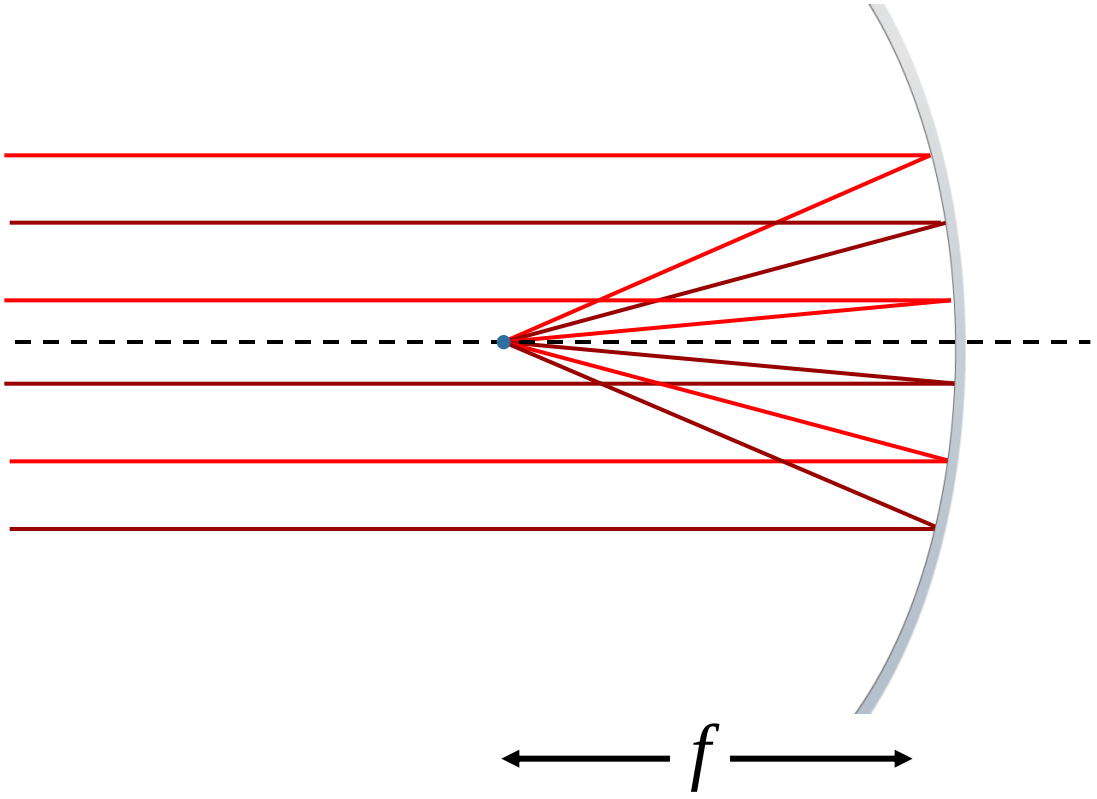
Concave: Consider the case where the shape of the mirror is such that light rays parallel to the axis of the mirror are all "focused" to a common spot a distance *f* in front of the mirror:

Note: analogous to "converging lens"
Real object can produce real image



These mirrors are often sections of spheres (assumed in this class).

For such "spherical" mirrors, we assume all angles are small even though we draw them big to make it easy to see…