

CPC COOPERATIVE PATENT CLASSIFICATION

G PHYSICS (NOTES omitted)

INSTRUMENTS

G06 **COMPUTING; CALCULATING; COUNTING** (score computers for games [A63B 71/06](#), [A63D 15/20](#), [A63F 1/18](#); combinations of writing implements with computing devices [B43K 29/08](#))
(NOTE omitted)

G06T IMAGE DATA PROCESSING OR GENERATION, IN GENERAL

WARNING

The following IPC groups are not in the CPC scheme. The subject matter for these IPC 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 an 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 . . {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](#))}
- 5/006 . {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 an electronic image sensor [H04N 9/045](#))}
- 5/007 . {Dynamic range modification (applied in cameras using an electronic image sensor [H04N 5/2355](#), [H04N 5/2356](#))}
- 5/008 . . {Local, e.g. shadow enhancement}
- 5/009 . . {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](#))}
- 5/10 . 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](#))}
- 5/20 . 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](#))}
- 5/30 . . Erosion or dilatation, e.g. thinning
- 5/40 . by the use of histogram techniques {(applied in cameras using an electronic image sensor [H04N 5/23229](#), [H04N 5/235](#))}
- 5/50 . 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](#))}
- 7/00 Image analysis**
- 7/0002 . {Inspection of images, e.g. flaw detection}
- 7/0004 . . {Industrial image inspection}
- 7/0006 . . . {using a design-rule based approach}
- 7/0008 . . . {checking presence/absence}
- 7/001 . . . {using an image reference approach}
- 7/0012 . . {Biomedical image inspection}
- 7/0014 . . . {using an image reference approach}
- 7/0016 {involving temporal comparison}
- 7/10 . Segmentation; Edge detection ([motion-based segmentation G06T 7/215](#))
- NOTE**
- 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](#).
- 7/11 . . Region-based segmentation
- 7/12 . . Edge-based segmentation
- 7/13 . . Edge detection
- 7/136 . . involving thresholding
- 7/143 . . involving probabilistic approaches, e.g. Markov random field [MRF] modelling
- 7/149 . . involving deformable models, e.g. active contour models
- 7/155 . . involving morphological operators
- 7/162 . . involving graph-based methods
- 7/168 . . involving transform domain methods
- 7/174 . . involving the use of two or more images
- 7/181 . . involving edge growing; involving edge linking
- 7/187 . . involving region growing; involving region merging; involving connected component labelling
- 7/194 . . involving foreground-background segmentation
- 7/20 . Analysis of motion ([motion estimation for coding, decoding, compressing or decompressing digital video signals H04N 19/43](#), [H04N 19/51](#))
- 7/207 . . 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](#))
- 7/215 . . Motion-based segmentation
- 7/223 . . using block-matching
- 7/231 . . . using full search
- 7/238 . . . using non-full search, e.g. three-step search
- 7/246 . . using feature-based methods, e.g. the tracking of corners or segments
- 7/248 . . . {involving reference images or patches}
- 7/251 . . . {involving models}
- 7/254 . . involving subtraction of images
- 7/262 . . using transform domain methods, e.g. Fourier domain methods
- 7/269 . . using gradient-based methods
- 7/277 . . involving stochastic approaches, e.g. using Kalman filters
- 7/285 . . using a sequence of stereo image pairs
- 7/292 . . Multi-camera tracking
- 7/30 . Determination of transform parameters for the alignment of images, i.e. image registration
- 7/32 . . using correlation-based methods
- 7/33 . . using feature-based methods
- 7/337 . . . {involving reference images or patches}
- 7/344 . . . {involving models}
- 7/35 . . using statistical methods
- 7/37 . . using transform domain methods
- 7/38 . . Registration of image sequences
- 7/40 . Analysis of texture ([depth or shape recovery from texture G06T 7/529](#))
- 7/41 . . based on statistical description of texture

| | | | |
|-------------|---|--------------|---|
| 7/42 | . . . using transform domain methods | 9/40 | . Tree coding, e.g. quadtree, octree (see provisionally also G06T 9/00) |
| 7/44 | . . . using image operators, e.g. filters, edge density metrics or local histograms | 11/00 | 2D [Two Dimensional] image generation |
| 7/45 | . . . using co-occurrence matrix computation | 11/001 | . {Texturing; Colouring; Generation of texture or colour} |
| 7/46 | . . . using random fields | 11/003 | . {Reconstruction from projections, e.g. tomography} |
| 7/48 | . . . using fractals | 11/005 | . . {Specific pre-processing for tomographic reconstruction, e.g. calibration, source positioning, rebinning, scatter correction, retrospective gating} |
| 7/49 | . . based on structural texture description, e.g. using primitives or placement rules | 11/006 | . . {Inverse problem, transformation from projection-space into object-space, e.g. transform methods, back-projection, algebraic methods} |
| 7/50 | . Depth or shape recovery | 11/008 | . . {Specific post-processing after tomographic reconstruction, e.g. voxelisation, metal artifact correction} |
| 7/507 | . . from shading (G06T 7/586 takes precedence) | 11/20 | . Drawing from basic elements, e.g. lines or circles |
| 7/514 | . . from specularities | 11/203 | . . {Drawing of straight lines or curves} |
| 7/521 | . . from laser ranging, e.g. using interferometry; from the projection of structured light | 11/206 | . . {Drawing of charts or graphs} |
| 7/529 | . . from texture | 11/40 | . Filling a planar surface by adding surface attributes, e.g. colour or texture |
| 7/536 | . . from perspective effects, e.g. by using vanishing points | 11/60 | . Editing figures and text; Combining figures or text |
| 7/543 | . . from line drawings | 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 |
| 7/55 | . . from multiple images | 13/00 | Animation |
| 7/557 | . . . from light fields, e.g. from plenoptic cameras | 13/20 | . 3D [Three Dimensional] animation |
| 7/564 | . . . from contours | 13/205 | . . {driven by audio data} |
| 7/571 | . . . from focus | 13/40 | . . of characters, e.g. humans, animals or virtual beings |
| 7/579 | . . . from motion | 13/60 | . . of natural phenomena, e.g. rain, snow, water or plants |
| 7/586 | . . . from multiple light sources, e.g. photometric stereo | 13/80 | . 2D [Two Dimensional] animation, e.g. using sprites |
| 7/593 | . . . from stereo images | 15/00 | 3D [Three Dimensional] image rendering |
| 7/596 | {from three or more stereo images} | 15/005 | . {General purpose rendering architectures} |
| 7/60 | . Analysis of geometric attributes | 15/02 | . Non-photorealistic rendering |
| 7/62 | . . of area, perimeter, diameter or volume | 15/04 | . Texture mapping |
| 7/64 | . . of convexity or concavity | 15/06 | . Ray-tracing |
| 7/66 | . . of image moments or centre of gravity | 15/08 | . Volume rendering |
| 7/68 | . . of symmetry | 15/10 | . Geometric effects |
| 7/70 | . Determining position or orientation of objects or cameras (camera calibration G06T 7/80) | 15/20 | . . Perspective computation |
| 7/73 | . . using feature-based methods | 15/205 | . . . {Image-based rendering} |
| 7/74 | . . . {involving reference images or patches} | 15/30 | . . Clipping |
| 7/75 | . . . {involving models} | 15/40 | . . Hidden part removal |
| 7/77 | . . using statistical methods | 15/405 | . . . {using Z-buffer} |
| 7/80 | . Analysis of captured images to determine intrinsic or extrinsic camera parameters, i.e. camera calibration | 15/50 | . Lighting effects |
| 7/85 | . . {Stereo camera calibration} | 15/503 | . . {Blending, e.g. for anti-aliasing} |
| 7/90 | . Determination of colour characteristics | 15/506 | . . {Illumination models} |
| 7/97 | . {Determining parameters from multiple pictures (depth or shape recovery from multiple images G06T 7/55 ; stereo camera calibration G06T 7/85)} | 15/55 | . . Radiosity |
| 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) | 15/60 | . . Shadow generation |
| 9/001 | . {Model-based coding, e.g. wire frame (see provisionally also G06T 9/00)} | 15/80 | . . Shading |
| 9/002 | . {using neural networks} | 15/83 | . . . Phong shading |
| 9/004 | . {Predictors, e.g. intraframe, interframe coding (see provisionally also G06T 9/00)} | 15/87 | . . . Gouraud shading |
| 9/005 | . {Statistical coding, e.g. Huffman, run length coding (see provisionally also G06T 9/00)} | 17/00 | Three dimensional [3D] modelling, e.g. data description of 3D objects |
| 9/007 | . {Transform coding, e.g. discrete cosine transform (see provisionally also G06T 9/00)} | 17/005 | . {Tree description, e.g. octree, quadtree} |
| 9/008 | . {Vector quantisation (see provisionally also G06T 9/00)} | 17/05 | . Geographic models |
| 9/20 | . Contour coding, e.g. using detection of edges | 17/10 | . Constructive solid geometry [CSG] using solid primitives, e.g. cylinders, cubes |
| | | 17/20 | . Finite element generation, e.g. wire-frame surface description, {tessellation} |

| | | | |
|----------------|---|------------|---|
| 17/205 | . . {Re-meshing} | 2207/10 | . Image acquisition modality |
| 17/30 | . Polynomial surface description | 2207/10004 | . . Still image; Photographic image |
| 19/00 | Manipulating 3D models or images for computer graphics | 2207/10008 | . . . from scanner, fax or copier |
| 19/003 | . {Navigation within 3D models or images} | 2207/10012 | . . . Stereo images |
| 19/006 | . {Mixed reality (object pose determination, tracking or camera calibration for mixed reality G06T 7/00)} | 2207/10016 | . . Video; Image sequence |
| 19/20 | . Editing of 3D images, e.g. changing shapes or colours, aligning objects or positioning parts | 2207/10021 | . . . Stereoscopic video; Stereoscopic image sequence |
| 2200/00 | Indexing scheme for image data processing or generation, in general | 2207/10024 | . . Color image |
| 2200/04 | . involving 3D image data | 2207/10028 | . . Range image; Depth image; 3D point clouds |
| 2200/08 | . involving all processing steps from image acquisition to 3D model generation | 2207/10032 | . . Satellite or aerial image; Remote sensing |
| 2200/12 | . involving antialiasing | 2207/10036 | . . . Multispectral image; Hyperspectral image |
| 2200/16 | . involving adaptation to the client's capabilities | 2207/10041 | . . . Panchromatic image |
| 2200/21 | . involving computational photography | 2207/10044 | . . . Radar image |
| 2200/24 | . involving graphical user interfaces [GUIs] | 2207/10048 | . . Infrared image |
| 2200/28 | . involving image processing hardware | 2207/10052 | . . Images from lightfield camera |
| 2200/32 | . involving image mosaicing | 2207/10056 | . . Microscopic image |
| 2200/36 | . Review paper; Tutorial; Survey | 2207/10061 | . . . from scanning electron microscope |
| 2201/00 | General purpose image data processing | 2207/10064 | . . Fluorescence image |
| 2201/005 | . Image watermarking | 2207/10068 | . . Endoscopic image |
| 2201/0051 | . . Embedding of the watermark in the spatial domain | 2207/10072 | . . Tomographic images |
| 2201/0052 | . . Embedding of the watermark in the frequency domain | 2207/10076 | . . . 4D tomography; Time-sequential 3D tomography |
| 2201/0053 | . . Embedding of the watermark in the coding stream, possibly without decoding; Embedding of the watermark in the compressed domain | 2207/10081 | . . . Computed x-ray tomography [CT] |
| 2201/0061 | . . Embedding of the watermark in each block of the image, e.g. segmented watermarking | 2207/10084 | . . . Hybrid tomography; Concurrent acquisition with multiple different tomographic modalities |
| 2201/0062 | . . Embedding of the watermark in text images, e.g. watermarking text documents using letter skew, letter distance or row distance | 2207/10088 | . . . Magnetic resonance imaging [MRI] |
| 2201/0063 | . . in relation to collusion attacks, e.g. collusion attack resistant | 2207/10092 | Diffusion tensor magnetic resonance imaging [DTI] |
| 2201/0064 | . . for copy protection or copy management, e.g. CGMS, copy only once, one-time copy | 2207/10096 | Dynamic contrast-enhanced magnetic resonance imaging [DCE-MRI] |
| 2201/0065 | . . Extraction of an embedded watermark; Reliable detection | 2207/10101 | . . . Optical tomography; Optical coherence tomography [OCT] |
| 2201/0081 | . . whereby both original and watermarked images are required at decoder, e.g. destination-based, non-blind, non-oblivious | 2207/10104 | . . . Positron emission tomography [PET] |
| 2201/0083 | . . whereby only watermarked image required at decoder, e.g. source-based, blind, oblivious | 2207/10108 | . . . Single photon emission computed tomography [SPECT] |
| 2201/0201 | . . whereby only tamper or origin are detected and no embedding takes place | 2207/10112 | . . . Digital tomosynthesis [DTS] |
| 2201/0202 | . . whereby the quality of watermarked images is measured; Measuring quality or performance of watermarking methods; Balancing between quality and robustness | 2207/10116 | . . . X-ray image |
| 2201/0203 | . . whereby the image with embedded watermark is reverted to the original condition before embedding, e.g. lossless, distortion-free or invertible watermarking | 2207/10121 | . . . Fluoroscopy |
| 2201/0601 | . . whereby calibration information is embedded in the watermark, e.g. a grid, a scale, a list of transformations | 2207/10124 | . . . Digitally reconstructed radiograph [DRR] |
| 2207/00 | Indexing scheme for image analysis or image enhancement | 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] | 2207/30076 | . . . Plethysmography |
| 2207/20056 | . . . Discrete and fast Fourier transform, [DFT, FFT] | 2207/30081 | . . . Prostate |
| 2207/20061 | . . . Hough transform | 2207/30084 | . . . Kidney; Renal |
| 2207/20064 | . . . Wavelet transform [DWT] | 2207/30088 | . . . Skin; Dermal |
| 2207/20068 | . . Projection on vertical or horizontal image axis | 2207/30092 | . . . Stomach; Gastric |
| 2207/20072 | . . Graph-based image processing | 2207/30096 | . . . Tumor; Lesion |
| 2207/20076 | . . Probabilistic image processing | 2207/30101 | . . . Blood vessel; Artery; Vein; Vascular |
| 2207/20081 | . . Training; Learning | 2207/30104 | Vascular flow; Blood flow; Perfusion |
| 2207/20084 | . . Artificial neural networks [ANN] | 2207/30108 | . . Industrial image inspection |
| 2207/20088 | . . Trinocular vision calculations; trifocal tensor | 2207/30112 | . . . Baggage; Luggage; Suitcase |
| 2207/20092 | . . Interactive image processing based on input by user | 2207/30116 | . . . Casting |
| 2207/20096 | . . . Interactive definition of curve of interest | 2207/30121 | . . . CRT, LCD or plasma display |
| 2207/20101 | . . . Interactive definition of point of interest, landmark or seed | 2207/30124 | . . . Fabrics; Textile; Paper |
| 2207/20104 | . . . Interactive definition of region of interest [ROI] | 2207/30128 | . . . Food products |
| 2207/20108 | . . . Interactive selection of 2D slice in a 3D data set | 2207/30132 | . . . Masonry; Concrete |
| 2207/20112 | . . Image segmentation details | 2207/30136 | . . . Metal |
| 2207/20116 | . . . Active contour; Active surface; Snakes | 2207/30141 | . . . Printed circuit board [PCB] |
| 2207/20121 | . . . Active appearance model [AAM] | 2207/30144 | . . . Printing quality |
| 2207/20124 | . . . Active shape model [ASM] | 2207/30148 | . . . Semiconductor; IC; Wafer |
| 2207/20128 | . . . Atlas-based segmentation | 2207/30152 | . . . Solder |
| 2207/20132 | . . . Image cropping | 2207/30156 | . . . Vehicle coating |
| 2207/20152 | . . . Watershed segmentation | 2207/30161 | . . . Wood; Lumber |
| 2207/20156 | . . . Automatic seed setting | 2207/30164 | . . . Workpiece; Machine component |
| 2207/20161 | . . . Level set | 2207/30168 | . . Image quality inspection |
| 2207/20164 | . . . Salient point detection; Corner detection | 2207/30172 | . . Centreline of tubular or elongated structure |
| 2207/20168 | . . . Radial search | 2207/30176 | . . Document |
| 2207/20172 | . . Image enhancement details | 2207/30181 | . . Earth observation |
| 2207/20182 | . . . Noise reduction or smoothing in the temporal domain; Spatio-temporal filtering | 2207/30184 | . . . Infrastructure |
| 2207/20192 | . . . Edge enhancement; Edge preservation | 2207/30188 | . . . Vegetation; Agriculture |
| 2207/20201 | . . . Motion blur correction | 2207/30192 | . . . Weather; Meteorology |
| 2207/20204 | . . . Removing film grain; Adding simulated film grain | 2207/30196 | . . Human being; Person |
| 2207/20208 | . . . High dynamic range [HDR] image processing | 2207/30201 | . . . Face |
| 2207/20212 | . . Image combination | 2207/30204 | . . Marker |
| 2207/20216 | . . . Image averaging | 2207/30208 | . . . Marker matrix |
| 2207/20221 | . . . Image fusion; Image merging | 2207/30212 | . . Military |
| 2207/20224 | . . . Image subtraction | 2207/30216 | . . Redeye defect |
| 2207/20228 | . . Disparity calculation for image-based rendering | 2207/30221 | . . Sports video; Sports image |
| 2207/30 | . Subject of image; Context of image processing | 2207/30224 | . . . Ball; Puck |
| 2207/30004 | . . Biomedical image processing | 2207/30228 | . . . Playing field |
| 2207/30008 | . . . Bone | 2207/30232 | . . Surveillance |
| 2207/30012 | Spine; Backbone | 2207/30236 | . . Traffic on road, railway or crossing |
| 2207/30016 | . . . Brain | 2207/30241 | . . Trajectory |
| 2207/30021 | . . . Catheter; Guide wire | 2207/30242 | . . Counting objects in image |
| 2207/30024 | . . . Cell structures <i>in vitro</i> ; Tissue sections <i>in vitro</i> | 2207/30244 | . . Camera pose |
| 2207/30028 | . . . Colon; Small intestine | 2207/30248 | . . Vehicle exterior or interior |
| 2207/30032 | Colon polyp | 2207/30252 | . . . Vehicle exterior; Vicinity of vehicle |
| 2207/30036 | . . . Dental; Teeth | 2207/30256 | Lane; Road marking |
| 2207/30041 | . . . Eye; Retina; Ophthalmic | 2207/30261 | Obstacle |
| 2207/30044 | . . . Fetus; Embryo | 2207/30264 | Parking |
| 2207/30048 | . . . Heart; Cardiac | 2207/30268 | . . . Vehicle interior |
| 2207/30052 | . . . Implant; Prosthesis | | |
| 2207/30056 | . . . Liver; Hepatic | 2210/00 | Indexing scheme for image generation or computer graphics |
| 2207/30061 | . . . Lung | 2210/04 | . Architectural design, interior design |
| 2207/30064 | Lung nodule | 2210/08 | . Bandwidth reduction |
| 2207/30068 | . . . Mammography; Breast | 2210/12 | . Bounding box |
| 2207/30072 | . . . Microarray; Biochip, DNA array; Well plate | 2210/16 | . Cloth |
| | | 2210/21 | . Collision detection, intersection |
| | | 2210/22 | . Cropping |
| | | 2210/24 | . Fluid dynamics |
| | | 2210/28 | . Force feedback |
| | | 2210/32 | . Image data format |

- 2210/36 . Level of detail
- 2210/41 . Medical
- 2210/44 . Morphing
- 2210/52 . Parallel processing
- 2210/56 . Particle system, point based geometry or rendering
- 2210/61 . Scene description
- 2210/62 . Semi-transparency
- 2210/64 . Weathering

2211/00 Image generation

- 2211/40 . Computed tomography
- 2211/404 . . Angiography
- 2211/408 . . Dual energy
- 2211/412 . . Dynamic
- 2211/416 . . Exact reconstruction
- 2211/421 . . Filtered back projection [FBP]
- 2211/424 . . Iterative
- 2211/428 . . Real-time
- 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