

ESPILLS

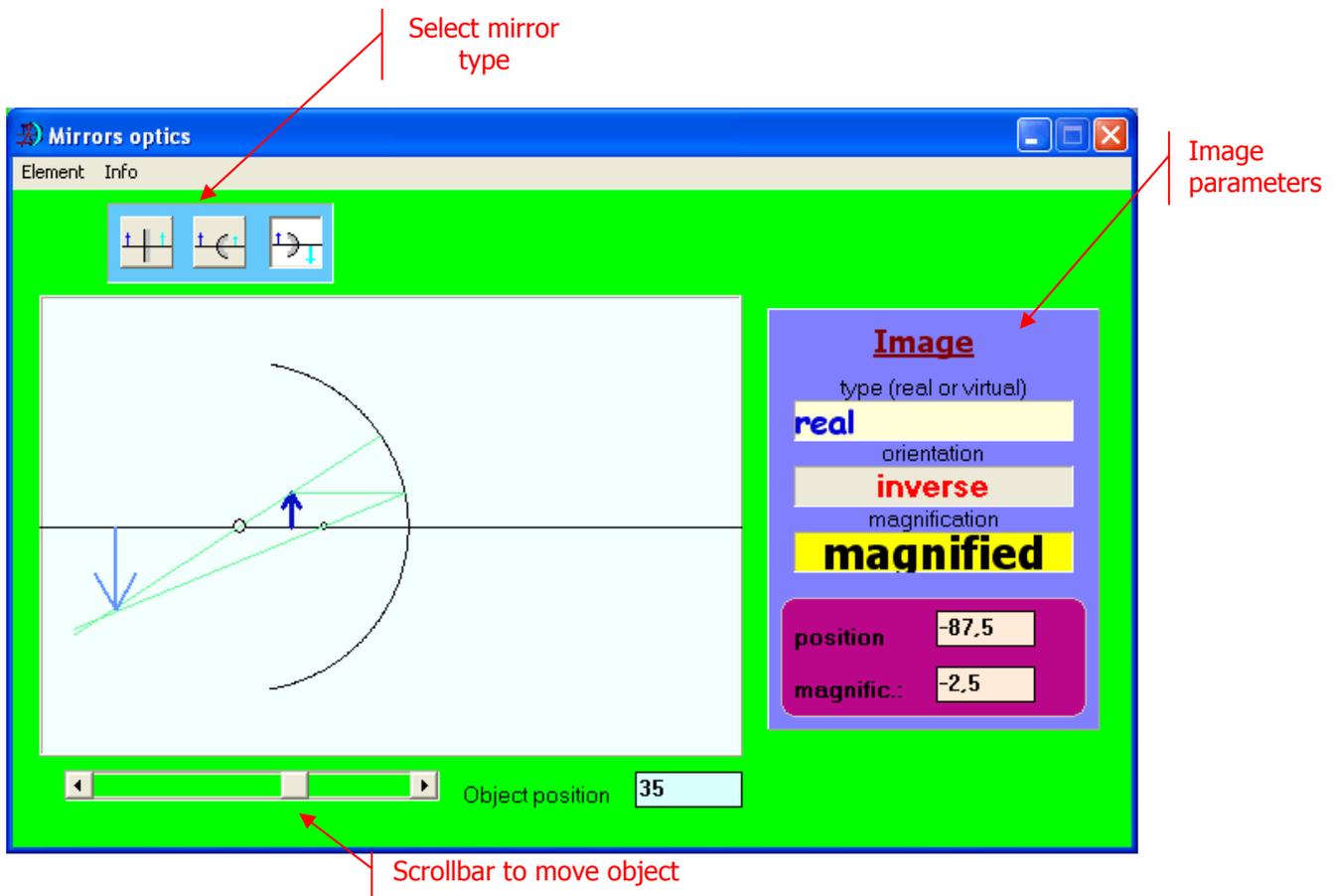
Mirrors optics

Interface and elements

Possible cases in spherical mirrors

Interface and elements

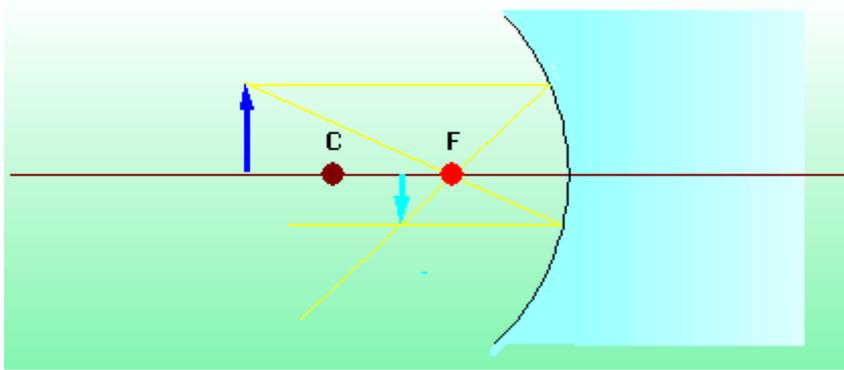
After having chosen a mirror type and having located, by means of the scrollbar, the object, the aspect of the program window can be one as this:



Varying the position of the object we can find the characteristics of each case

Possible cases in spherical mirrors

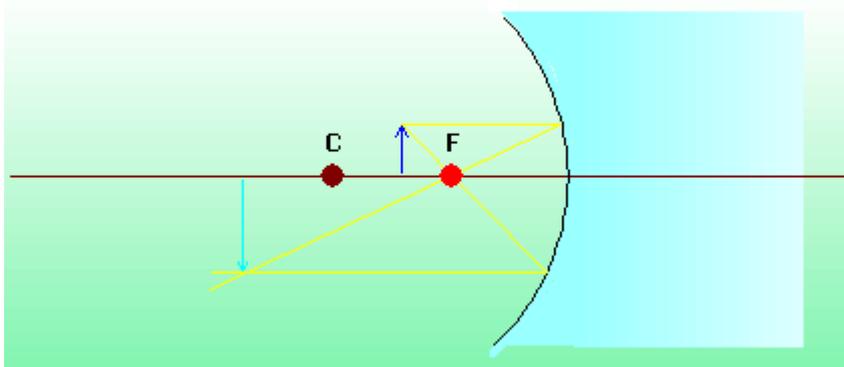
Concave mirror



Object beyond the center

Image:

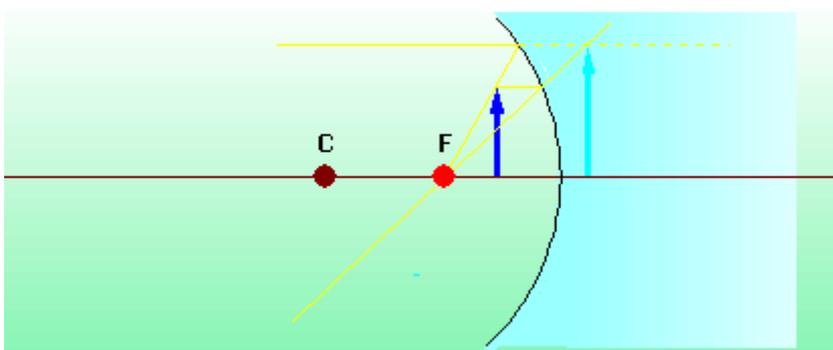
- **real**
- **inverse**
- diminished



Object between center and focus

Image:

- **real**
- **inverse**
- **Magnified**



Object between the focus and the mirror

Image:

- **virtual**
- **right**
- **Magnified**

Convex mirror

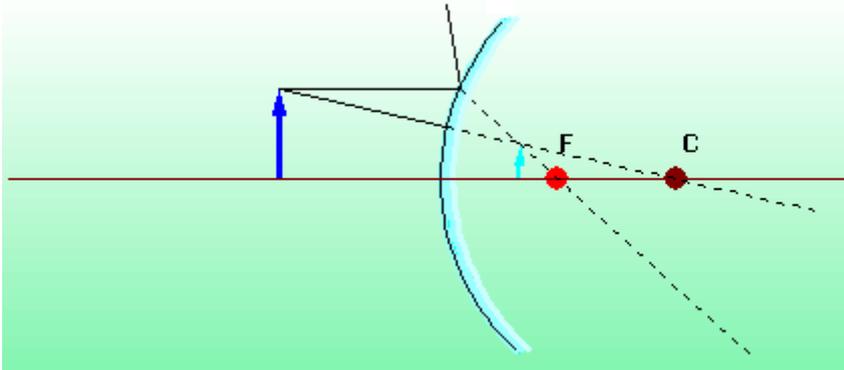


Image:

- virtual
- right
- diminished

Object at all distances