

<u>Mirror type</u>	<u>Object location</u>	<u>Image location</u>	<u>Image type</u>	<u>Image orientation</u>	<u>Sign of f</u>	<u>Sign of r</u>	<u>Sign of i</u>	<u>Sign of m</u>
Plane	Anywhere	Other side	Virtual	Right	infinity	infinity	minus	plus
Concave	Inside F	Other side	Virtual	Right	plus	plus	minus	plus
Concave	Outside F	Same side	Real	Inverted	plus	plus	plus	minus
Convex	Anywhere	Other side	Virtual	Right	minus	minus	minus	plus
<u>Lens type</u>								
Converging	Inside F	Same side	Virtual	Right	plus	plus	minus	plus
Converging	Outside F	Other side	Real	Inverted	plus	plus	plus	minus
Diverging	Anywhere	Same side	Virtual	Right	minus	minus	minus	plus