

Title: Physics in Nature Presentation: Reflections of Nature

Date: Aug 19, 2011 03:45 PM

URL: <http://pirsa.org/11080109>

Abstract:

Specular Reflection in Nature



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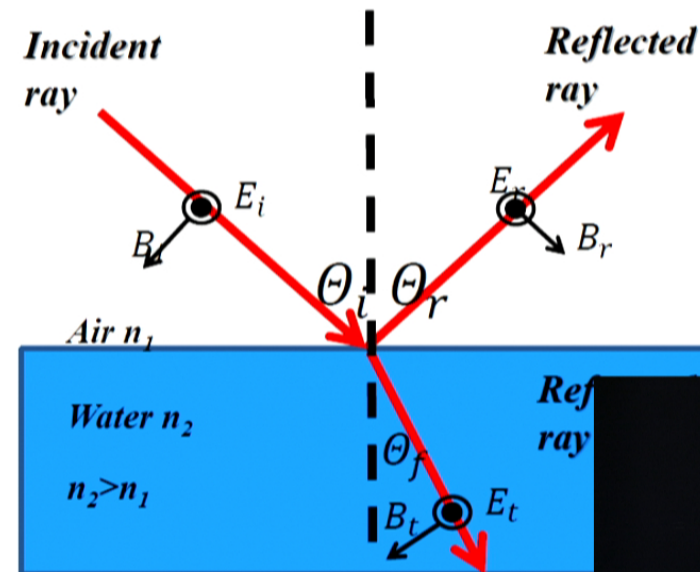
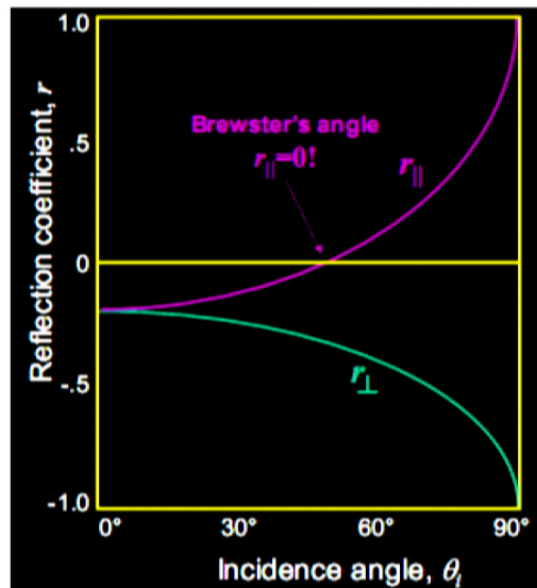


Fraction of light reflected

- One can calculate the fraction of light reflected using

Fresnel Equations:

$$\left(\frac{E_{Or}}{E_{Oi}}\right)_{\perp} = \frac{[n_i \cos \theta_i - n_t \cos \theta_t]}{[n_i \cos \theta_i + n_t \cos \theta_t]} \quad \left(\frac{E_{Or}}{E_{Oi}}\right)_{\parallel} = \frac{[n_i \cos \theta_t - n_t \cos \theta_i]}{[n_i \cos \theta_t + n_t \cos \theta_i]}$$



Back of the envelope calculation

Qn: How much light reflected?

Assume:

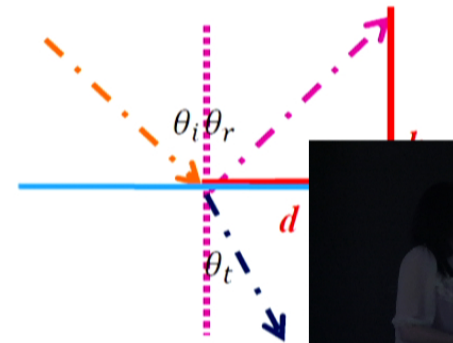
$$\begin{aligned} n_{\text{air}} &= 1 \\ n_{\text{water}} &= 1.33 \\ d_{\text{to camera}} &= 10 \text{ m} \\ h_{\text{of camera}} &= 3.5 \text{ m} \\ \theta_t &= \theta_r = 30^\circ \end{aligned}$$

Amount of light transmitted
(Snell's Law)

$$\begin{aligned} \theta_t &= \sin^{-1} \left[\frac{n_{\text{water}}}{n_{\text{air}}} \sin \theta_i \right] \\ \theta_t &\approx 42^\circ \end{aligned}$$

As the incident light is unpolarised the amount of light reflected is

$$|R| = \frac{1}{2} \left[\left(\frac{E_{0r}}{E_{0i}} \right)_{\perp} + \left(\frac{E_{0r}}{E_{0i}} \right)_{\parallel} \right] = 14\%$$



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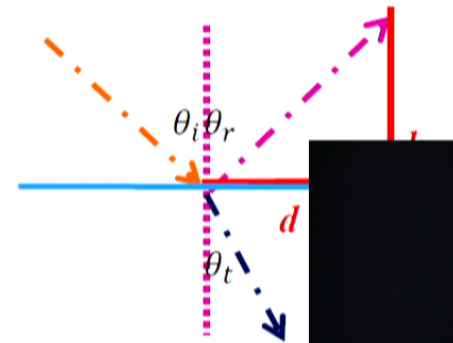
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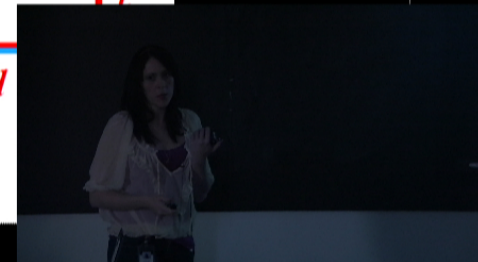
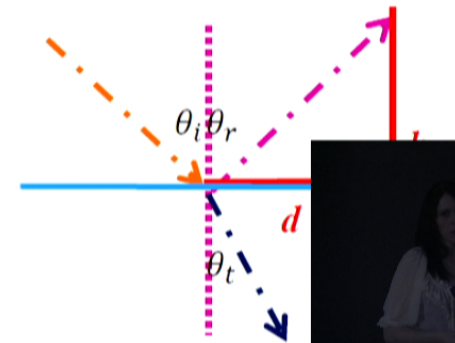
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Conclusion

- *Reflection occurs in many different ways in Nature*
- *The type is dependent on reflecting surface*
- *Light behaves in a very predictable way*
 - *Law of Reflection*
- *Using basic geometry one can explain the behaviour of light between different media.*

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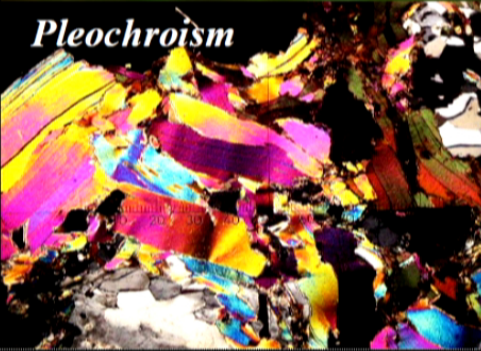
Optical Phenomenon

Interaction between light and matter.

*Reflection
Iridescence*



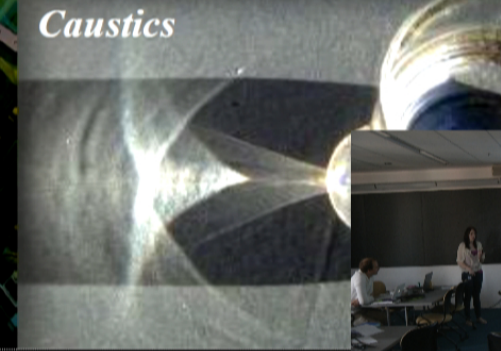
Pleochroism



Rainbows



Caustics



Reflections

