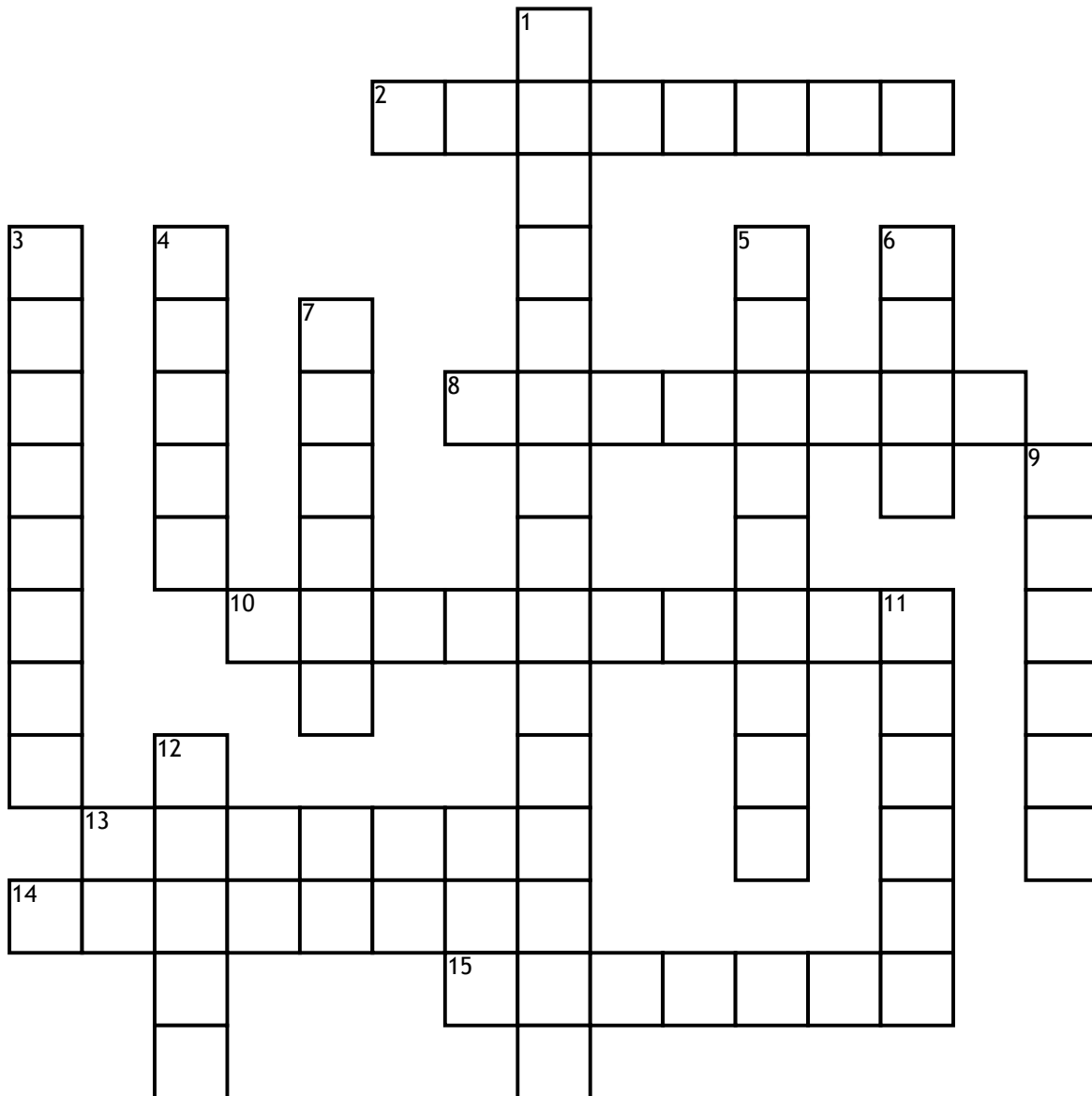


# Light



## Across

2. blocking out some of the waves from light; good sunglasses are  
 8. beyond this angle light is can not escape the medium.  
 10. bending of light  
 13. not convex: produces a real image  
 14. incoming ray

15. an image that does not exist

## Down

1. light is a \_\_\_\_\_ wave  
 3. If allowed, light travels in a \_\_\_\_\_ line  
 4.  $3.0 \times 10^8$  m/s  
 5. an axis that provides a reference for ray diagrams

6. always upside down when you see it  
 7. a lens that is thicker in the middle  
 9. not an image, but a source of light  
 11. a line that separates the incident from the reflected  
 12. A point where all parallel incident rays come together