Visual Reasoning

Aka Dirty Pictures!
Introduction

Significant as it comes for 30 Marks (That’s 15% of the paper)

5-6 Types of questions

In sets of 5 and randomly distributed

Belong to “you-get-it-or-you-don’t” category

Time consuming

High Accuracy

It can be cracked 😊

by Prasad Sawant (February 2012)
Types of Questions

Odd Man Out (normal / series based / pair)

Series (last figure / middle figure missing)

Analogy

Similar/ Dissimilar pair with master pair
Odd man out

Easier to tackle compared to other types

The logic should be cracked for 3 options and one need not check all 5 options

Try and establish logic for the first 3 or last 3. If you don’t get the answer then go for remaining ones

Understand the difference between normal odd man out and series based odd man out
Analogy

- Question mark at 1st place: Find logic between 4 : 3
- Question mark at 2nd place: Find logic between 3 : 4
- Question mark at 3rd place: Find logic between 2 : 1
- Question mark at 4th place: Find logic between 1 : 2

by Prasad Sawant (February 2012)
Unpopular among aspirants as these questions are on the difficult side

Don’t assume option 1 and option 5 to be correct (They can be wrong)

Always look out for similarity in options (A lot of times base figure and option 3/4/5 figures are similar)
Similar / Dissimilar pair

On the easier side compared to Series based questions

In the absence of master figure, it is as good as an odd man out question

If the master figure is given, question gets one more “option”. Nothing else
Logic(s) used

- Increase / decrease in number of entities
- Rotation (clockwise/ anticlockwise)
- Rotation of objects at specific positions and at specific angles
- Shaded / non-shaded regions / no. of fragments
- Positional changes
- Change in size of objects
- Mirror image / water image / symmetry

by Prasad Sawant (February 2012)
Logic(s) used

- Directional changes (N-S-E-W)
- Addition / deletion from specific position or of a specific entity
- Alternate figures with same logic
- Different geometrical figures or numbers used as entities (count related)
- Flipping of objects
- Replacement (Source and destination)
# Candidate Types

<table>
<thead>
<tr>
<th>Candidate 1</th>
<th>Candidate 2</th>
<th>Candidate 3</th>
<th>Candidate 4</th>
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<tbody>
<tr>
<td>• Hates VR and leaves it altogether</td>
<td>• Will do all the VR questions either at</td>
<td>• Knows his strengths and weaknesses.</td>
<td>• Total attempts are 170+ and hence not</td>
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<tr>
<td>• Not advisable</td>
<td>the beginning or at the end</td>
<td>• Attempts selectively</td>
<td>bothered</td>
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<td></td>
<td></td>
<td>• Targets 90%+ accuracy</td>
<td>• Attempts close to 80% of VR questions</td>
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<td></td>
<td></td>
<td></td>
<td>genuinely</td>
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by Prasad Sawant (February 2012)
How to prepare?

Assuming 20 mocks*30 VR questions and some other material, one is exposed to 800 odd VR questions (close to 160 questions of each type)

Prepare a funda book for yourself and write only a single sentence logic that you encounter under each of the types

While going for a MOCK, just go through these fundas

Before CET, you should be well aware of the various fundas that are used
Strengths and Areas of improvements

Take 30 questions from each of the area. For example, 30 questions on odd man out or 30 questions from series

Time yourself for 25 minutes and attempt these questions

After 25 minutes, check your answers and note your accuracy (80% and above accuracy = Strength and Anything less than 60% is weakness)

Accuracy will be different in different areas. Try and practice more of weaknesses and ensure 100% accuracy in strengths

by Prasad Sawant (February 2012)
Playing with options (e.g. 1 Series Question)

- Don’t look at the question, and directly go to options
- Probability of marking the right answer = 20%
- Out of five, 3 options have upward pointing U, eliminate option (3) and option (4)
- Out of five, 3 options have top right corner pointing circle, eliminate option (2) and option (4)
- Probability of getting the right answer = 50%
- *Only to be used when you don’t have much time to spend on VR questions
Playing with options (e.g. 2 Analogy question)

• Probability of marking the right answer = 20%
• Out of five, 3 options have a stick in top left corner, eliminate option (2) and option (4)
• Out of five, 3 options have triangle pointing towards left, eliminate option (4) and option (5)
• Out of five, 3 options have arrow pointing towards right top corner, eliminate option (1) and option (4)
• Answer = Option (3) Probability of getting the right answer = 100%
• *Only to be used when you don’t have much time to spend on VR questions
Parting thoughts

- Leave a difficult question in 15 seconds
- If you are spending more time, don’t leave the question. Spend maximum of 45 seconds, and using elimination mark the probable answer
- Practice a lot of sums and be confident about the section
- Identify your areas of strengths and improvements
- Always keep a track of time
- Don’t lose the focus if you encounter a difficult question. Move on!
Thank you!

😊