



MIT-ADT
UNIVERSITY
PUNE, INDIA
A leap towards World Class Education

MIT School of Engineering, Pune

TY IT - APL - Computer vision

17BTIT612; VIth Semester - VIVA FAQs

| Topic | Frequently Asked Questions |
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| Graphics Programming | <ol style="list-style-type: none">1. What do you mean by Computer Graphics?2. What are the different between raster and vector graphics3. Define Frame buffer, Persistence, Resolution and Aspect Ratio.4. Differentiate between DDA algorithm and Bresenham's algorithm.5. Define Random Scan and Raster Scan Display systems.6. Define Translation, Rotation, Scaling, Shearing and Reflection.7. Differentiate between parallel and perspective projection.8. What is the need of homogeneous coordinates?9. Why do we need viewing transformation?10. What are the steps involved in 3D transformation?11. What do you mean by Vanishing point and projection reference points?12. List various types of parallel and perspective projections. |
| Image Processing and Computer Vision and OpenCV | <ol style="list-style-type: none">1. What do you mean by color model?2. What is geometric transformation?3. Define digital image and gray-level.4. Define Sampling and Quantization.5. What do you mean by Image stitching and Image slicing?6. What are the various steps involved in Digital Image Processing?7. What is meant by brightness, illuminance and reflectance.8. What is OpenCV?9. How to read and display an image in OpenCV?10. What is the use of the sobel operator in OpenCV?11. Where opencv libraries are installed?12. How many types of image and video filters are there in opencv?13. What are the various recognition algorithms in OpenCV?14. How can we connect a webcam to OpenCV?15. How can you detect eye in Opencv?16. What is Cascade Classifier in Opencv?17. How can you do object detection in opencv?18. How can you detect corners of images using OpenCV? |