

CPC COOPERATIVE PATENT CLASSIFICATION

G06T IMAGE DATA PROCESSING OR GENERATION, IN GENERAL

WARNING

The following IPC groups are not used in the CPC scheme. Subject matter covered by these groups is classified in the following CPC groups:

[G06T 1/40](#)

covered by

[G06T 1/20](#)

1/00 General purpose image data processing

- 1/0007 . {Image acquisition}
- 1/0014 . {Image feed-back for automatic industrial control, e.g. robot with camera ([robots B25J 19/023](#))}
- 1/0021 . {Image watermarking}
- 1/0028 . . {Adaptive watermarking, e.g. Human Visual System [HVS]-based watermarking}
- 1/0035 . . . {Output size adaptive watermarking}
- 1/0042 . . {Fragile watermarking, e.g. so as to detect tampering}
- 1/005 . . {Robust watermarking, e.g. average attack or collusion attack resistant}
- 1/0057 . . . {Compression invariant watermarking}
- 1/0064 . . . {Geometric transform invariant watermarking, e.g. affine transform invariant}
- 1/0071 . . . {using multiple or alternating watermarks}
- 1/0078 . . . {using multiple thresholds}
- 1/0085 . . {Time domain based watermarking, e.g. watermarks spread over several images}
- 1/0092 . . {Payload characteristic determination in a watermarking scheme, e.g. number of bits to be embedded}
- 1/20 . Processor architectures; Processor configuration, e.g. pipelining ([architectures of general purpose stored programme computers G06F 15/76](#))
- 1/60 . Memory management

3/00 Geometric image transformation in the plane of the image, e.g. from bit-mapped to bit-mapped creating a different image

- 3/0006 . {Affine transformations ([G06T 3/4038](#), [G06T 3/0068](#) take precedence)}
- 3/0012 . {Context preserving transformation, e.g. by using an importance map ([G06T 3/0062](#) takes precedence)}
- 3/0018 . . {Fisheye, wide-angle transformation}
- 3/0025 . . {Detail-in-context presentation ([G06T 3/0018](#) takes precedence)}
- 3/0031 . {for topological mapping of a higher dimensional structure on a lower dimensional surface}
- 3/0037 . . {Reshaping or unfolding a 3D tree structure onto a 2D plane}
- 3/0043 . . {Surface of revolution to planar image transformation}
- 3/005 . {for projecting an image on a non-planar surface, e.g. a geodetic screen}
- 3/0056 . {the transformation method being selected according to the characteristics of the input image}
- 3/0062 . {Panospheric to cylindrical image transformation}
- 3/0068 . {for image registration, e.g. elastic snapping}
- 3/0075 . . {using affine transformations}
- 3/0081 . . {by elastic snapping}

- 3/0087 . {Spatio-temporal transformations, e.g. video cubism}
- 3/0093 . {for image warping, i.e. transforming by individually repositioning each pixel}
- 3/20 . Linear translation of a whole image or part thereof, e.g. panning
- 3/40 . Scaling the whole image or part thereof
- 3/4007 . . {Interpolation-based scaling, e.g. bilinear interpolation ([G06T 3/4015](#), [G06T 3/403](#) take precedence)}
- 3/4015 . . {Demosaicing, e.g. colour filter array [CFA], Bayer pattern}
- 3/4023 . . {Decimation- or insertion-based scaling, e.g. pixel or line decimation}
- 3/403 . . {Edge-driven scaling}
- 3/4038 . . {for image mosaicing, i.e. plane images composed of plane sub-images}
- 3/4046 . . {using neural networks}
- 3/4053 . . {Super resolution, i.e. output image resolution higher than sensor resolution}
- 3/4061 . . . {by injecting details from a different spectral band}
- 3/4069 . . . {by subpixel displacement}
- 3/4076 . . . {by iteratively correcting the provisional high resolution image using the original low-resolution image}
- 3/4084 . . {Transform-based scaling, e.g. FFT domain scaling}
- 3/4092 . . {Image resolution transcoding, e.g. client/server architecture}
- 3/60 . Rotation of a whole image or part thereof
- 3/602 . . {Block rotation, e.g. by recursive reversing or rotating}
- 3/604 . . {using a CORDIC [COordinate Rotation Digital Compute] device}
- 3/606 . . {Rotation by memory addressing or mapping}
- 3/608 . . {Skewing or deskewing, e.g. by two-pass or three-pass rotation}

5/00 Image enhancement or restoration, e.g. from bit-mapped to bit-mapped creating a similar image

- 5/001 . {Image restoration}
- 5/002 . . {Denoising; Smoothing ([noise processing or correction adapted to be used in an image pickup device containing and electronic image sensor H04N 5/217](#), [H04N 5/357](#) - [H04N 5/365](#))}
- 5/003 . . {Deblurring; Sharpening ([vibration or motion blur correction for cameras comprising an electronic image sensor H04N 5/23264](#))}
- 5/004 . . . {Unsharp masking}

5/005	<ul style="list-style-type: none"> • {Retouching; Inpainting; Scratch removal (detecting, correction, reducing or removing defects, e.g. non-responsive pixels of solid state image sensors H04N 5/367, scratch removal for cinematographic films scanned by electronic image sensor H04N 5/253)} 	7/174	<ul style="list-style-type: none"> • involving the use of two or more images
5/006	<ul style="list-style-type: none"> • {Geometric correction (detecting, correcting, reducing or removing artefacts resulting only from the lens unit, e.g. flare, shading, vignetting or "cos4" H04N 5/3572, correction of chromatic aberrations adapted to be used in an image pickup device containing and electronic image sensor H04N 9/045)} 	7/181	<ul style="list-style-type: none"> • involving edge growing; involving edge linking
5/007	<ul style="list-style-type: none"> • {Dynamic range modification (applied in cameras using an electronic image sensor H04N 5/2355, H04N 5/2356)} 	7/187	<ul style="list-style-type: none"> • involving region growing; involving region merging; involving connected component labelling
5/008	<ul style="list-style-type: none"> • {Local, e.g. shadow enhancement} 	7/194	<ul style="list-style-type: none"> • involving foreground-background segmentation
5/009	<ul style="list-style-type: none"> • {Global, i.e. based on properties of the image as a whole (applied in cameras using an electronic image sensor H04N 5/23229, H04N 5/235)} 	7/20	<ul style="list-style-type: none"> • Analysis of motion (motion estimation for coding, decoding, compressing or decompressing digital video signals H04N 19/43, H04N 19/51)
5/10	<ul style="list-style-type: none"> • by non-spatial domain filtering {(applied in cameras using an electronic image sensor H04N 5/23229, H04N 5/235, H04N 5/253, H04N 5/367)} 	7/207	<ul style="list-style-type: none"> • for motion estimation over a hierarchy of resolutions (multi-resolution motion estimation or hierarchical motion estimation for coding, decoding, compressing or decompressing digital video signals H04N 19/53)
5/20	<ul style="list-style-type: none"> • by the use of local operators {(applied in cameras using an electronic image sensor H04N 5/23229, H04N 5/235, H04N 5/253, H04N 5/367)} 	7/215	<ul style="list-style-type: none"> • Motion-based segmentation
5/30	<ul style="list-style-type: none"> • Erosion or dilatation, e.g. thinning 	7/223	<ul style="list-style-type: none"> • using block-matching
5/40	<ul style="list-style-type: none"> • by the use of histogram techniques {(applied in cameras using an electronic image sensor H04N 5/23229, H04N 5/235)} 	7/231	<ul style="list-style-type: none"> • using full search
5/50	<ul style="list-style-type: none"> • by the use of more than one image, e.g. averaging, subtraction {(applied in cameras using an electronic image sensor H04N 5/23229, H04N 5/235)} 	7/238	<ul style="list-style-type: none"> • using non-full search, e.g. three-step search
7/00	Image analysis	7/246	<ul style="list-style-type: none"> • using feature-based methods, e.g. the tracking of corners or segments
7/0002	<ul style="list-style-type: none"> • {Inspection of images, e.g. flaw detection} 	7/248	<ul style="list-style-type: none"> • {involving reference images or patches}
7/0004	<ul style="list-style-type: none"> • {Industrial image inspection} 	7/251	<ul style="list-style-type: none"> • {involving models}
7/0006	<ul style="list-style-type: none"> • {using a design-rule based approach} 	7/254	<ul style="list-style-type: none"> • involving subtraction of images
7/0008	<ul style="list-style-type: none"> • {checking presence/absence} 	7/262	<ul style="list-style-type: none"> • using transform domain methods, e.g. Fourier domain methods
7/001	<ul style="list-style-type: none"> • {using an image reference approach} 	7/269	<ul style="list-style-type: none"> • using gradient-based methods
7/0012	<ul style="list-style-type: none"> • {Biomedical image inspection} 	7/277	<ul style="list-style-type: none"> • involving stochastic approaches, e.g. using Kalman filters
7/0014	<ul style="list-style-type: none"> • {using an image reference approach} 	7/285	<ul style="list-style-type: none"> • using a sequence of stereo image pairs
7/0016	<ul style="list-style-type: none"> • {involving temporal comparison} 	7/292	<ul style="list-style-type: none"> • Multi-camera tracking
7/10	<ul style="list-style-type: none"> • Segmentation; Edge detection (motion-based segmentation G06T 7/215) 	7/30	<ul style="list-style-type: none"> • Determination of transform parameters for the alignment of images, i.e. image registration
	NOTE	7/32	<ul style="list-style-type: none"> • using correlation-based methods
	In this group, multi-aspect classification is applied, so that subject matter characterised by aspects covered by groups G06T 7/11 , G06T 7/12 or G06T 7/13 should also be classified in any of the relevant groups G06T 7/136 - G06T 7/194 .	7/33	<ul style="list-style-type: none"> • using feature-based methods
7/11	<ul style="list-style-type: none"> • Region-based segmentation 	7/337	<ul style="list-style-type: none"> • {involving reference images or patches}
7/12	<ul style="list-style-type: none"> • Edge-based segmentation 	7/344	<ul style="list-style-type: none"> • {involving models}
7/13	<ul style="list-style-type: none"> • Edge detection 	7/35	<ul style="list-style-type: none"> • using statistical methods
7/136	<ul style="list-style-type: none"> • involving thresholding 	7/37	<ul style="list-style-type: none"> • using transform domain methods
7/143	<ul style="list-style-type: none"> • involving probabilistic approaches, e.g. Markov random field [MRF] modelling 	7/38	<ul style="list-style-type: none"> • Registration of image sequences
7/149	<ul style="list-style-type: none"> • involving deformable models, e.g. active contour models 	7/40	<ul style="list-style-type: none"> • Analysis of texture (depth or shape recovery from texture G06T 7/529)
7/155	<ul style="list-style-type: none"> • involving morphological operators 	7/41	<ul style="list-style-type: none"> • based on statistical description of texture
7/162	<ul style="list-style-type: none"> • involving graph-based methods 	7/42	<ul style="list-style-type: none"> • using transform domain methods
7/168	<ul style="list-style-type: none"> • involving transform domain methods 	7/44	<ul style="list-style-type: none"> • using image operators, e.g. filters, edge density metrics or local histograms
		7/45	<ul style="list-style-type: none"> • using co-occurrence matrix computation
		7/46	<ul style="list-style-type: none"> • using random fields
		7/48	<ul style="list-style-type: none"> • using fractals
		7/49	<ul style="list-style-type: none"> • based on structural texture description, e.g. using primitives or placement rules
		7/50	<ul style="list-style-type: none"> • Depth or shape recovery
		7/507	<ul style="list-style-type: none"> • from shading (G06T 7/586 takes precedence)
		7/514	<ul style="list-style-type: none"> • from specularities
		7/521	<ul style="list-style-type: none"> • from laser ranging, e.g. using interferometry; from the projection of structured light
		7/529	<ul style="list-style-type: none"> • from texture
		7/536	<ul style="list-style-type: none"> • from perspective effects, e.g. by using vanishing points
		7/543	<ul style="list-style-type: none"> • from line drawings
		7/55	<ul style="list-style-type: none"> • from multiple images
		7/557	<ul style="list-style-type: none"> • from light fields, e.g. from plenoptic cameras
		7/564	<ul style="list-style-type: none"> • from contours
		7/571	<ul style="list-style-type: none"> • from focus

7/579	. . . from motion	11/80	. Creating or modifying a manually drawn or painted image using a manual input device, e.g. mouse, light pen, direction keys on keyboard
7/586	. . . from multiple light sources, e.g. photometric stereo		
7/593	. . . from stereo images	13/00	Animation
7/596 {from three or more stereo images}	13/20	. 3D [Three Dimensional] animation
7/60	. Analysis of geometric attributes	13/205	. . {driven by audio data}
7/62	. . of area, perimeter, diameter or volume	13/40	. . of characters, e.g. humans, animals or virtual beings
7/64	. . of convexity or concavity		
7/66	. . of image moments or centre of gravity	13/60	. . of natural phenomena, e.g. rain, snow, water or plants
7/68	. . of symmetry		
7/70	. Determining position or orientation of objects or cameras (camera calibration G06T 7/80)	13/80	. 2D [Two Dimensional] animation, e.g. using sprites
7/73	. . using feature-based methods	15/00	3D [Three Dimensional] image rendering
7/74	. . . {involving reference images or patches}	15/005	. {General purpose rendering architectures}
7/75	. . . {involving models}	15/02	. Non-photorealistic rendering
7/77	. . using statistical methods	15/04	. Texture mapping
7/80	. Analysis of captured images to determine intrinsic or extrinsic camera parameters, i.e. camera calibration	15/06	. Ray-tracing
7/85	. . {Stereo camera calibration}	15/08	. Volume rendering
7/90	. Determination of colour characteristics	15/10	. Geometric effects
7/97	. {Determining parameters from multiple pictures (depth or shape recovery from multiple images G06T 7/55; stereo camera calibration G06T 7/85)}	15/20	. . Perspective computation
9/00	Image coding, e.g. from bit-mapped to non bit-mapped ({H04N 1/00, H04N 19/00 take precedence; } compression in general H03M; compression for image communication H04N)	15/205	. . . {Image-based rendering}
9/001	. {Model-based coding, e.g. wire frame (see provisionally also G06T 9/00)}	15/30	. . Clipping
9/002	. {using neural networks}	15/40	. . Hidden part removal
9/004	. {Predictors, e.g. intraframe, interframe coding (see provisionally also G06T 9/00)}	15/405	. . . {using Z-buffer}
9/005	. {Statistical coding, e.g. Huffman, run length coding (see provisionally also G06T 9/00)}	15/50	. Lighting effects
9/007	. {Transform coding, e.g. discrete cosine transform (see provisionally also G06T 9/00)}	15/503	. . {Blending, e.g. for anti-aliasing}
9/008	. {Vector quantisation (see provisionally also G06T 9/00)}	15/506	. . {Illumination models}
9/20	. Contour coding, e.g. using detection of edges	15/55	. . Radiosity
9/40	. Tree coding, e.g. quadtree, octree (see provisionally also G06T 9/00)	15/60	. . Shadow generation
11/00	2D [Two Dimensional] image generation	15/80	. . Shading
11/001	. {Texturing; Colouring; Generation of texture or colour}	15/83	. . . Phong shading
11/003	. {Reconstruction from projections, e.g. tomography}	15/87	. . . Gouraud shading
11/005	. . {Specific pre-processing for tomographic reconstruction, e.g. calibration, source positioning, rebinning, scatter correction, retrospective gating}	17/00	Three dimensional [3D] modelling, e.g. data description of 3D objects
11/006	. . {Inverse problem, transformation from projection-space into object-space, e.g. transform methods, back-projection, algebraic methods}	17/005	. {Tree description, e.g. octree, quadtree}
11/008	. . {Specific post-processing after tomographic reconstruction, e.g. voxelisation, metal artifact correction}	17/05	. Geographic models
11/20	. Drawing from basic elements, e.g. lines or circles	17/10	. Constructive solid geometry [CSG] using solid primitives, e.g. cylinders, cubes
11/203	. . {Drawing of straight lines or curves}	17/20	. Finite element generation, e.g. wire-frame surface description, {tessellation}
11/206	. . {Drawing of charts or graphs}	17/205	. . {Re-meshing}
11/40	. Filling a planar surface by adding surface attributes, e.g. colour or texture	17/30	. Polynomial surface description
11/60	. Editing figures and text; Combining figures or text	19/00	Manipulating 3D models or images for computer graphics
		19/003	. {Navigation within 3D models or images}
		19/006	. {Mixed reality (object pose determination, tracking or camera calibration for mixed reality G06T 7/00)}
		19/20	. Editing of 3D images, e.g. changing shapes or colours, aligning objects or positioning parts
		2200/00	Indexing scheme for image data processing or generation, in general
		2200/04	. involving 3D image data
		2200/08	. involving all processing steps from image acquisition to 3D model generation
		2200/12	. involving antialiasing
		2200/16	. involving adaptation to the client's capabilities
		2200/21	. involving computational photography
		2200/24	. involving graphical user interfaces [GUIs]
		2200/28	. involving image processing hardware
		2200/32	. involving image mosaicing

- 2200/36 . . . Review paper; Tutorial; Survey
- 2201/00 General purpose image data processing**
 - 2201/005 . . Image watermarking
 - 2201/0051 . . . Embedding of the watermark in the spatial domain
 - 2201/0052 . . . Embedding of the watermark in the frequency domain
 - 2201/0053 . . . Embedding of the watermark in the coding stream, possibly without decoding; Embedding of the watermark in the compressed domain
 - 2201/0061 . . . Embedding of the watermark in each block of the image, e.g. segmented watermarking
 - 2201/0062 . . . Embedding of the watermark in text images, e.g. watermarking text documents using letter skew, letter distance or row distance
 - 2201/0063 . . . in relation to collusion attacks, e.g. collusion attack resistant
 - 2201/0064 . . . for copy protection or copy management, e.g. CGMS, copy only once, one-time copy
 - 2201/0065 . . . Extraction of an embedded watermark; Reliable detection
 - 2201/0081 . . . whereby both original and watermarked images are required at decoder, e.g. destination-based, non-blind, non-oblivious
 - 2201/0083 . . . whereby only watermarked image required at decoder, e.g. source-based, blind, oblivious
 - 2201/0201 . . . whereby only tamper or origin are detected and no embedding takes place
 - 2201/0202 . . . whereby the quality of watermarked images is measured; Measuring quality or performance of watermarking methods; Balancing between quality and robustness
 - 2201/0203 . . . whereby the image with embedded watermark is reverted to the original condition before embedding, e.g. lossless, distortion-free or invertible watermarking
 - 2201/0601 . . . whereby calibration information is embedded in the watermark, e.g. a grid, a scale, a list of transformations
- 2207/00 Indexing scheme for image analysis or image enhancement**
 - 2207/10 . . Image acquisition modality
 - 2207/10004 . . . Still image; Photographic image
 - 2207/10008 from scanner, fax or copier
 - 2207/10012 Stereo images
 - 2207/10016 . . . Video; Image sequence
 - 2207/10021 Stereoscopic video; Stereoscopic image sequence
 - 2207/10024 . . . Color image
 - 2207/10028 . . . Range image; Depth image; 3D point clouds
 - 2207/10032 . . . Satellite or aerial image; Remote sensing
 - 2207/10036 Multispectral image; Hyperspectral image
 - 2207/10041 Panchromatic image
 - 2207/10044 Radar image
 - 2207/10048 . . . Infrared image
 - 2207/10052 . . . Images from lightfield camera
 - 2207/10056 . . . Microscopic image
 - 2207/10061 from scanning electron microscope
 - 2207/10064 . . . Fluorescence image
 - 2207/10068 . . . Endoscopic image
 - 2207/10072 . . . Tomographic images
 - 2207/10076 4D tomography; Time-sequential 3D tomography
 - 2207/10081 Computed x-ray tomography [CT]
 - 2207/10084 Hybrid tomography; Concurrent acquisition with multiple different tomographic modalities
 - 2207/10088 Magnetic resonance imaging [MRI]
 - 2207/10092 Diffusion tensor magnetic resonance imaging [DTI]
 - 2207/10096 Dynamic contrast-enhanced magnetic resonance imaging [DCE-MRI]
 - 2207/10101 Optical tomography; Optical coherence tomography [OCT]
 - 2207/10104 Positron emission tomography [PET]
 - 2207/10108 Single photon emission computed tomography [SPECT]
 - 2207/10112 Digital tomosynthesis [DTS]
 - 2207/10116 . . . X-ray image
 - 2207/10121 Fluoroscopy
 - 2207/10124 Digitally reconstructed radiograph [DRR]
 - 2207/10128 Scintigraphy
 - 2207/10132 . . . Ultrasound image
 - 2207/10136 3D ultrasound image
 - 2207/10141 . . . Special mode during image acquisition
 - 2207/10144 Varying exposure
 - 2207/10148 Varying focus
 - 2207/10152 Varying illumination
 - 2207/20 . . Special algorithmic details
 - 2207/20004 . . Adaptive image processing
 - 2207/20008 . . . Globally adaptive
 - 2207/20012 Locally adaptive
 - 2207/20016 . . . Hierarchical, coarse-to-fine, multiscale or multiresolution image processing; Pyramid transform
 - 2207/20021 . . . Dividing image into blocks, subimages or windows
 - 2207/20024 . . . Filtering details
 - 2207/20028 Bilateral filtering
 - 2207/20032 Median filtering
 - 2207/20036 . . . Morphological image processing
 - 2207/20041 Distance transform
 - 2207/20044 Skeletonization; Medial axis transform
 - 2207/20048 . . . Transform domain processing
 - 2207/20052 Discrete cosine transform [DCT]
 - 2207/20056 Discrete and fast Fourier transform, [DFT, FFT]
 - 2207/20061 Hough transform
 - 2207/20064 Wavelet transform [DWT]
 - 2207/20068 . . . Projection on vertical or horizontal image axis
 - 2207/20072 . . . Graph-based image processing
 - 2207/20076 . . . Probabilistic image processing
 - 2207/20081 . . . Training; Learning
 - 2207/20084 . . . Artificial neural networks [ANN]
 - 2207/20088 . . . Trinocular vision calculations; trifocal tensor
 - 2207/20092 . . . Interactive image processing based on input by user
 - 2207/20096 Interactive definition of curve of interest
 - 2207/20101 Interactive definition of point of interest, landmark or seed
 - 2207/20104 Interactive definition of region of interest [ROI]
 - 2207/20108 Interactive selection of 2D slice in a 3D data set
 - 2207/20112 . . . Image segmentation details

2207/20116	. . . Active contour; Active surface; Snakes	2207/30152	. . . Solder
2207/20121	. . . Active appearance model [AAM]	2207/30156	. . . Vehicle coating
2207/20124	. . . Active shape model [ASM]	2207/30161	. . . Wood; Lumber
2207/20128	. . . Atlas-based segmentation	2207/30164	. . . Workpiece; Machine component
2207/20132	. . . Image cropping	2207/30168	. . Image quality inspection
2207/20152	. . . Watershed segmentation	2207/30172	. . Centreline of tubular or elongated structure
2207/20156	. . . Automatic seed setting	2207/30176	. . Document
2207/20161	. . . Level set	2207/30181	. . Earth observation
2207/20164	. . . Salient point detection; Corner detection	2207/30184	. . . Infrastructure
2207/20168	. . . Radial search	2207/30188	. . . Vegetation; Agriculture
2207/20172	. . Image enhancement details	2207/30192	. . . Weather; Meteorology
2207/20182	. . . Noise reduction or smoothing in the temporal domain; Spatio-temporal filtering	2207/30196	. . Human being; Person
2207/20192	. . . Edge enhancement; Edge preservation	2207/30201	. . . Face
2207/20201	. . . Motion blur correction	2207/30204	. . Marker
2207/20204	. . . Removing film grain; Adding simulated film grain	2207/30208	. . . Marker matrix
2207/20208	. . . High dynamic range [HDR] image processing	2207/30212	. . Military
2207/20212	. . Image combination	2207/30216	. . Redeye defect
2207/20216	. . . Image averaging	2207/30221	. . Sports video; Sports image
2207/20221	. . . Image fusion; Image merging	2207/30224	. . . Ball; Puck
2207/20224	. . . Image subtraction	2207/30228	. . . Playing field
2207/20228	. . Disparity calculation for image-based rendering	2207/30232	. . Surveillance
2207/30	. Subject of image; Context of image processing	2207/30236	. . Traffic on road, railway or crossing
2207/30004	. . Biomedical image processing	2207/30241	. . Trajectory
2207/30008	. . . Bone	2207/30242	. . Counting objects in image
2207/30012 Spine; Backbone	2207/30244	. . Camera pose
2207/30016	. . . Brain	2207/30248	. . Vehicle exterior or interior
2207/30021	. . . Catheter; Guide wire	2207/30252	. . . Vehicle exterior; Vicinity of vehicle
2207/30024	. . . Cell structures <u>in vitro</u> ; Tissue sections <u>in vitro</u>	2207/30256 Lane; Road marking
2207/30028	. . . Colon; Small intestine	2207/30261 Obstacle
2207/30032 Colon polyp	2207/30264 Parking
2207/30036	. . . Dental; Teeth	2207/30268	. . . Vehicle interior
2207/30041	. . . Eye; Retina; Ophthalmic	2210/00	Indexing scheme for image generation or computer graphics
2207/30044	. . . Fetus; Embryo	2210/04	. . Architectural design, interior design
2207/30048	. . . Heart; Cardiac	2210/08	. . Bandwidth reduction
2207/30052	. . . Implant; Prosthesis	2210/12	. . Bounding box
2207/30056	. . . Liver; Hepatic	2210/16	. . Cloth
2207/30061	. . . Lung	2210/21	. . Collision detection, intersection
2207/30064 Lung nodule	2210/22	. . Cropping
2207/30068	. . . Mammography; Breast	2210/24	. . Fluid dynamics
2207/30072	. . . Microarray; Biochip, DNA array; Well plate	2210/28	. . Force feedback
2207/30076	. . . Plethysmography	2210/32	. . Image data format
2207/30081	. . . Prostate	2210/36	. . Level of detail
2207/30084	. . . Kidney; Renal	2210/41	. . Medical
2207/30088	. . . Skin; Dermal	2210/44	. . Morphing
2207/30092	. . . Stomach; Gastric	2210/52	. . Parallel processing
2207/30096	. . . Tumor; Lesion	2210/56	. . Particle system, point based geometry or rendering
2207/30101	. . . Blood vessel; Artery; Vein; Vascular	2210/61	. . Scene description
2207/30104 Vascular flow; Blood flow; Perfusion	2210/62	. . Semi-transparency
2207/30108	. . Industrial image inspection	2210/64	. . Weathering
2207/30112	. . . Baggage; Luggage; Suitcase	2211/00	Image generation
2207/30116	. . . Casting	2211/40	. . Computed tomography
2207/30121	. . . CRT, LCD or plasma display	2211/404	. . Angiography
2207/30124	. . . Fabrics; Textile; Paper	2211/408	. . Dual energy
2207/30128	. . . Food products	2211/412	. . Dynamic
2207/30132	. . . Masonry; Concrete	2211/416	. . Exact reconstruction
2207/30136	. . . Metal	2211/421	. . Filtered back projection [FBP]
2207/30141	. . . Printed circuit board [PCB]	2211/424	. . Iterative
2207/30144	. . . Printing quality	2211/428	. . Real-time
2207/30148	. . . Semiconductor; IC; Wafer	2211/432	. . Truncation

2211/436 . . Limited angle

2213/00 Indexing scheme for animation

- 2213/04 . Animation description language
- 2213/08 . Animation software package
- 2213/12 . Rule based animation

2215/00 Indexing scheme for image rendering

- 2215/06 . Curved planar reformation of 3D line structures
- 2215/08 . Gnomonic or central projection
- 2215/12 . Shadow map, environment map
- 2215/16 . Using real world measurements to influence rendering

2219/00 Indexing scheme for manipulating 3D models or images for computer graphics

- 2219/004 . Annotating, labelling
- 2219/008 . Cut plane or projection plane definition
- 2219/012 . Dimensioning, tolerancing
- 2219/016 . Exploded view
- 2219/021 . Flattening
- 2219/024 . Multi-user, collaborative environment
- 2219/028 . Multiple view windows (top-side-front-sagittal-orthogonal)
- 2219/20 . Indexing scheme for editing of 3D models
- 2219/2004 . . Aligning objects, relative positioning of parts
- 2219/2008 . . Assembling, disassembling
- 2219/2012 . . Colour editing, changing, or manipulating; Use of colour codes
- 2219/2016 . . Rotation, translation, scaling
- 2219/2021 . . Shape modification
- 2219/2024 . . Style variation