

# PhyzJob: Ray Tracing part 1

## Images in a Converging Mirror



INSTRUCTIONS: Determine the location and size of the image by means of a ray diagram. Use *any* two principal rays to locate the image. Draw the image and indicate whether it is erect or inverted, enlarged or reduced, real or virtual (consult the phyzguide for clarification).

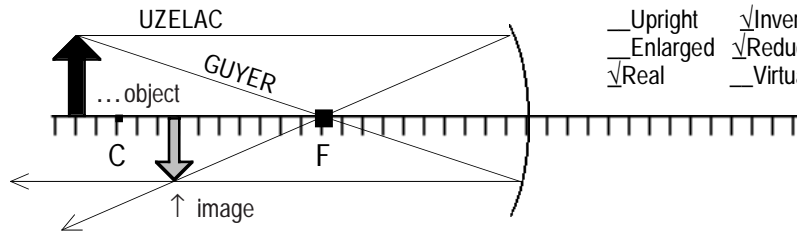


IMAGE IS...

<input type="checkbox"/> Upright	<input checked="" type="checkbox"/> Inverted
<input type="checkbox"/> Enlarged	<input checked="" type="checkbox"/> Reduced
<input checked="" type="checkbox"/> Real	<input type="checkbox"/> Virtual

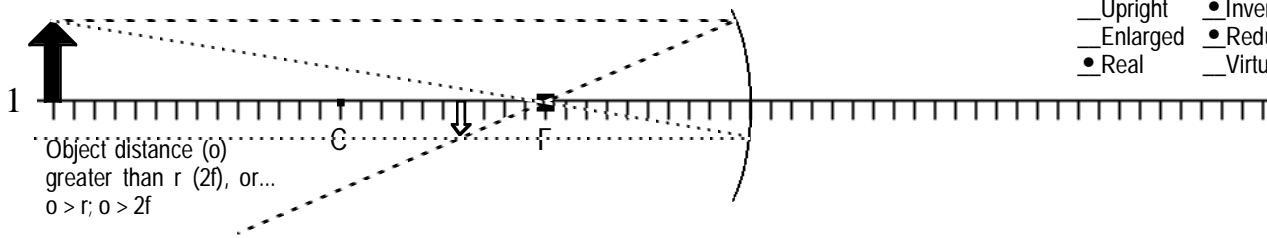


IMAGE IS...

<input type="checkbox"/> Upright	<input checked="" type="checkbox"/> Inverted
<input type="checkbox"/> Enlarged	<input checked="" type="checkbox"/> Reduced
<input checked="" type="checkbox"/> Real	<input type="checkbox"/> Virtual

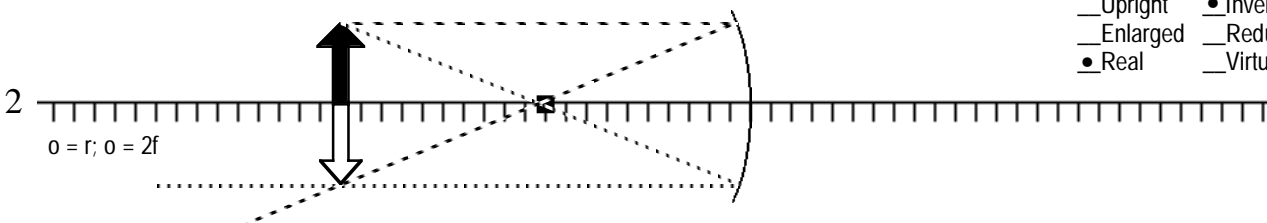


IMAGE IS...

<input type="checkbox"/> Upright	<input checked="" type="checkbox"/> Inverted
<input type="checkbox"/> Enlarged	<input type="checkbox"/> Reduced
<input checked="" type="checkbox"/> Real	<input type="checkbox"/> Virtual

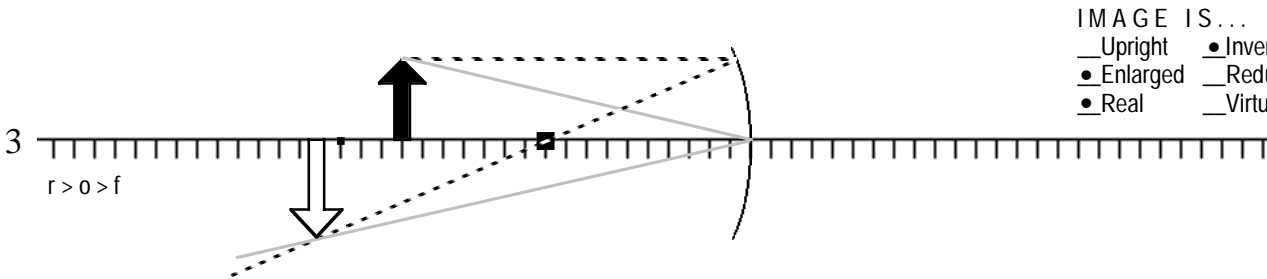


IMAGE IS...

<input type="checkbox"/> Upright	<input checked="" type="checkbox"/> Inverted
<input checked="" type="checkbox"/> Enlarged	<input type="checkbox"/> Reduced
<input checked="" type="checkbox"/> Real	<input type="checkbox"/> Virtual

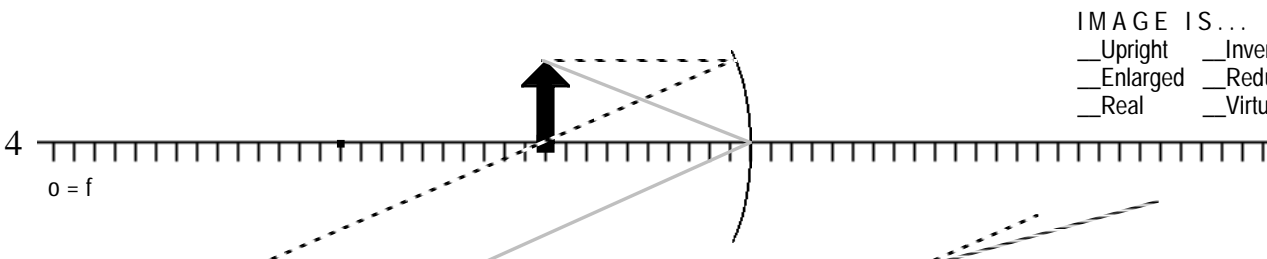


IMAGE IS...

<input type="checkbox"/> Upright	<input type="checkbox"/> Inverted
<input type="checkbox"/> Enlarged	<input type="checkbox"/> Reduced
<input type="checkbox"/> Real	<input type="checkbox"/> Virtual

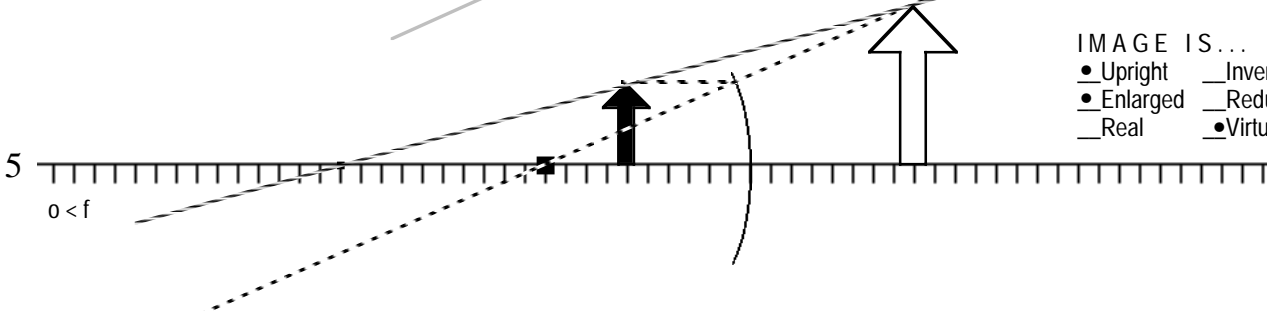


IMAGE IS...

<input checked="" type="checkbox"/> Upright	<input type="checkbox"/> Inverted
<input checked="" type="checkbox"/> Enlarged	<input type="checkbox"/> Reduced
<input type="checkbox"/> Real	<input checked="" type="checkbox"/> Virtual