

| | |
|----|--|
| 1 | <p>One of the following is not a sub area of Image Processing</p> <p>A) Image enhancement B) pattern detection & recognition C) scene analysis D) Cartography E) computer vision</p> |
| 2 | <p>One of the following is not a component of Liquid Crystal Display.</p> <p>A) Flooding Gun B) conductive coating C) Polarized film D) liquid crystal E) transparent plate</p> |
| 3 | <p>In a CRT each time a electron beam scans through left to right. After that it has to start from the left again. This return sweep is called</p> <p>A) Aliasing B) vertical retracing C) Blanking D) over scanning</p> |
| 4 | <p>The maximum number of points that can be displayed on a screen without overlap is called</p> <p>A) Resolution B) aspect ratio C) frame buffer D) pixmap</p> |
| 5 | <p>Random scan monitors draw a picture one line at a time & thus are also called (multiple answers)</p> <p>A) Vector Displays B) plasma displays C) Calligraphic displays D) Stroke writing displays</p> |
| 6 | <p>A true color system can have the number of color choices at the maximum</p> <p>A) 1024X1024 B) 4096 X 4096 C) 2^{64} D) 24</p> |
| 7 | <p>Thin Film Electro luminescent displays are similar in construction to</p> <p>A) DVST B) LCD C) LED D) Plasma Panel</p> |
| 8 | <p>Following is not a type of technology available in Mouse</p> <p>A) Mechanical B) Electrical C) Optical D) Optomechanical</p> |
| 9 | <p>Pattern Recognition algorithms are used to read _____.</p> <p>A) Typed Material B) handwritten material C) Printed Material D) None of these</p> |
| 10 | <p>The Sequence of Coordinate transformation is</p> <p>A) $M_c \rightarrow N_c \rightarrow D_c \rightarrow W_c$ B) $M_c \rightarrow N_c \rightarrow D_c \rightarrow O_c$ C) $M_c \rightarrow W_c \rightarrow D_c \rightarrow N_c$ D) $M_c \rightarrow W_c \rightarrow N_c \rightarrow D_c$</p> |
| 11 | <p>The computer Graphics standard for archiving and transporting pictures is</p> <p>A) CGI B) CGM C) PHIGS D) GKS</p> |
| 12 | <p>Suppose we have a video monitor with a display area that measures 12 inches across and 24 inches high. If the resolution is 100 X 200 and the aspect ratio is 1, what is the diameter of each screen point.</p> <p>A) .24 B) 24×10^6 C) 12 D) .12</p> |
| 13 | <p>To draw a line with bresenham line drawing algorithm from (20,10) to (30,18) the successive point will be</p> <p>A) 20,11 B) 21,10 C) 21,11 D) 22,12</p> |
| 14 | <p>For Midpoint circle algorithm the initial parameter is defined as P_0</p> |

| | |
|----|---|
| | A) r-1 B) 1-r C) r+1 D) 1.5-r |
| 15 | With CAD software one of the following may not be done A) Body design of an aircraft or automobile B) Circuit design C) Surface rendering D) Building design E) Cartoon animation |
| 16 | How long will it take to load a 24-bit per pixel frame buffer with a resolution of 1280 by 1024 if 10^5 Bits can be transferred per second? A) 314 Sec B) 60 seconds C) 0.263 seconds D) 415 seconds |
| 17 | How much time is spent scanning across each row of pixels during screen refresh on a raster system with a resolution of 1280 by 1024 and a refresh rate of 60 frames per second. A) 16.3 microseconds B) 16.3 nanoseconds C) 16.3 minutes D) 16.3 milliseconds |
| 18 | Suppose you have a system with 8 inch by 10-inch video monitor that can display 100 pixels per inch. If memory is organized in one byte words, the starting frame buffer address is 0, and each pixel is assigned 6 bits of storage, what is the frame buffer address of the pixel with screen coordinates (x, y). A) $800y + x$ with step size as 6 bits B) $800y + x$ with step size as one byte C) $800x + y$ with step size as 6 bits D) $1000y + x$ with step size as 6 bits |
| 19 | Pick out the odd one A) Butt cap B) round cap C) bevel cap D) projecting square cap |
| 20 | Find the odd one A) Box filter B) sphere filter C) cone filter D) Gaussian filter |
| 21 | We have a system with 8 inch by 10-inch video screen that can display 100 pixels per inch. If a color look up table is used with 64 positions, what is the smallest possible size for the frame buffer. A) 586 KB B) 600 KB C) 856 KB D) 856 Bytes |
| 22 | Simulation and animation are A) Different concepts B) same but the context in which they are used is different C) Different even if used in the same context D) exactly the same |
| 23 | The speed is highest in which of the monochrome or color hardcopy technologies A) Pen plotter B) Dot matrix C) Electrostatic D) Laser E) Inkjet |
| 24 | The algorithm that is not extendable to 3D line clipping is A) Cohen Sutherland Algorithm B) Liang Barsky algorithm C) Nicholl Lee Nicholl Algorithm D) Weiler Atherton algorithm |
| 25 | An application program can make |

| | |
|----|---|
| | <p>A) simultaneous use of several physical input devices operating in different modes</p> <p>B) simultaneous use of several physical input devices operating in same mode</p> <p>C) simultaneous use of one physical input device operating in different modes</p> <p>D) simultaneous use of one physical input devices operating in one mode</p> |
| 26 | <p>The various outside agents that can affect the view of the picture are (multiple answers)</p> <p>A) Dust particles B) smoke c) direction of light source D) type of light source</p> |
| 27 | <p>A super ellipsoid becomes a ellipsoid when</p> <p>A) $S_1 = 1$ B) $S_2 = 1$ C) $S_1 = S_2 = 0$ D) $S_1 = S_2 = 1$</p> |
| 28 | <p>Blending functions are also called</p> <p>A) Convex functions B) continuity functions C) Basis functions</p> |
| 29 | <p>Kochanek-Bartels splines are extension of</p> <p>A) B-spline B) Bezier curves C) Nonuniform splines D) Cardinal splines</p> |
| 30 | <p>In Open B-splines the knot spacing is</p> <p>A) uniform B) non Uniform C) Uniform except at the ends D) uniform at the ends</p> |
| 31 | <p>When the projection is perpendicular to the view plane, we have</p> <p>A) oblique parallel projection B) orthographic parallel projection</p> <p>C) triangular projection D) polyhedron projection</p> |
| 32 | <p>The examples of particle systems that have fluid like properties are</p> <p>A) clouds B) waterfalls C) fireworks D) clumps of grass</p> |