

# Medical Technical Radiology General Physics

## Optics

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## Learning outcomes

At the end of the session, you should be able to:-

- I. Optics
- II. Neutral of light
- III. Light interaction with matter,  
wave theorem, particle theorem





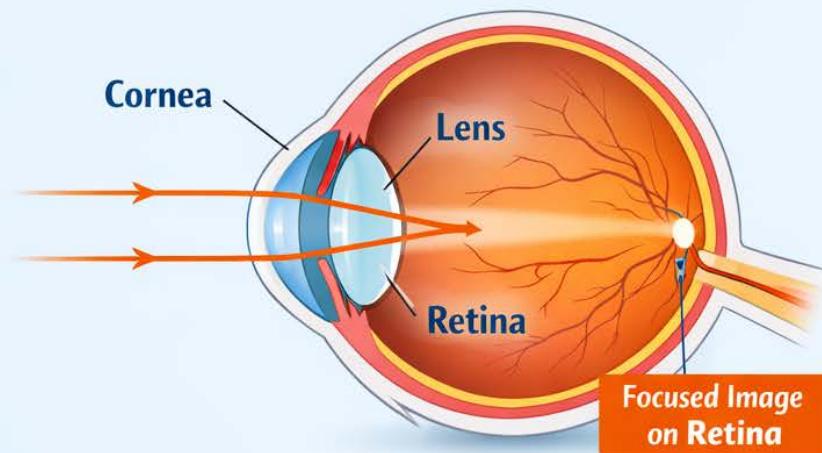
- **Optics**

**Optics** is the branch of physics that involves the behavior and properties of light, including its interactions with matter and the instruments that use or detect it.

**So Light can travel through:**

- space,
- air, glass, water,
- cornea, eye lens, etc.
- Each one is referred to as a medium
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# How Light Bends in the Eye



- Light bends when it passes from **air** to the **eye lens**.
- This bending helps **focus images** clearly.
- We see because light is **focused** on the **retina**.

$$\text{Refractive Index: } n = \frac{c}{v}$$

**n** = Refractive Index

**c** = Speed of Light in Vacuum

**v** = Speed of Light in Medium

- **The Particle Nature of Light**

- “Particles” of light are called photons. Each photon has a particular energy  $E = h f$
- $h$  is *Planck's constant* =  $6.63 \times 10^{-34}$  J s

## Light and Its Optical Properties

**Light** is a form of **energy** that travels as an **electromagnetic wave**. It does **not need a medium** to travel and can move through a **vacuum** at a very high speed

$$c = 3 \times 10^8 \text{ m/s}$$

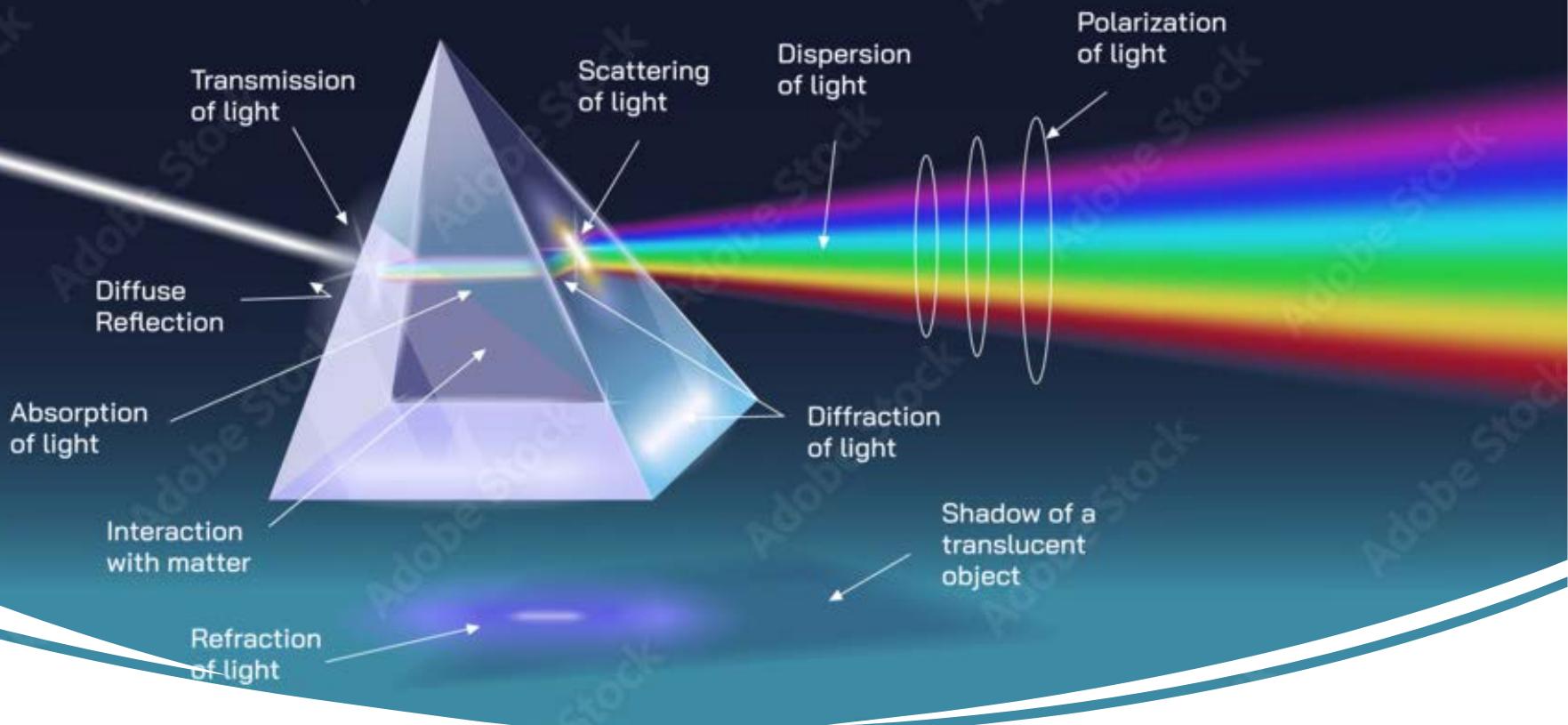
Light is everywhere around us and allows us to **see objects, transmit information, and support life on Earth**.

# Importance of Light in Real Life

- **Vision:** Human eyes depend on light
- **Communication:** Optical fibers, internet
- **Medicine:** X-rays, lasers, endoscopy
- **Technology:** Screens, cameras, sensors
- **Nature:** Photosynthesis, climate balance



# PROPERTIES OF LIGHT



- **Properties of Light**
  - Waves, particles and EM spectrum
  - Interaction with matter
  - Absorption
  - Reflection, refraction and scattering
  - Polarization and diffraction

## Four Ways in Which Light can Interact with Matter

**Emission** – matter releases energy as light

**Absorption** – matter takes energy from light

**Transmission** – matter allows light to pass through it

**Reflection** – matter repels light in another direction

# Four Ways Light Interacts with Matter

## **Emission**



Matter **releases energy** as light.

## **Absorption**



Matter **takes energy** from light.

## **Transmission**



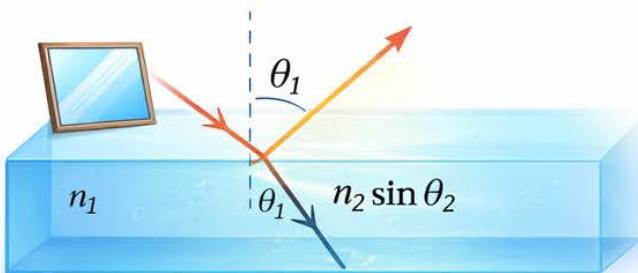
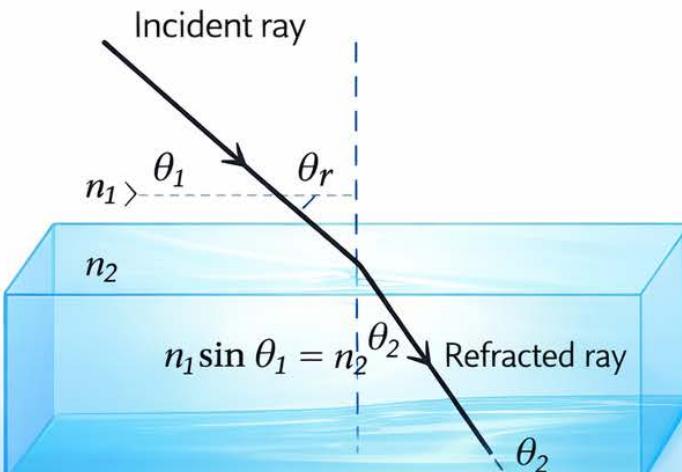
Matter **allows light** to pass through.

## **Reflection**



Matter **repels** light in another direction.

# Properties of Light



## 1 Law of Reflection

- The angle of incidence ( $\theta_1$ ) is equal to angle of reflection ( $\theta_r$ ).
- Reflection occurs when light bounces off a smooth surface.

## 2 Law of Refraction (Snell's Law)

- Refraction is the bending of light as it passes from one medium to another.
- The relation is given by:  $n_1 \sin \theta_1 = n_2 \sin \theta_2$  where  $n_1$  and  $n_2$  are refractive indices of the two media.

## 3 Inverse Square Law

- Light intensity decreases with the square of the distance from the source:

$$I \propto \frac{1}{r^2}$$



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**Waves** are characterized by **frequency**, **wavelength**, **speed** and **phase**.

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**Wave** : wave is repeating and periodic disturbance that travels through a medium from one location to another location

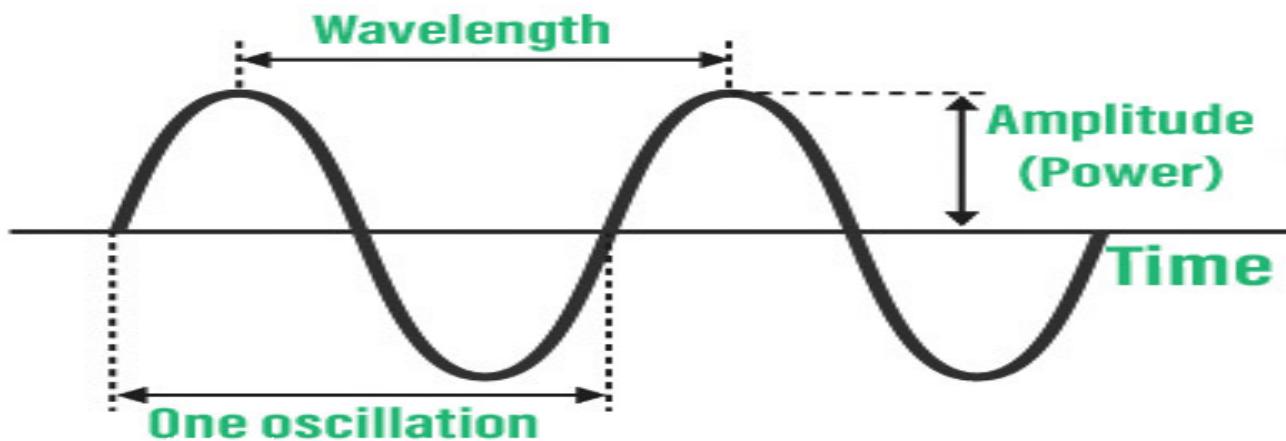
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**Frequency** is defined as the number of waves (*cycles*) per second that pass a given point in space (symbolized by  $f$  ).

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**Wavelength** is the distance between two consecutive peaks or troughs in a wave (symbolized by the  $\lambda$ ).

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$$\text{Relation between } \lambda \text{ and } f : f \lambda = c$$

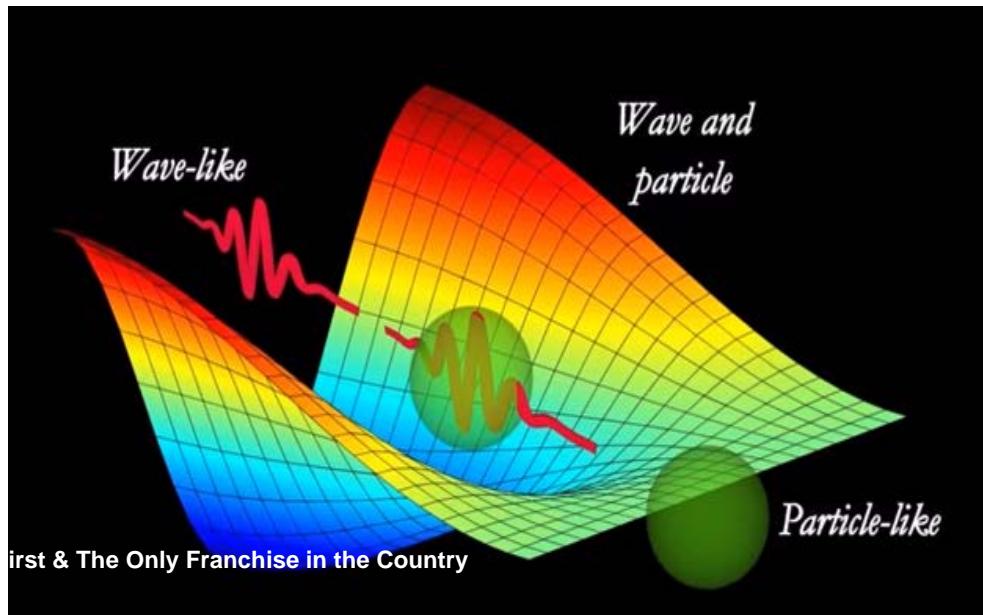
$c$ : speed of light

## Particles and waves :

Interaction of **X-rays with matter** (human or otherwise)  
• the concept of photon energies is used

## Interaction of **light with filters**

- the use of wave characteristics may be more useful



$$E=hf$$

$E$  = energy of the photon (J)

$h$  = Planck's constant ( $6.626 \times 10^{-34}$ ) (Js)

$f$  = cycles per second (Hz)

$$c = f \lambda$$

$c$  = speed of light ( $3.00 \times 10^8$  m/s)

$\lambda$  = Wavelength (m)

$f$  = frequency ( $s^{-1}$ , Hz)

# Question

- A radio station is broadcasting a signal with a frequency of 27,000 kHz. What is the **wavelength** of the signal in meters?

- A “**Solution**.”
- **Given**
- $f = 27,000 \text{ kHz} = 2.7 \times 10^7 \text{ Hz}$
- $c = 3 \times 10^8 \text{ m/s}$
- **Formula**
- $\lambda = \frac{c}{f}$
- **Calculation**
- $\lambda = \frac{3 \times 10^8}{2.7 \times 10^7}$
- **Final Answer**
- $\lambda = 11.1 \text{ m}$

- **Question**

An electromagnetic wave has a wavelength of **3.0 m** and travels in a vacuum.

Calculate the **frequency** of the wave.

- **Question**

- Light has a wavelength of **750 nm** in vacuum.  
Find its **frequency**.

- **Question**

- A radio signal has a frequency of **8.5 MHz**.  
Calculate its **wavelength**.

# Wave concept, Units of measurement

## SI UNITS:

- Wavelength units: length
- Angstrom (A) :  $1 \text{ A} = 1 \times 10^{-10} \text{ m}$
- Nanometer (nm):  $1 \text{ nm} = 1 \times 10^{-9} \text{ m}$
- Micrometer ( $\mu\text{m}$ ):  $1 \text{ } \mu\text{m} = 1 \times 10^{-6} \text{ m}$
- Energy: joule (J)
- Frequency units: unit cycles per second  $1/\text{s}$  (or  $\text{s}^{-1}$ ) is called hertz (abbreviated Hz)

Unit	Frequency, (cycles/sec)
Hertz, Hz	1
Kilohertz, KHz	$10^3$
Megahertz, MHz	$10^6$
Gigahertz, GHz	$10^9$