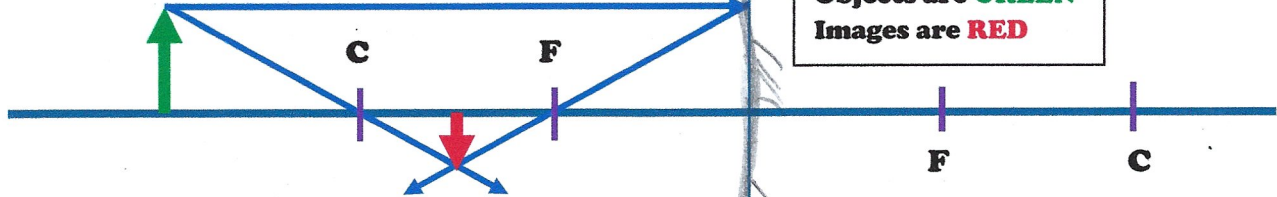


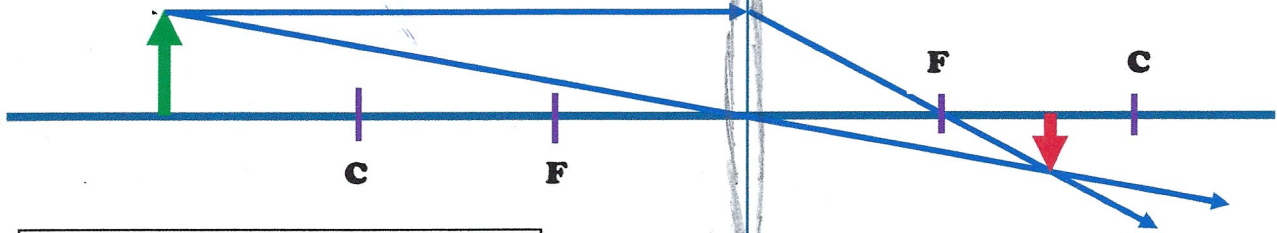
Converging

Mirror (concave)



Objects are **GREEN**
Images are **RED**

Lens (convex)

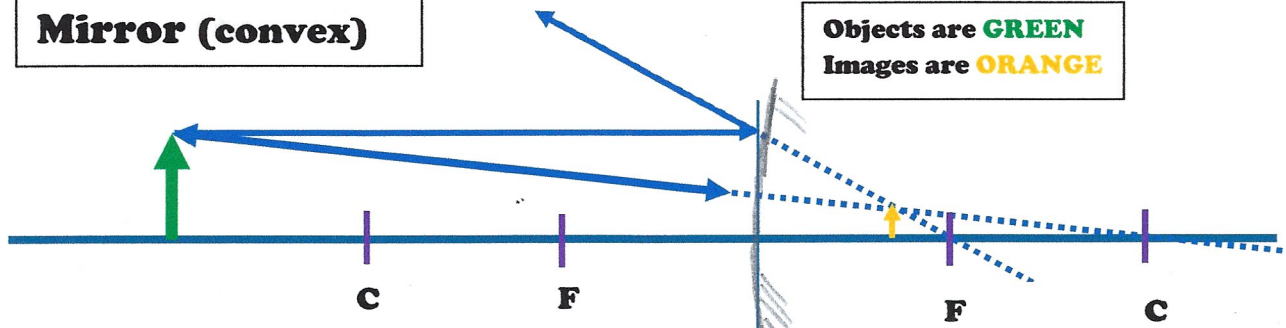


Real images are on the side they "should be"
Mirrors should reflect to the left side.
Lenses should let light to the right side.

Converging mirrors & lenses will create **REAL** images as long as the object is beyond "F" (focal length).

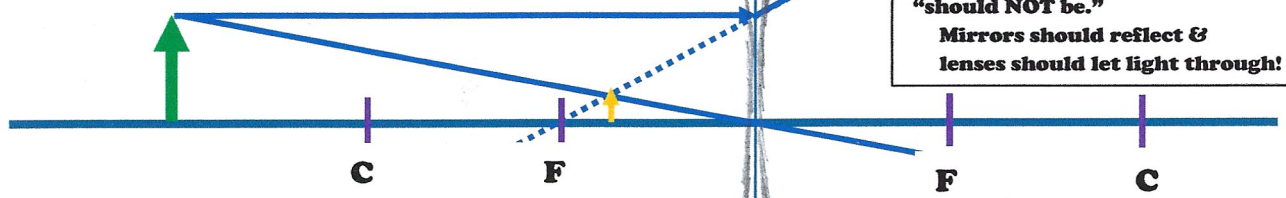
Diverging

Mirror (convex)



Objects are **GREEN**
Images are **ORANGE**

Lens (concave)



Virtual images are where they "should NOT be."
Mirrors should reflect & lenses should let light through!

Diverging mirrors & lenses **ALWAYS** create virtual images.