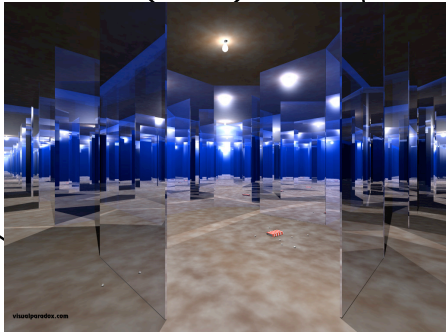


formed when rays actually meet

real image

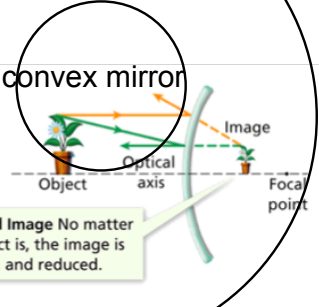
not real object



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mirror with a surface that curves out

convex mirror



Object axis Focal point Image

Virtual Reduced Image No matter where the object is, the image is virtual, upright, and reduced.

yeah

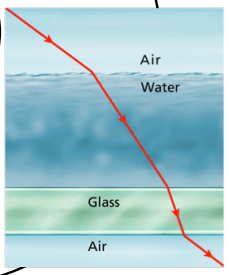
$300,000,000 \text{ m/s}$ in a vacuum

bending light

change of speed

looks like a change of angle

refraction



Air Water Glass Air

curved piece of glass

lens

it refracts light

plastic acrylic

