Flat Mirror

(1) Draw first ray perpendicular to mirror $0 = \theta_i = \theta_r$

(2) Draw second ray at angle. $\theta_i = \theta_r$

(3) Lines appear to intersect a distance d behind mirror. This is the image location.

Example

Light rays don't really converge there, so it's a "**Virtual Image**"

Virtual: No light actually gets here

θ_r

θ_i

d

d