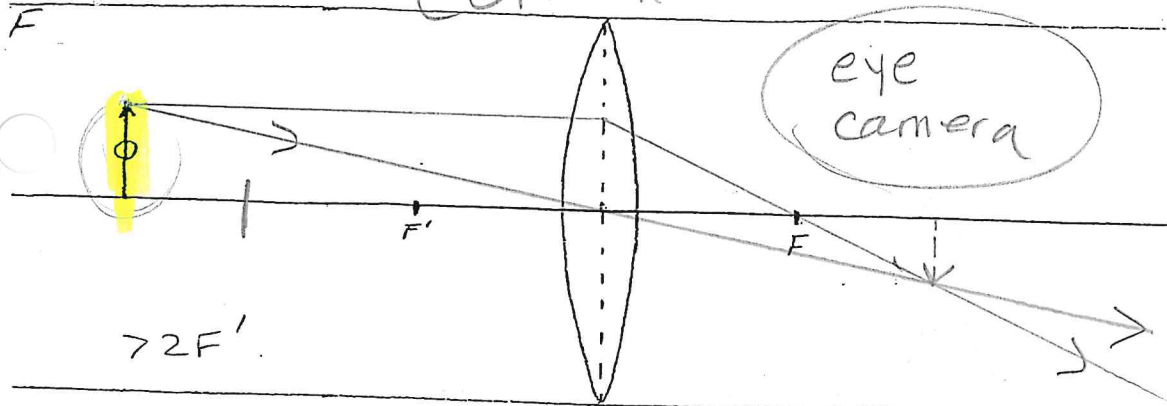
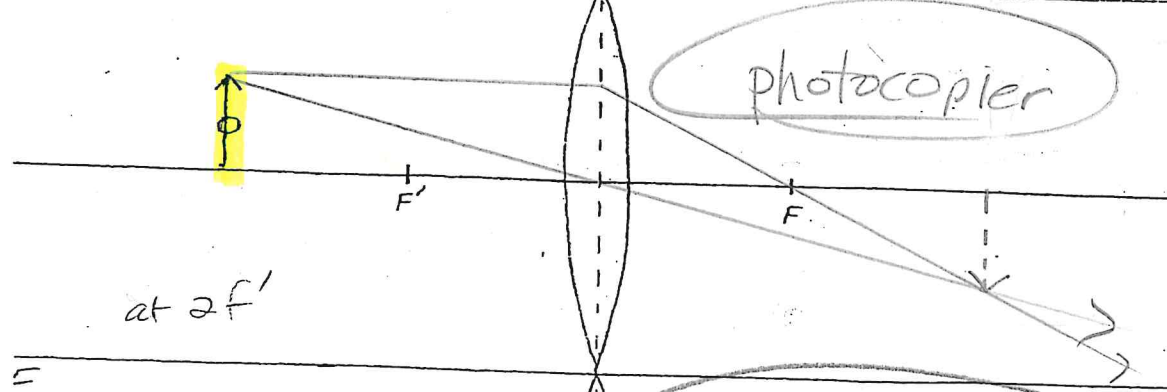


* CONVEX *

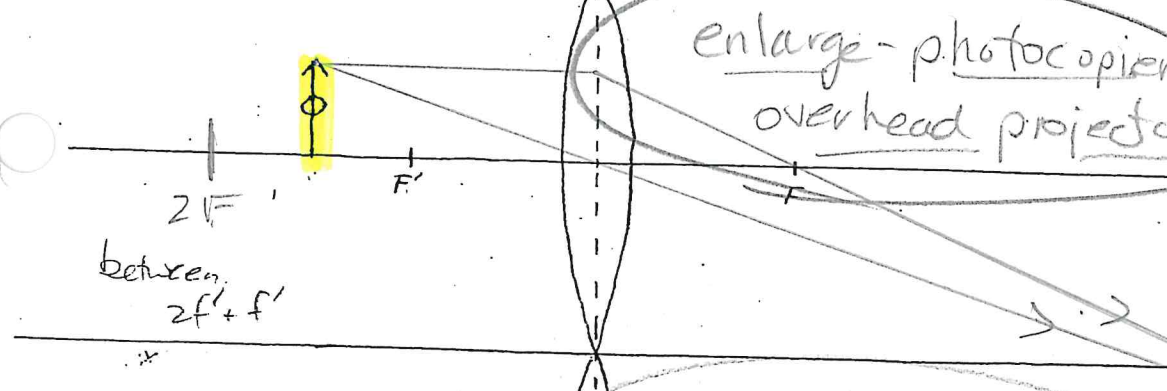


SALT char.

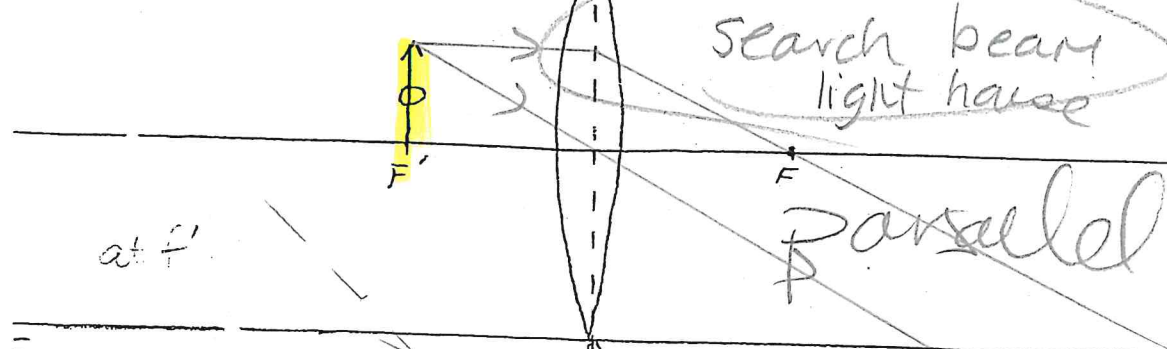
S: smaller
A: upside down
L: Behind
T: real



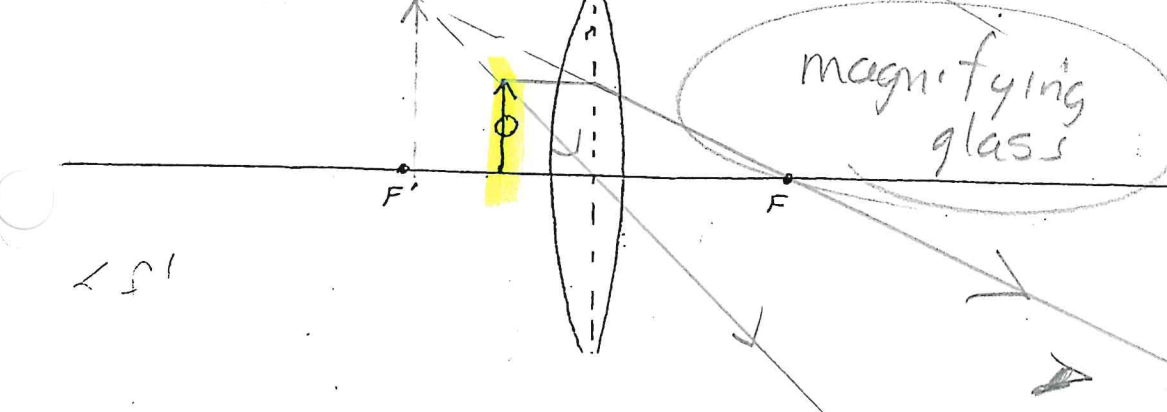
S: same
A: upside down
L: Behind
T: real



S: bigger
A: upside down
L: Behind
T: real



NO image

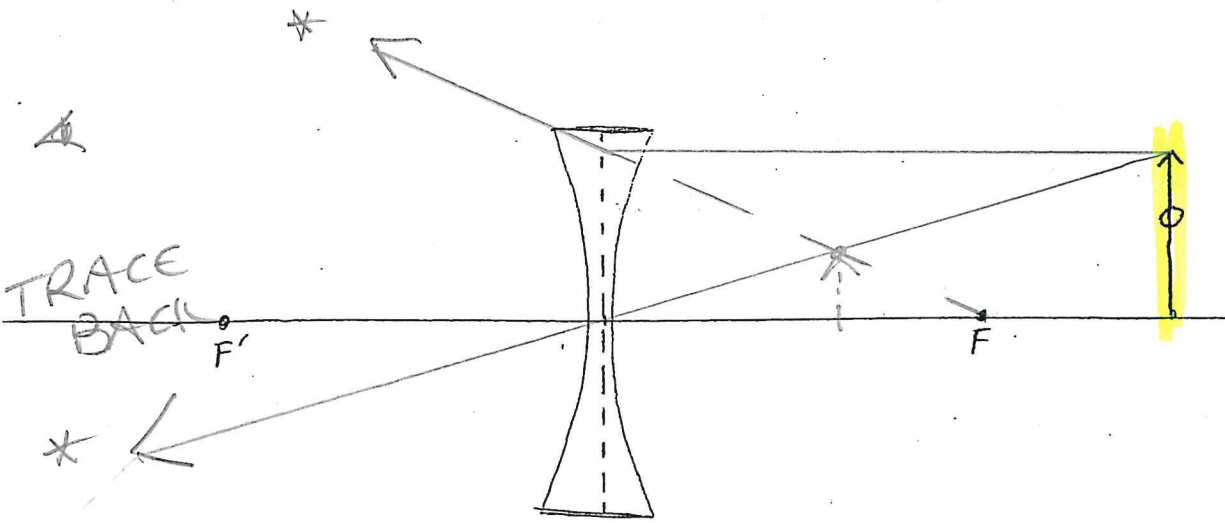


S: bigger
A: upright
L: in front
T: virtual

Ray Diagram - Diverging

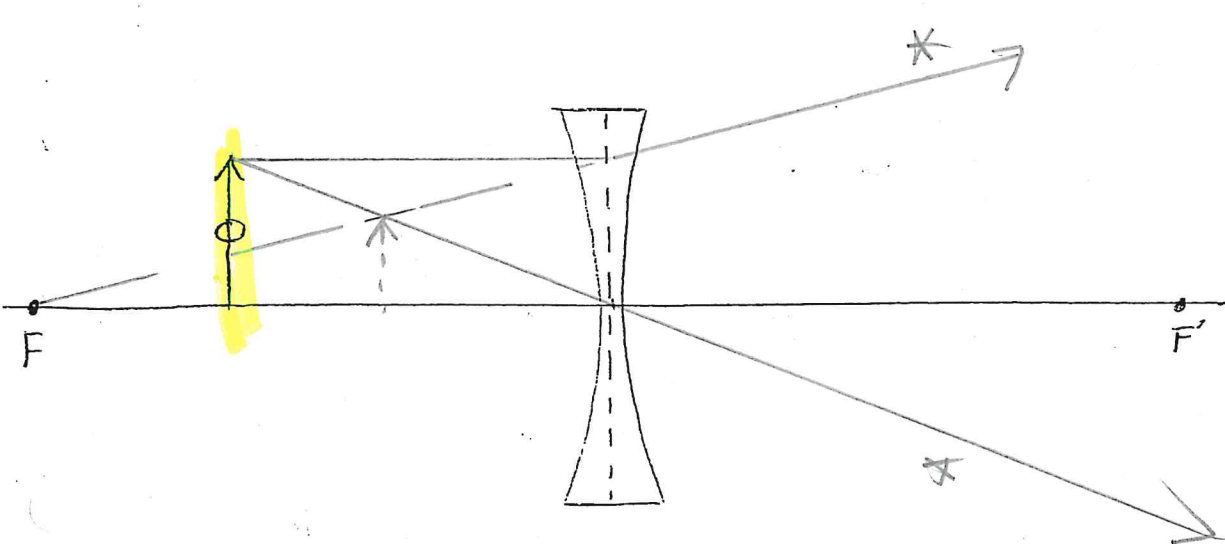
Characteristics

$> f$



SMALLER
UPRIGHT
IN FRONT
VIRTUAL

$< f$



SMALLER
UPRIGHT
IN FRONT
VIRTUAL