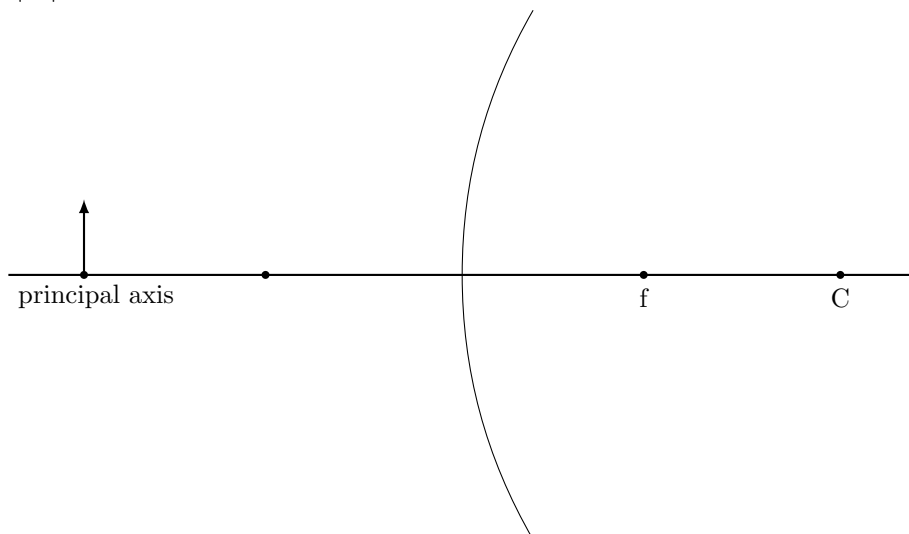


Ray Diagrams - Convex Mirrors

1. OBJECT POSITION EQUAL TO $|C|$

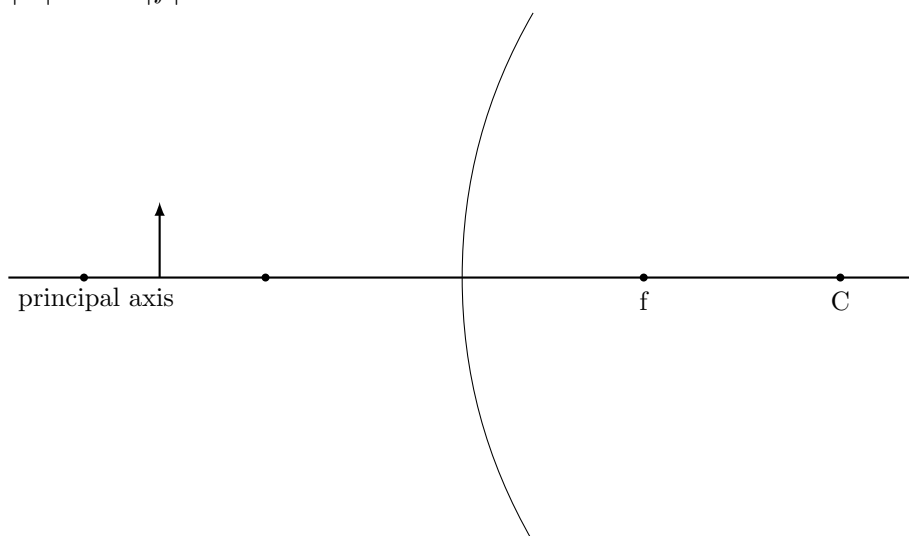
- Image Size
 - Minimized
 - Magnified
 - Same
- Image Orientation
 - Upright
 - Inverted
- Image Type
 - Real
 - Virtual



Focal length	f	+	–
Radius	R	+	–
Object Distance	p	+	–
Image Distance	q	+	–
Object Height	h	+	–
Image Height	h'	+	–
Magnification	M	+	–

2. OBJECT POSITION BETWEEN $|C|$ AND $|f|$

- Image Size
 - Minimized
 - Magnified
 - Same
- Image Orientation
 - Upright
 - Inverted
- Image Type
 - Real
 - Virtual

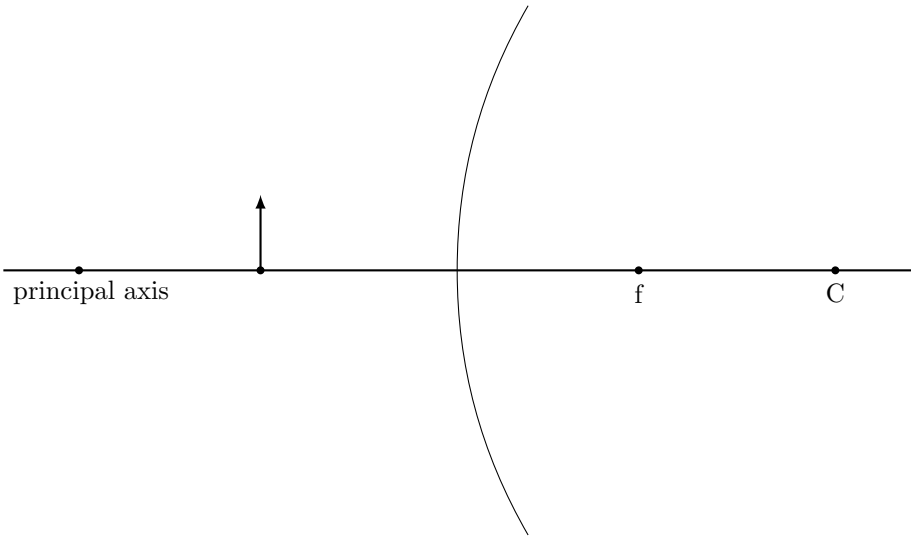


Focal length	f	+	–
Radius	R	+	–
Object Distance	p	+	–
Image Distance	q	+	–
Object Height	h	+	–
Image Height	h'	+	–
Magnification	M	+	–

3. OBJECT POSITION EQUAL TO $|f|$

- Image Size
 - Minimized
 - Magnified
 - Same
- Image Orientation
 - Upright
 - Inverted
- Image Type
 - Real
 - Virtual

Focal length	f	+	–
Radius	R	+	–
Object Distance	p	+	–
Image Distance	q	+	–
Object Height	h	+	–
Image Height	h'	+	–
Magnification	M	+	–



4. OBJECT POSITION INSIDE $|f|$

- Image Size
 - Minimized
 - Magnified
 - Same
- Image Orientation
 - Upright
 - Inverted
- Image Type
 - Real
 - Virtual

Focal length	f	+	–
Radius	R	+	–
Object Distance	p	+	–
Image Distance	q	+	–
Object Height	h	+	–
Image Height	h'	+	–
Magnification	M	+	–

