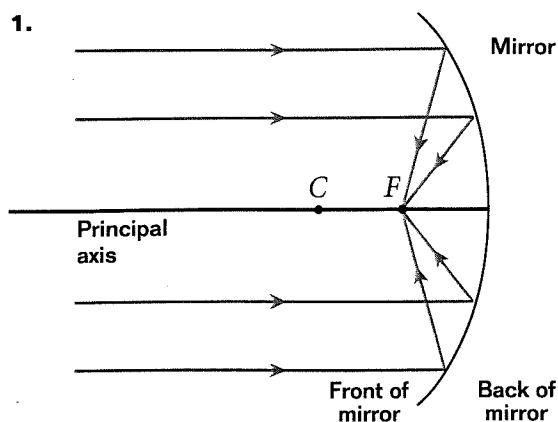


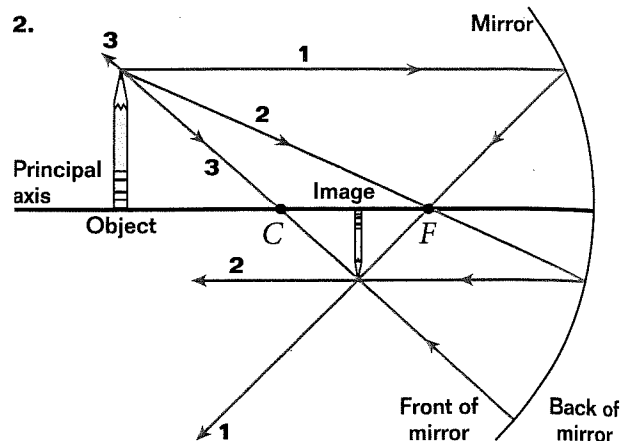
Table 4 Images Created by Concave Mirrors

Ray diagrams



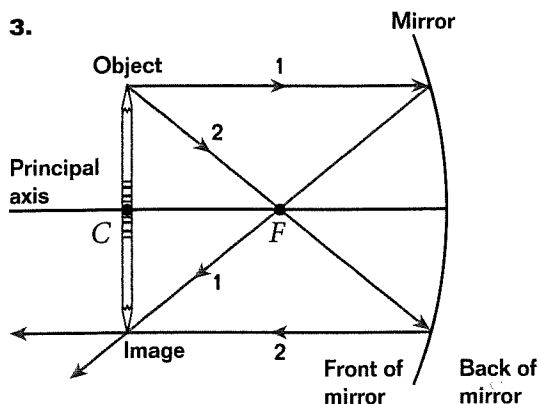
Configuration: object at infinity

Image: real image at F



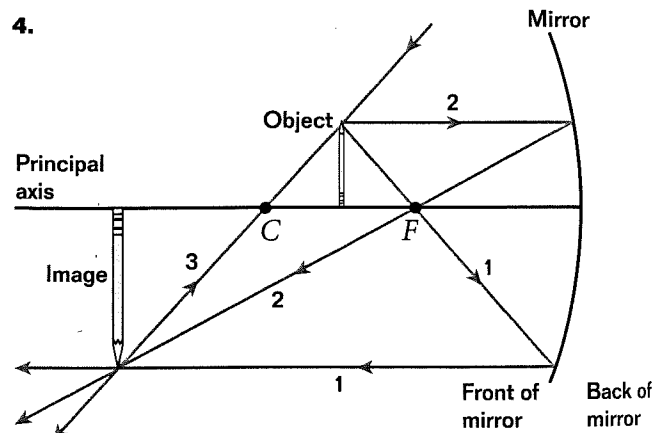
Configuration: object outside C

Image: real image between C and F , inverted with magnification < 1



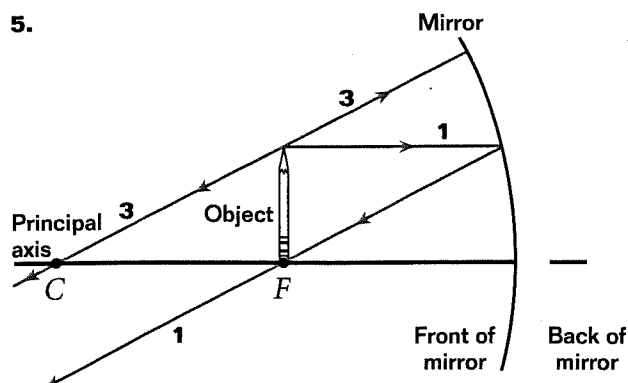
Configuration: object at C

Image: real image at C , inverted with magnification $= 1$



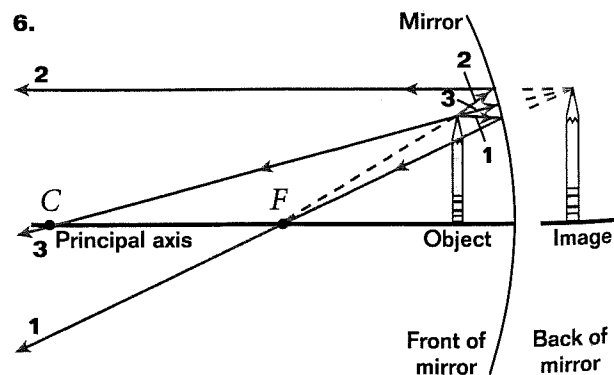
Configuration: object between C and F

Image: real image at C , inverted with magnification > 1



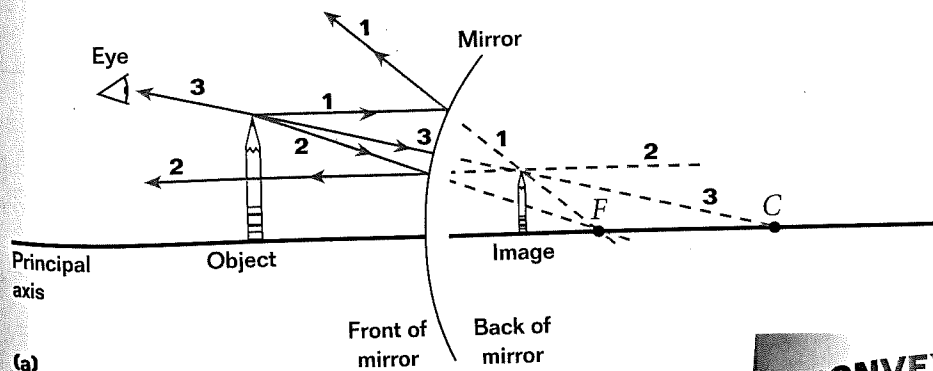
Configuration: object at F

Image: image at infinity (no image)



Configuration: object inside F

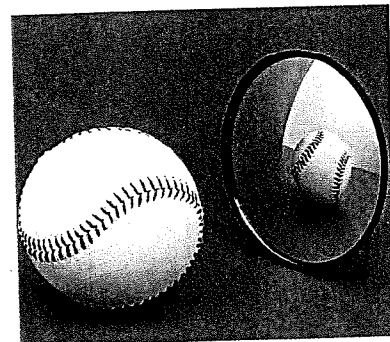
Image: virtual, upright image at C with magnification > 1



(a)

Figure 13

Light rays diverge upon reflection from a convex mirror (a), forming a virtual image that is always smaller than the object (b).



CONVEX SPHERICAL MIRRORS