Rajarata University of Sri Lanka

Department of Computing

ICT 2403- GRAPHICS & IMAGE PROCESSING
Class Activity -03

Mark whether the following statements are TRUE or FALSE.

1. Human eye can see colors as a variable combination of RED, GREEN and BLACK. (……)
2. Using Hue, Brightness and Saturation can distinguish one color from another. (……)
3. Brightness reefers to the relative purity or the amount of white light mixed with hue. (……)
4. Brightness and saturation taken together are called CHROMATICITY. (……)
5. Color is specified by its trichromatic coefficients. (……)
6. All values of RGB are assumed to be in the range of 0 -255. (……)
7. The number of bytes used to represent each pixel in RGB space is called the pixel depth. (……)
8. The total number of colors in a 24 bit RGB image is $(2^3)^8$. (……)
9. CMY color model is used for hardcopy devices. (……)
10. In contrast to color on the monitor the color in the printing acts subtractive and not additive. (……)
11. A printed color that looks red absorb the other two components G and B and reflects red. (……)
12. CMY coordinates are just the complements of the RGB coordinates. (……)
13. CMYK color model corresponds to Cyan , Magenta, Yellow and Dark Gray. (……)
14. HIS color model stands for Hue saturation and Intensity. (……)
15. HIS model widely used in machine vision application because this model can easily extract colors and completely ignore saturation and light if required. (……)
16. Graphic system basically consist of display processor, display-processor memory, Frame buffer, Video controller and input/output devices. (……)
17. Display processor digitizes a picture given in an application program in to set of pixel values for storage in the frame buffer. (……)
18. In frame buffer each screen pixel corresponds to a particular entry in a 2D array residing in memory. (……)
19. Number of rows in the frame buffer equals to the number of raster lines on the Video controller. (……)
20. Color information can be stored in the frame buffer as Discrete storage scheme and color table scheme. (……)
21. Adding more bits per pixel to the frame buffer increases the number of color choices. (……)
22. Video controller access the display processor to refresh the screen. (……)
23. In personal computers display modes are the combinations of Display resolution, Color depth and Refresh rate. (……)
24. 1bpp image is having I color (monochrome). (……)