

→ light 'particles' now referred to as corpuscles

→ hiny, weightless particles that travelled in straight lines. -> theory accounted for formation of sharp shadows



corpuscles would collide with object and bounce back or stopped resulting in only corpuscles around object reaching screen

-> dispersion was explained by different coloured corpuscles travelling at different speads in glass.

-> Newton used his laws of motion to explain reflection and refraction refraction



corpuscular velocity components Parallel to mirror $V \sin \theta_1 = V \sin \theta_2$

velocity component perpendicular to mirror reversed. . mirror exerts repulsive force on



in parallel components $V_1 \sin \Theta_1 = V_2 \sin \Theta_2$

since $\Theta_1 > \Theta_2$, Newton concluded that light travelled faster in glass contradiction !

→ like Newton's theory, Huygen and explain reflection refraction reflection refraction

wave front : line (surface on which a wave disturbance has the same phose.



- wave front mode correctly predicted $\Theta_1 = \Theta_2$

·model predicted a decree w wavelength in glass · This would result in a de in the speed of light in glass

→ Huygen's theory could not explain sharp shadows (due to diffraction of light sound waves.

Rejection : despite being able to explain narrow shit diffraction (where Newton could not) Huygen's inability to explain sharp shadows, coupled with Newton's existing reputation meant this theory was disregarded but most for the next 100 years!

Further Evidence

corduscle

