## Lenses and Ray Diagrams <br> SNC2D

A lens is a piece of transparent material that has been shaped in such a way that it $\qquad$
light rays to $\qquad$ .

A $\qquad$ lens (here, a double convex lens) focuses parallel rays to a single point and can form a $\qquad$ image.

Sketch:

A $\qquad$ lens (here, a double concave lens) will always form a
$\qquad$ image.

Sketch:

Note that there are two $\qquad$ , one on either side of the lens, and that rather than $C$ (the centre of curvature), we have $2 F$ (twice the focal length).


## Refraction Rules for a Converging Lens

- An incident ray travelling parallel to the principal axis will refract such that it travels
$\qquad$ .

An incident ray travelling through the focal point will refract such that it travels
$\qquad$ on the far side of the lens.

Point to note:
Not all converging lenses are double-convex lenses. Converging lenses may have different shapes. When drawing ray diagrams, therefore, we ignore the shape of the lens and refract the rays at

## Refraction Rules for a Diverging Lens

An incident ray travelling parallel to the principal axis will refract such that its
$\qquad$ travels $\qquad$
on the $\qquad$ side of the lens.

- An incident ray travelling towards the focal point on the $\qquad$ side of the lens will refract such that it travels parallel to the principal axis on the far side of the lens.


## The $3^{\text {rd }}$ Rule (for Both Lenses)

- An incident ray travelling through the exact $\qquad$ of the lens will continue to travel in the $\qquad$ direction after refracting through the lens.


## Ray Diagrams Redux

We can use ray diagrams to locate and describe the characteristics of an image.
Step 1: Draw the $\qquad$ rays (parallel to the axis, through the focus, and/or through the centre).

Step 2: Draw the $\qquad$ rays according to the refraction rules.

Step 3: Locate the $\qquad$
More Practice
Draw scaled ray diagrams to determine the answers to page 462 \#6 and \#10.

