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### CAMERA OBSCURA.

THIS example is closely allied to the principles advanced in LECTURE I. 2d series, and explains the *reversion* of external objects. Thus *a* is the counterpart of A, but reversed by passing through the crevice; *b* is the counterpart of B, and *c* of C.

This is also a very entertaining philosophical amusement: we shall, for the information of our readers, insert the most authentic manner of performing it, as it requires no further apparatus than merely a lens glass in a scioptric ball.

I. The CAMERA OBSCURA, or *darkened room*, is, any large room or chamber made as dark as possible, so as to exclude all light but that which is to pass through the hole and lens in the ball fixed in the window of the said room.

The following particulars are to be attended to in this philosophical contrivance. First, That the lens be extremely good, or free from any veins, blebs, &c. which may distort and blemish the picture.

2dly, That the lens be always placed directly against the object whose picture you would have perfectly formed to contemplate; for if the glass has any other position to the object, the image will be very imperfect, indistinct, and confused.

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3dly.