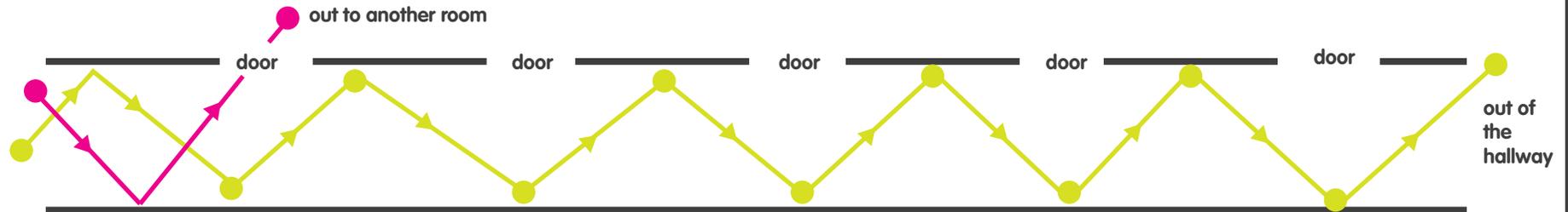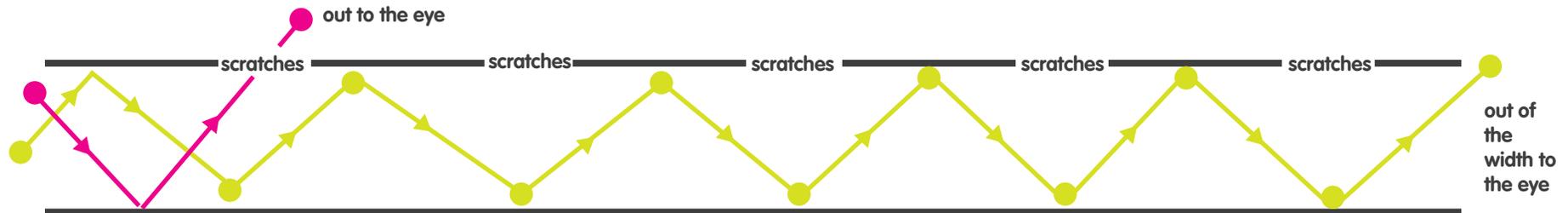# How Edge-Lit Plastic images use the same light source to illuminate only the positive design space and not the negative space around it.

Consider firing bouncy balls at the walls in a hallway with doors leading to rooms with walls in between...and viewing it from above.

out to another room

door | door | door | door | door

out of the hallway

(Balls colored differently only to show difference in path) Some bounce around off the walls and straight out of the hall. Others happen to bounce of walls that send them into and out the doors.

Now imagine that same hallway as the SIDE view of a piece of plastic with reflective direction changing scratches where the design IS and smooth reflective plastic where it is NOT...and replace the balls with light particles.

out to the eye

scratches | scratches | scratches | scratches | scratches

out of the width to the eye

(Balls colored differently only to show difference in path) Some bounce around off the walls and straight out of the hall. Others happen to bounce of walls that send them into and out the doors.