

# Refraction



# Bending Light

The screenshot shows a PhET simulation interface for the 'Bending Light' experiment. The window title is 'File Help' and the tabs are 'Intro', 'Prism Break', and 'More Tools'. The 'PHET' logo is in the top right corner.

**Laser View:**  Ray,  Wave

**Material: Air**  
Index of Refraction (n): 1.00  
Air Water Glass

**Material: Water**  
Index of Refraction (n): 1.33  
Air Water Glass

**Toolbox:** A yellow protractor, a green flashlight icon, an 'Intensity' slider, and a checked checkbox for 'Show Normal'.

**Reset All**

The simulation depicts a red laser ray originating from a grey laser pointer in the upper left. The ray travels through the air region (top half) and crosses a horizontal boundary into the water region (bottom half). A vertical dashed line represents the normal to the boundary. The ray bends towards the normal as it enters the water. The water region is shaded light blue.