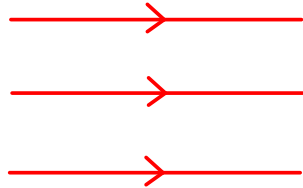


Wavefronts and Rays

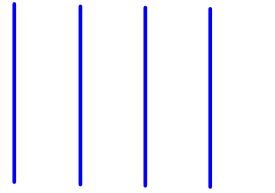
Usually we draw light as rays and water ripples as wavefronts, but all waves can be represented both ways.

Example 1: waves moving to the right

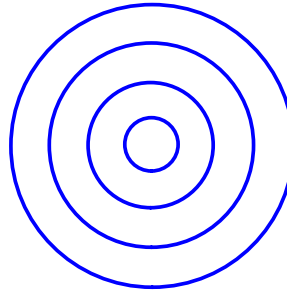
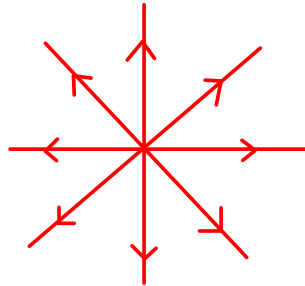
light - shown as rays



ripples - shown as wavefronts



Example 2: waves spreading out from a point



Wavefronts are always perpendicular to rays.

We can use wavefronts **and** rays on the same diagram.

Example 3: reflection

