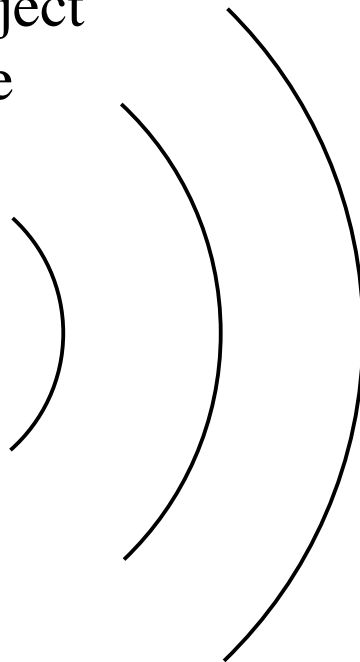


Optical  
System

**Media** – **homogeneous**  
– **isotropic**

Real object  
space

$O$

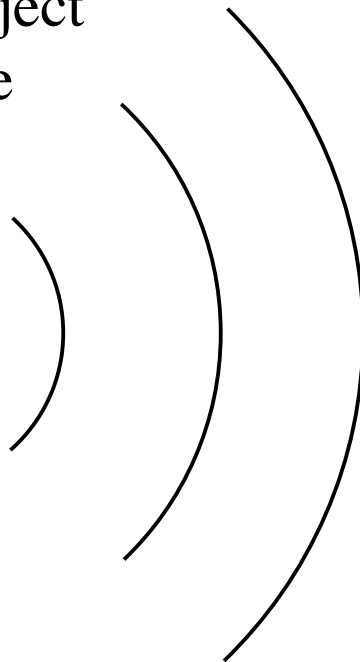


Optical  
System

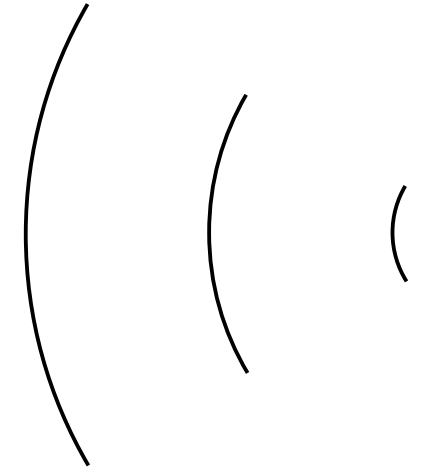
]

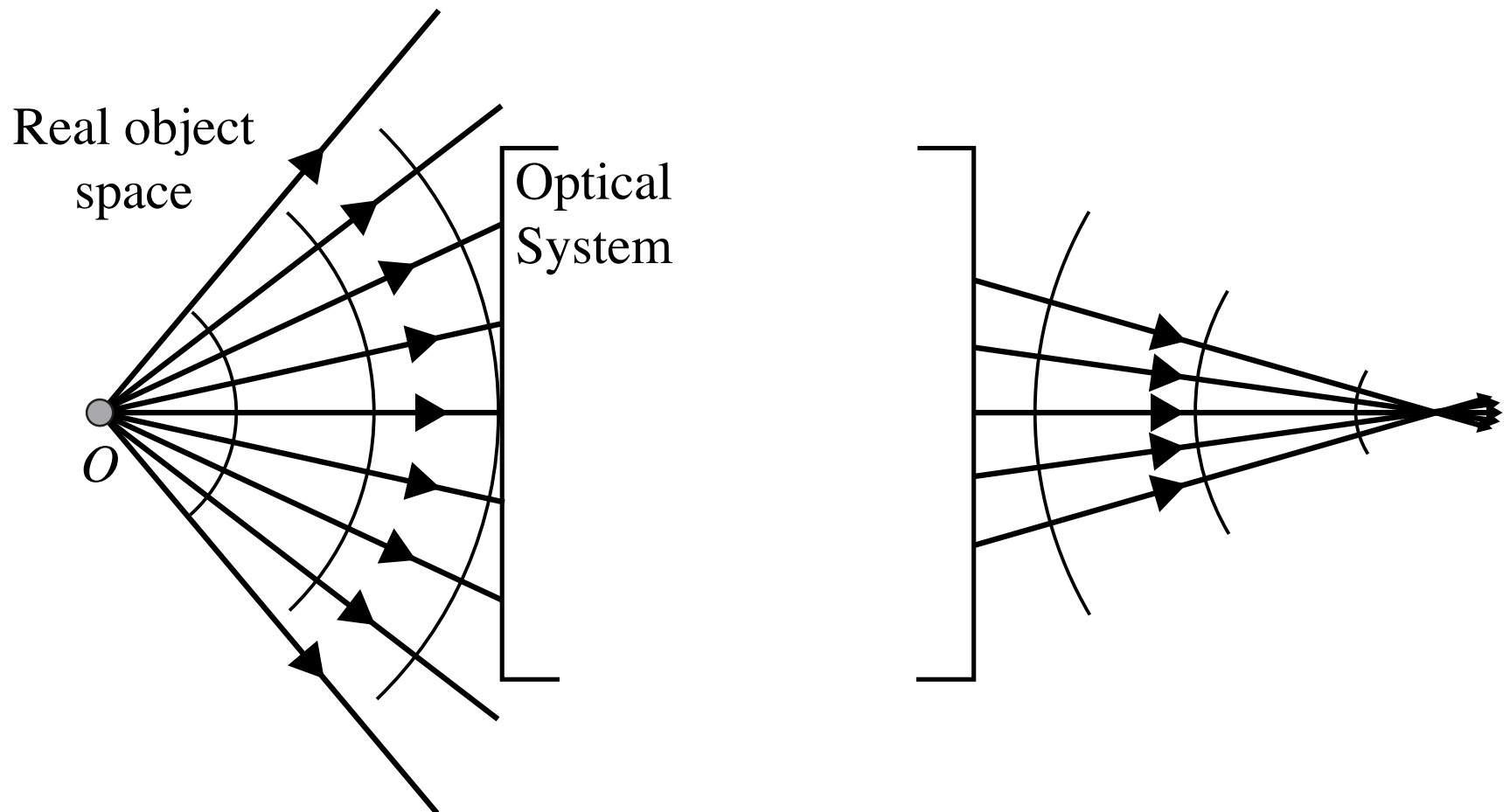
Real object  
space

$O$

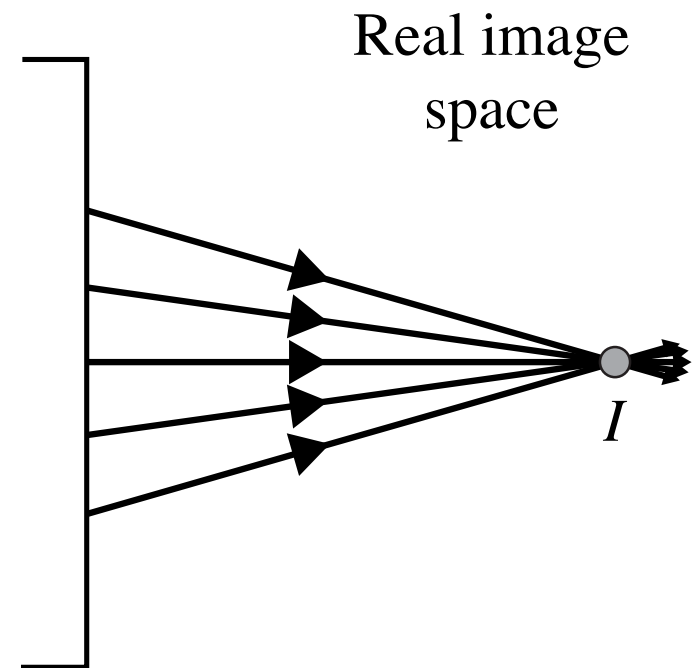
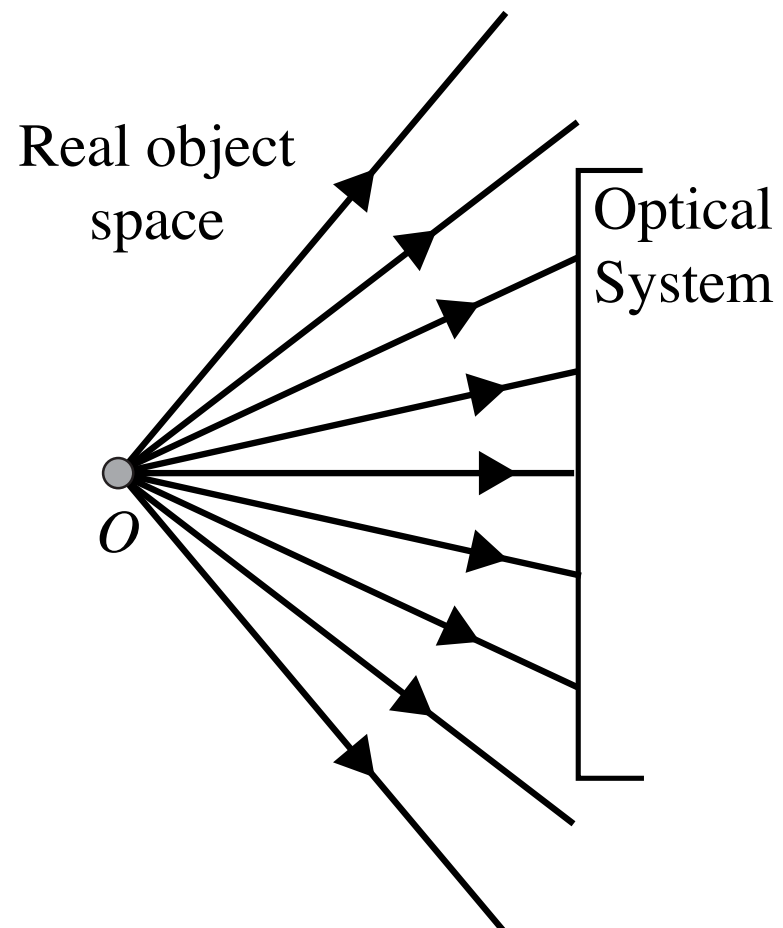


Optical  
System



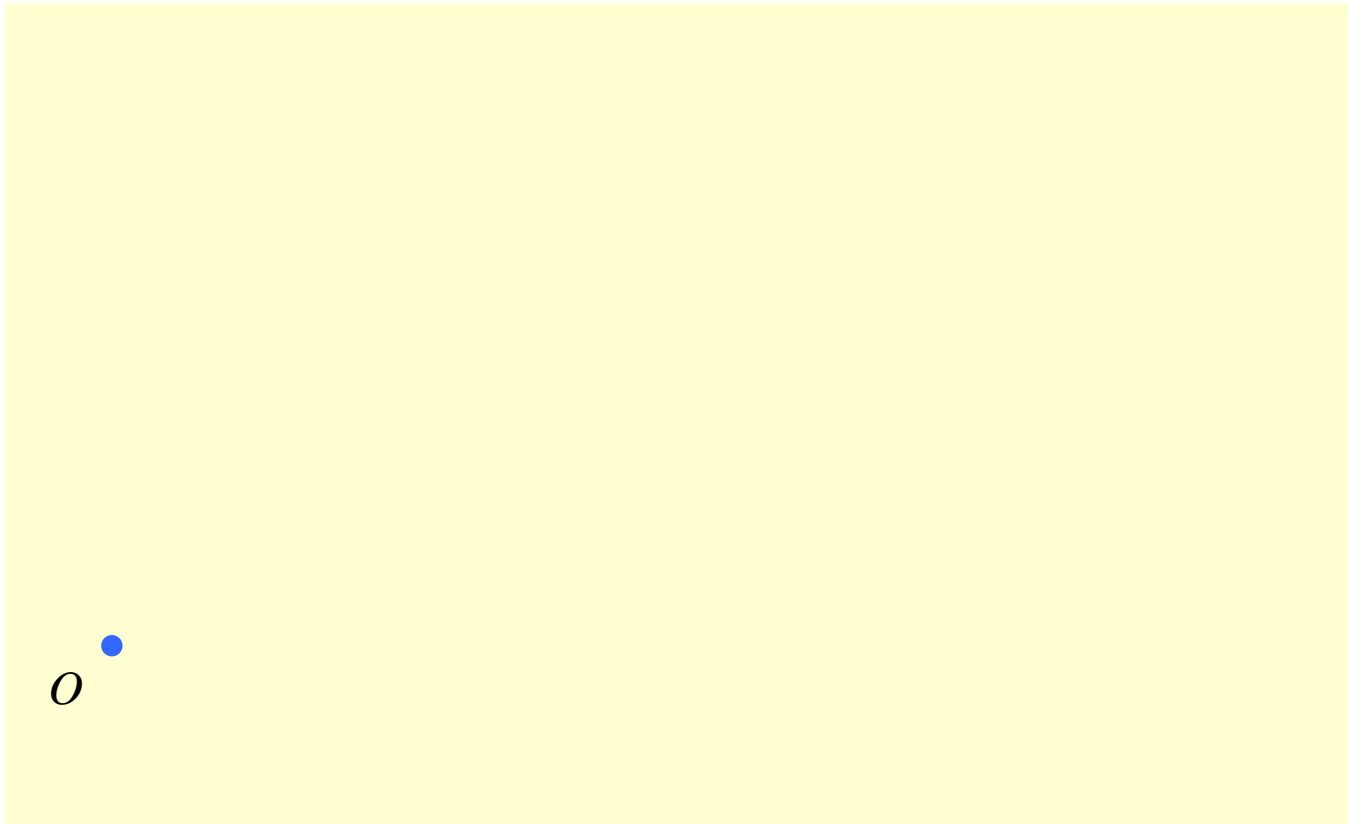


**Isochronous** – each ray has same transit time.  
(Fermat's principle)

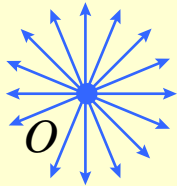


$O$  and  $I$  are **conjugate** points.  
(principle of reversibility)

# *Object and Image*

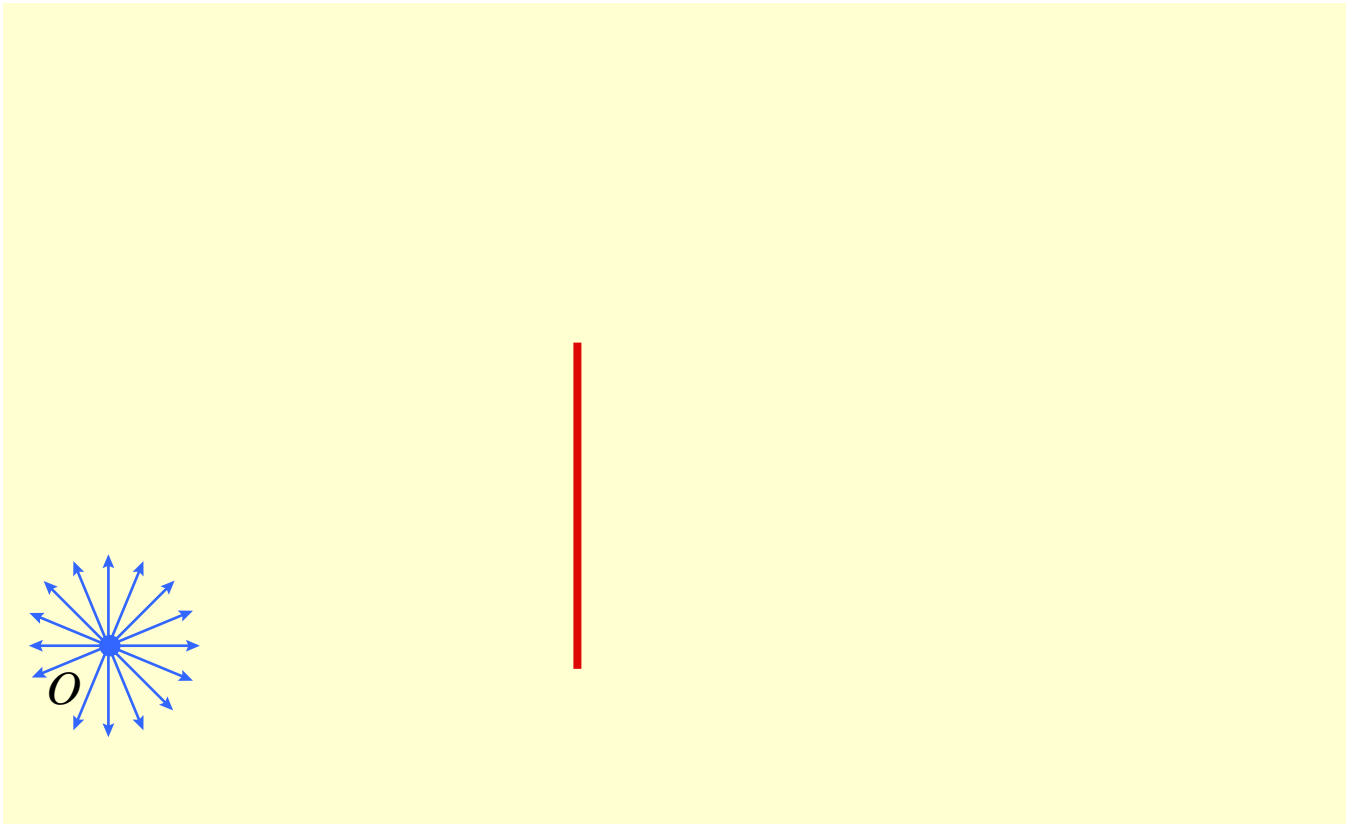


# *Object and Image*

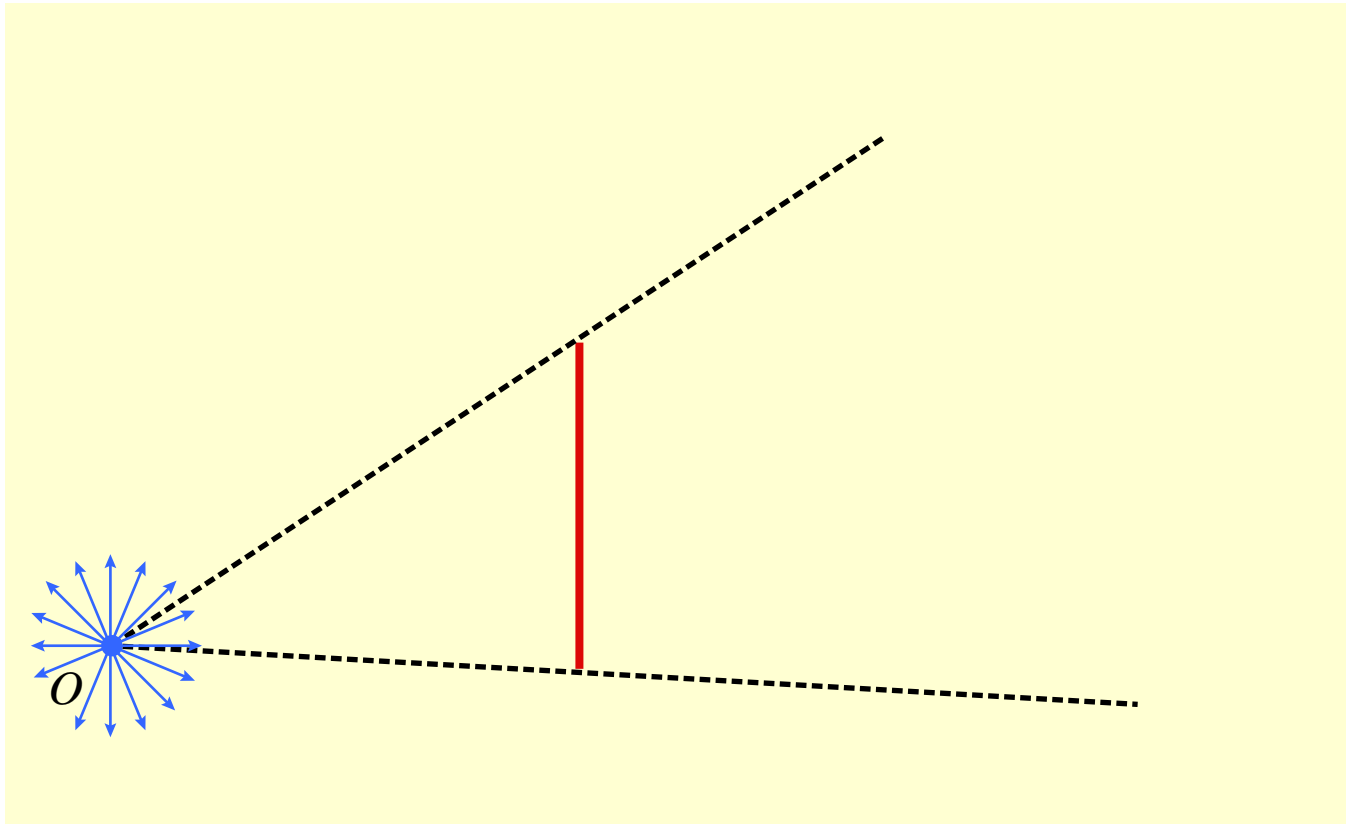




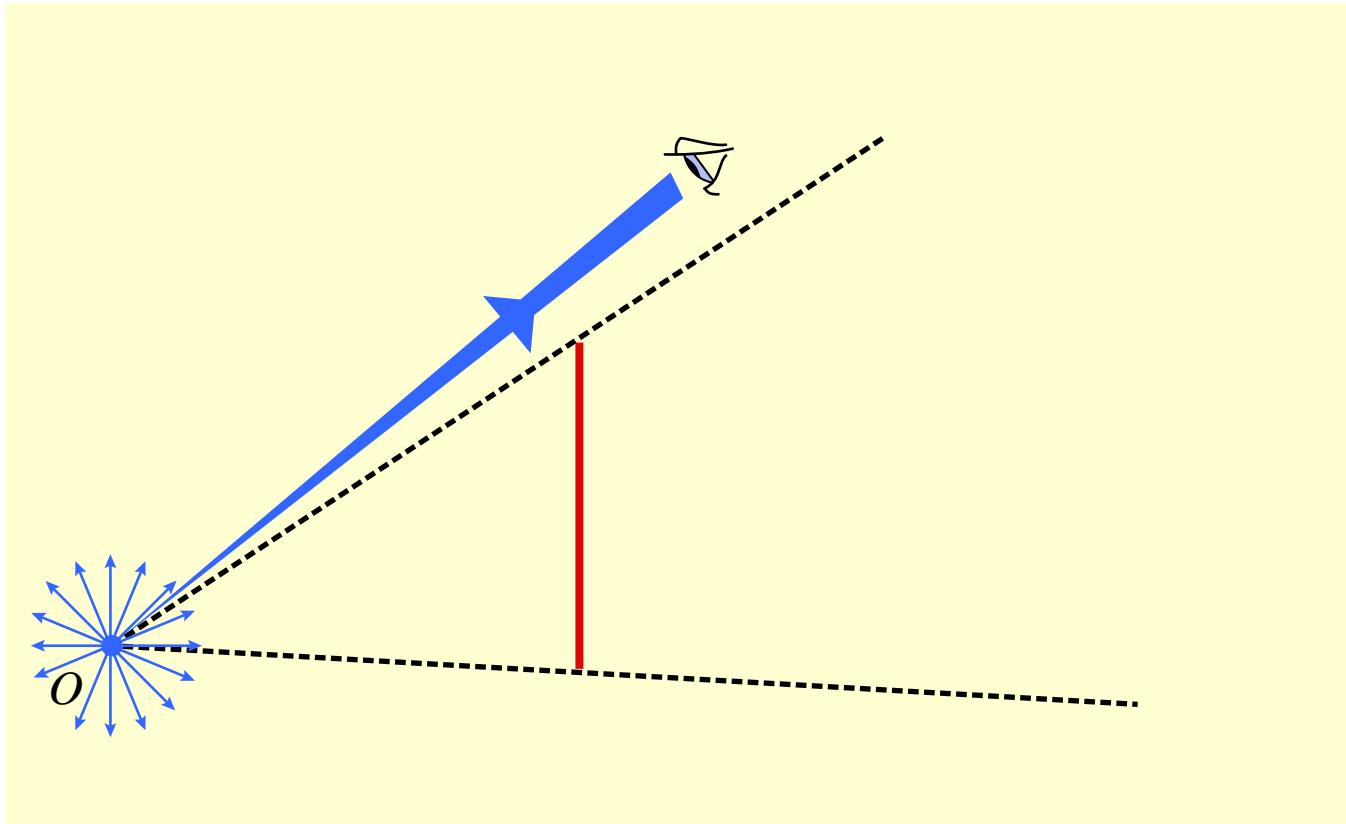
# *Object and Image*



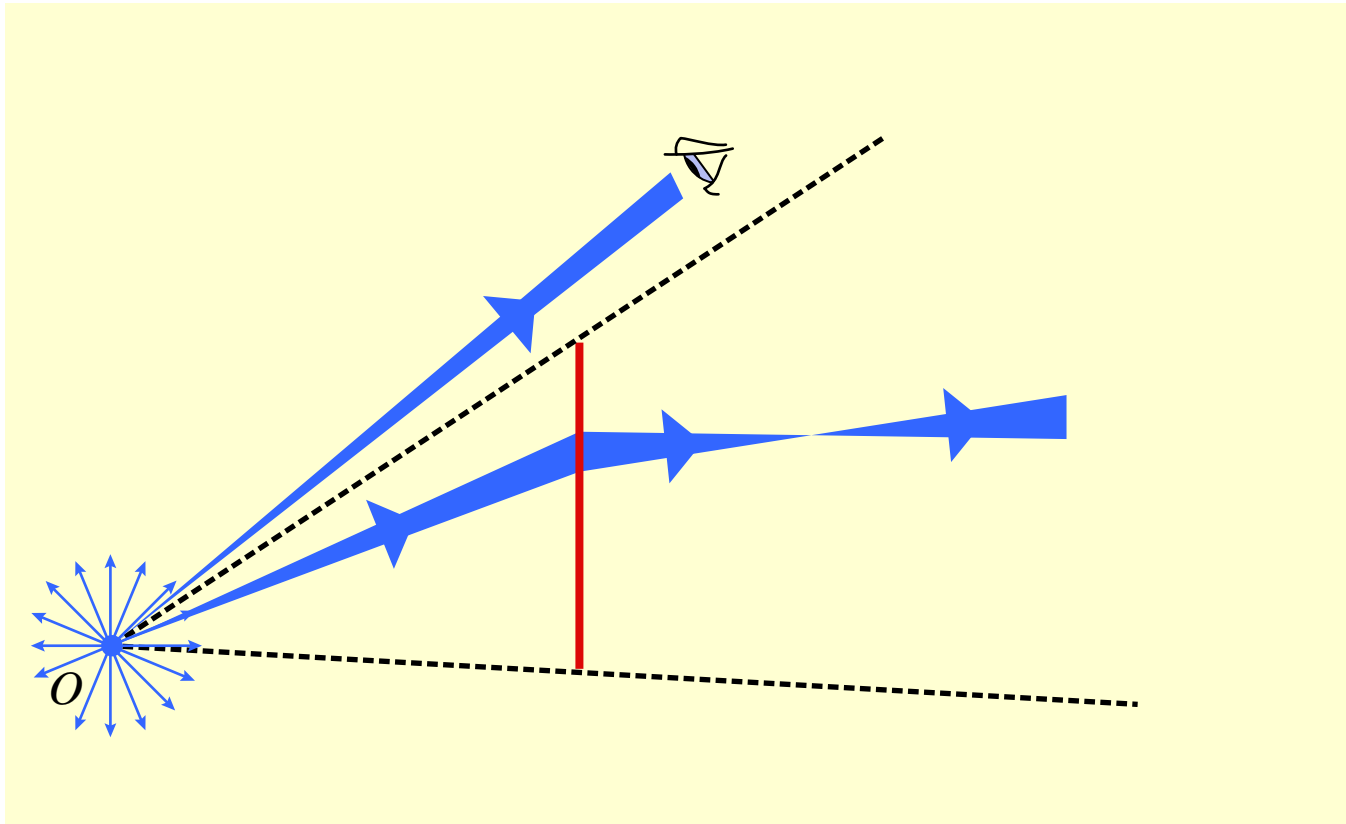
# *Object and Image*



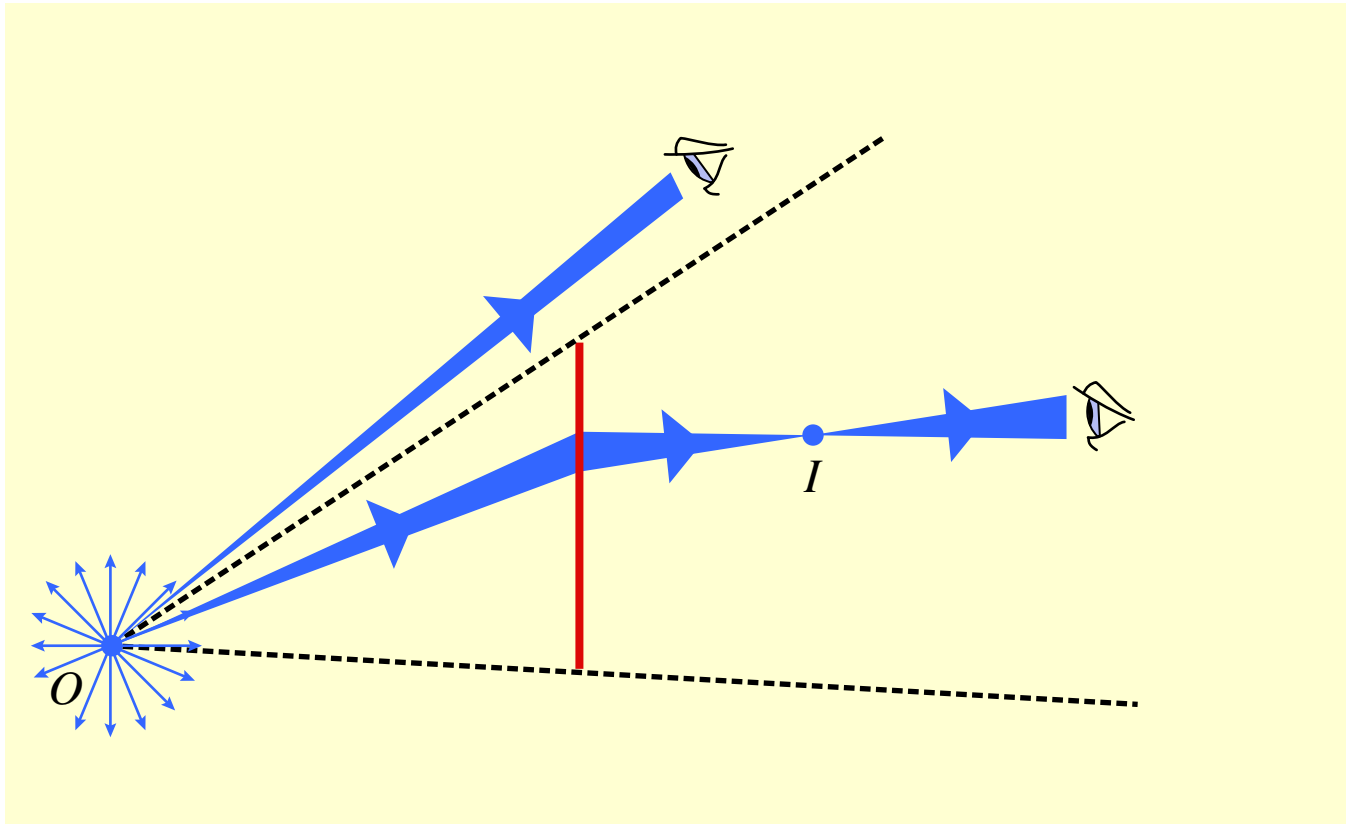
# *Object and Image*



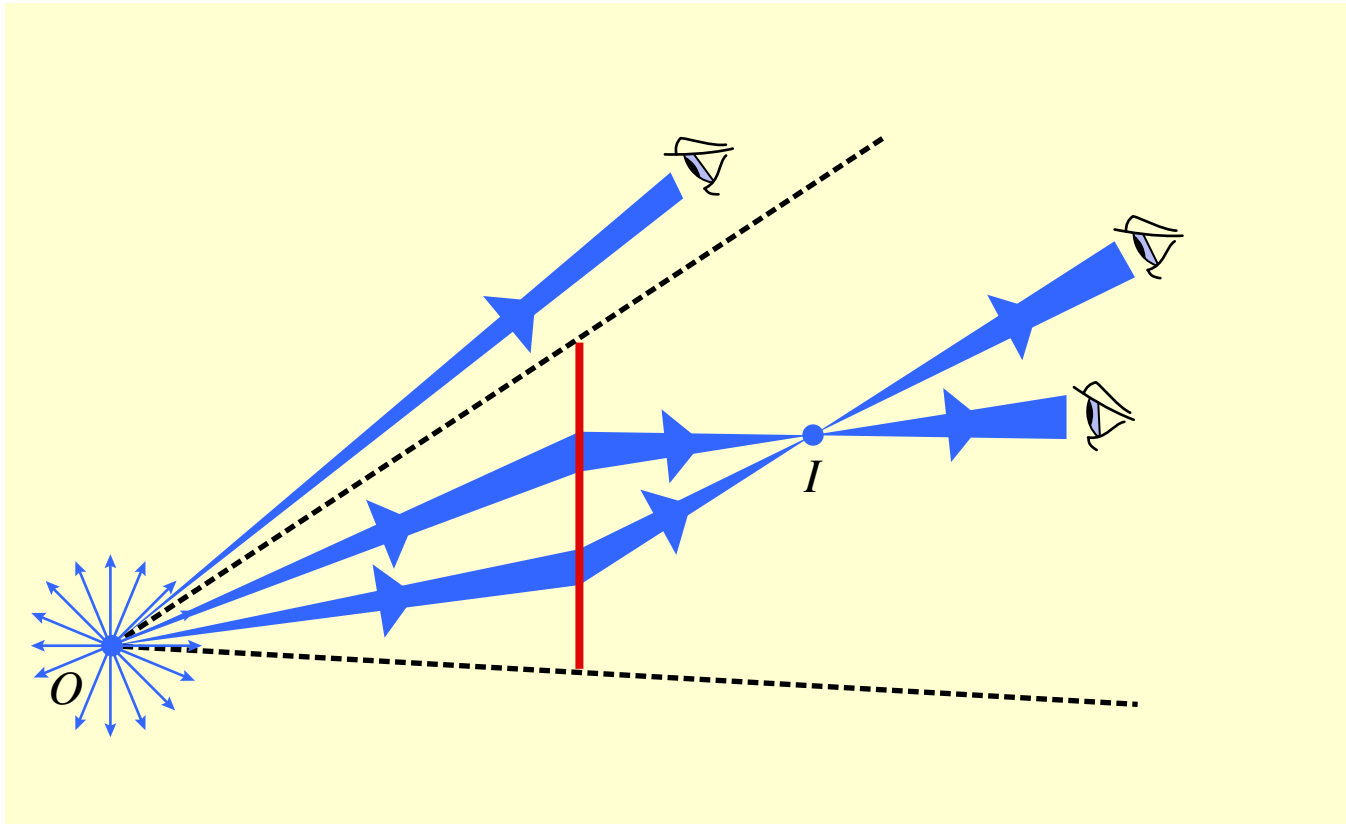
# *Object and Image*



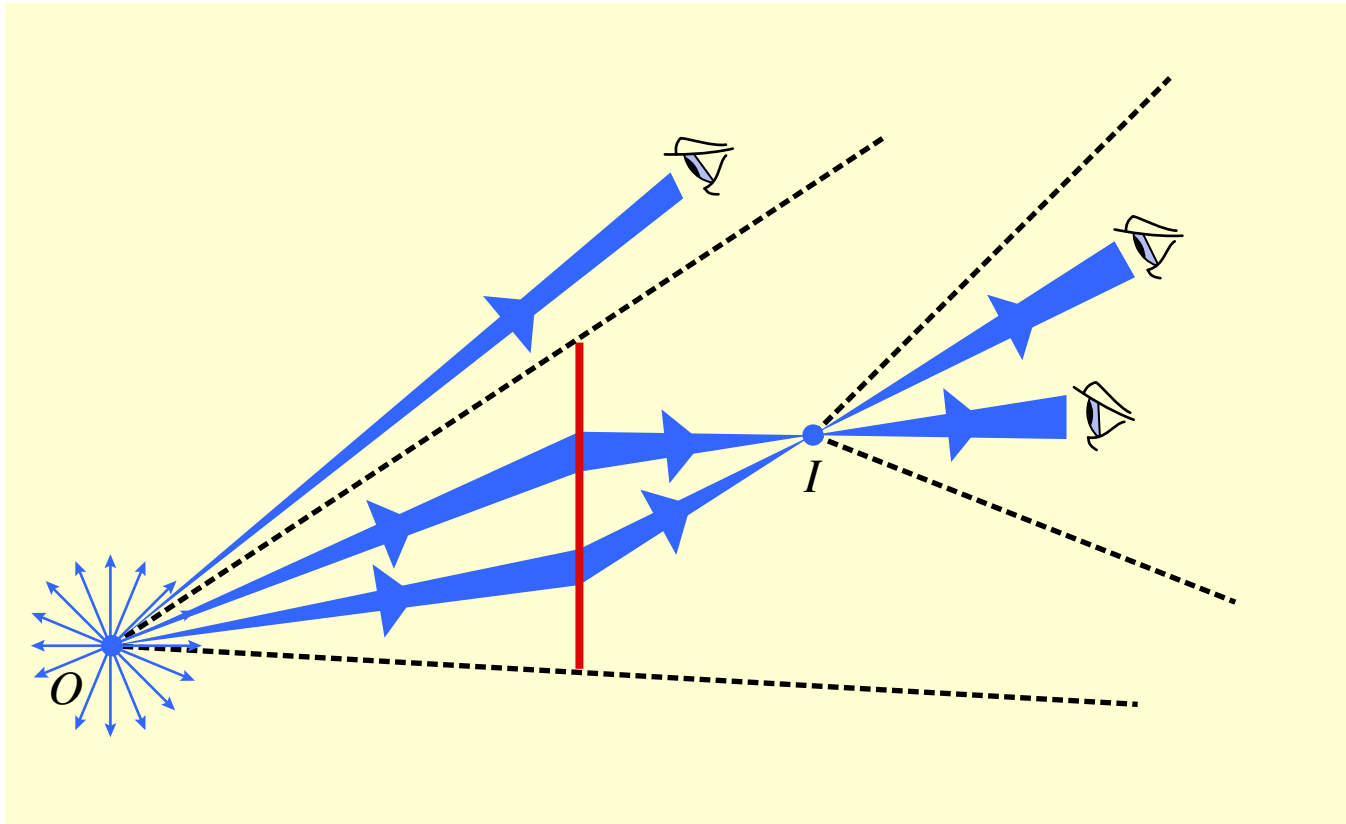
# Object and Image



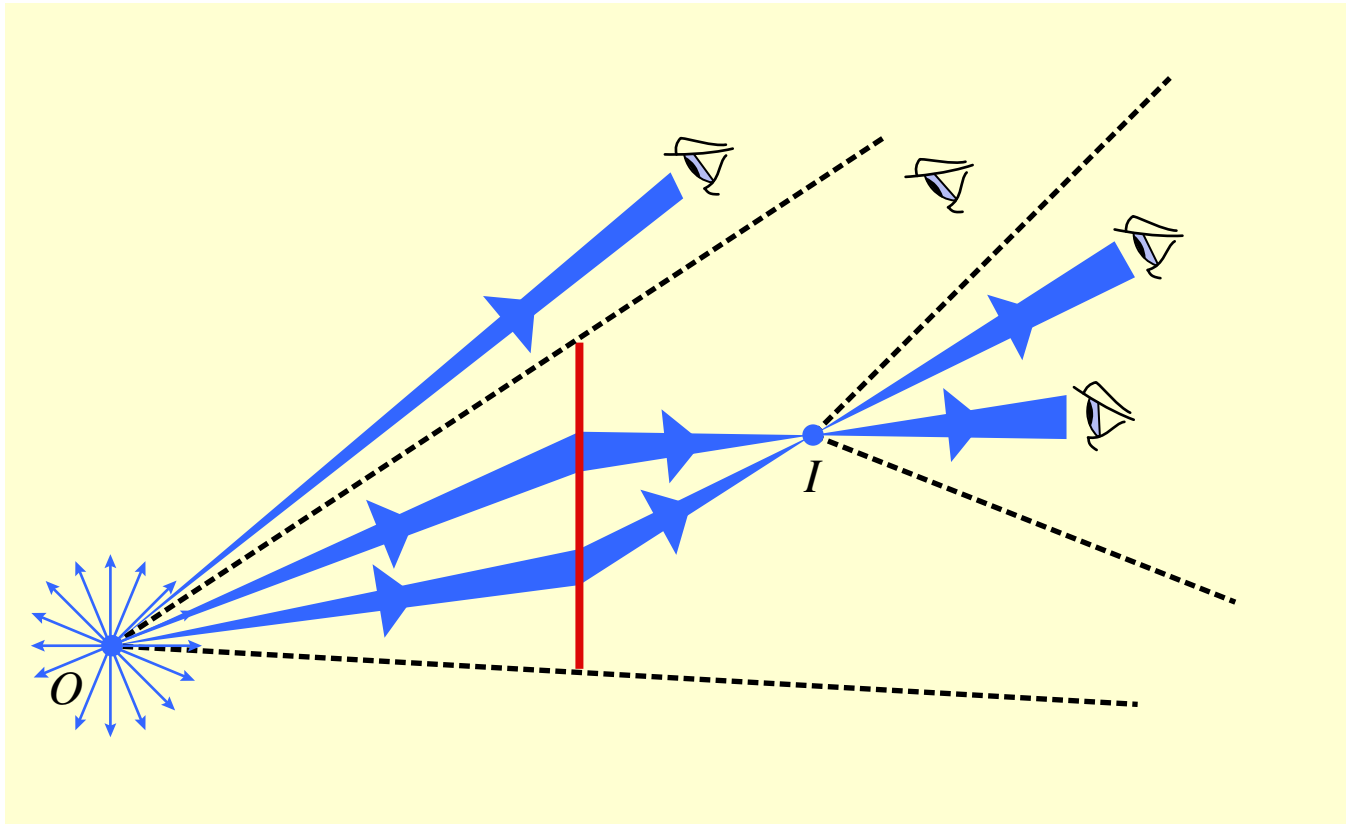
# *Object and Image*



# *Object and Image*



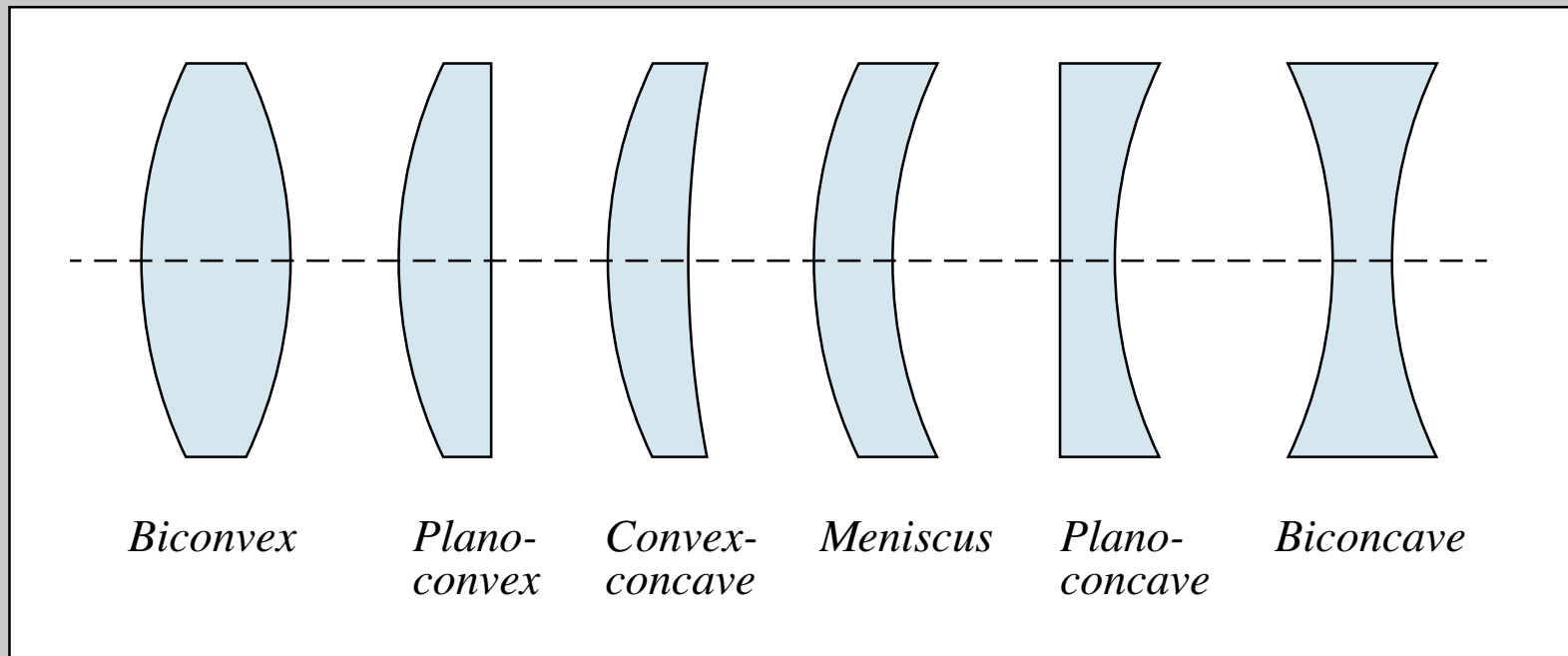
# Object and Image

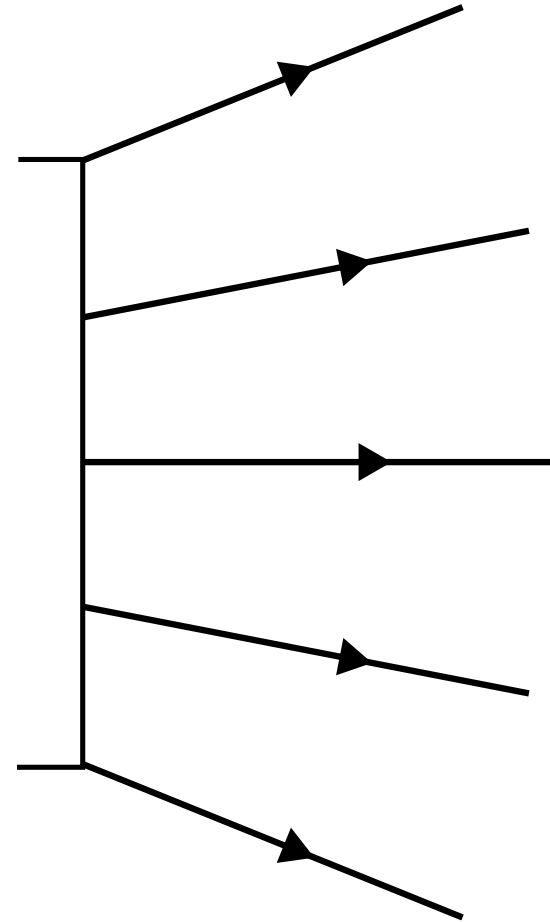
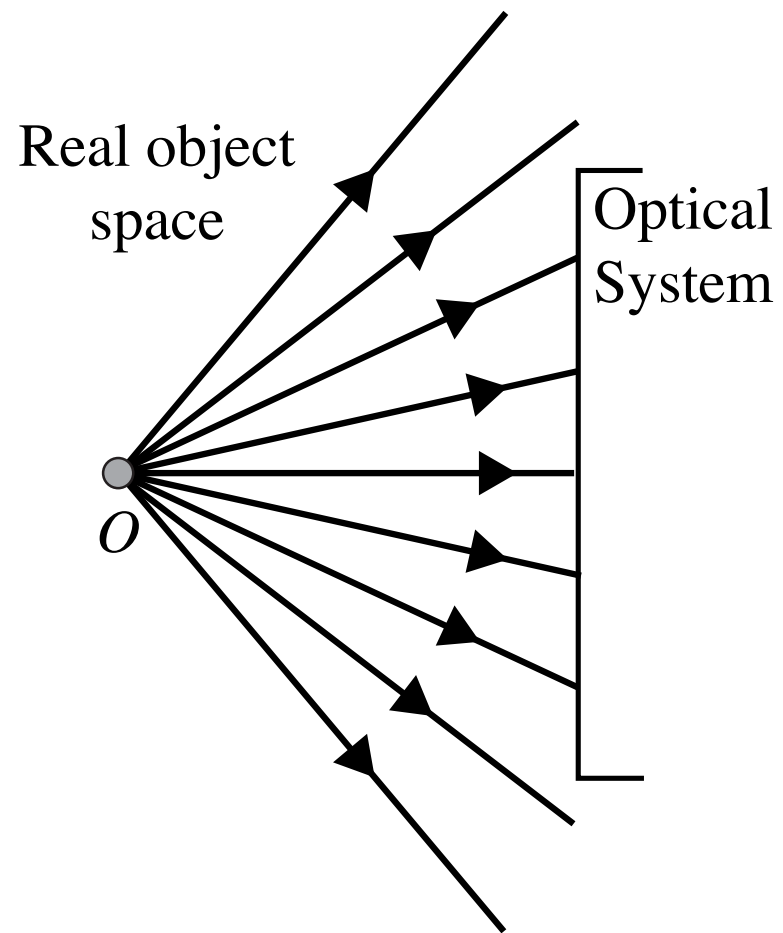


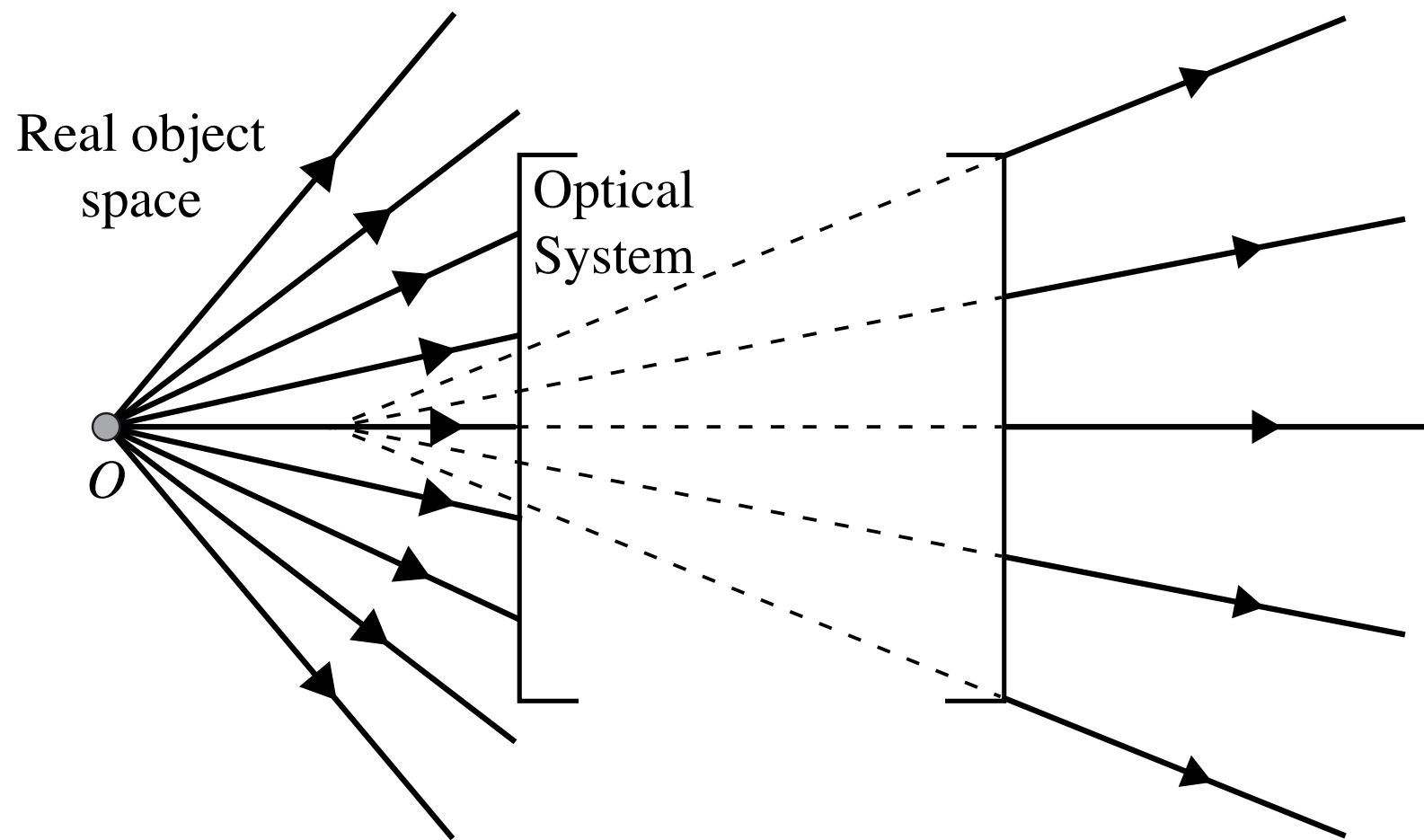


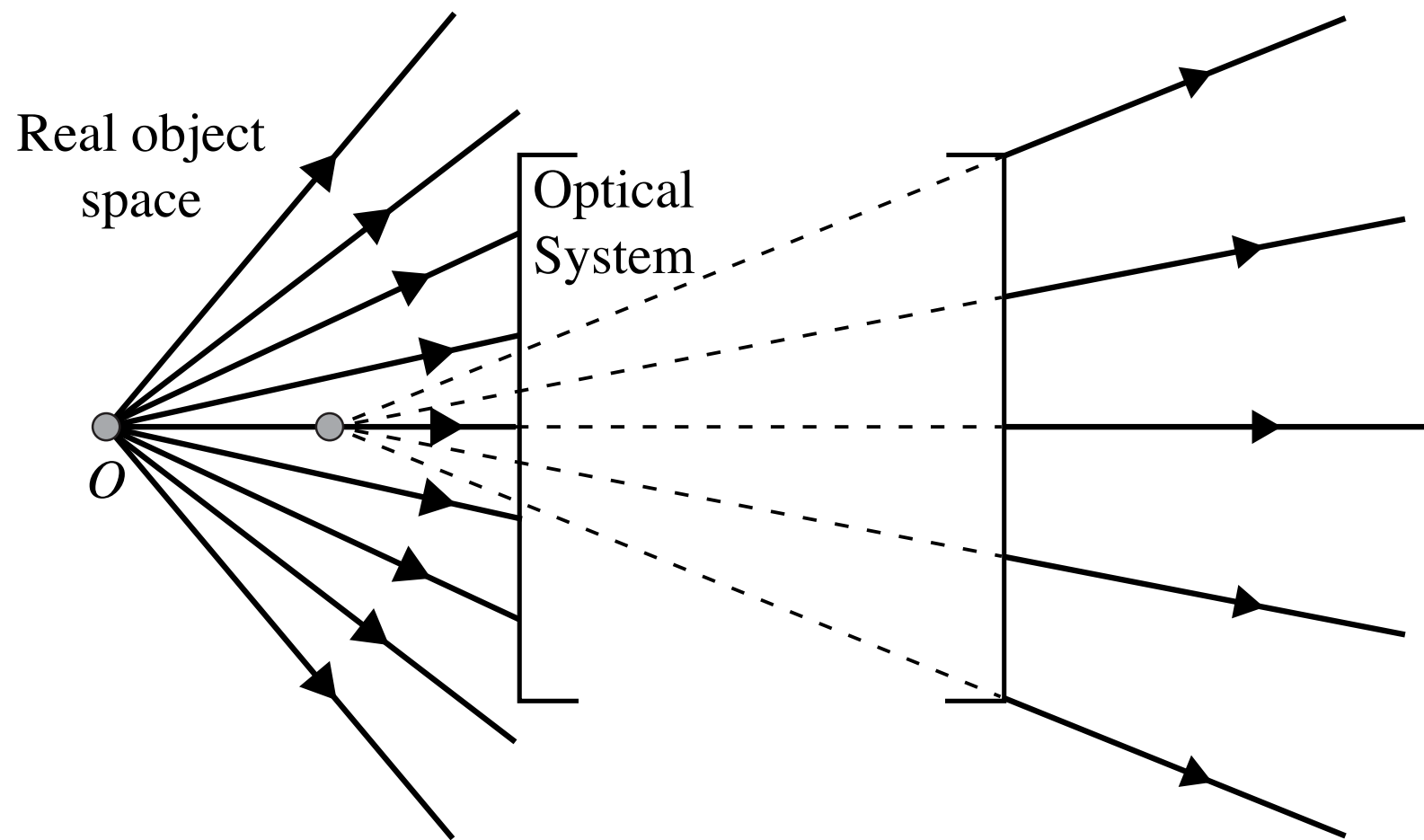
# Types of Lenses

Lens nomenclature

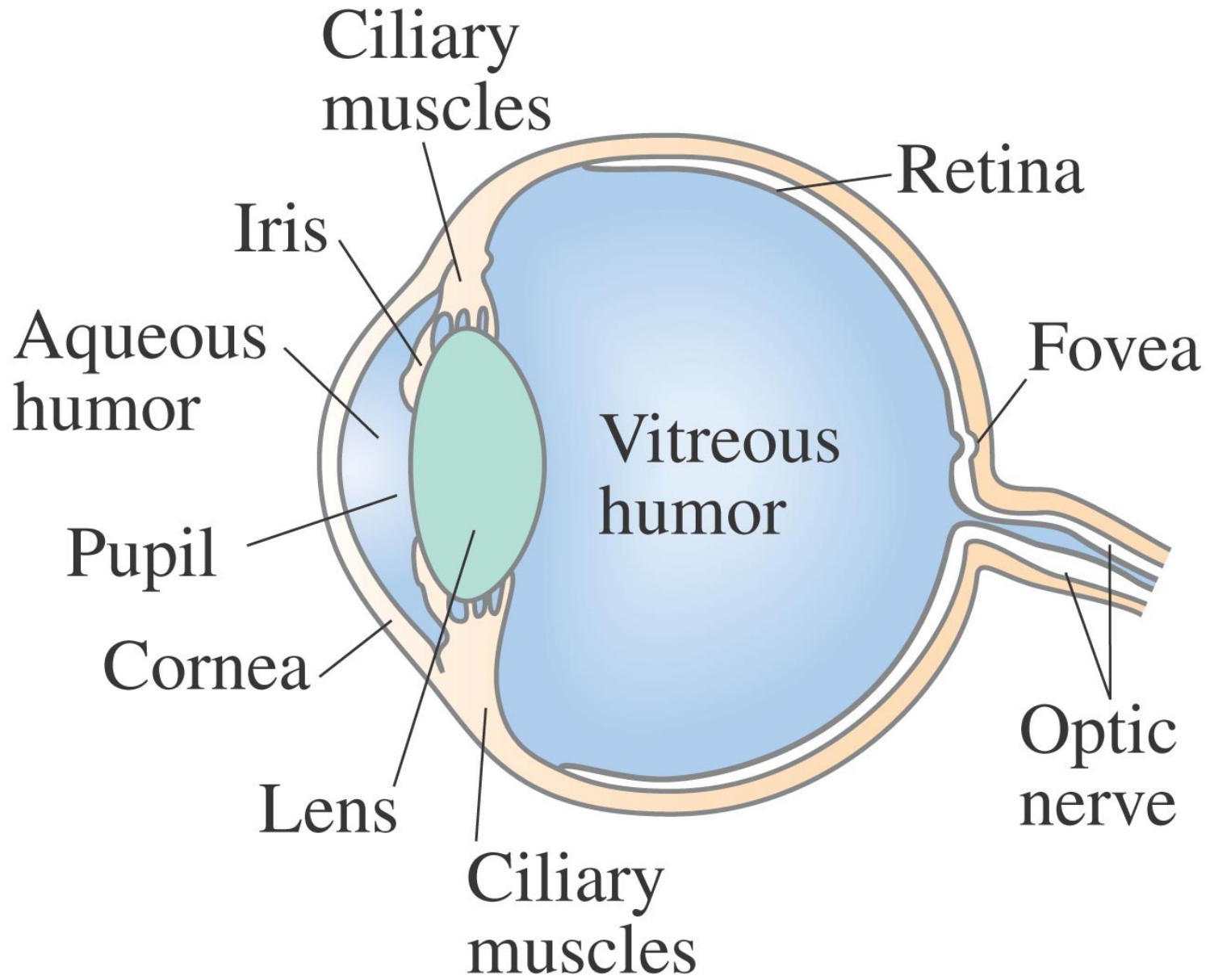




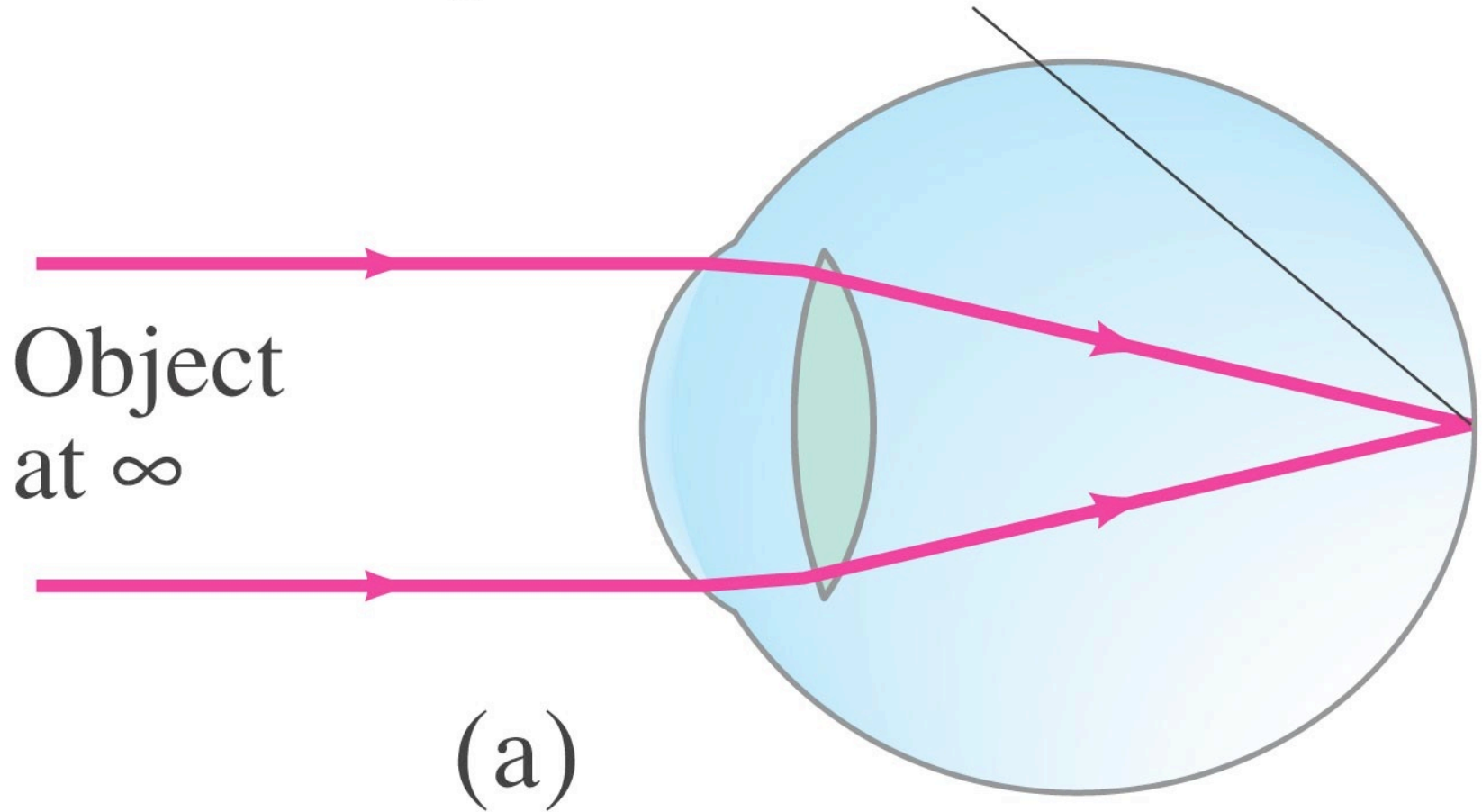




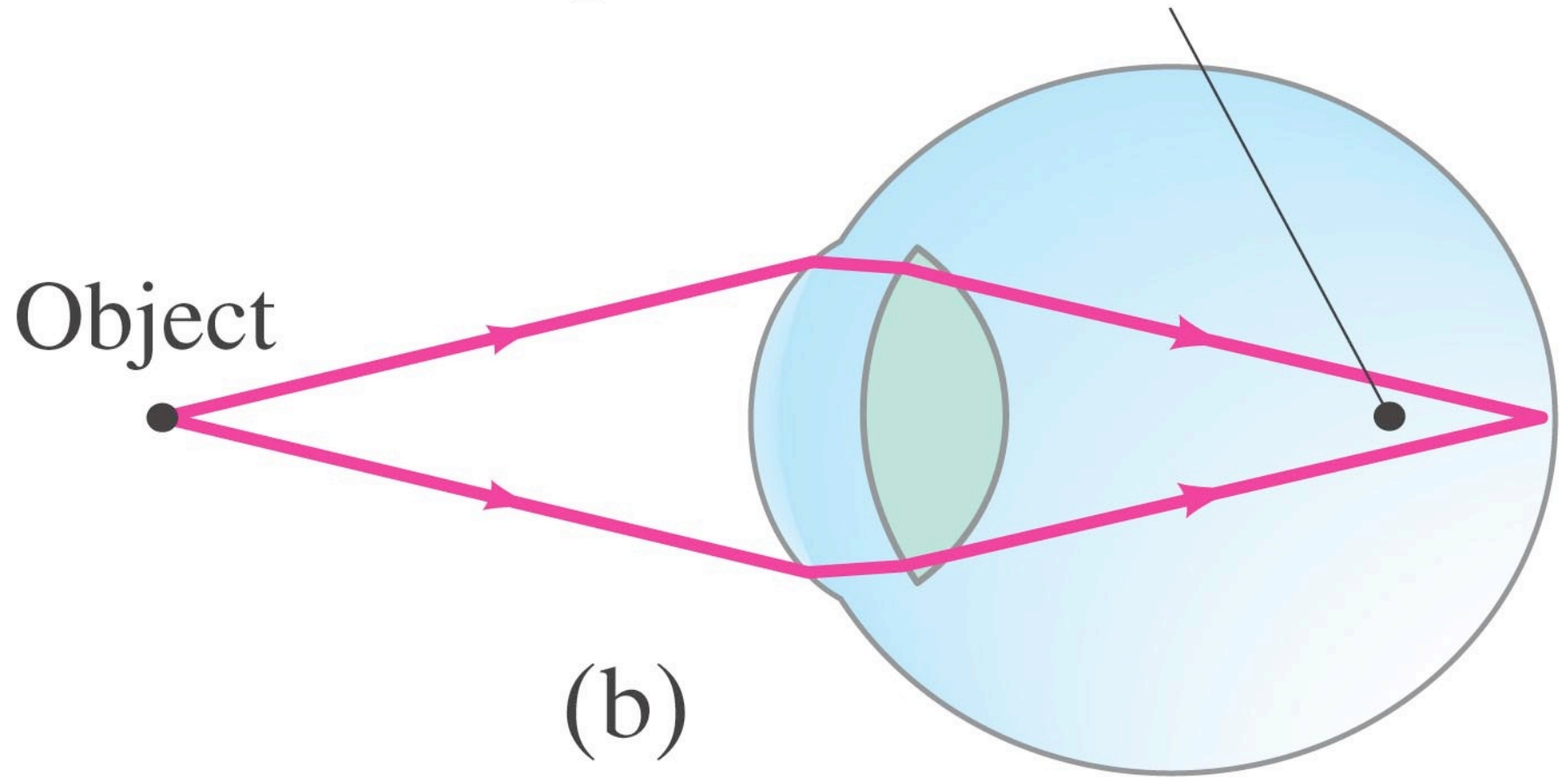
## *The Eye*



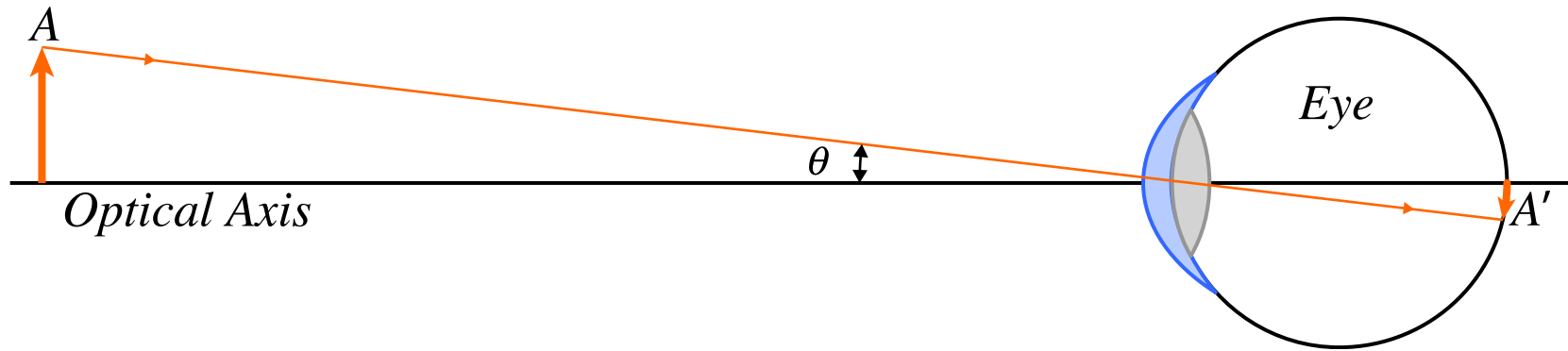
# Focal point of lens and cornea



# Focal point of lens and cornea

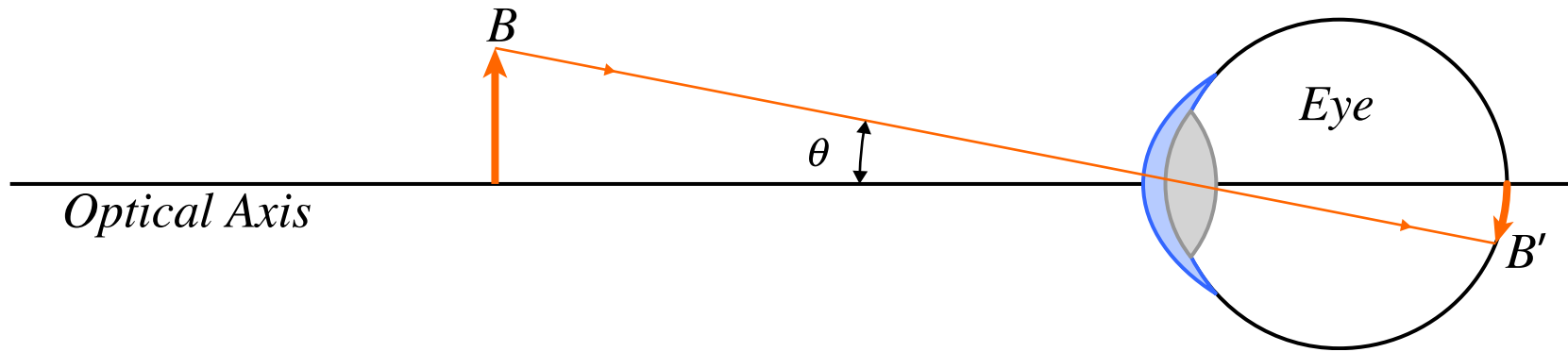


# *The Eye*

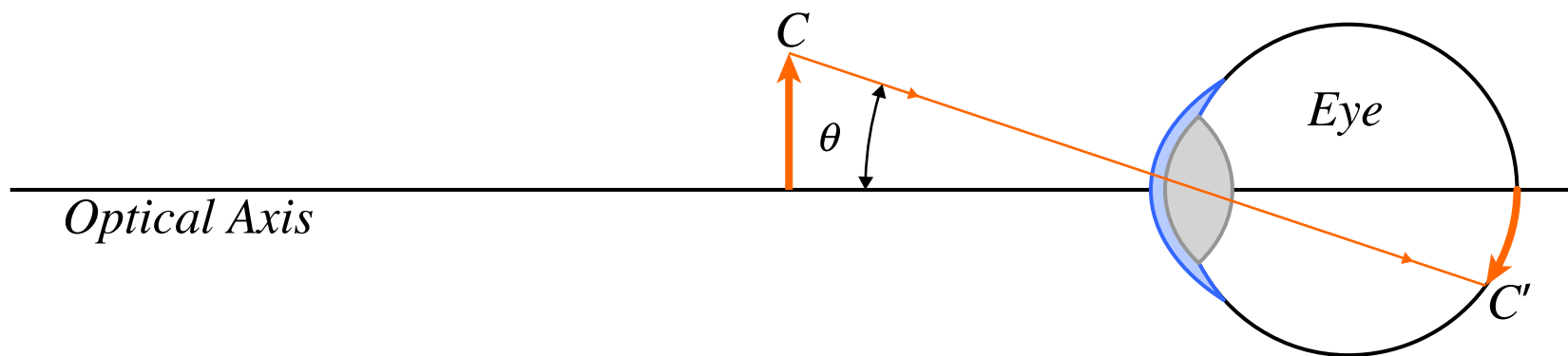




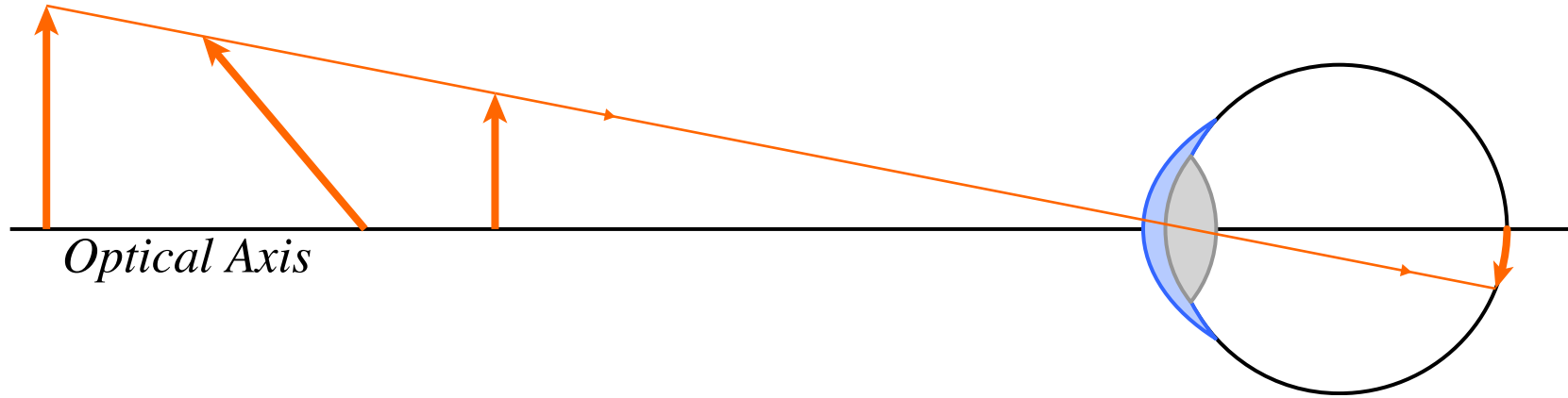
# The Eye



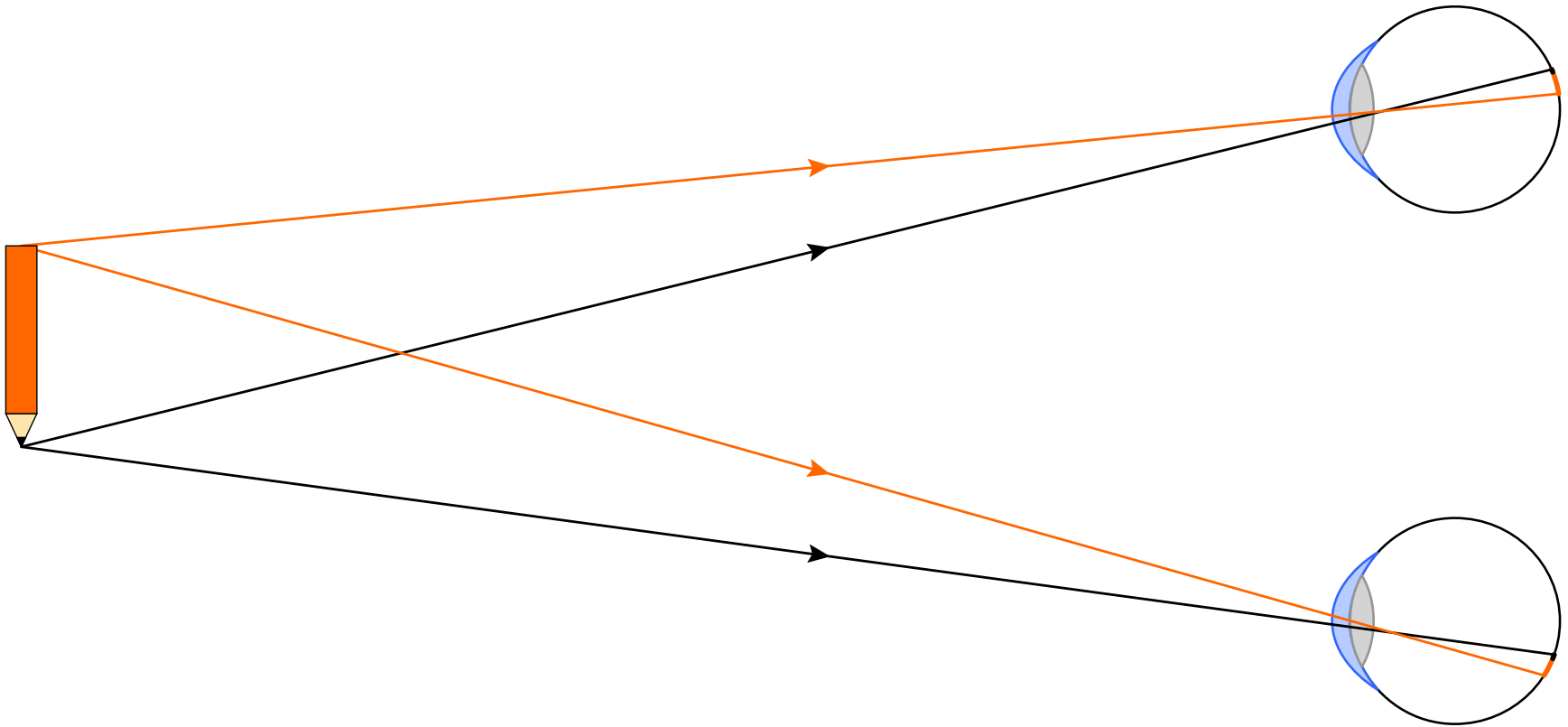
# The Eye



# *The Eye*



# *The Eye*



# *The Eye*



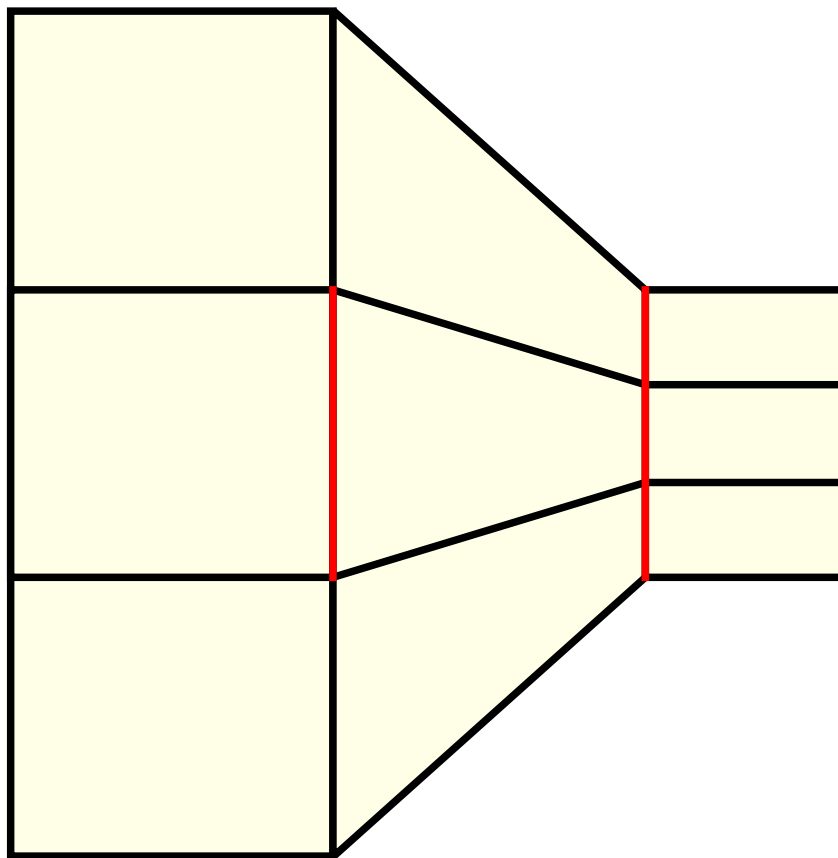
# *The Eye*



# *The Eye*



# *The Eye*

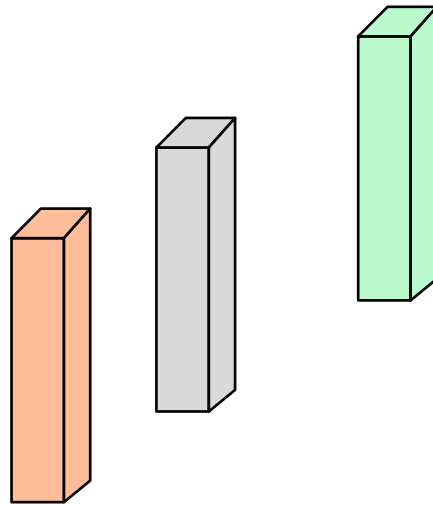




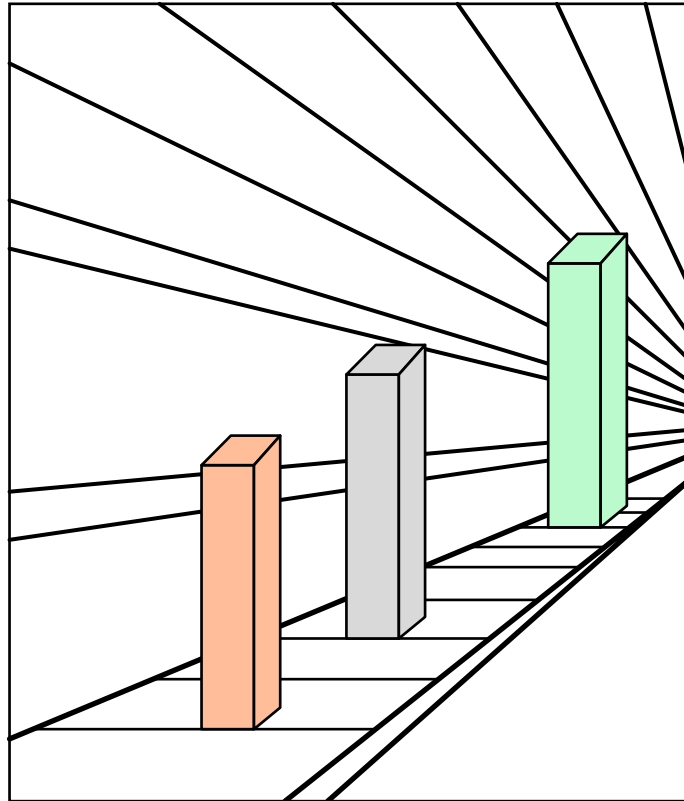
# *The Eye*



# *The Eye*



# *The Eye*



*The Eye*

*Elf*

# Ames Room

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# Ames Room Explained

