



# How to locate an image in a converging (concave) mirror

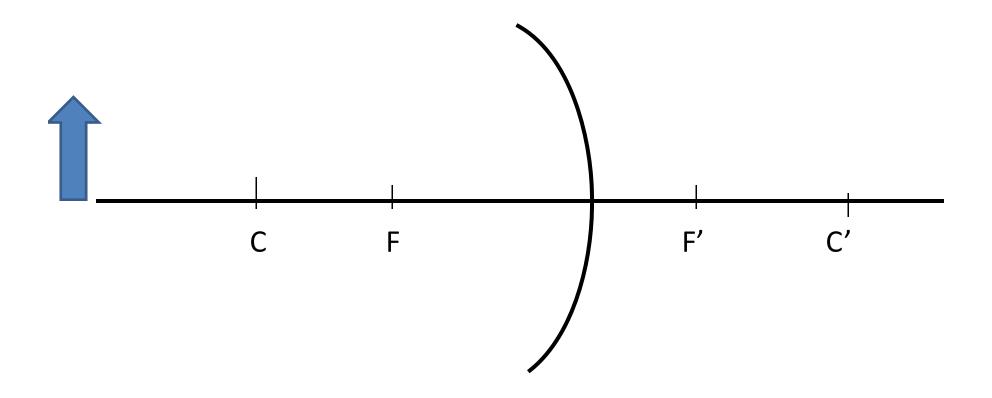
SNC 2D1

April 15 2011

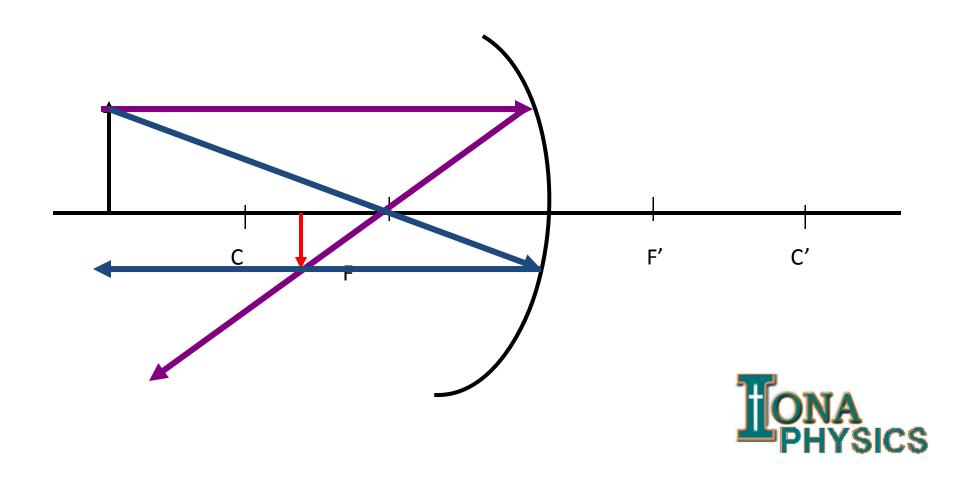
Mr. Dvorsky



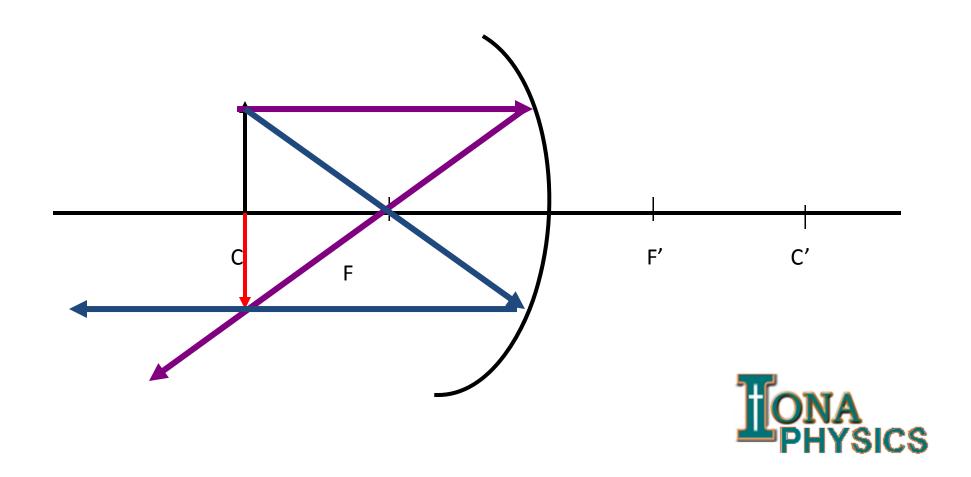




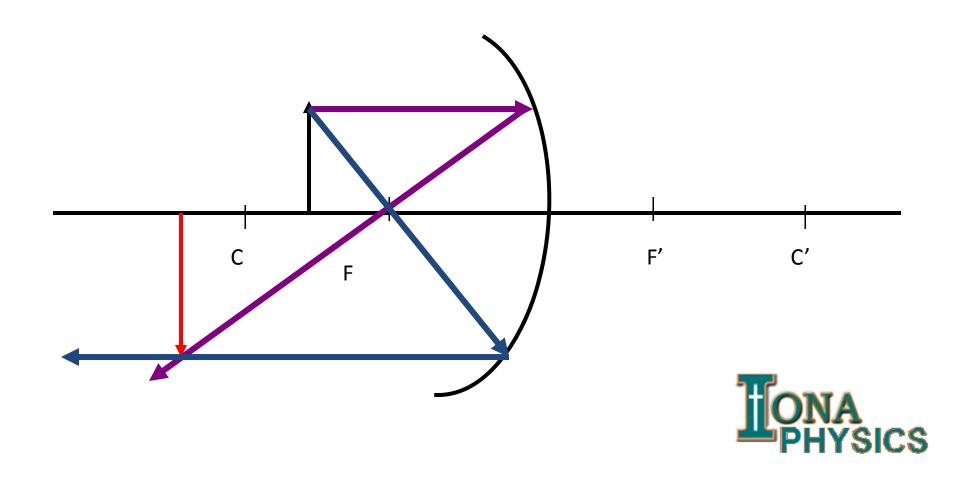
1. Object beyond C: real, smaller, inverted, between C and F



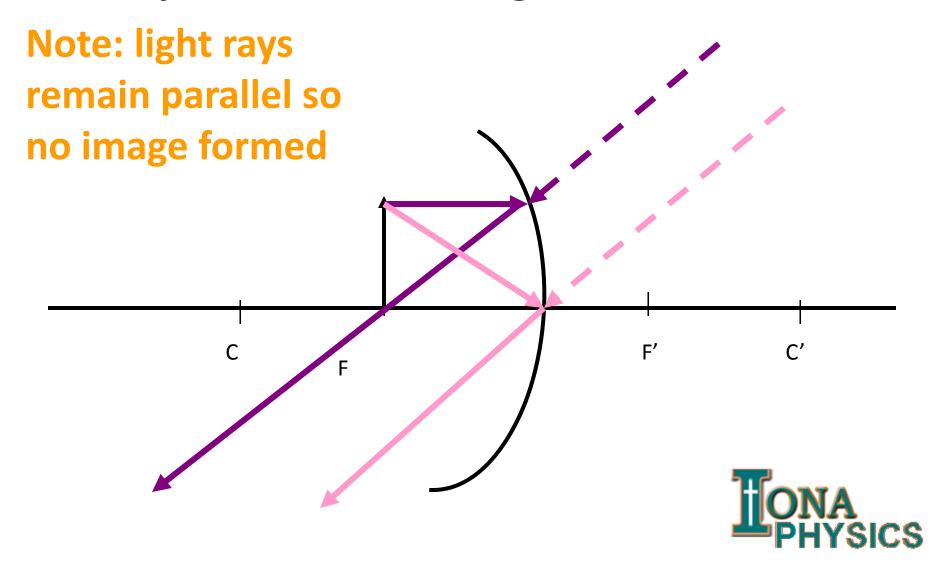
2. Object at C: real, inverted, same size, at C



3. Object between F and C: real, inverted, larger, beyond C



4. Object at F: no image formed



5. Object between F and V: virtual, <u>not</u> inverted, larger

