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The young man's book of amusement

Halifax, 1848

Singular Effects on the Visual Organs

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OPTICS.

Singular Experiment.

Fix, at the height of the eye, on a dark ground, a small round piece of white paper, and a little lower, at the distance of two feet to the right, fix up another, of about three inches in diameter; then place yourself opposite to the first piece of paper, and, having shut the left eye, retire backwards, keeping your eye still fixed on the first object; when you are at the distance of nine or ten feet, the second will entirely disappear from your sight.

Singular Effect on the Visual Organs.

Affix to a dark wall a round piece of paper, an inch or two in diameter; and a little lower, at the distance of two feet on each side, make two marks; then place yourself directly opposite to the paper, and hold the end of your finger before your face in such a manner, that when the right eye is open, it shall conceal the mark on the left; and when the left eye is open, the mark on the right: if you then look with both eyes

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to the end of your finger, the paper, which is not at all concealed by it from either of your eyes, will nevertheless disappear.

Portable Camera Obscura.

The camera obscura is a most amusing optical toy. Fig. 3, is a box constructed for this purpose. A magnifying-glass is placed in the wooden tube *a*, and the object is thrown upon the angular mirror *b*, A complete picture of the most extensive view may thus be obtained in the space of a few inches, and the box may be carried in the pocket of the observer.

The Thaumatrope—an amusing Toy.

The optical principle on which this machine is constructed, is the duration of an impression on the eye, after the object producing it has been withdrawn, and which is said to last about a second.

The cards are each suspended by a bobbin at either side. There is a *part* of a figure or object represented on one side of the card, and the remainder on the other. For example: we have the head of a watchman on the obverse of one, and the empty watch-box on the reverse; by twirling the bobbins, and consequently spinning the card, the head and box fit together and we see a complete guardian of the night.