Refraction SNC2D

Light will trav	rel more in more dense materials.			
The	of the speed of light in a vacuum (or air) to the speed in	the material		
is the	(or			
Formu	la:			
Example:	For water, the is			
	The speed of light in water is therefore:			
Frequency and	d Wavelength			
Since the wav	(the frequency of a			
wave is alway				
	N=1.0 N=2.0 N=1.0			
So in 2D (with	n the boundary at an angle to the wave), the wave will	Air		
as those parts that enter the more-dense material first				
first. (The black lines show the crests or ""). Refraction of light occurs at the air-glass boundary				
If the ray is pe	erpendicular to the boundary,			

Snell's Law : The amount by which indices of the media).	n the wave is bent is	given by Snell's Law $(n_i$ and	and n_r are the refractive
Formula:	Ske	etch:	
Note that a ray will bend	the n	formal when travelling into	a
more-dense medium (and	from the no	rmal when travelling into a	less-
dense medium).			
Sketch:			
Problem Solving with Snell's Law:			
When light passes from air into wa in the water?	ater at an angle of 45°	o from the normal, what is t	he angle of refraction
Note that since different	0	f white light refract slightly	differently,
refraction can split white light into	its different	\wedge	£
wavelengths (i.e.) especially if		Red
refracted			Orange Yellow Green
This is called		White Light	Blue