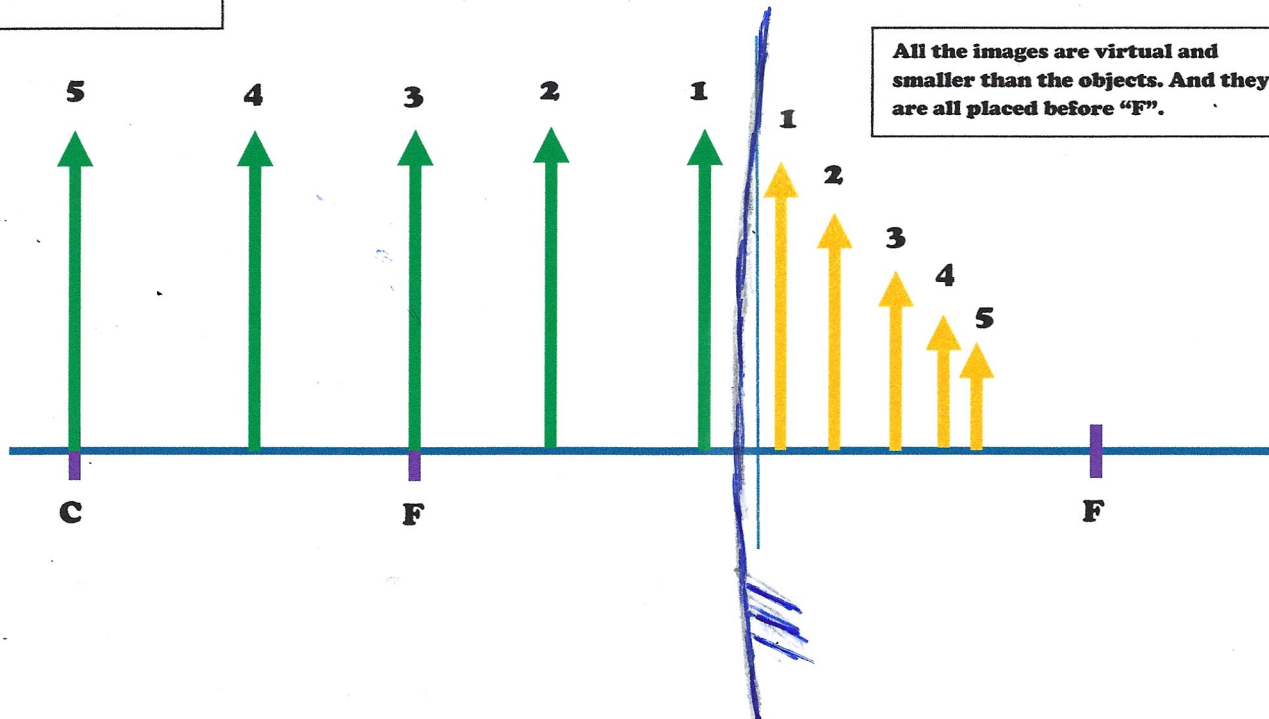


# Diverging Mirrors & Lenses

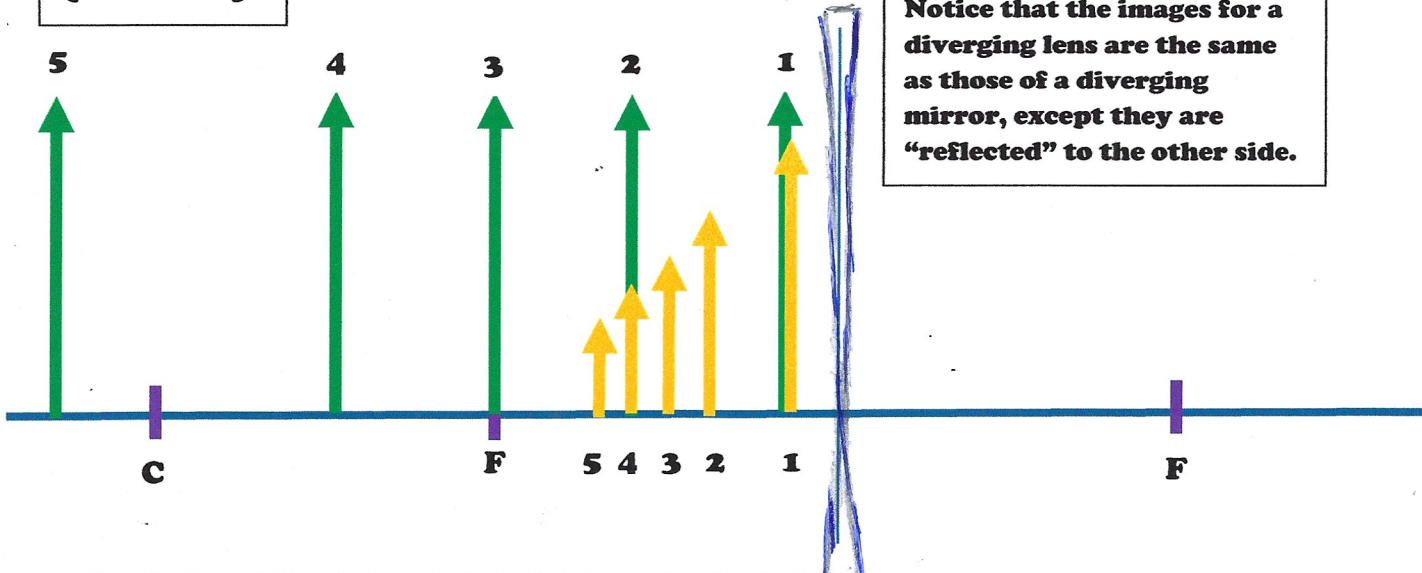
**Mirror  
(convex)**



Objects are **GREEN**

Virtual images are **Orange!**

**Lens  
(concave)**



Simple rule: **Real images** are on the side they "should be" and **Virtual images** are on the "wrong side."

Mirrors should reflect to the same side as the object.  
Lenses should transmit light to the other side.