

Near Point, Far Point

- **Eye's lens changes shape (changes f)**
 - Object at any d_o should have image be at retina ($d_i =$ approx. 25 mm)
- **Can only change shape so much**
- **“Near Point”**
 - Closest d_o where image can be at retina
 - Normally, ~25 cm (if far-sighted then further)
- **“Far Point”**
 - Furthest d_o where image can be at retina
 - Normally, infinity (if near-sighted then closer)