

Name: \_\_\_\_\_

## Refraction Phenomena including Total Internal Reflection SNC2D

Refraction effects produce a number of interesting observable phenomena. . . .

E.g. objects in water may appear to be \_\_\_\_\_:

If we look at an object in a different medium, we will see an \_\_\_\_\_

of the object along the \_\_\_\_\_ of the rays that are

\_\_\_\_\_ to us.

Light Refraction  
by a Glass of Water



Figure 2

Similarly, an object underwater will appear to be at a different depth than its actual depth:

But more interesting than the refraction of light rays is the \_\_\_\_\_ of light rays to refract. . . .

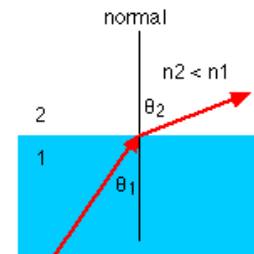
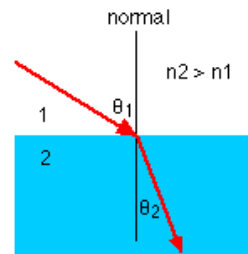
Recall that if a ray is travelling from a less dense material to a more-dense material, it will bend

\_\_\_\_\_ the normal and if

travelling from a more-dense material to a

less-dense material it will bend

\_\_\_\_\_:



Snell's law:  $n_1 \sin\theta_1 = n_2 \sin\theta_2$  or, equivalently,  $\sin\theta_1 / \sin\theta_2 = v_1 / v_2$

So for the case of the ray travelling from the \_\_\_\_\_-dense material to the \_\_\_\_\_-dense

material, there must exist some \_\_\_\_\_ incident angle  $\theta_c$  such that the ray will refract

at \_\_\_\_\_ from the normal (along the boundary).

Sketch:

If the light is incident at an angle larger than this critical angle  $\theta_c$ , \_\_\_\_\_

will occur.

Example: When light is travelling through glass into air, the total internal reflection will occur at a critical angle of  $42^\circ$ . Find the index of refraction of the glass.

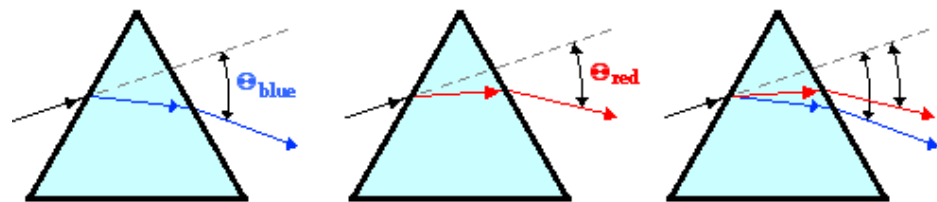
Applications:

\_\_\_\_\_ are based entirely on the principle of TIR. These are flexible strands of \_\_\_\_\_. With a straight or smoothly bending fibre, the light will hit the wall at an angle higher than the critical angle and will all be reflected back into the fibre so that no light will be lost.

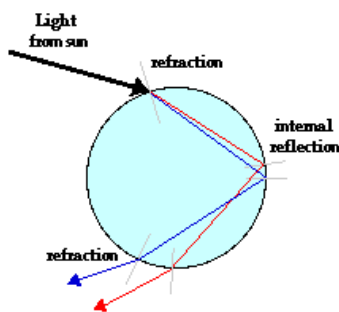
Air of different \_\_\_\_\_ will have different  $n$ s and light rays can reflect within the air, resulting in \_\_\_\_\_ and \_\_\_\_\_.

Different frequencies ( \_\_\_\_\_ ) of light actually refract at different \_\_\_\_\_.

This is called \_\_\_\_\_ and is especially apparent when white light is passed through a \_\_\_\_\_.



Blue light refracts more than red light due to the difference in wavelength. This causes blue light to deviate from its original path by a greater angle than the red light.



Dispersion and \_\_\_\_\_ can occur in \_\_\_\_\_

which may result in \_\_\_\_\_.