



## Physics Lecture 8 - Light and Optics

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### Electromagnetic Waves

Have an oscillating electric/magnetic field, travels at speed  $c = E/B$

*Visible light*: wavelengths 390 nm (violet)-700 nm (red), backwards it's ROYGBIV

*Ultraviolet*: wavelength  $< 390$  nm

*Infrared*: wavelength  $> 700$  nm

*Speed*:  $c = f\lambda$

*Refractive index*:  $n = c/v$ , higher  $n$  = slower light = shorter wavelength (but same freq)

*Polarized light*: electric field of all light oriented in same direction

*Energy of photon*:  $E = hf$

### Reflection

ANGLE OF INCIDENCE = ANGLE OF REFLECTION

### Refraction

*Snell's law*  $n_1 \sin \theta_1 = n_2 \sin \theta_2$ , so higher  $n$  means light is closer to perpendicular axis

When going from high  $n_1$  to low  $n_2$ : *critical angle*  $\theta = \sin^{-1}\left(\frac{n_2}{n_1}\right)$ , if angle of incidence is larger

than the critical angle then there will be no refraction (TOTAL INTERNAL REFLECTION)

*Dispersion*: shorter wavelengths usually refract MORE

### Diffraction

Waves passing through small openings will become circular and can interfere, forming a light/dark *diffraction pattern* on the opposite side

### Mirrors

CONCAVE mirror bends towards observer (from perspective of observer, looks like a CAVE)

CONVEX mirror bends away from observer

CONCAVE mirror will CONVERGE light, CONVEX mirror will DIVERGE light

### Lenses

CONCAVE lens bends towards observer (aka CAVE)

CONVEX lens bends away from observer

CONCAVE lens will DIVERGE light, CONVEX lens will CONVERGE light (opposite of mirrors)

*Focal length* =  $1/2 * (\text{Radius of Curvature})$



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### How to Deal with Optics

1. Draw lens/mirror
2. Draw eye on LEFT side
3. If lens, draw object on RIGHT side, if mirror, draw object on LEFT side
4. Draw HORIZONTAL line from object to mirror/lens, then either reflect (mirror) or refract (lens) towards focal point. Might have to draw dotted line to focal point.
5. Draw DIAGONAL line from object through focal point, then reflect (mirror) or refract (lens) horizontally. Might have to draw dotted lines again.
6. If image is on RIGHT side, it's VIRTUAL AND UPRIGHT  
If image is on LEFT side, it's REAL AND INVERTED

### *Formulas:*

$$P = \frac{1}{f} = \frac{1}{d_{image}} + \frac{1}{d_{object}}$$

$$M = -\frac{d_{image}}{d_{object}} = \frac{h_{image}}{h_{object}}$$

For two lenses, MULTIPLY magnifications, ADD powers