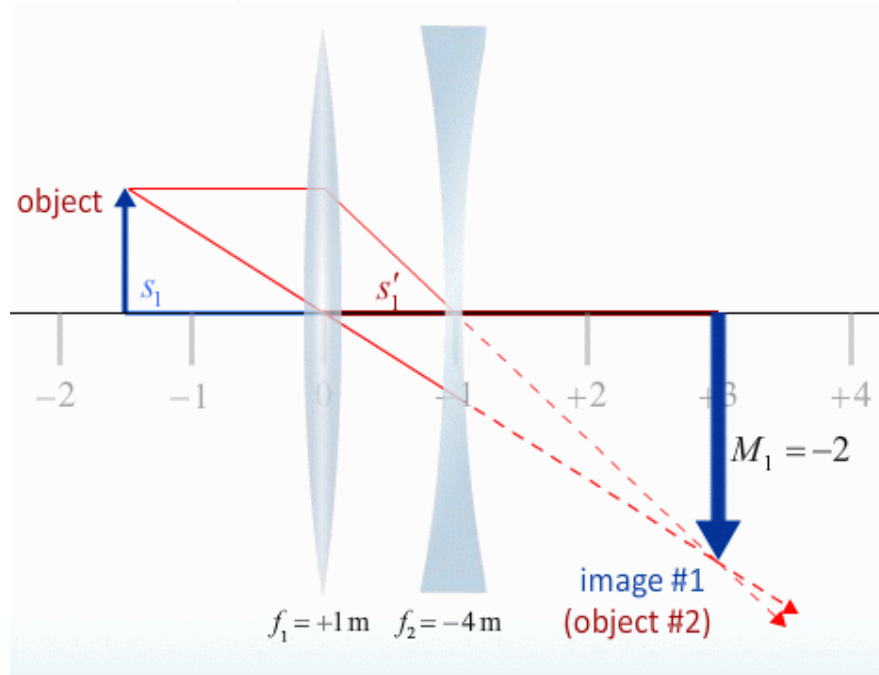


# System of Lenses

Virtual Objects are Possible !!



Object Distance is Negative!

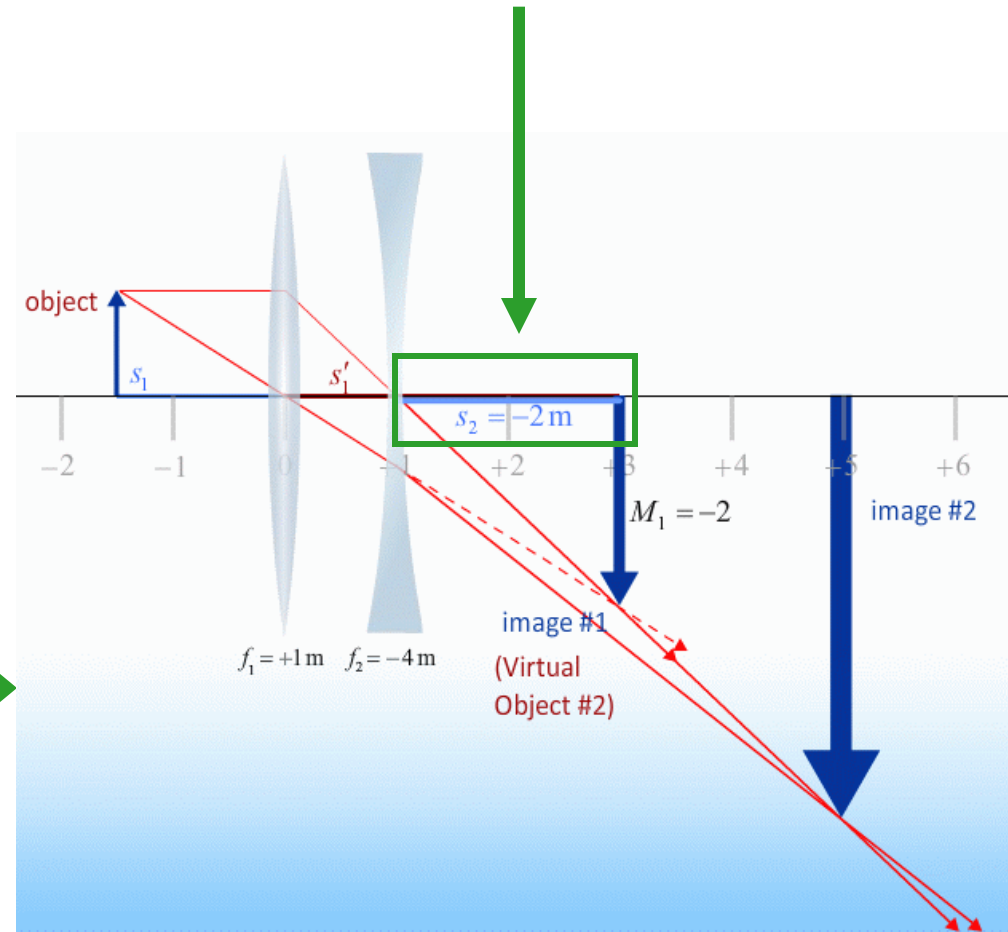


Image from first lens  
Becomes object for second lens