

USN

--	--	--	--	--	--	--	--	--

Course Code

M	M	C	A	3	1	1	D
----------	----------	----------	----------	----------	----------	----------	----------

Third Semester MCA Degree Examinations, January 2026

COMPUTER VISION

Duration: 3 hrs

Max. Marks: 100

Note: 1. Answer any FIVE full questions, choosing ONE full question from each module.
2. Missing data, if any, may be suitably assumed

<u>Q. No</u>	<u>Question</u>	<u>Marks</u>	<u>(RBTL:CO: PI)</u>
<u>MODULE – 1</u>			
1.	a. Define computer vision and demonstrate its applications in real-world scenarios.	10	(2:1:1.4.1)
	b. Explain the digital camera image formation pipeline with a diagram and demonstrate the image formation process.	10	(2:1:1.4.2)
(OR)			
2.	a. Describe the concept Bidirectional Reflectance Distribution Function (BRDF) and explain any two reflection models with computational equation.	10	(2:1:1.4.1)
	b. Explain linear filtering and demonstrate different linear filters with their effects.	10	(2:1:1.4.2)
<u>MODULE – 2</u>			
3.	a. Illustrate the meaning of geometric transformations and discuss various geometric transformations and their effect on digital images.	10	(3:2:3.1.1)
	b. Explain the concept of image pyramids, describe why pyramids are needed in image processing, and illustrate the steps involved in their construction.	10	(2:2:4.2.3)
(OR)			
4.	a. Define non-linear neighbourhood operators and demonstrate commonly used non-linear operators in image processing with construction steps.	10	(2:2:3.1.4)
	b. Explain the concept of Fourier Transformation (FT) and describe in detail its computational equation and characteristics.	10	(3:2:3.1.2)
<u>MODULE – 3</u>			
5.	a. Describe image degradation/restoration process model and explain spatial and frequency-domain representations.	10	(2:3:3.1.4)
	b. Define the concept of thresholding and explain basic global thresholding, and demonstrate the algorithm steps with a suitable example.	10	(2:3:3.1.4)

(OR)

- | | | | | |
|----|----|--|----|-------------|
| 6. | a. | Explain image restoration in the presence of noise only and describe how periodic noise is reduced using frequency domain filtering techniques. | 10 | (2:3:3.1.2) |
| | b. | Illustrate the concept of region-based segmentation and explain region splitting and merging approach along with its advantages and disadvantages. | 10 | (3:3:3.1.4) |

MODULE – 4

- | | | | | |
|----|----|---|----|-------------|
| 7. | a. | Illustrate the human vision system by applying its functional components and explain their roles with a neat diagram. | 10 | (3:4:5.3.2) |
| | b. | Explain the concept of color models and describe any two color models used in digital image processing in detail. | 10 | (2:4:5.3.2) |

(OR)

- | | | | | |
|----|----|--|----|-------------|
| 8. | a. | Illustrate the concept of color image processing and explain the attributes of chromatic light with suitable examples. | 10 | (3:4:5.3.4) |
| | b. | Explain the different types of noise present in color images and describe their characteristics and causes. | 10 | (2:4:5.3.4) |

MODULE – 5

- | | | | | |
|----|----|--|----|-------------|
| 9. | a. | Describe morphological image processing and discuss the functions of HIT, MISS, and FIT operations associated with structuring elements. | 10 | (2:5:6.4.4) |
| | b. | Explain the hit-and-miss transform in detail and demonstrate its working procedure. | 10 | (2:5:6.4.3) |

(OR)

- | | | | | |
|-----|----|---|----|-------------|
| 10. | a. | Illustrate the concept of chain codes. Describe the algorithm for generating chain codes and solve an example problem. | 10 | (4:5:5.3.4) |
| | b. | Illustrate any two morphological image processing algorithms. Explain their underlying principles and provide the step-by-step algorithms for each. | 10 | (3:5:5.3.4) |

** ** *