## Reflection



The 'normal' line is at 90 degrees (right angles) to the mirror.

If a surface is not smooth/flat the reflected light is scattered in many directions


## Refraction

## E.g. from air to water



Effect of refraction


## Reflective Surfaces

I Searched for reflective surfaces - this is what I found:

| Object and location.... | I can see <br> my face... | It reflects <br> torch light | Is this object made from this material because it is reflective? Why? <br> Mérror Mírors are very reflective so that you can see your reflection <br> clearly. |
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