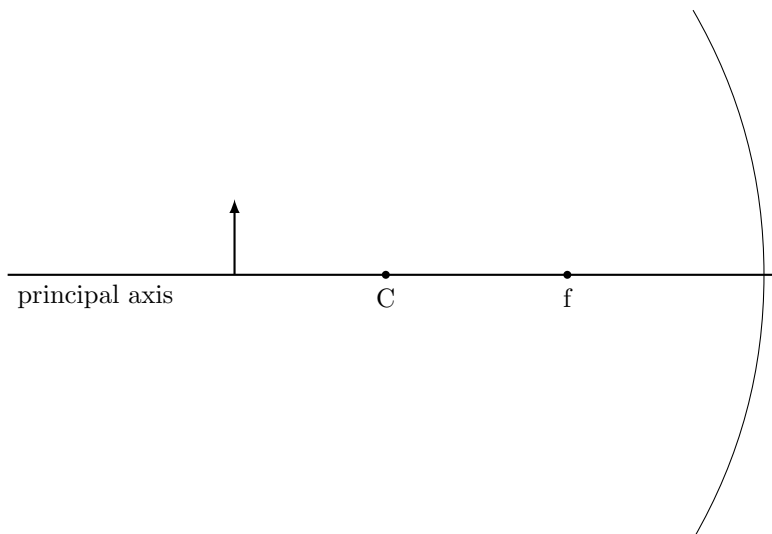


Ray Diagrams - Concave Mirrors

1. OBJECT POSITION BEYOND C

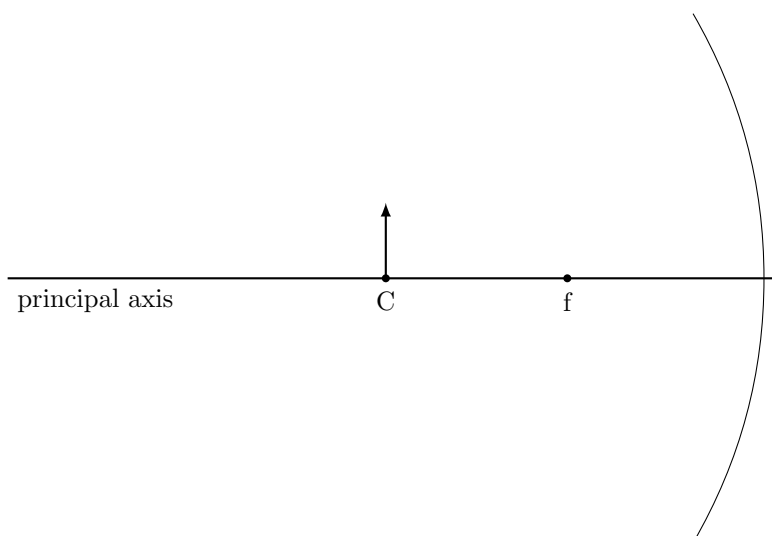
- Image Size
 - Minimized
 - Magnified
 - Same
- Image Orientation
 - Upright
 - Inverted
- Image Type
 - Real
 - Virtual



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

2. OBJECT POSITION AT C

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

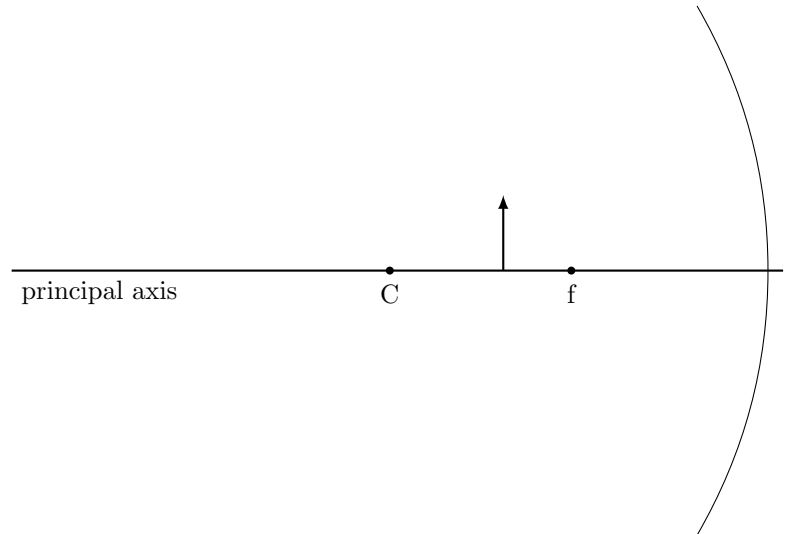


Focal length	f	+	–
Radius	R	+	–
Object Distance	p	+	–
Image Distance	q	+	–
Object Height	h	+	–
Image Height	h'	+	–
Magnification	M	+	–

3. OBJECT POSITION BETWEEN C AND f

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

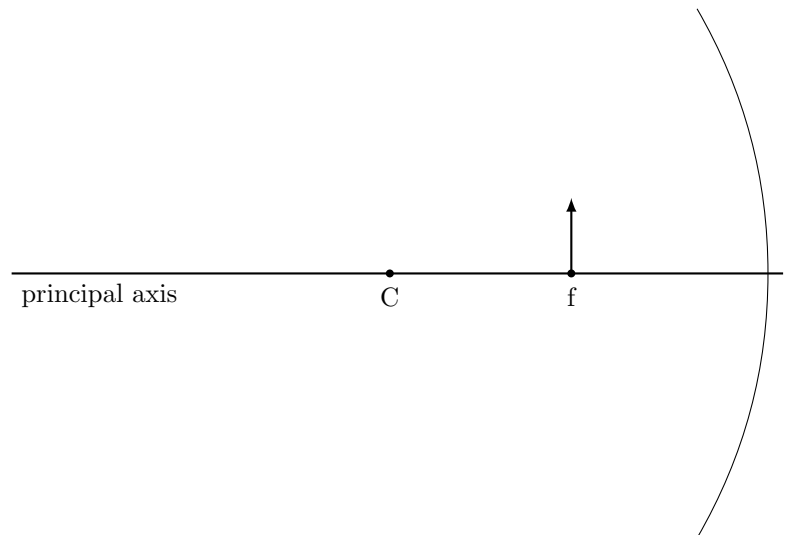
Focal length	f	+	–
Radius	R	+	–
Object Distance	p	+	–
Image Distance	q	+	–
Object Height	h	+	–
Image Height	h'	+	–
Magnification	M	+	–



4. OBJECT POSITION AT f

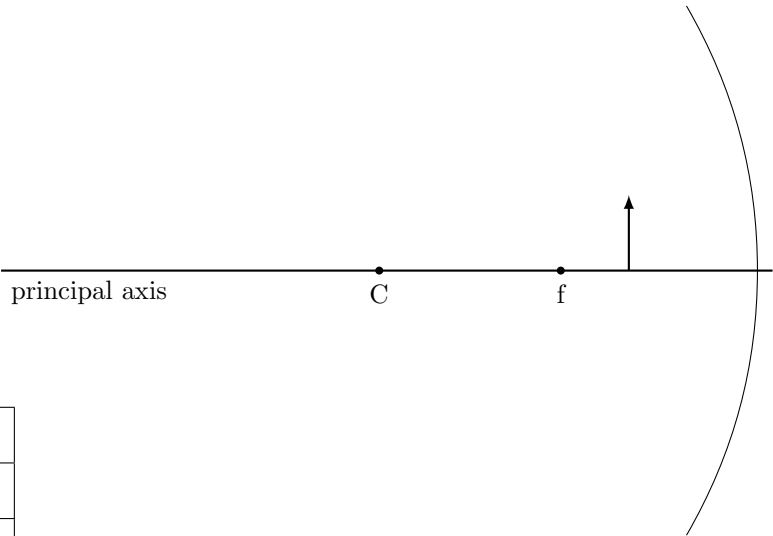
- Image Size
 - Minimized
 - Magnified
 - Same
- Image Orientation
 - Upright
 - Inverted
- Image Type
 - Real
 - Virtual

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



5. OBJECT POSITION INSIDE f

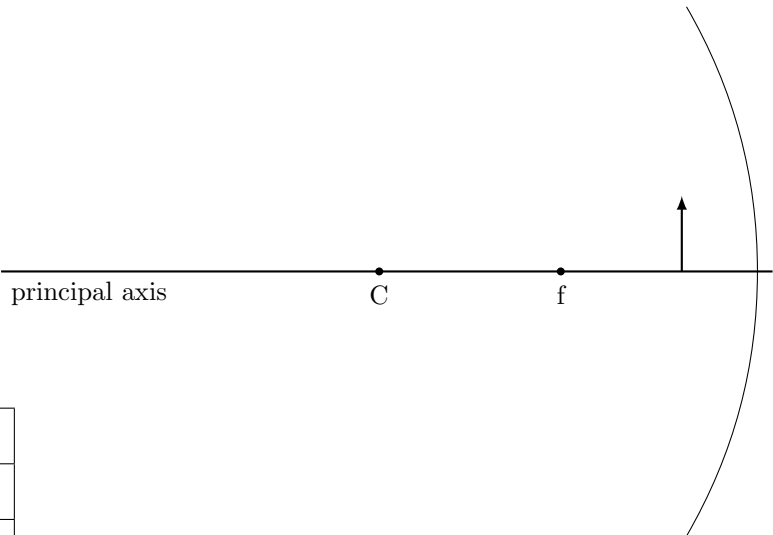
- Image Size
 - Minimized
 - Magnified
 - Same
- Image Orientation
 - Upright
 - Inverted
- Image Type
 - Real
 - Virtual



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

6. 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	+	–