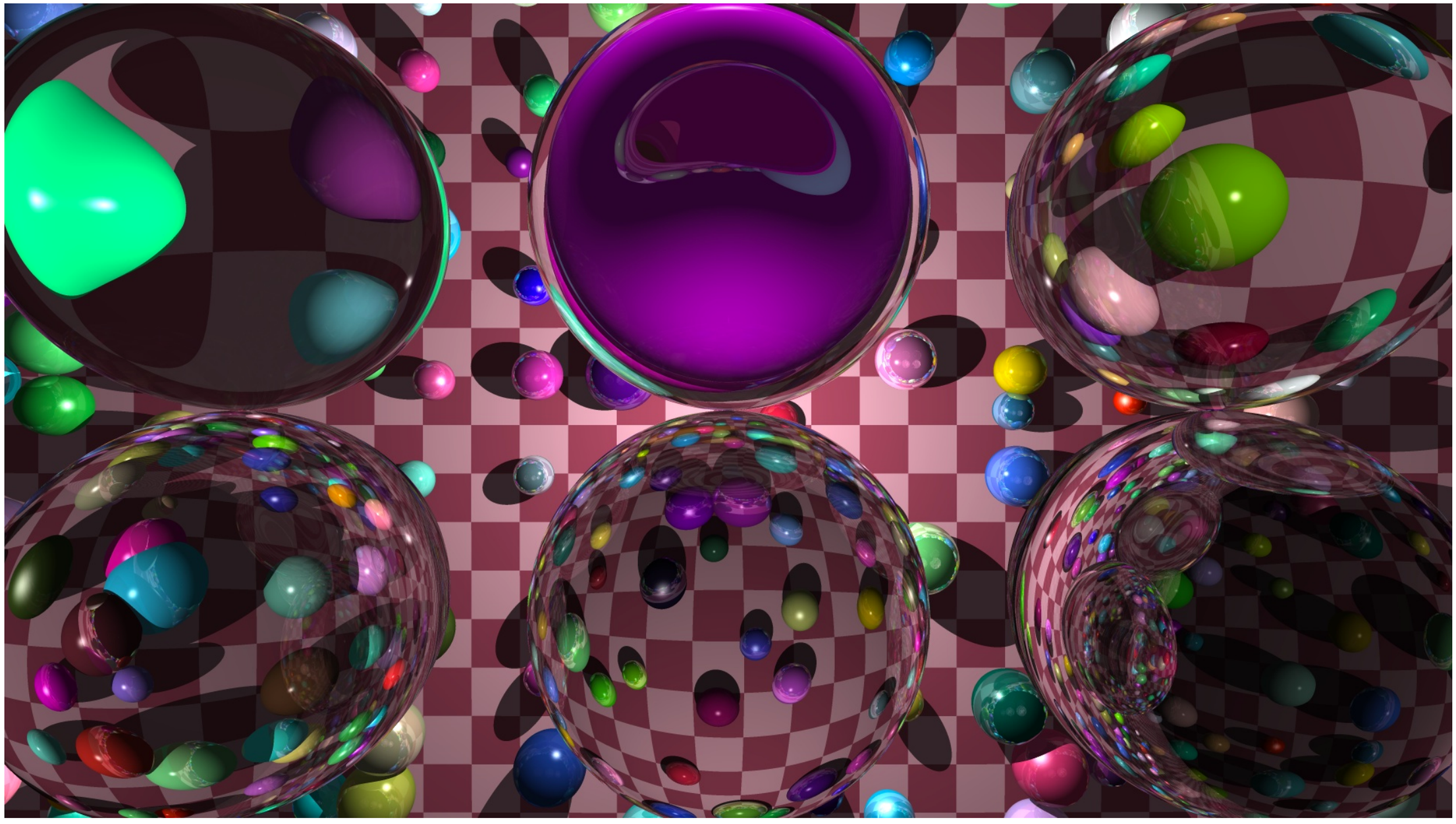
Transparency and Refraction



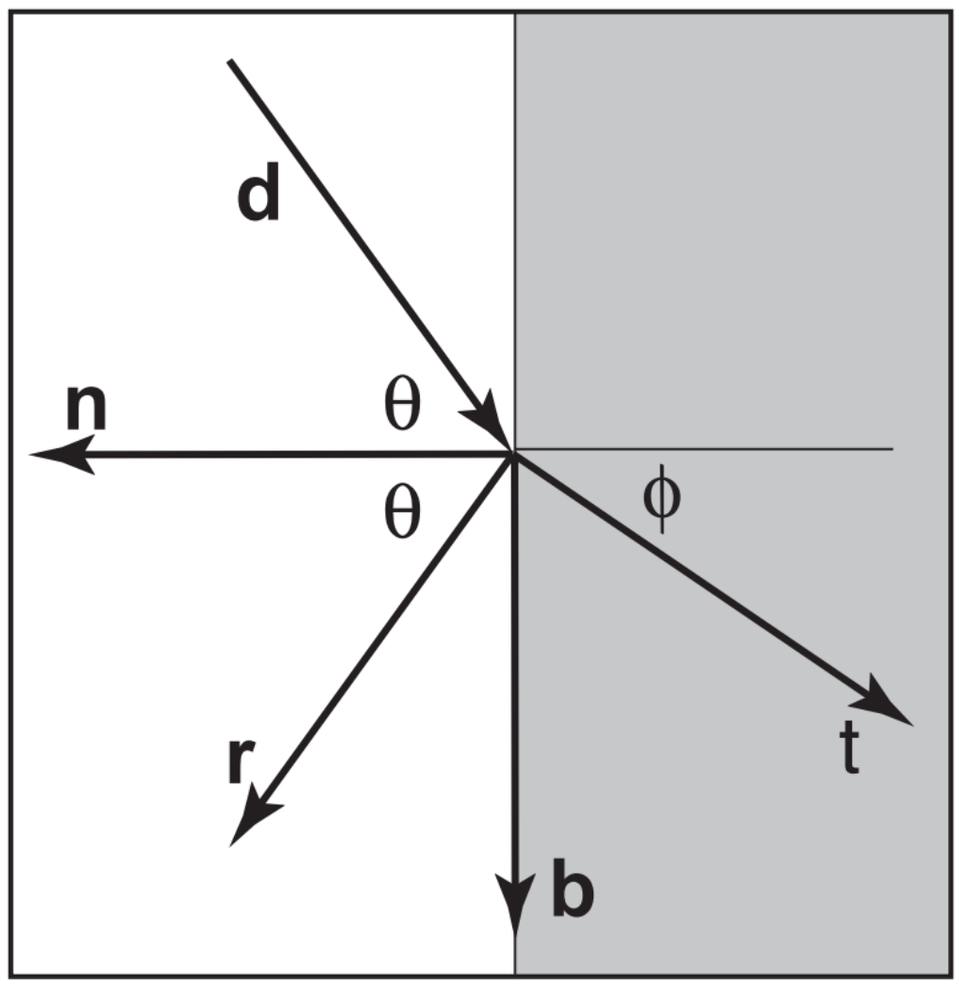
[marczych/github]

Transparency and Refraction

Snell's Law

$n_1 \sin\theta = n_2 \sin\phi$

Example values of *n*:
air: 1.00;
water: 1.33–1.34;
window glass: 1.51;
optical glass: 1.49–1.92;
diamond: 2.42.



<whiteboard>

Transparency and Refraction

Snell's Law

<u>Additional effects</u>

- varying reflectivity

  Fresnel equations
- attenuation of light intensity

  Beer's Law