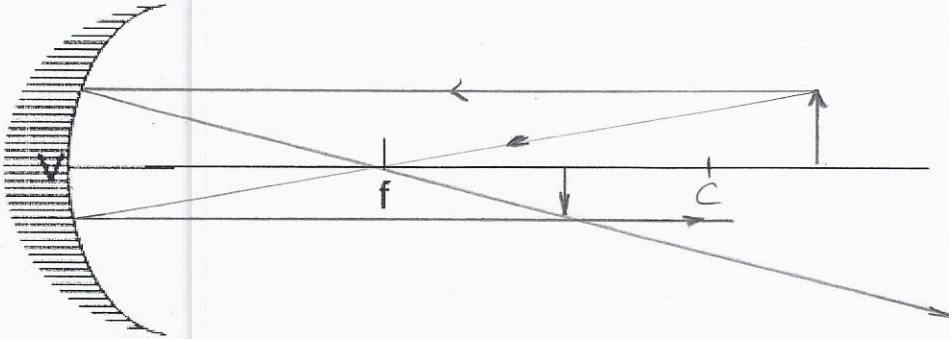


**Drawing Ray Diagrams with concave mirrors****Concave Mirrors - Object beyond the centre of curvature**

Measure the focal length and draw the centre of curvature on the principal axis.

Draw an object one centimeter tall on the principal axis beyond the centre of curvature.

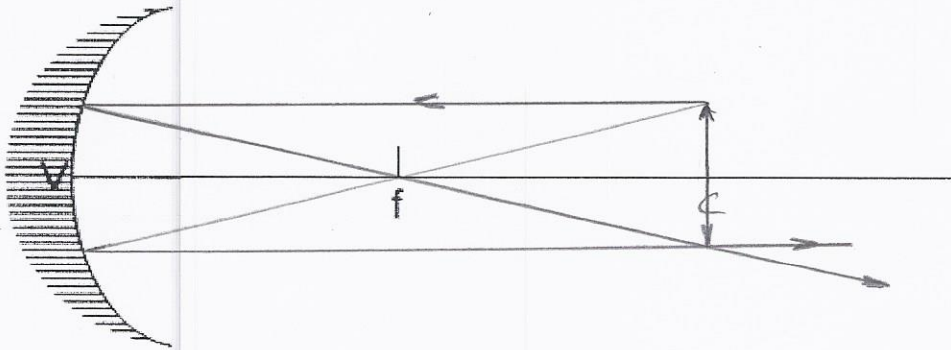


L In front (Closer)  
O Inverted  
S Smaller  
T Real

**Concave Mirrors - Object at the centre of curvature**

Measure the focal length and draw the centre of curvature on the principal axis.

Draw an object one centimeter tall on the principal axis at the centre of curvature.

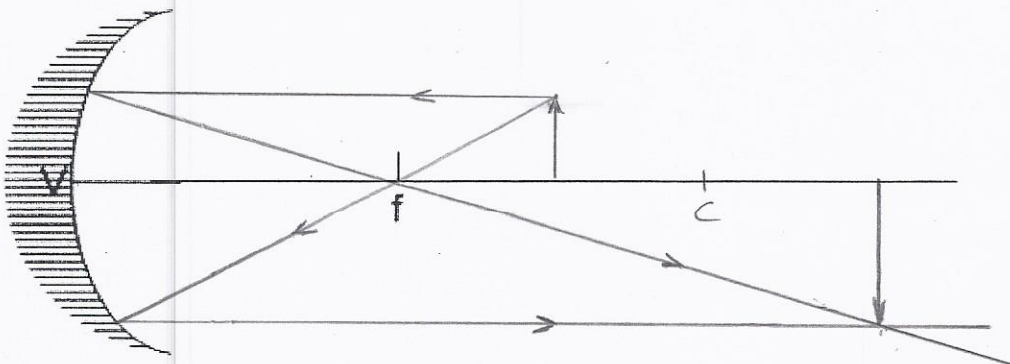


L In front (Same)  
O Inverted  
S Same  
T Real

**Concave Mirrors - Object between the centre of curvature and the focal point**

Measure the focal length and draw the centre of curvature on the principal axis.

Draw an object one centimeter tall on the principal axis between the centre of curvature and focal point.



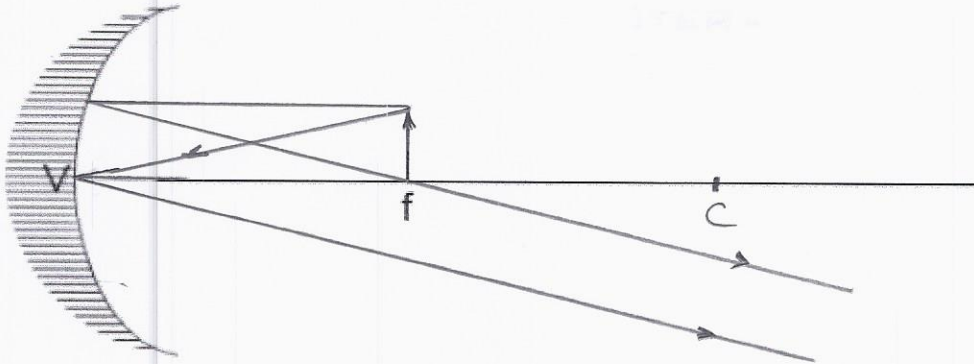
L In front (farther)  
O Inverted  
S Larger  
T Real

## MASTER-2

### Concave Mirrors - Object at the focal point

Measure the focal length and draw the centre of curvature on the principal axis.

Draw an object one centimeter tall on the principal axis at the focal point.

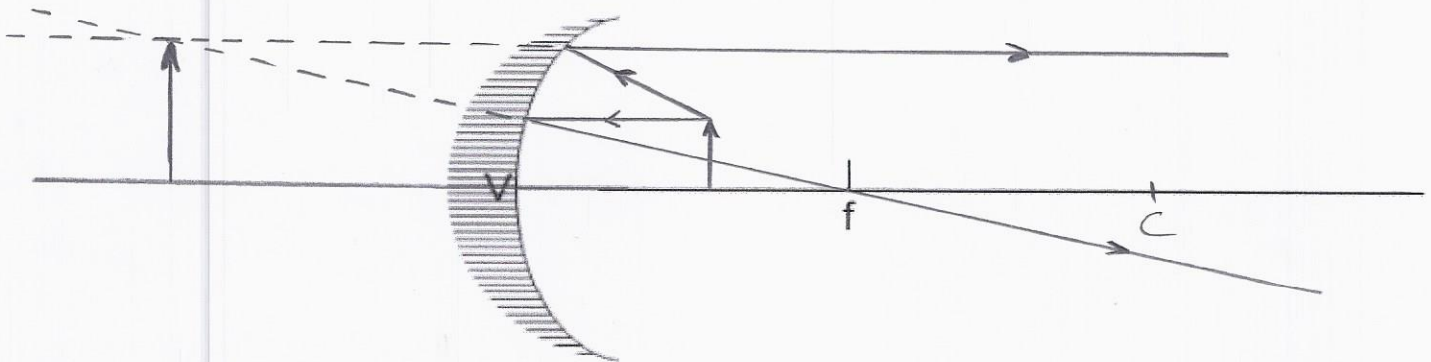


L  
O  
S  
T } no image  
(reflected  
rays are  
parallel)

### Concave Mirrors - Object between the focal point and the vertex

Measure the focal length and draw the centre of curvature on the principal axis.

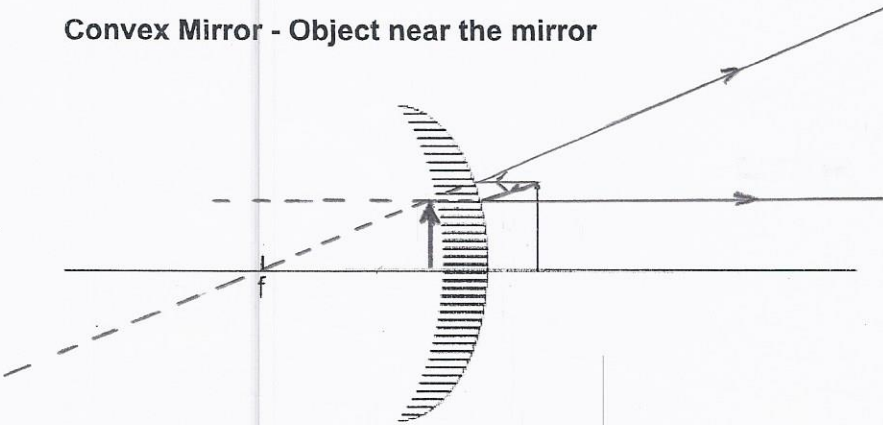
Draw an object one centimeter tall on the principal axis between the vertex and focal point.



L Behind  
O Upright  
S Larger  
T Virtual

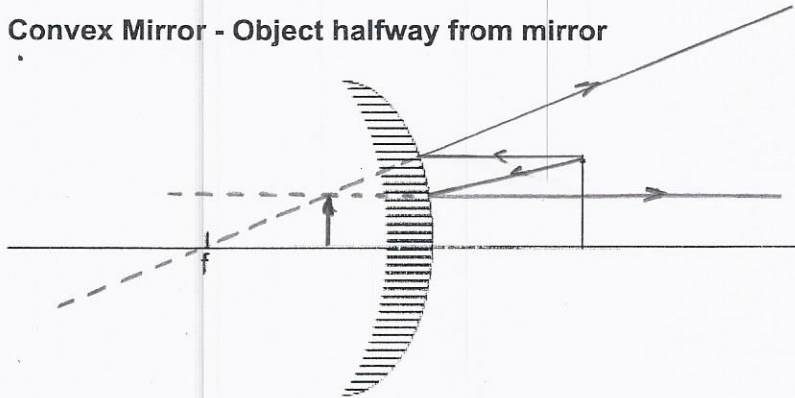
## Drawing Ray Diagrams with convex mirrors

## Convex Mirror - Object near the mirror



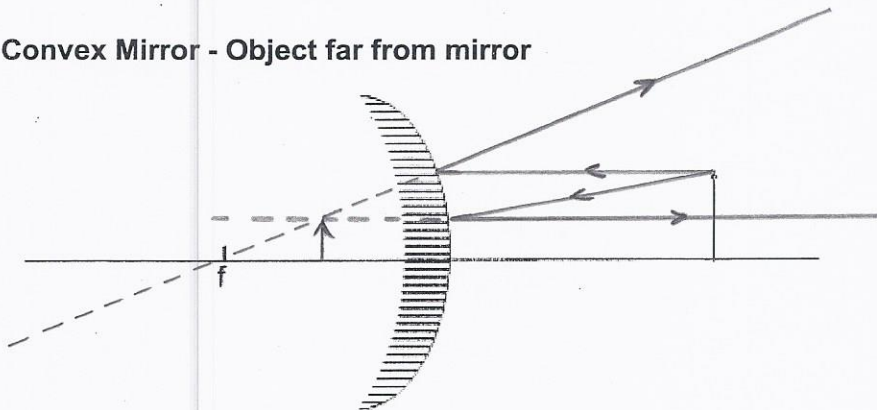
L Behind  
O Upright  
S Smaller  
T Virtual

## Convex Mirror - Object halfway from mirror



L Behind  
O Upright  
S Smaller  
T Virtual

## Convex Mirror - Object far from mirror



L Behind  
O Upright  
S Smaller  
T Virtual

How does the image change as the object moves further away from the mirror?

As object moves further away, the virtual image remains upright and gets smaller.