

Images

The image location is the place where it seems the light is diverging from.

If the light is not really diverging from the image it is called a virtual image.

If the light is really diverging from the image it is called a real image.

### Plane Mirror

- Virtual image appears behind mirror
- Image is same size as object
- Shape of object is not distorted

### Convex Mirror

- Virtual image appears behind mirror
- Image is smaller than object
- Shape is distorted
- Field of view is larger than with a plane mirror

### Concave Mirror

If object is near mirror:

Virtual image appears behind mirror  
Image is larger than object  
Shape is distorted

If object is far from mirror:

Real image appears in front of mirror  
Image is smaller than object  
Shape is distorted  
Image is upside down