

# S.A.L.T. Characteristics

↳ describes an image

→ always compare image to object.

S. = Size

<u>smaller</u>	<u>bigger</u>	<u>same size</u>
↑↑	↑↑	↑↑

A. = Attitude

<u>right-side up</u>	<u>upside-down</u>
↑↑ OR ↓↓	↑↓ OR ↓↑

L. = Location

<u>behind mirror/lens</u>	<u>in front mirror/lens</u>
↑↑	↓↑

T. = Type

<u>real</u>	OR	<u>virtual</u>
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- can be "caught" on screen
- real light

- cannot be "caught" on screen
- not real light