

1. **complementary colors:** Any two colors that combine to form white light or black pigment
2. **concave lens:** A lens that is thinner in the center than at the edges.
3. **concave mirror:** A mirror with a surface that curves inward.
4. **convex lens:** A lens that is thicker in the center than at the edges
5. **convex mirror:** A mirror with a surface that curves outward.
6. **diffuse reflection:** Reflection that occurs when parallel rays of light hit a rough surface and all reflect at different angles.
7. **focal point:** The point at which light rays parallel to the optical axis meet, or appear to meet, after being reflected (or refracted) by a mirror (or lens).
8. **image:** A copy of an object formed by reflected or refracted rays of light.
9. **index of refraction:** A measure of the amount a ray of light bends when it passes from one medium to another.
10. **lens:** A curved piece of glass or other transparent material that is used to refract light.
11. **mirage:** An image of a distant object caused by refraction of light as it travels through air of varying temperature.
12. **opaque material:** A material that reflects or absorbs all of the light that strikes it.
13. **optical axis:** An imaginary line that divides a mirror in half
14. **pigments:** Colored substance that is used to color other materials.
15. **plane mirror:** A flat mirror that produces an upright virtual image the same size as the object.
16. **primary colors:** Three colors that can be used to make any other color.
17. **rays:** A straight line used to represent a light wave.
18. **real image:** An upside-down image formed where rays of light meet.
19. **regular reflection:** Reflection that occurs when parallel rays of light hit a smooth surface and all reflect at the same angle.
20. **secondary colors:** Any color produced by combining equal amounts of any primary colors.
21. **translucent material:** A material that scatters light as it passes through it.
22. **transparent material:** A material that transmits light without scattering it.
23. **virtual image:** An upright image formed where rays of light appear to meet or come from.