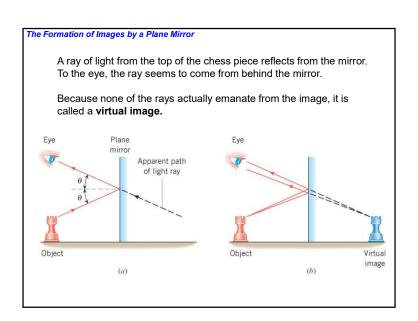
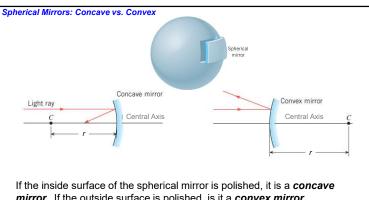
The Formation of Images by a Plane (Flat) Mirror Left hand hand of image

The person's right hand becomes the image's left hand.

The image properties:

- 1. It is upright.
- 2. It is the same size as the person (object).
- 3. The image is as far behind the mirror as the person (object) is in front.
- 4. The image is a virtual image.

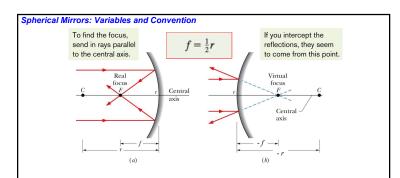




mirror. If the outside surface is polished, is it a *convex mirror*.

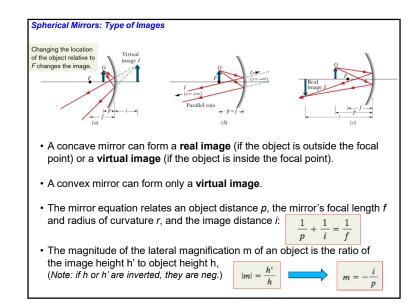
The law of reflection applies, just as it does for a plane mirror.

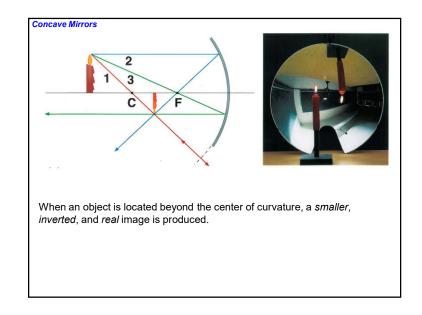
The *central axis* of the mirror is a straight line drawn through the center and the midpoint of the mirror.

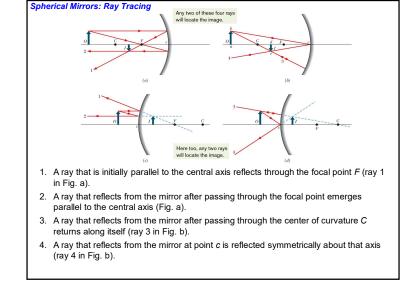


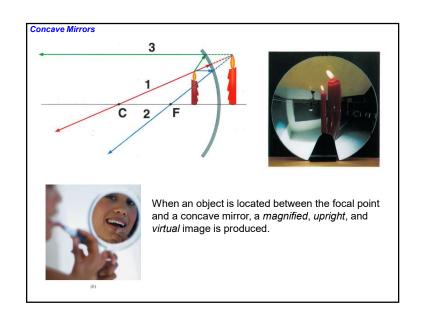
Convention for direction (draw your pictures this way):

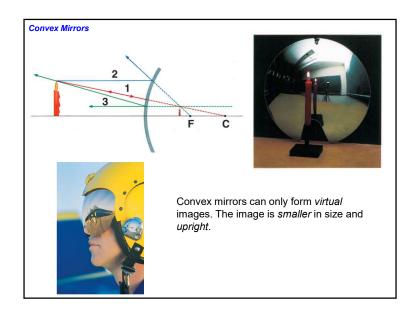
- · Left of a mirror or a lens is positive. The "shiny" side of a mirror always points left, so left is "in front of" a mirror.
- Right of a mirror is negative and considered "behind."

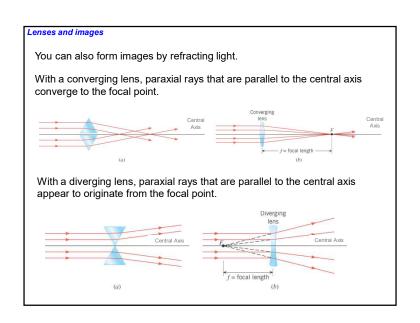


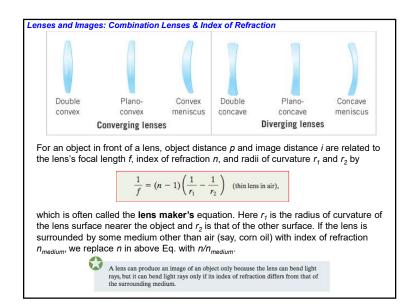


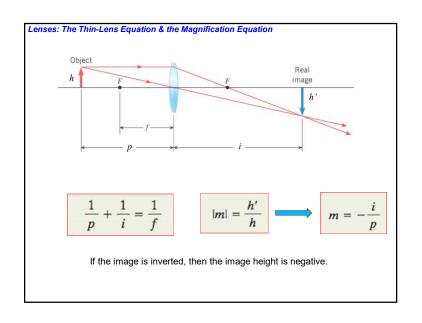




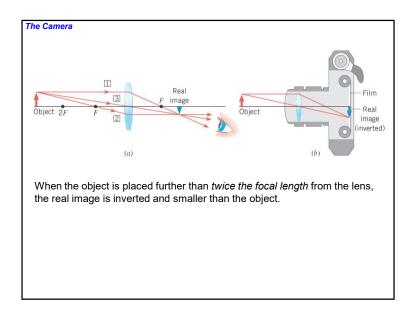


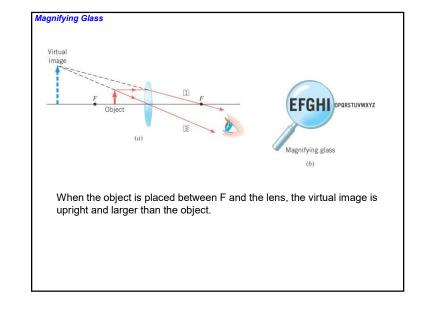


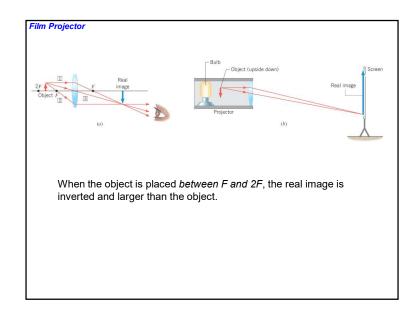


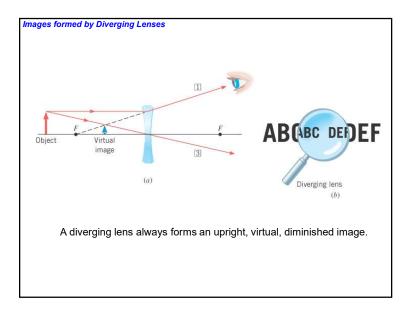


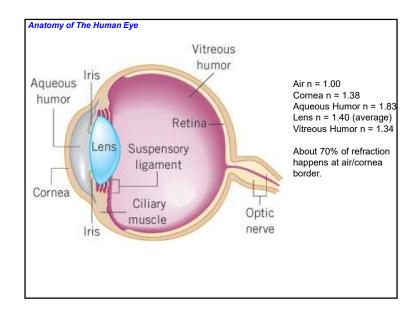
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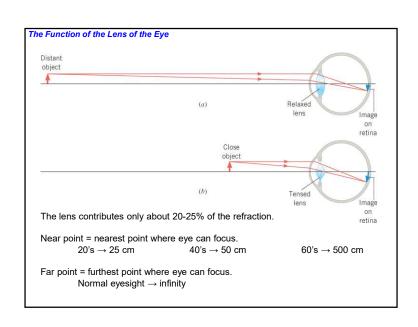


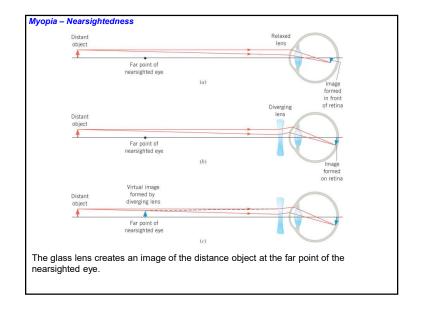


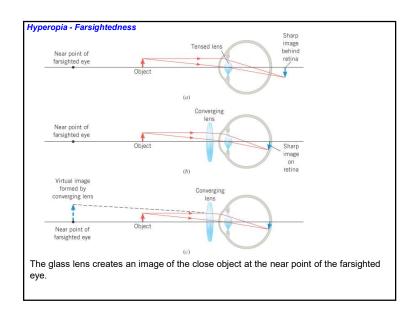


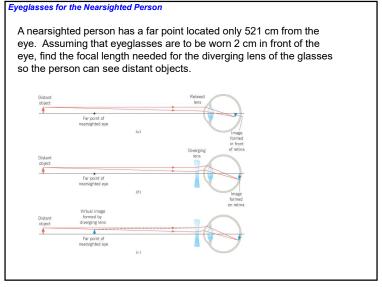


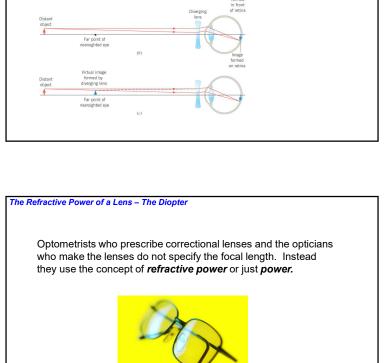


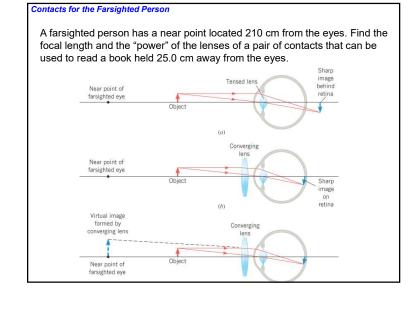


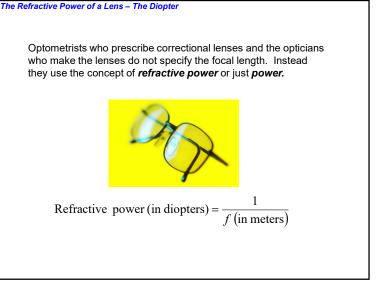


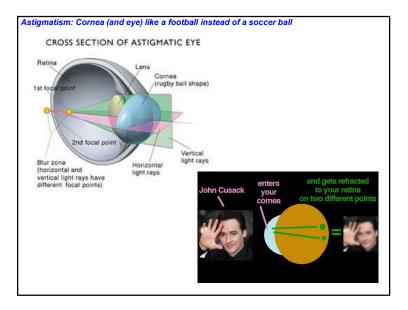


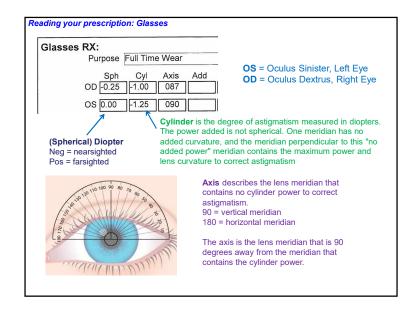


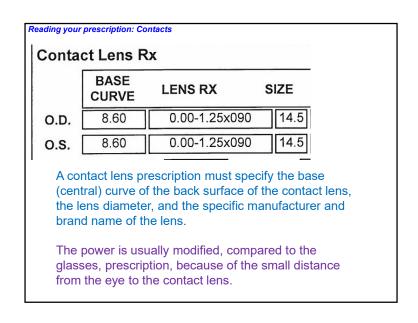


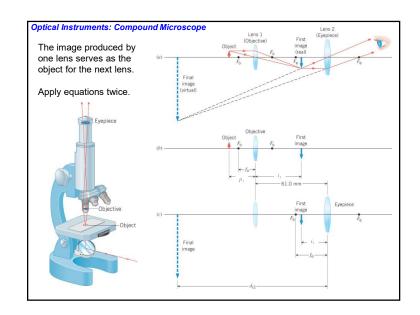


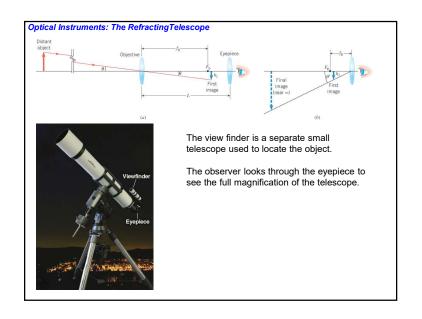












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