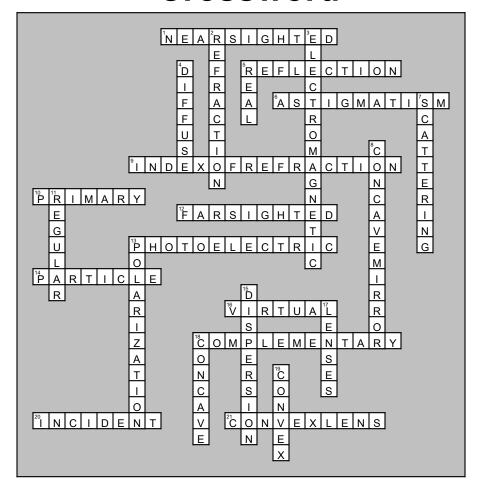
## Crossword



## **Across**

- Vision impairment when incident light from distant objects is converged in front of the retina, yielding blurred vision. Corrected by concave lens. e.g. Myopia.
- 5. Total internal \_\_\_\_ occurs when light is incident upon a more dense medium and the angle causes it to reflect instead of slow down into the next medium (as in refraction). e.g. rainbow from water drops, light pipes.
- Condition caused by a misshaped cornea or lens. Difficulty focusing light.
- Show optical density. The greater the index, the slower light travels in a medium.
- Colors of light that when mixed evenly make white: red, green, blue. These make all other colors of light.
- 12. Vision caused by light not focusing on the retina. Corrected by convex lenses. e.g. Hyperopia.
- 13. Effect from the transfer of energy from light to an electron embedded in a metal. Used in electric eyes, remote control devices, sound tracks, photocells, solar panels.
- 14. Light can behave as a wave or a \_\_\_\_. e.g. the photoelectric effect demonstrates this property of light.
- 16. The kind of image produced by concave lenses or convex mirrors in which NO light rays converge to a focus. Images are behind the mirror or on the same side of the lens as the object
- 18. When two colors are mixed and form white light. e.g. red + cyan; yellow + blue; magenta + green.
- 20. The ray or angle of incoming light.
- 21. Forms real images when the object is far enough away from the lens. Type of lens that can magnify a virtual image when the object is placed between the focal point and the lens.

## Down

- Light slows down or speeds up based on the medium (e.g. air, water, glass, diamond) that it travels through. It appears to "bend." e.g. mirage.
- 3. Waves (radiation) that needs no particles to travel or propagate. Radio, microwave, infrared, visible light, ultraviolet, x-ray, gamma rays.
- Reflection from a non-smooth surface so the reflected rays do not form a clear image. e.g. light reflecting off sand paper or cloth.
- The kind of image produced by lenses when actual light rays converge to a focus. Made by concave mirrors and convex lenses.
- 7. Light is redirected as it passes through a medium. e.g. ski appears blue on a clear day despite actually being clear. e.g. sun appears red at sunset or sunrise.
- 8. Light rays reflect off the surface to a focal point; forms real images or virtual (when object is inside focal point).
- 11. Specular reflection off a smooth surface that yields a clear image and easily shows the law of reflection (i = r).
- Light gets aligned in particular planes by passing through a filter or in reflecting. e.g. digital clocks or scoreboards use this to display.
- 15. Light is separated into its component frequencies (colors) when passing through a prism. e.g. the rainbow shows this.
- 17. Prisms or transparent materials capable of taking parallel rays of incident light and converging them to a point or diverging them from a point.
- 18. As a lens, it is thinner at the center than edges. As a mirror, reflection occurs off the inside of the curve.
- 19. As a lens it is thicker in the middle than at its ends. As a mirror, reflection is off the outside of the curve.