Reflection and Refraction

Reflection	
Reflection is the	
How much reflection depends upon how	the surface is.
If the surface is smooth and flat , the light will bounce off it at	If the surface is rough , the light
There are special geometries governing reflection	ı .
Refraction	
Refraction is the	when it enters a new medium. This is caused by
α	as it passes from one medium (incident medium) to
another (refracted medium).	, st e
When wave changes media its frequency	But because speed
has changed, the	
Light travels at the speed of light (c) , but when it to "speed" of light changes.	ravels thru media which are transparent, the

The equation used to relate the speed of light in a certain substance compared to the refraction of the light as it entered is:
The ($m{n}$) is a ratio comparing the speed of light in a vacuum ($m{c}$) to the speed of light in a substance ($m{v}$) the light moves through.
Example 1 : Light moves through water at $2.25 \times 10^8~m/s$, determine water's index of refraction.
Example 2 : Quartz has an index of refraction of 1.54, determine the velocity of light in quartz.
* The lowest index of refraction is for a vacuum $n = 1.000$ * The next lowest is air $n = 1.0003$ * The maximum (common things) diamond $n = 2.42$

Willebrord Snell was a Dutch research physicist who measured the angles of light as they entered different media. He found a relation between the angle of incidence and the angle of refraction.

Snell's Law

	angle of refraction of 24.2° is p	roduced in the oil, what	is the index of refraction	n of the oil?
b) Who	it is the speed of light in cookin	g oil?		
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When I	ight travels:			
				and th
•	from a less dense to a more de	ense medium, the light $_$, and in
	from a less dense to a more de			
	from a less dense to a more de refracted ray is bent value)			
	refracted ray is bent			
	refracted ray is bent			
	refracted ray is bent			
	refracted ray is bent	the normal. (
	refracted ray is bent	the normal. (going from lower n value	e to higher <i>n</i>
•	refracted ray is bentvalue) from a more dense to a less de	the normal. (going from lower n value	e to higher n
•	refracted ray is bent	the normal. (going from lower n value	e to higher n

