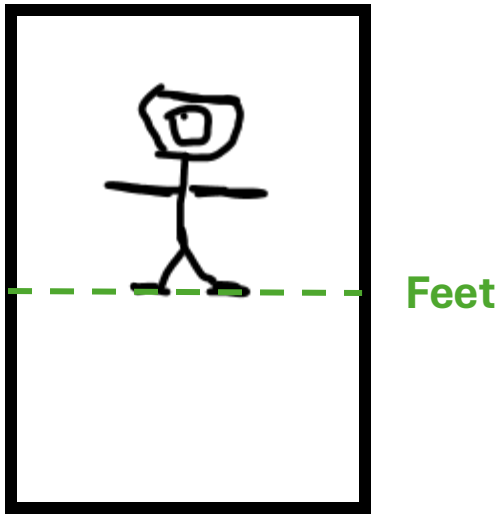


"My twin stands behind this window at an equal distance."

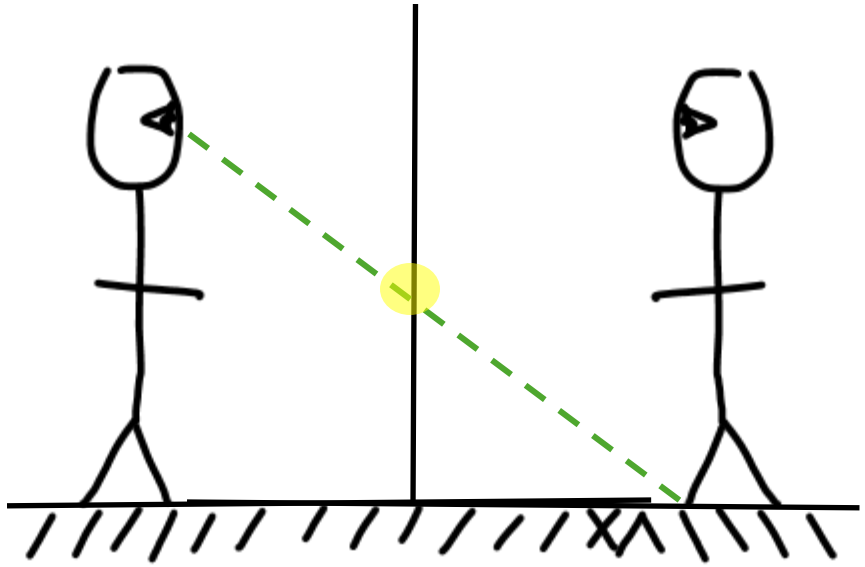
Rest of the picture

Two equivalent models





Mirror/window image

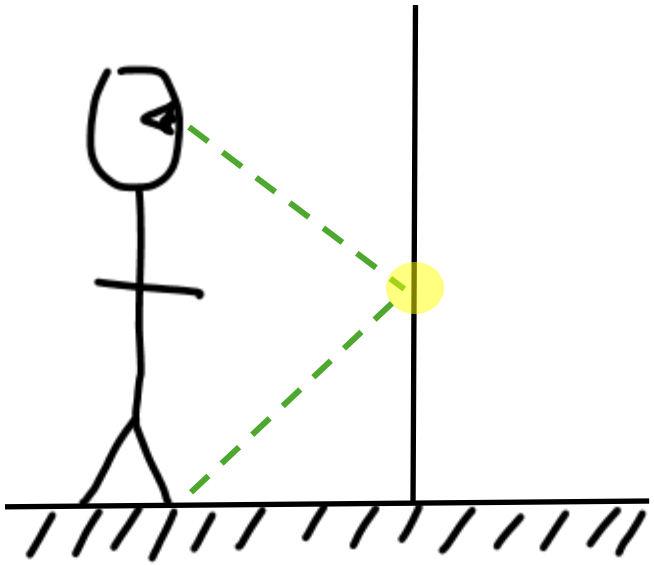


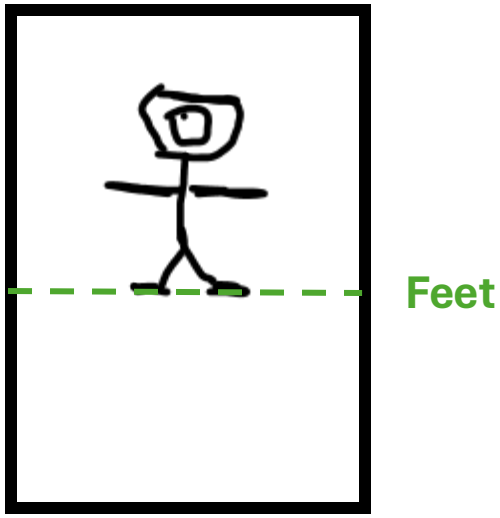
"Wow it's me in the mirror"

Boring Principle:
Reflect the light ray.
Scene remains unchanged.

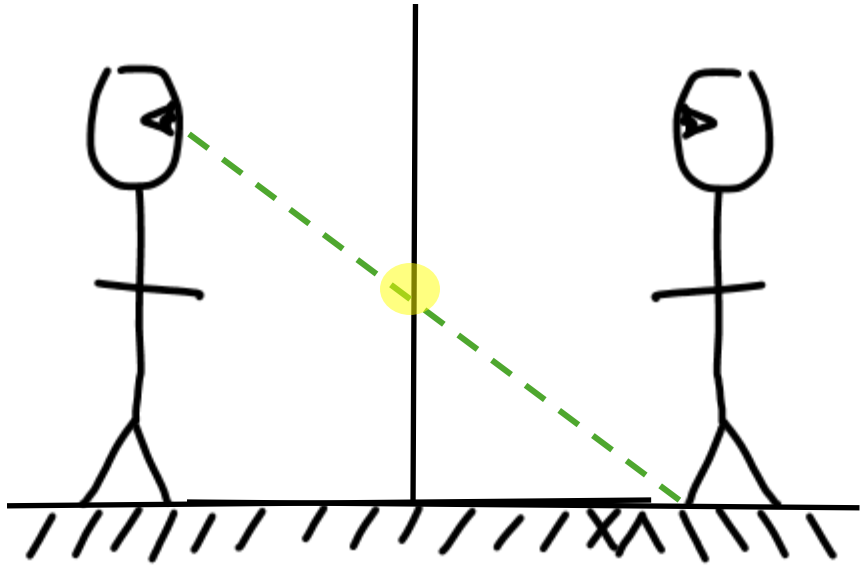
"My twin stands behind this window at an equal distance."

Two equivalent models





Mirror/window image



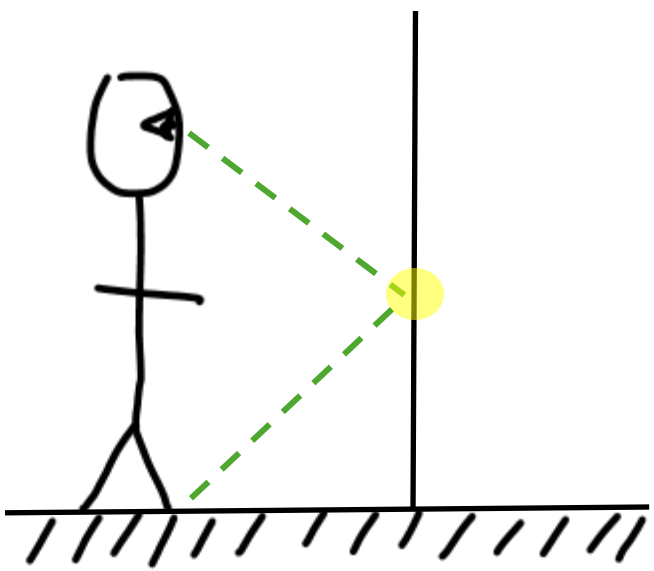
"Wow it's me in the mirror"

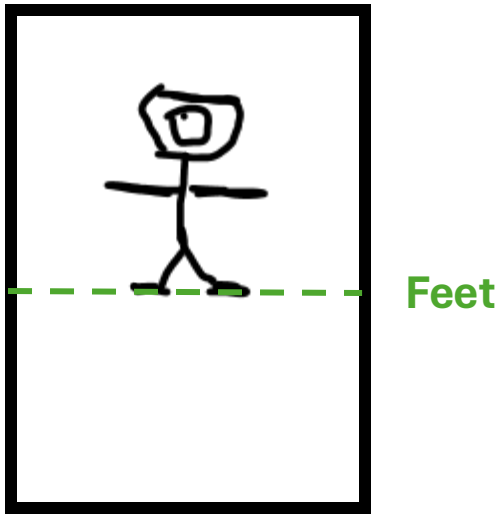
Boring Principle:
Reflect the light ray.
Scene remains unchanged.

"My twin stands behind this window at an equal distance."

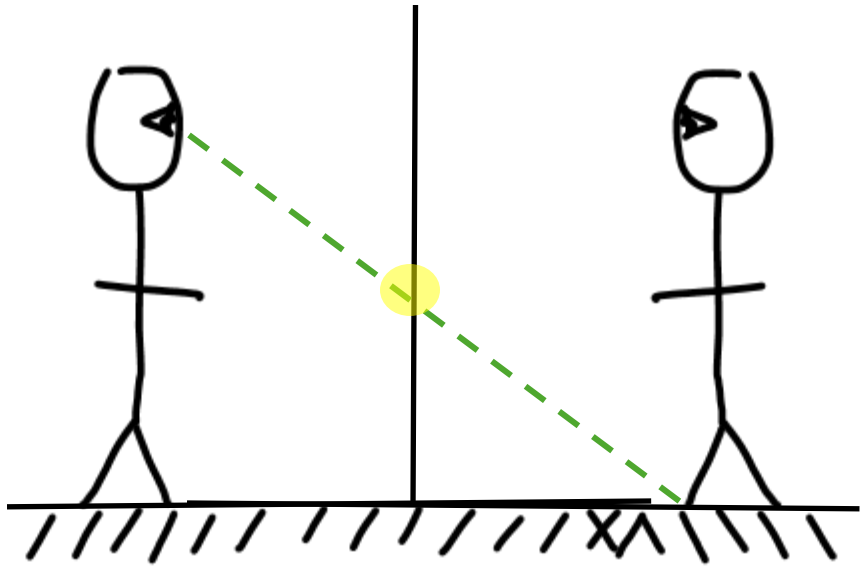
The Awesome Reflection Principle:
Don't reflect the light ray.
Reflect the scene across mirror instead.

Two equivalent models





Mirror/window image



Reflection Principle.

When a light ray (billiard ball, etc.) hits a mirror or wall, don't reflect the ray, reflect the scene across the mirror or wall instead.