**Reflection of**

**Light.**

**Reflection: is the bouncing of light off of a surface.**

**Plane mirrors (or surfaces): Are surfaces that light hits that straight, they are not angled or curved.**

**Angle of incidence**

**a**

**b**

**Angle of reflection**

**Angle a and angle b are equal.**

**When light hits a “plane”, flat surface it reflects off that surface at the same angle that it hits it.**

**Image distances from plane mirrors are equal to the object distance.**