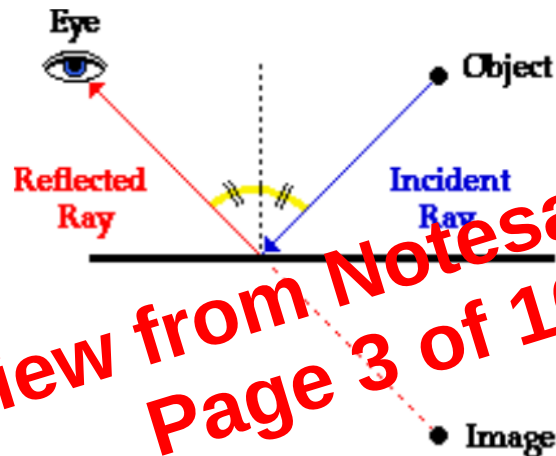


1. Object height = image height
2. Object distance = image distance
3. Always forms a virtual image (cannot be projected onto a screen, behind the mirror, upright)
4. Image is reversed, left to right

Drawing plane mirror ray diagrams:

1. Draw the object and the mirror
2. Draw two incident rays from the object to the mirror
3. Construct the reflected rays -- solid line in front of the mirror, dashed line behind to represent the fact that no light actually reaches the image.
4. Locate the image where reflected rays intersect behind the mirror.



How much of the mirror is needed to view the image?

