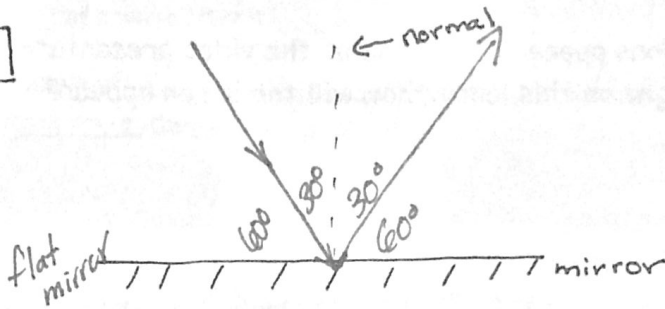


Pre-lab Notes

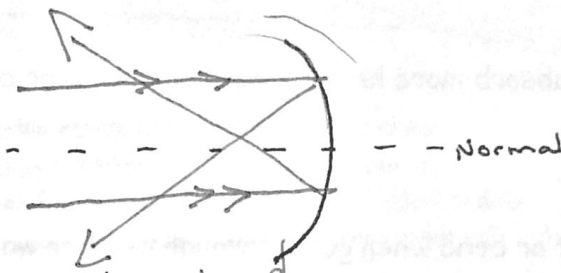
Law of Reflection: ^(comes in) Angle of incident = Angle of Reflection
 - so the angle it comes in at from the normal is the angle from the normal it will reflect back

Reflecting Light

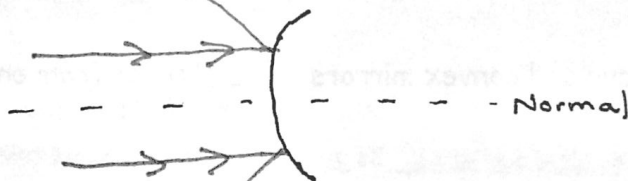
↳ bouncing off



1) Concave mirror: bends inward

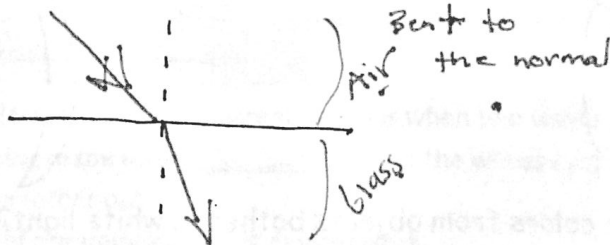


2) Convex Mirror: bends outward

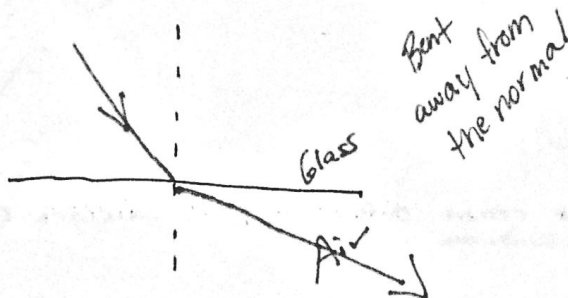


Refraction of Light: bending of the light waves as they travel from one medium to the next ^(substance)

1) Less dense medium into a more dense medium



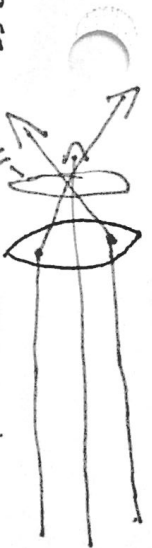
2) Dense medium into a less dense medium



that has light passes through a medium (substance) a curved surface that will bend light

Lenses

1) Converging Lens: rays are bent inward



2) Diverging Lens: rays are bent outward

