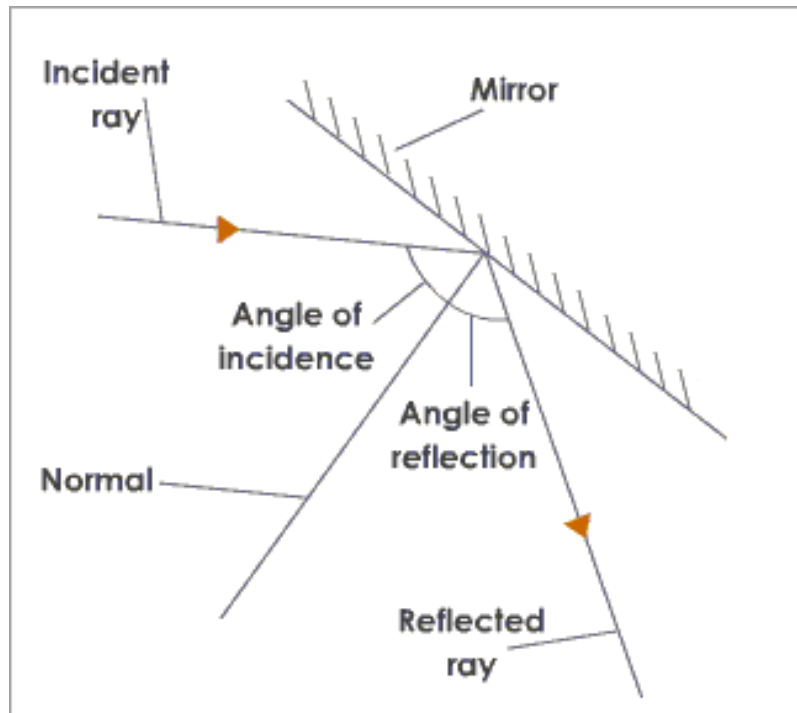
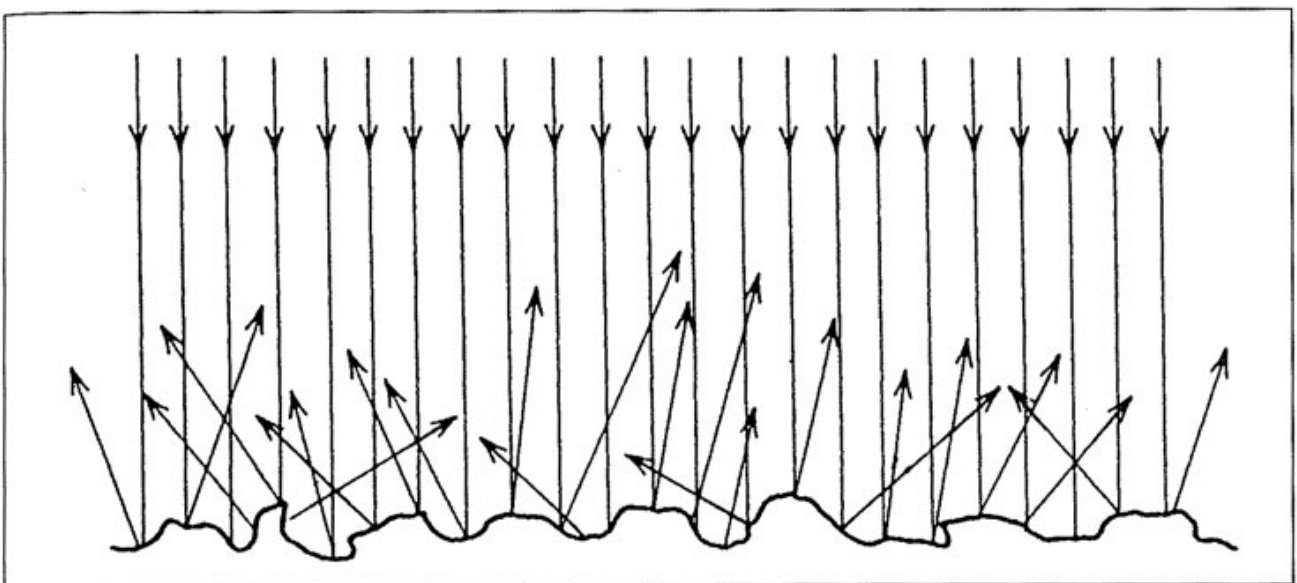


Reflection



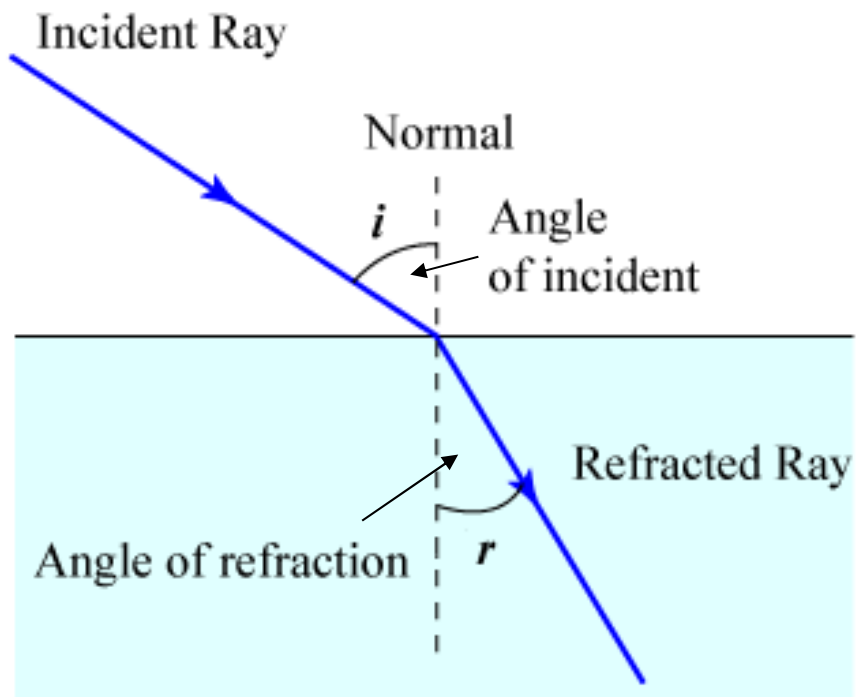
The 'normal' line is at 90 degrees (right angles) to the mirror.

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

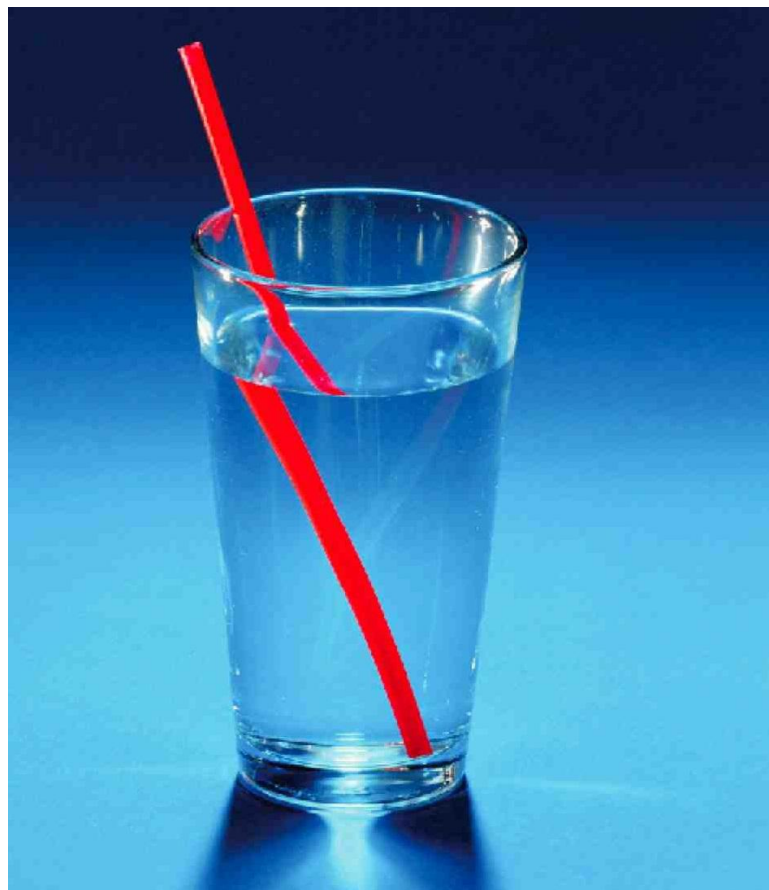


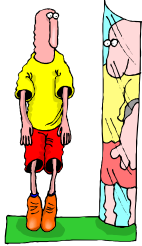
Refraction

E.g. from air to water



Effect of refraction





Reflective Surfaces

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

[illegible]