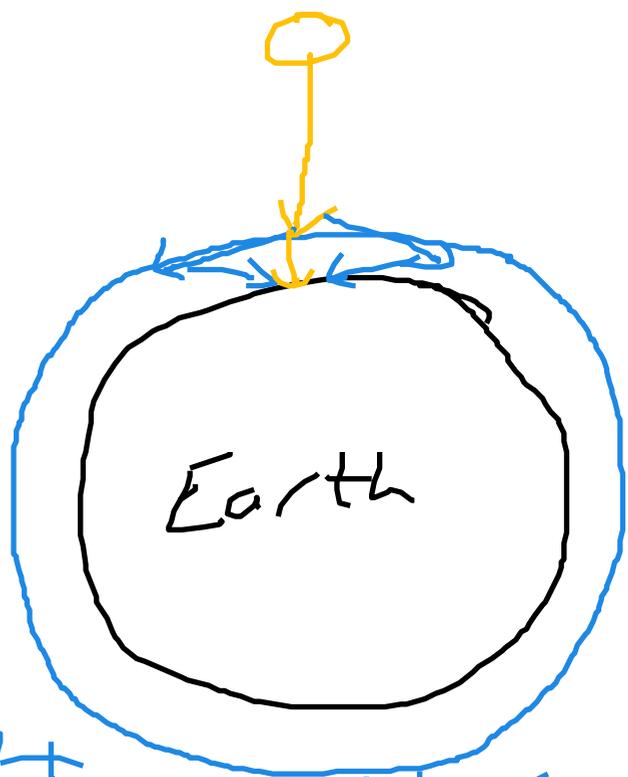


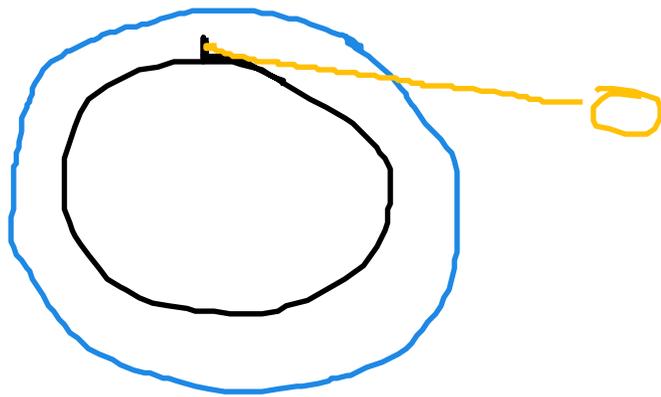
Why is the sky blue?

Rayleigh scattering

Blue light, having a smaller wavelength, is more easily scattered by air molecules, dust, etc than red light.

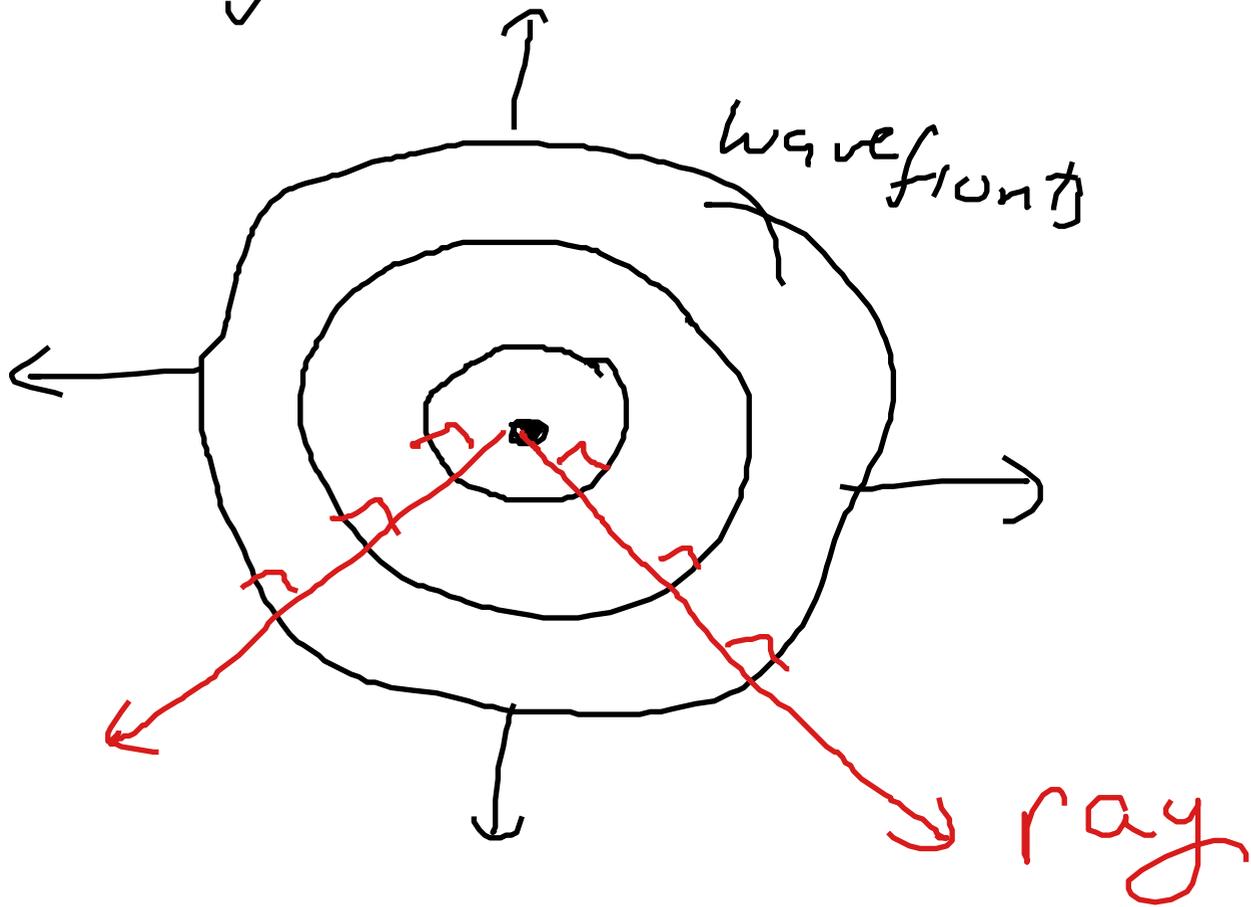


Blue light scatters, & is reflected from other parts of the sky back to you.



At sundown, sunlight passes
through a lot more atmosphere
loses more blue light →
Sun looks reddish

Ray Optics



- points in direction the wave is moving
- perpendicular to wavefronts

↳ light is a thing that moves in a direction

5
Speed of Light

$$c = 3 \times 10^8 \text{ m/s}$$

In vacuum

(fastest possible speed for
energy/mass/information
to travel)

In materials,
light slows down

e.g. water $v = 2.3 \times 10^8 \text{ m/s}$

Index of Refraction

$$\frac{3 \times 10^8 \text{ m/s}}{2.3 \times 10^8 \text{ m/s}} = 1.3 \text{ for water}$$

$$n = \frac{c}{v} \rightarrow v = \frac{c}{n}$$

$$n \geq 1$$

$n = 1$ for
vacuum

because $v \leq c$

7
 n : "resistance" of material
to light moving through it

air: $n = 1.0003 \approx 1$

water: $n = 1.3$ ($\approx \frac{4}{3}$)

glass: $n = 1.4 - 1.6$ ($\approx \frac{3}{2}$)

diamond: $n = 2.4$

(light loses $1 - \frac{1}{2.4}$

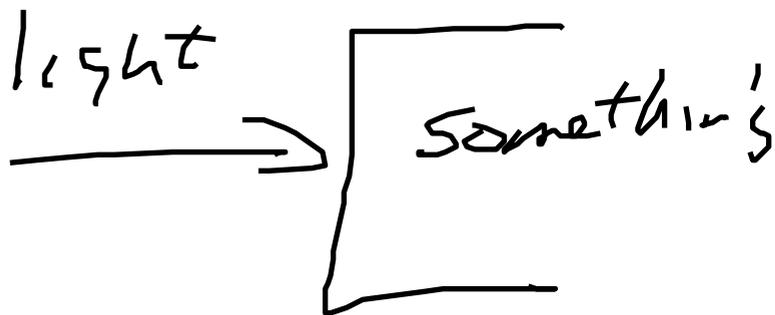
$= 60\%$ of its

speed in diamond)

"NIL" for Light

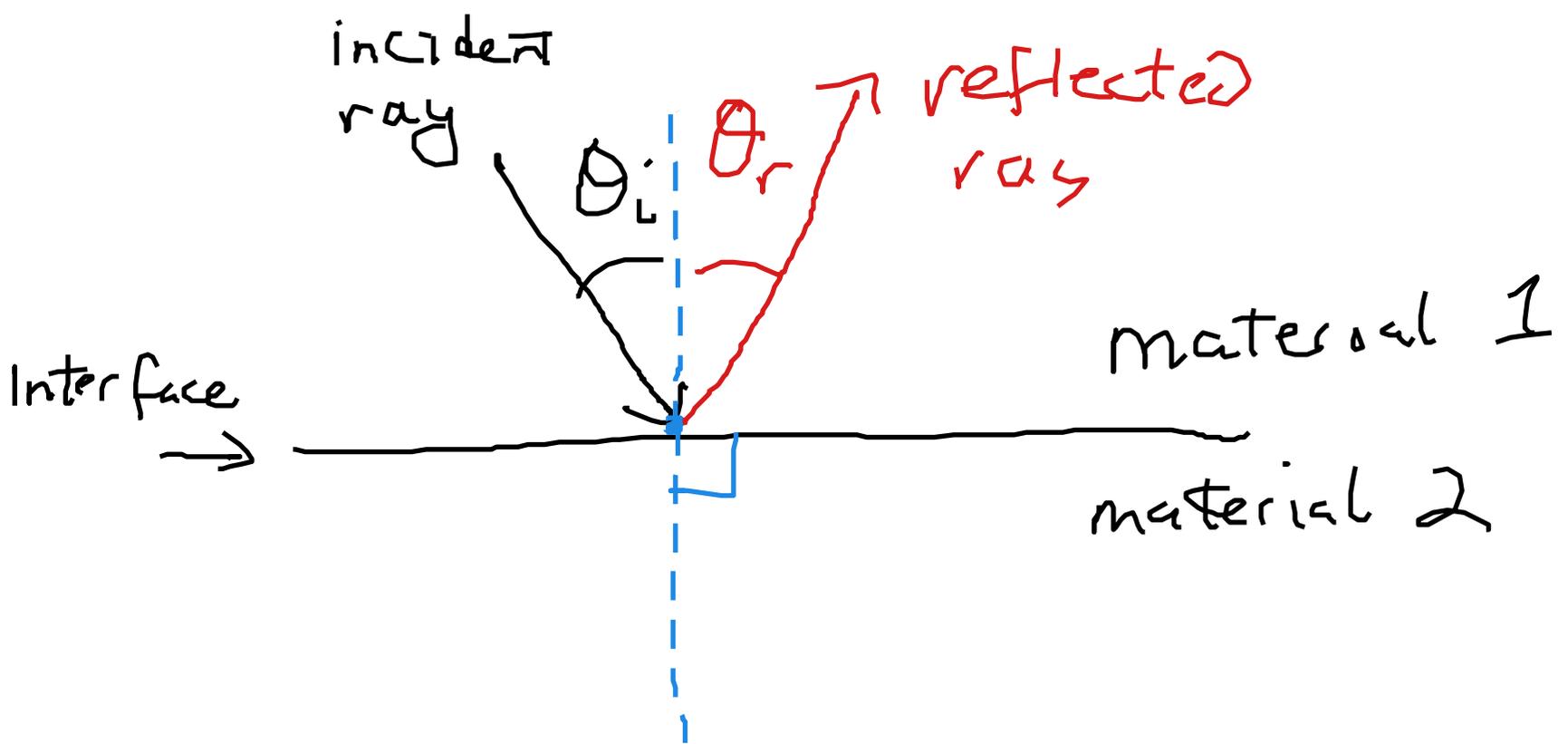
Light travels in a straight line at a constant speed until it hits something that changes its speed.

* something = physical object, not more light



- 1) absorption (disappears)
- 2) reflection (bounces off)
- 3) transmission (passes into)

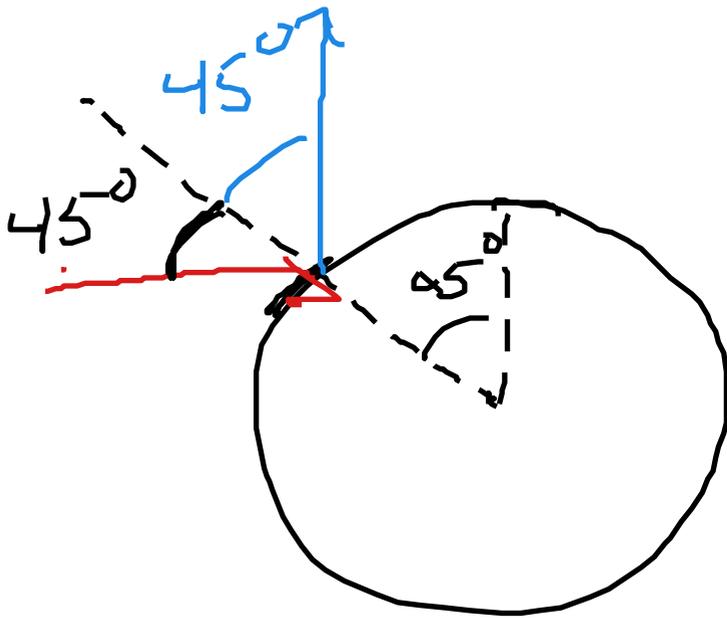
Reflection



normal
(= "perpendicular")

Law of Reflection: $\theta_r = \theta_i$

Angles always measured
from the normal.



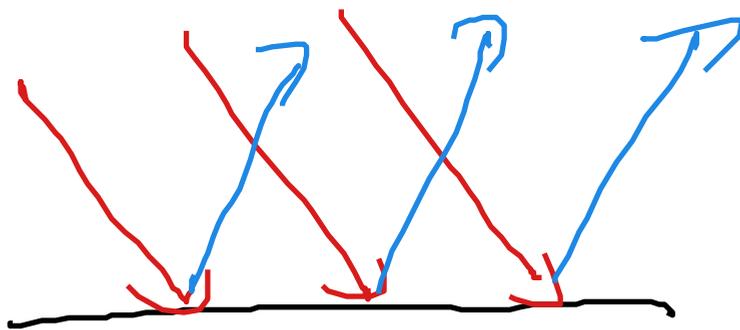
Reflected ray is on the opposite side of the normal from the incident ray.

$$\theta_i = \theta_r = 0^\circ$$

Specular Reflection

- flat surface

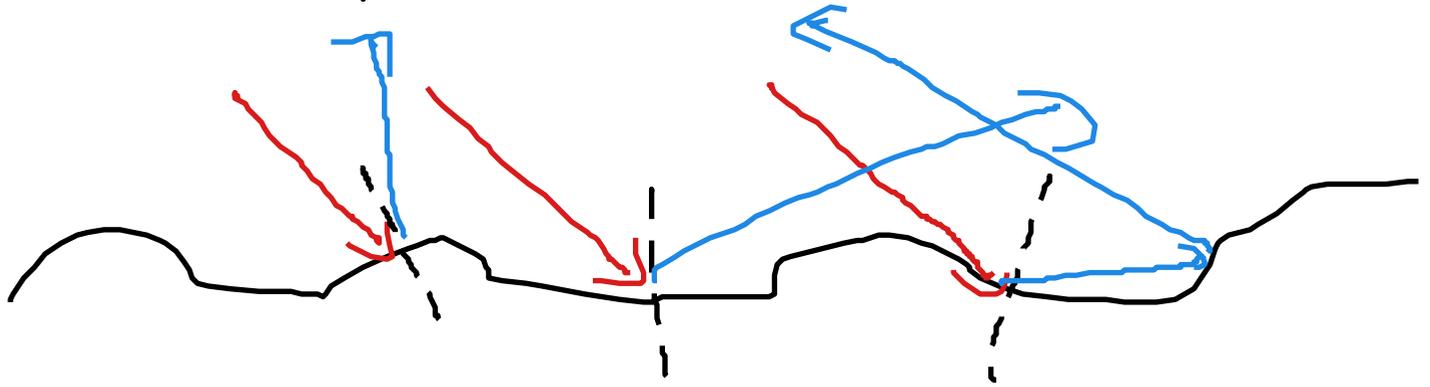
(mirror, calm pond)



reflected rays look
just like incident
rays - see images

Diffuse Reflection

bumpy surface



Rays become disorganized