

Models of light

Wave Model

- Used to explain different types of light - Electromagnetic Spectrum
- Used to explain colour - different colours = different energies

Ray Model of Light

- A ray is an arrow
- Light travels in a straight line
- Light behaves in very predictable ways.
- We can use a **ray** to explain what happens when how light interacts with matter

Opaque

translucent

transparent

Reflection smooth surface

Reflection rough surface

refraction

Shadows

Umbra - Dark region, no light at all

Penumbra - Some of the light blocked but not all

Point Source - all rays of light leave a specific spot

Large Source - rays of light leave from different areas

Object - An opaque non luminous structure

Ex. Point Source	Ex. Large source

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