

# Concave Mirror Principal Rays

- 1) Parallel to principal axis reflects through  $f$ .
- 2) Through  $f$ , reflects parallel to principal axis.
- 3) Through center.

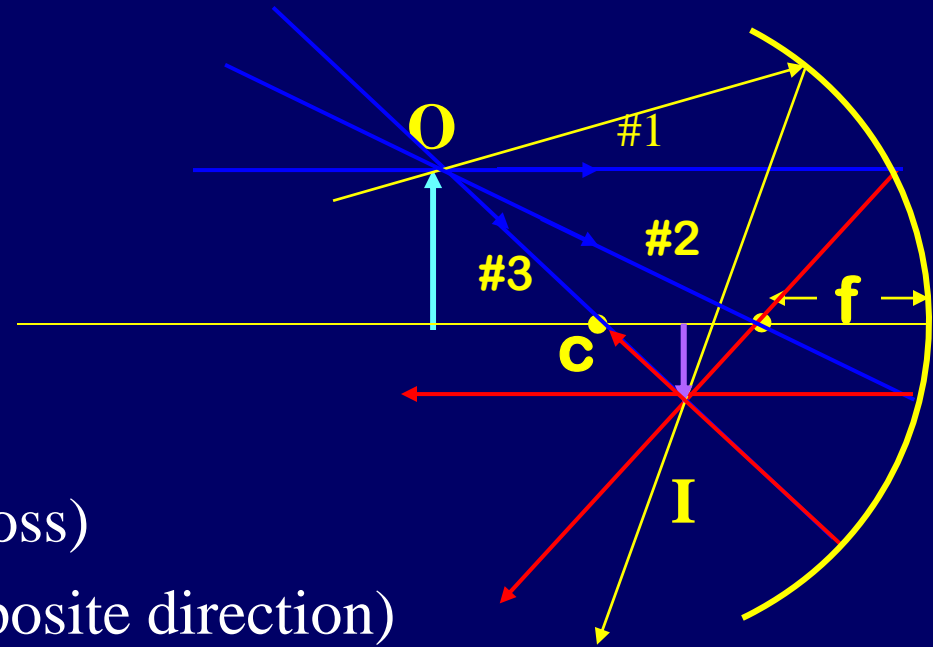


Image is (in this case):

- Real (light rays actually cross)
- Inverted (Arrow points opposite direction)
- Reduced (smaller than object)

**\*\*Every other ray from object tip which hits mirror will reflect through image tip**