

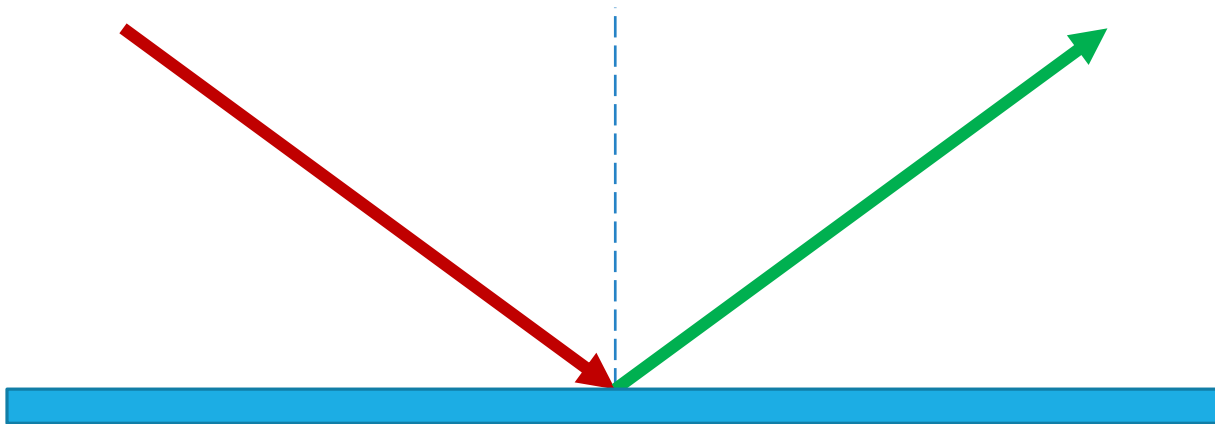
# Reflection & Refraction

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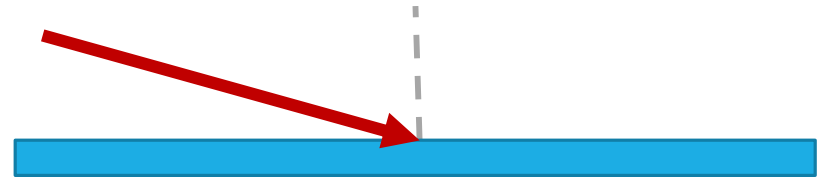
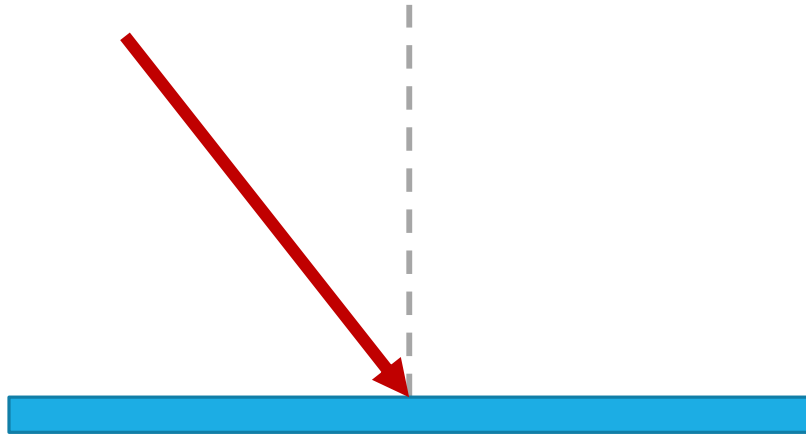
IB PHYSICS | WAVES - LIGHT

# Reflection

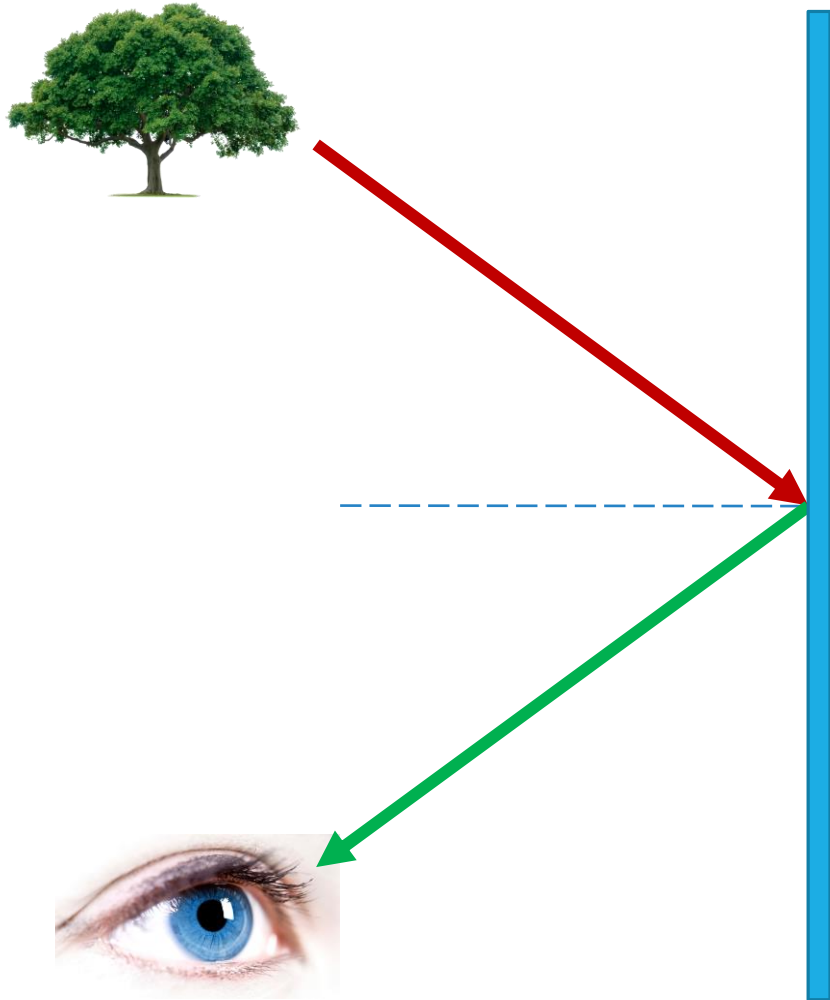
Angle of \_\_\_\_\_ = Angle of \_\_\_\_\_



# Reflection

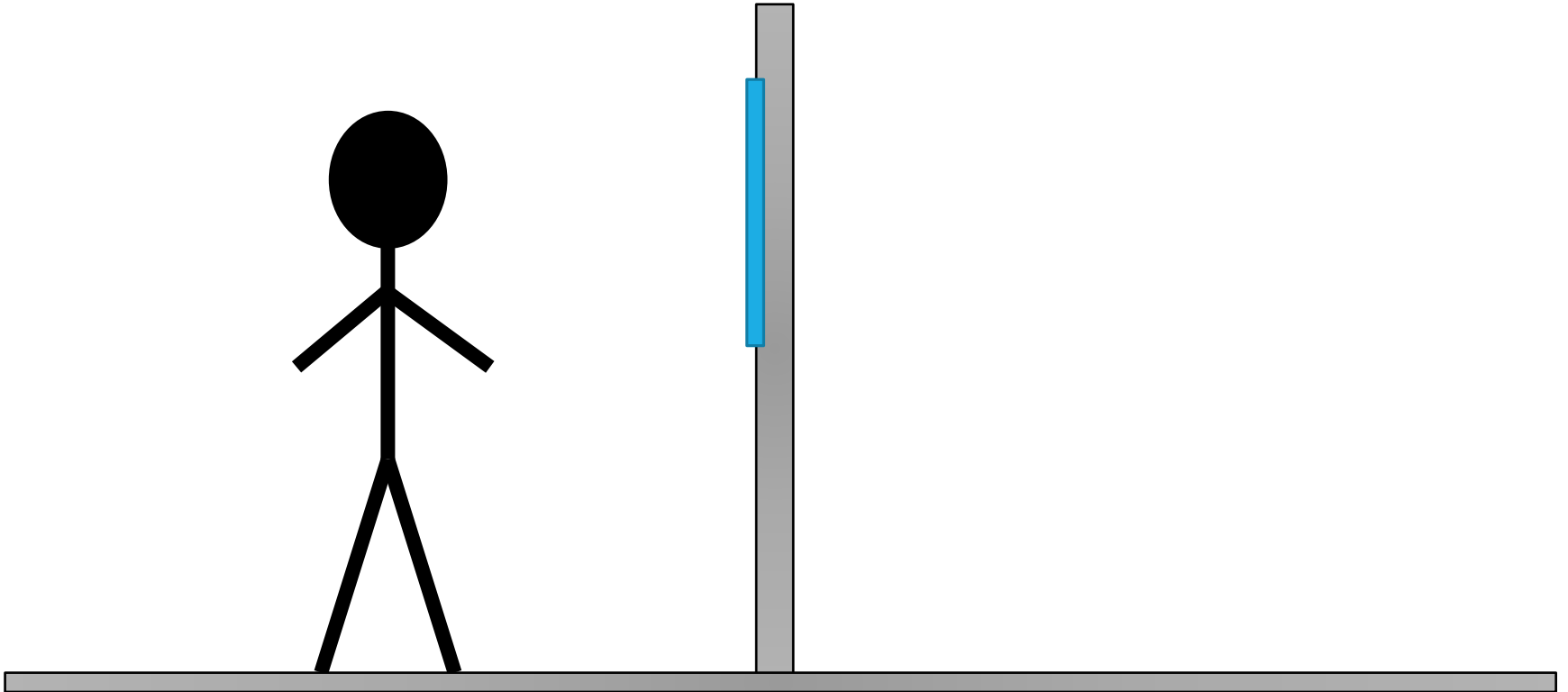


# Reflection

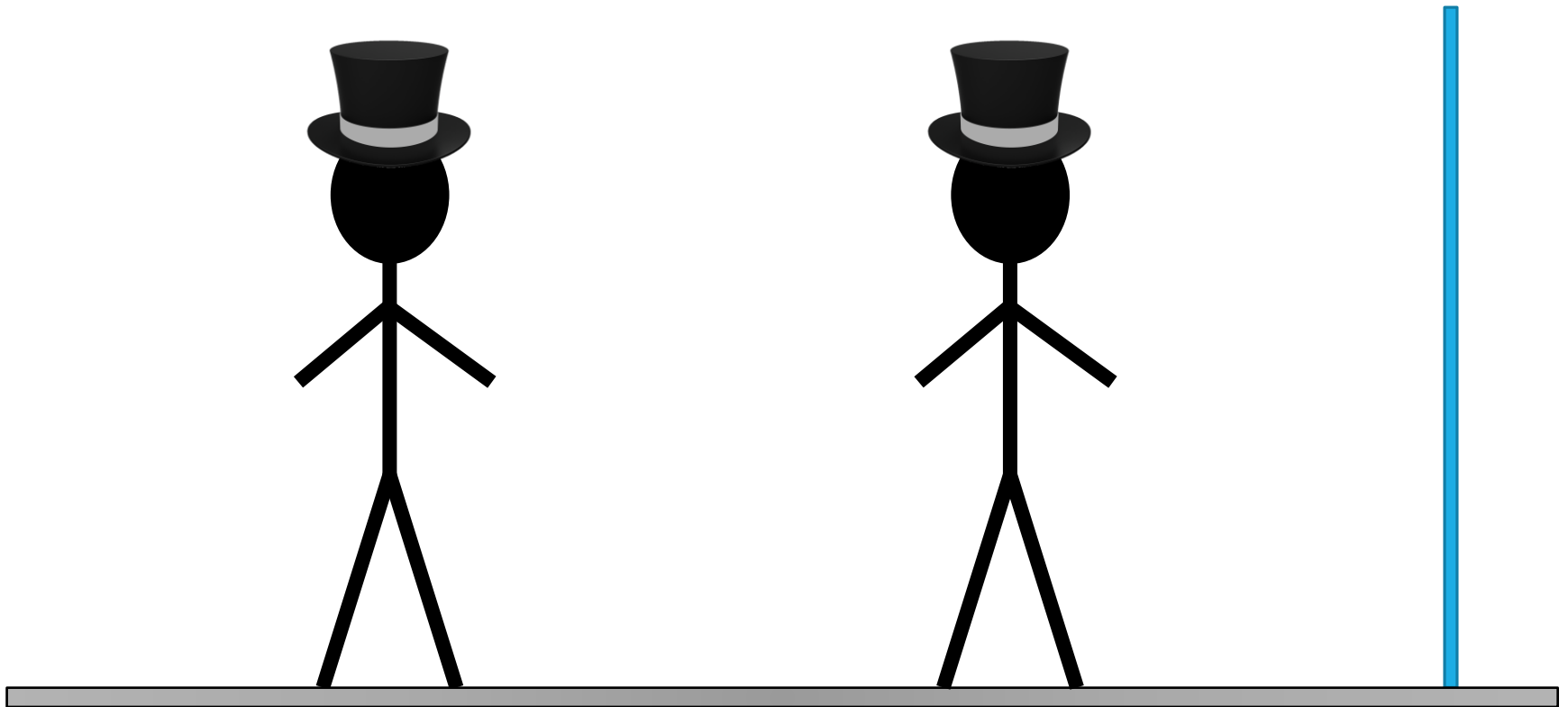


# Predict

Can this person see their feet in the mirror?

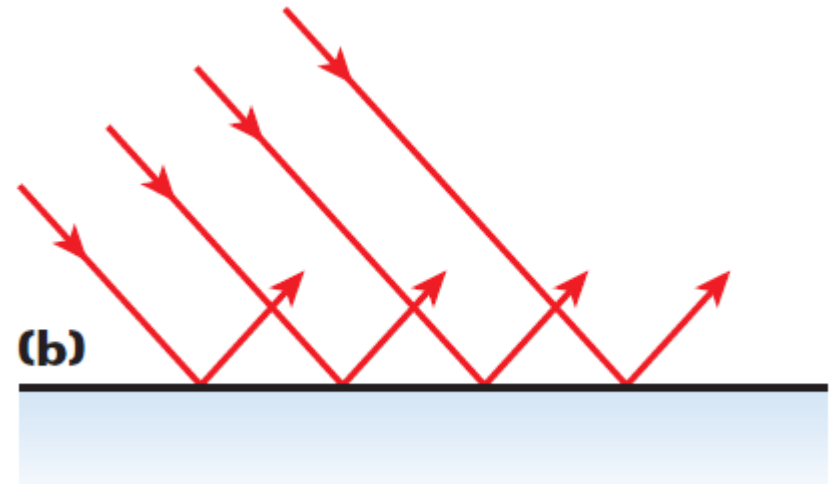
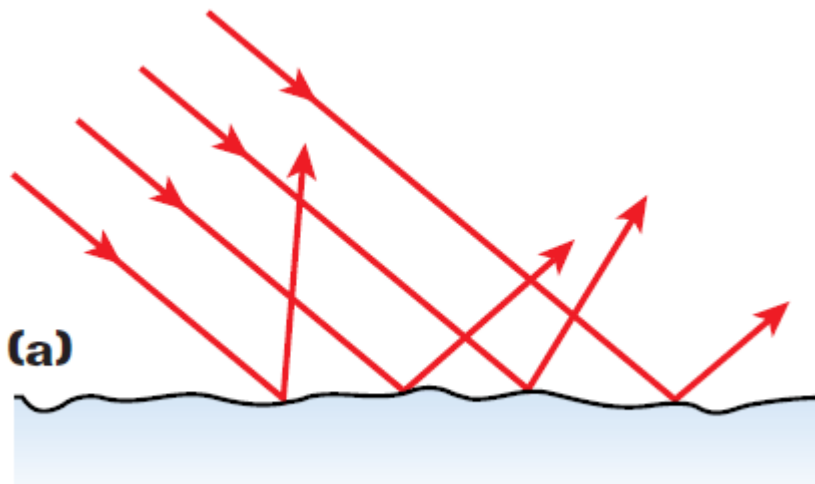


# “Full Length” Mirrors

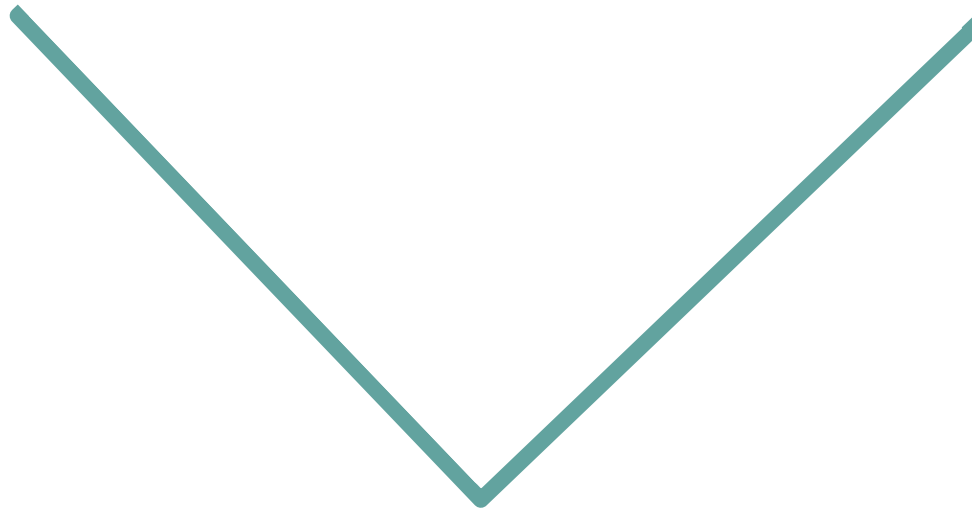


# Not every surface is a flat mirror

Even surfaces that seem nice and flat are often textured

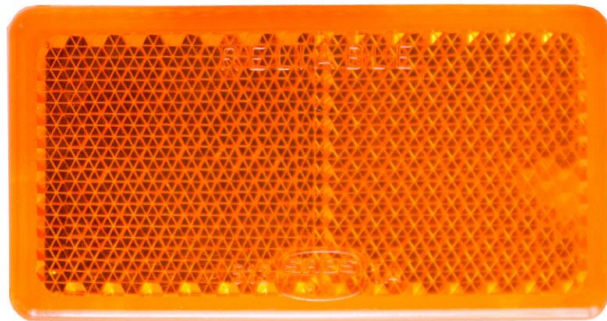
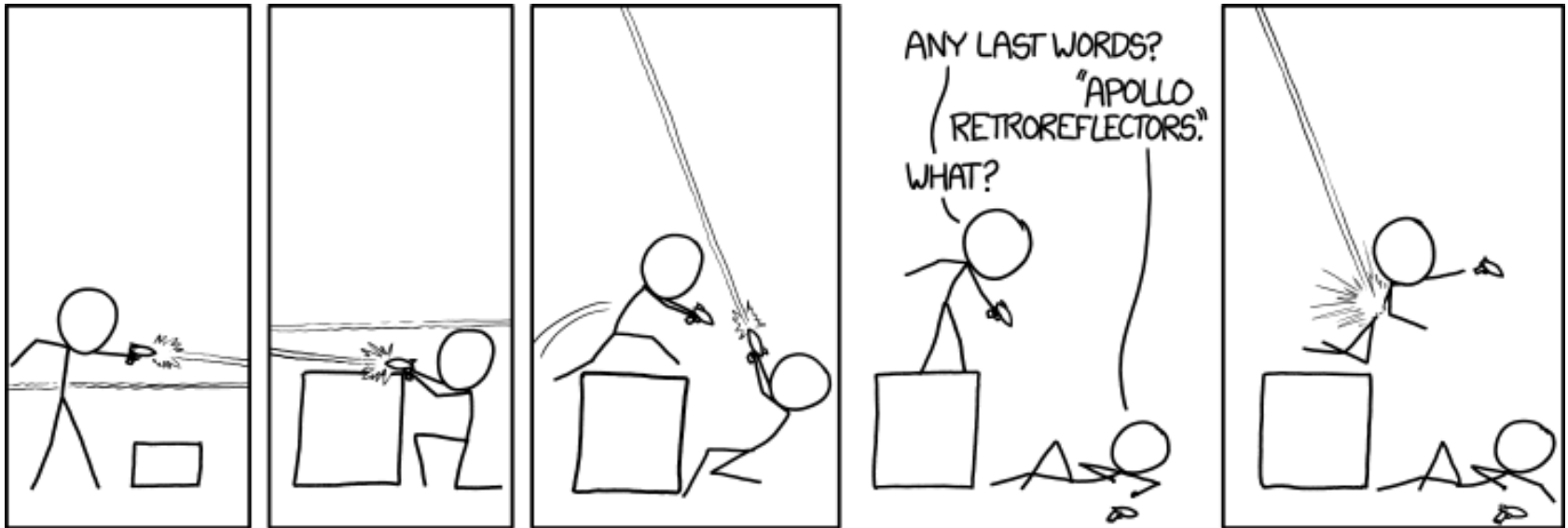


# Retro-reflective Mirrors

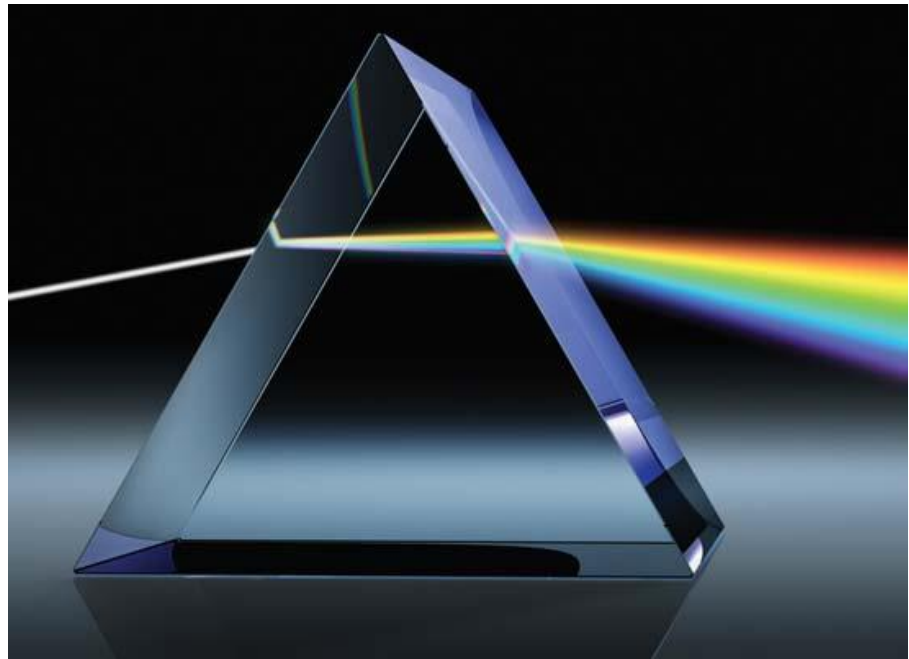




# Retro-reflective Mirrors



# Refraction



# Speed of Light

In a vacuum all electromagnetic waves travel at:

$$c = 299,792,458 \text{ m/s} = 3.00 \times 10^8 \text{ m/s}$$

Light slows down when it travels through different mediums

Air	$2.999 \times 10^8 \text{ m s}^{-1}$
Water	$2.256 \times 10^8 \text{ m s}^{-1}$
Glass	$1.974 \times 10^8 \text{ m s}^{-1}$

# Index of Refraction $\rightarrow n$

$$\frac{n_1}{n_2} = \frac{v_2}{v_1} \quad \Bigg| \quad \frac{n_1}{n_2} = \frac{v_2}{v_1}$$

Vacuum	$3.00 \times 10^8 \text{ m s}^{-1}$	1
Air	$2.999 \times 10^8 \text{ m s}^{-1}$	
Water	$2.256 \times 10^8 \text{ m s}^{-1}$	
Glass	$1.974 \times 10^8 \text{ m s}^{-1}$	

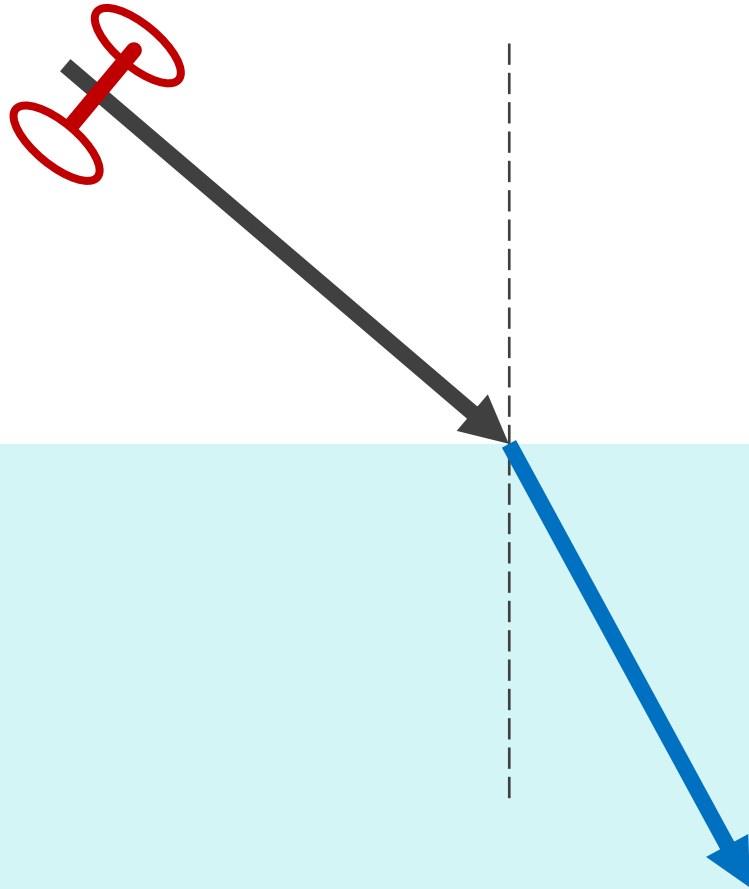
# Try This

How fast does light travel through cubic zirconia ( $n = 2.15$ )?

$$\frac{n_1}{n_2} = \frac{v_2}{v_1}$$



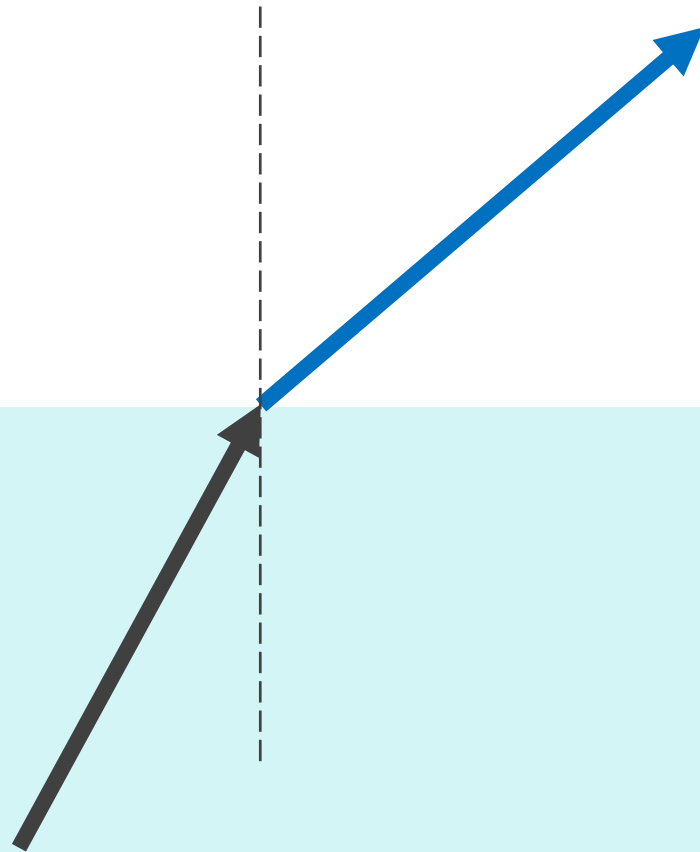
# Predicting the Bend



$$n = 1$$

$$n = 1.33$$

# Predicting the Bend

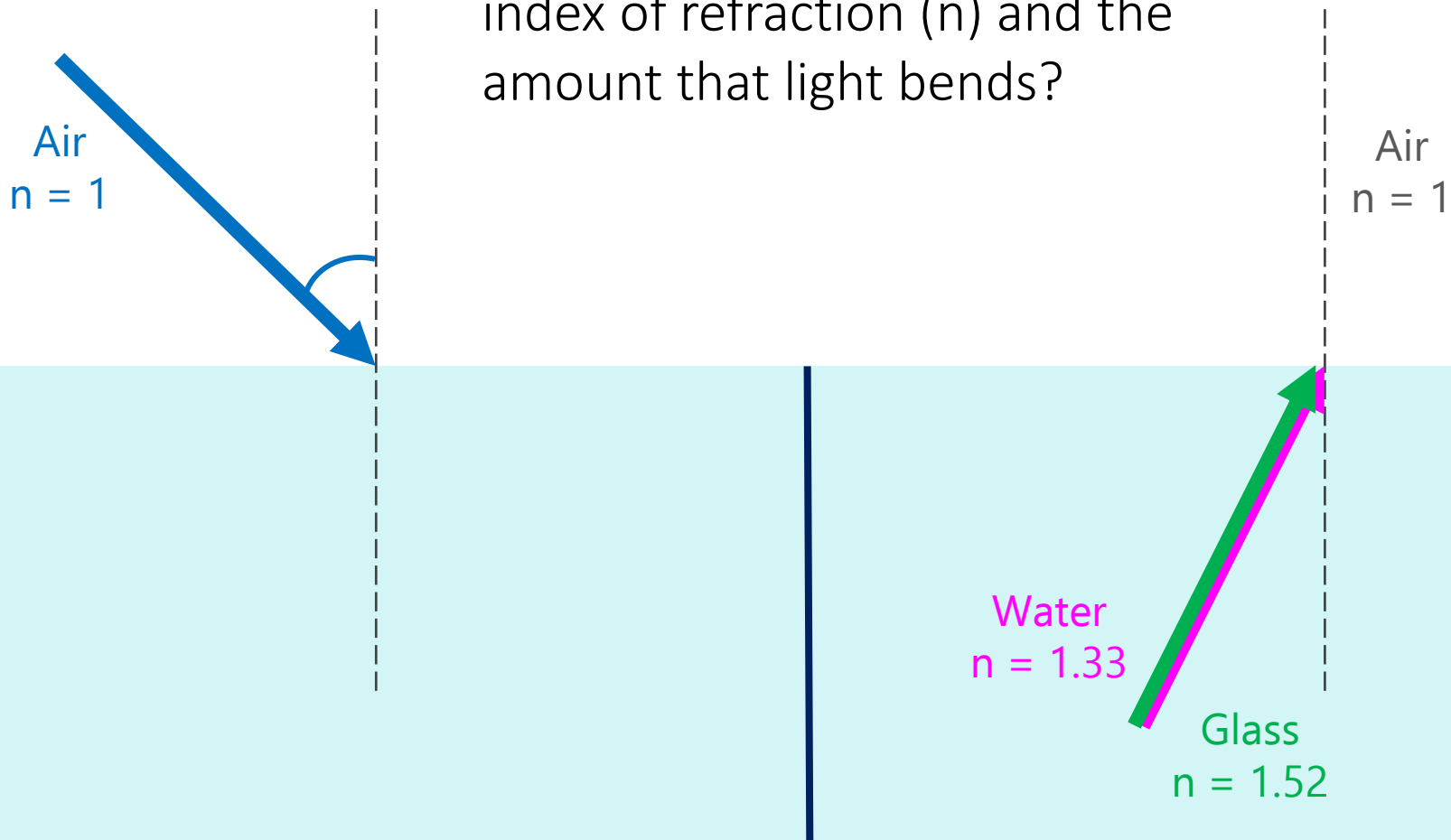


$n = 1$

$n = 1.33$

# How Much Bend?

What's the relationship between index of refraction ( $n$ ) and the amount that light bends?





# Lesson Takeaways

- I can identify the angle of incidence and angle of reflection for a reflected wave ray
- I can use the law of reflection to predict the way light bounces off of a plane mirror
- I can relate the index of refraction of a material to the speed of light as it travels through
- I can qualitatively predict how light bends when transitioning between boundaries