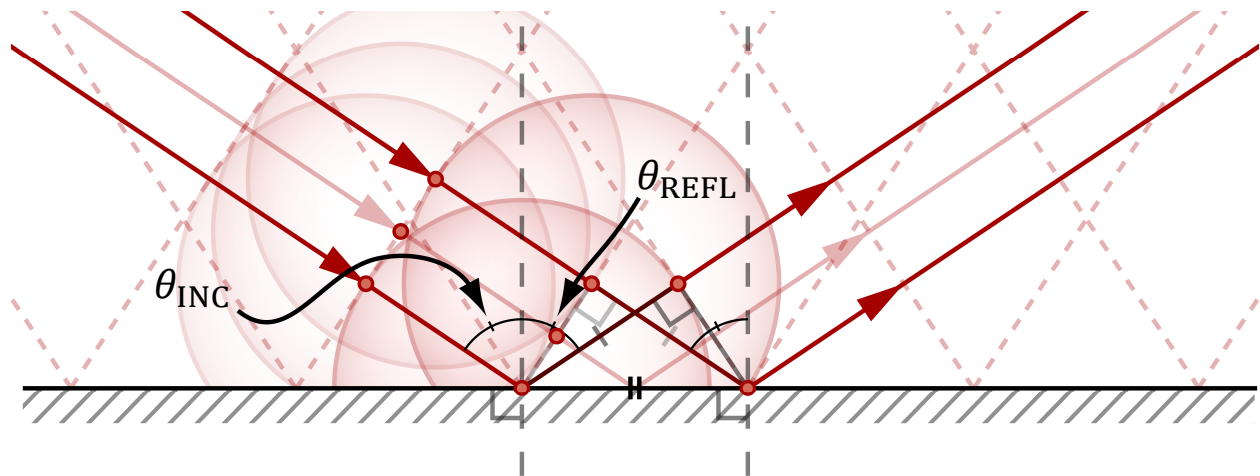
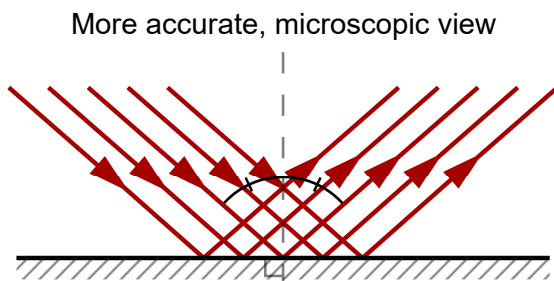


Law of reflection

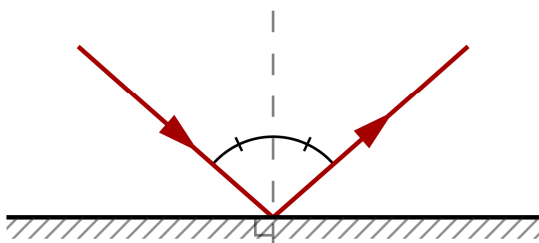


Reflecting off of flat and rough surfaces

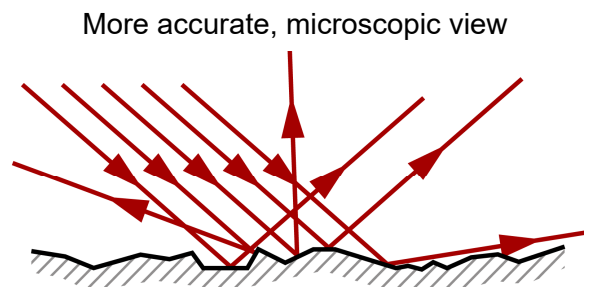
specular reflection – when a narrow bundle of parallel incident rays reflects off of a smooth surface as a narrow bundle of (nearly) parallel reflected rays so that the incident and reflected bundles can be approximately illustrated using only one single representative ray each, with the pair of illustrated rays obeying the law of reflection



Easier to draw



diffuse reflection – when a narrow bundle of parallel incident rays reflects off of a rough surface as a broad (fanned-out) bundle of reflected rays so that, even though the bundle of incident rays can be approximately illustrated using only one single representative ray, the reflected rays must be drawn using a variety of reflected rays pointing in a variety of directions



Easier to draw

