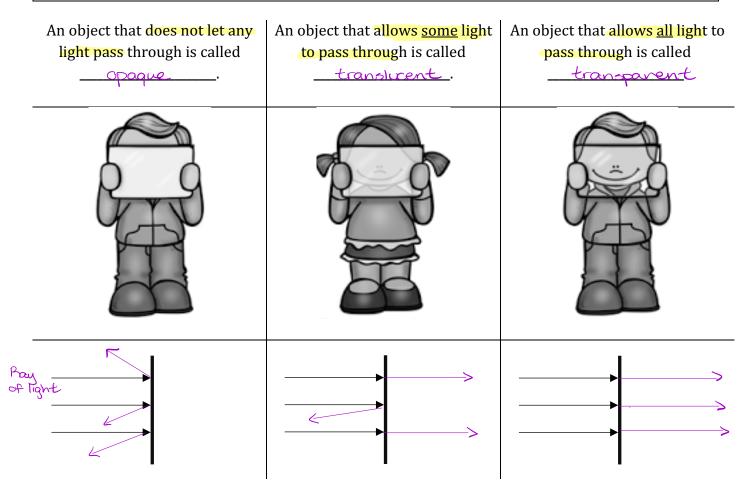
# Optics 3

Name: Hey Date: Block:

- 1. Opaque/Translucent/Transparent
- 2. Ray Model of Light
- 3. Shadows

## Opaque/Translucent/Transparent



Can you think of other materials that are opaque, translucent and transparent?

<u>Opaque</u>	<u>Translucent</u>	<u>Transparent</u>
- Table - Cardboard - Wall - Book - Grand	-Fog/Steam Clady ice - Skin - Frost - Water	-Clean water -Glass (window) -Glasses (glass or plastic) -Clear plastic
	(because you can see a reflection) -Frosted alass	

**Three** things happen when light strikes a material!

Light may be	<u>Material</u>	Examples:
Absorbed	Opaque	1. Book 2. People
Scattered	Translucent	1. Tinted window 2. Shan
Transmitted	Transparent	1. Grass 2. Clear water

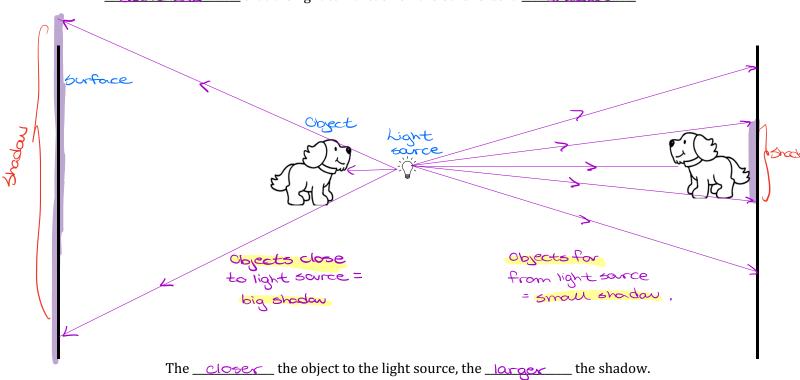
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## **Ray Model of Light**

- Light is represented as a <u>straight</u> or <u>rays</u> that shows the direction the light wave is travelling.
- · You can use this model to show what happens when light hits an object

#### **Shadows**

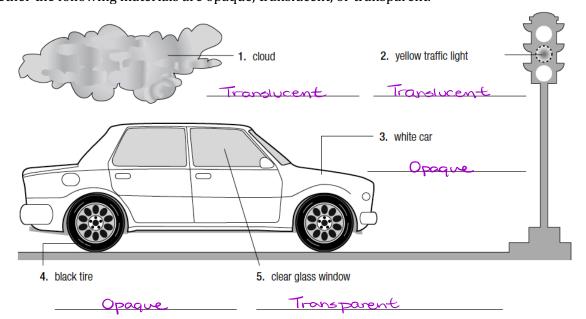
- Light travels in straight lines from its \_\_\_\_\_\_
- When light reaches a <u>solid</u>, the light cannot move through the object, which leaves an area of that the light can't reach on the other side: a <u>spadaw</u>!



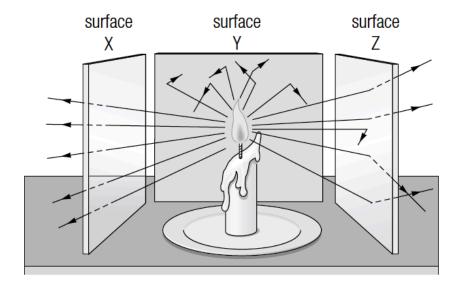
<u>Practice</u>: Label the following as opaque, transparent, or translucent



State whether the following materials are opaque, translucent, or transparent.

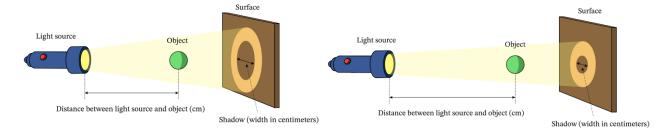


Consider the following diagram and fill in the blanks using the words from the word bank below.



Surface:	Descriptors:	Vocabulary
X	G, H	A. Absorbs light B. Reflects light C. Does not allow any light to pass through D. Scatters light E. Opaque F. Translucent G. Transparent
Y	A,B,C,E, \( \)	
Z	D,F, I	H. Objects seen clearly on other side I. Objects not seen distinctly on other side J. Objects not viewable on other side

### Consider the images below:



- a) Why does an opaque object cause a shadow? Opoque objects block the light rough
- b) If you move the light source farther away from the object, the shadow gets \_\_\_\_\_\_
- c) If you keep the light source and object in the same locations and move the surface farther away, the shadow gets \_\_\_\_\_\_\_.