## Real and Virtual Images SNC2D

How does an image form in a plane mirror?
Step 1:
A $\qquad$ of light rays from the object will be $\qquad$ towards the mirror.

Step 2: The light will reflect off the mirror according to the $\qquad$ .

Step 3: The image is where all the reflected light rays $\qquad$ ; in this case, it's $\qquad$ the mirror.
i.e. the image is where an $\qquad$ the light rays $\qquad$ .


An image formed by the intersection of the extensions of the light rays is called a $\qquad$ image. It $\qquad$ be focused on a $\qquad$ .

An image formed by the intersection of actual light rays is called a $\qquad$ image. It
$\qquad$ be focused on a screen.

For any image, note the image:

- $\qquad$ : if the image is larger, smaller, or the same size as the $\qquad$
- $\qquad$ : if the image is $\qquad$ or inverted (i.e. upside-down)
- $\qquad$ : where the image is $\qquad$
- $\qquad$ : real or virtual

