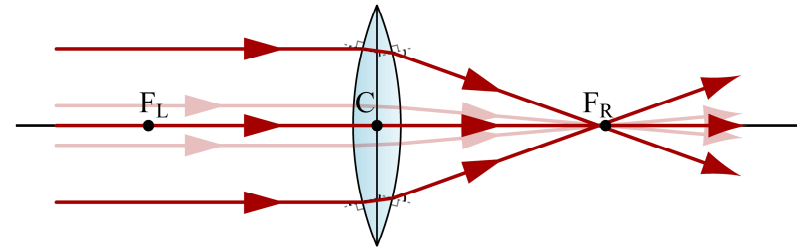
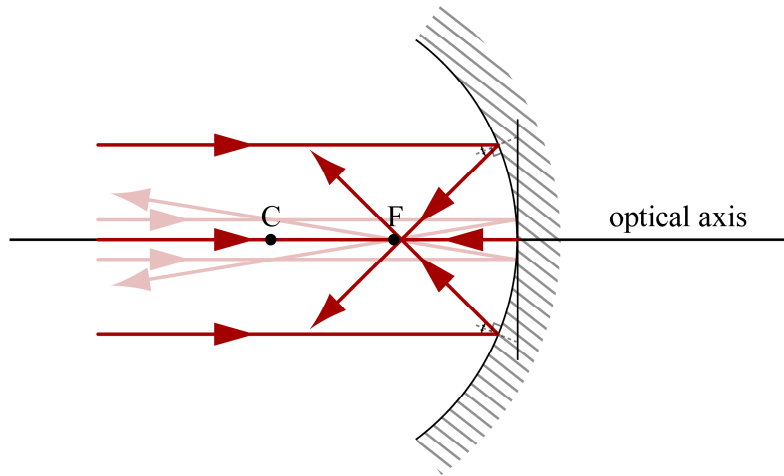


# Simplifying ray diagrams for curved mirrors and lenses

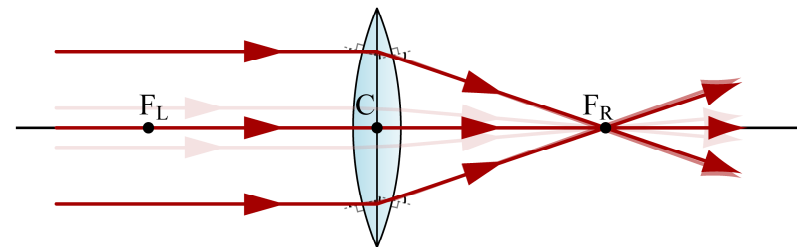
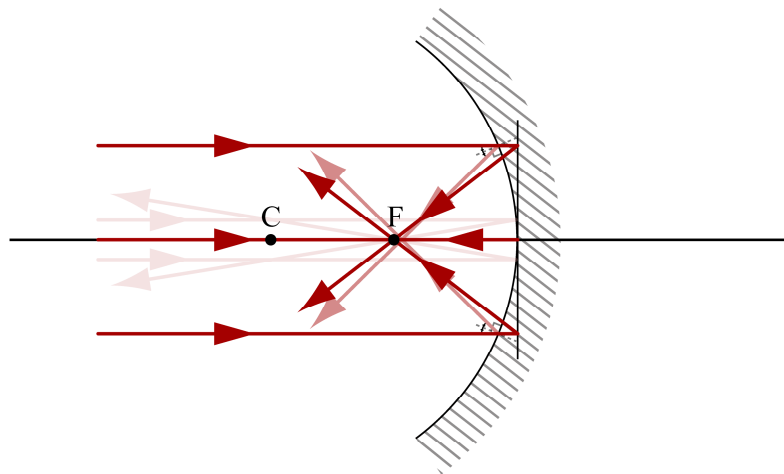
Simplify ray diagrams by pretending that bends in rays occur at the planes of curved mirrors and lenses.

Light rays initially parallel to the optical axis can converge after interacting with concave mirrors and convex lenses

More accurate



Easier to draw

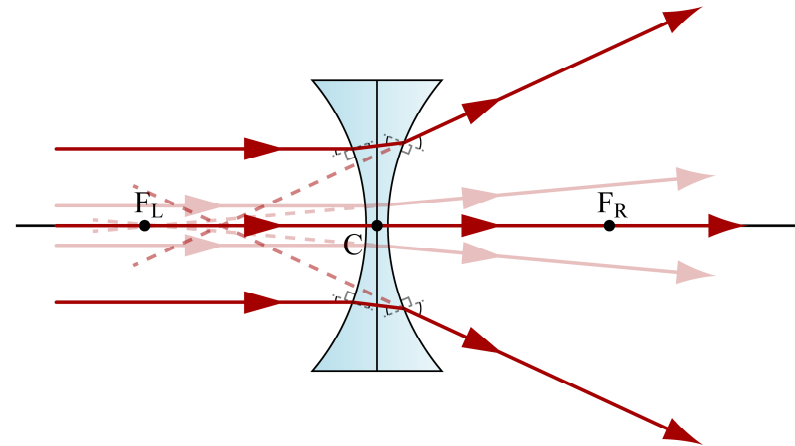
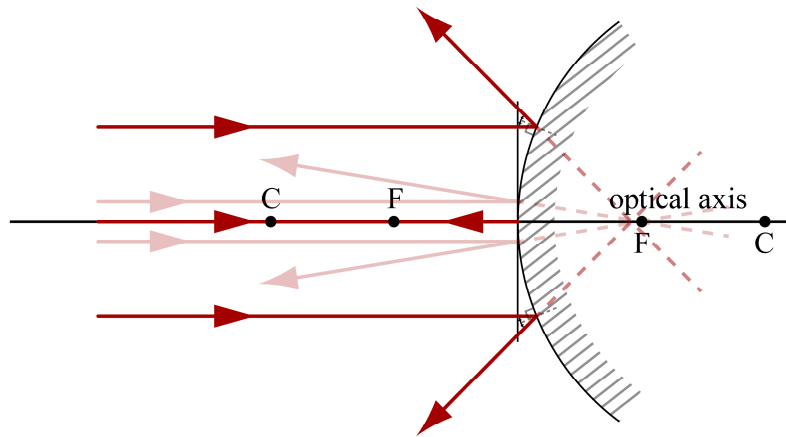


# Simplifying ray diagrams for curved mirrors and lenses

Simplify ray diagrams by pretending that bends in rays occur at the planes of curved mirrors and lenses.

Light rays initially parallel to the optical axis can diverge after interacting with convex mirrors and concave lenses

More accurate



Easier to draw

