

# An Introduction to Reflection

## SNC2D

None of us generates light in the \_\_\_\_\_ region of the electromagnetic spectrum.

We are not sources of light like the sun; rather, we are \_\_\_\_\_ objects like the moon.

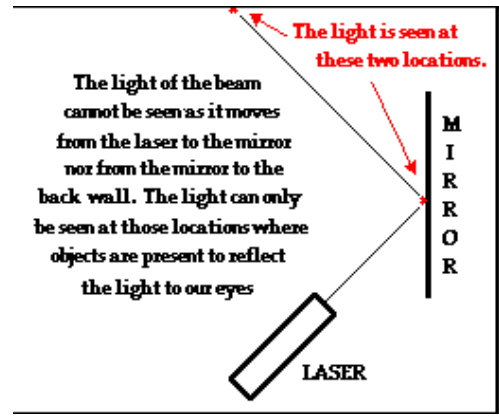
We make our presence visibly known by \_\_\_\_\_

light to the eyes of those who look our way. These light rays

travel in \_\_\_\_\_.

In order for us to observe light, it has to be directed to our eyes.

Light moving away from us cannot be seen unless it is reflected back.



When light reflects off a surface, the **angle of** \_\_\_\_\_ is equal to the **angle of** \_\_\_\_\_ as measured from the \_\_\_\_\_.

Diagram:

A smooth surface will produce \_\_\_\_\_ **reflection**.

Diagram:

A rough surface (such as ourselves) will produce \_\_\_\_\_ **reflection** because each small part of the surface makes a different \_\_\_\_\_ with the incident light.

Diagram: