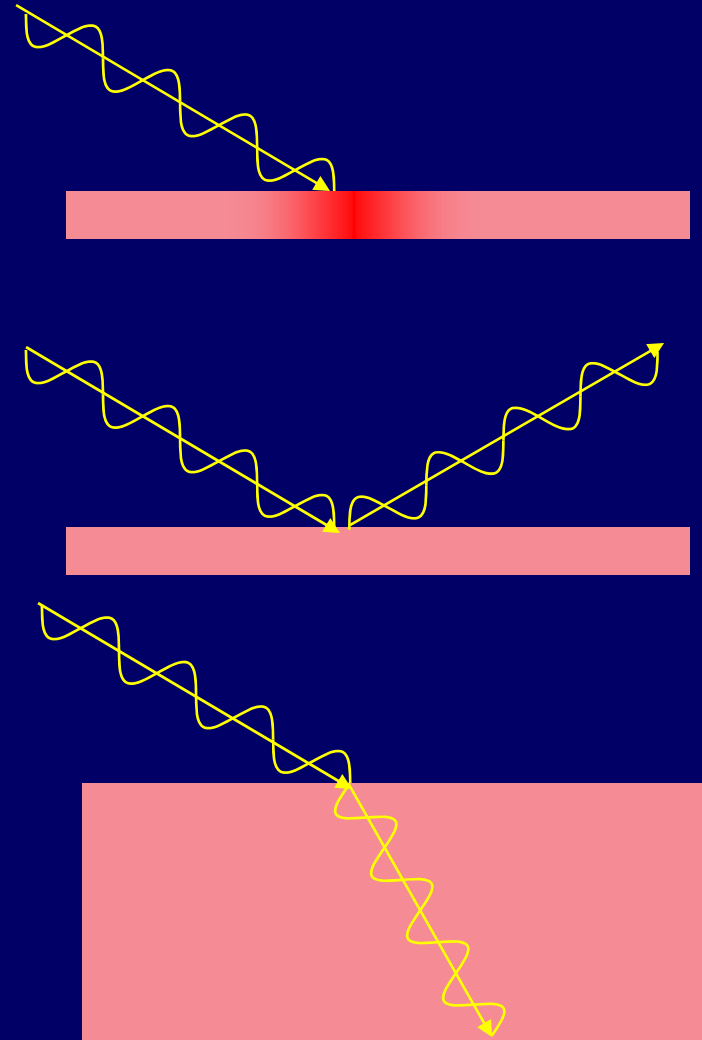


Light incident on an object

- **Absorption**
- **Reflection** (bounces)
 - See it
 - Mirrors
- **Refraction** (bends)
 - Lenses
- **Often some of each**



Everything true for wavelengths \ll object size