

# CPC COOPERATIVE PATENT CLASSIFICATION

## G PHYSICS (NOTES omitted)

### INSTRUMENTS

## G06 COMPUTING OR CALCULATING; COUNTING (NOTES omitted)

## G06T IMAGE DATA PROCESSING OR GENERATION, IN GENERAL

### WARNINGS

- 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](#)
- In this subclass non-limiting references (in the sense of paragraph 39 of the Guide to the IPC) may still be displayed in the scheme.

<b>1/00</b>	<b>General purpose image data processing</b>	3/08	• Projecting images onto non-planar surfaces, e.g. geodetic screens
1/0007	• {Image acquisition}	3/10	• Selection of transformation methods according to the characteristics of the input images
1/0014	• {Image feed-back for automatic industrial control, e.g. robot with camera ( <a href="#">robots B25J 19/023</a> )}	3/12	• Panorpheric to cylindrical image transformations
1/0021	• {Image watermarking}	3/14	• Transformations for image registration, e.g. adjusting or mapping for alignment of images
1/0028	• . {Adaptive watermarking, e.g. Human Visual System [HVS]-based watermarking}	3/147	• . using affine transformations
1/0035	• . . {Output size adaptive watermarking}	3/153	• . using elastic snapping
1/0042	• . {Fragile watermarking, e.g. so as to detect tampering}	3/16	• Spatio-temporal transformations, e.g. video cubism
1/005	• . {Robust watermarking, e.g. average attack or collusion attack resistant}	3/18	• Image warping, e.g. rearranging pixels individually
1/0057	• . . {Compression invariant watermarking}	3/20	• Linear translation of whole images or parts thereof, e.g. panning
1/0064	• . . {Geometric transfor invariant watermarking, e.g. affine transform invariant}	3/40	• Scaling of whole images or parts thereof, e.g. expanding or contracting
1/0071	• . . {using multiple or alternating watermarks}	3/4007	• . based on interpolation, e.g. bilinear interpolation ( <a href="#">image demosaicing G06T 3/4015</a> ; <a href="#">edge-driven or edge-based scaling G06T 3/403</a> )
1/0078	• . . {using multiple thresholds}	3/4015	• . Image demosaicing, e.g. colour filter arrays [CFA] or Bayer patterns
1/0085	• . {Time domain based watermarking, e.g. watermarks spread over several images}	3/4023	• . based on decimating pixels or lines of pixels; based on inserting pixels or lines of pixels
1/0092	• . {Payload characteristic determination in a watermarking scheme, e.g. number of bits to be embedded}	3/403	• . Edge-driven scaling; Edge-based scaling
1/20	• Processor architectures; Processor configuration, e.g. pipelining	3/4038	• . Image mosaicing, e.g. composing plane images from plane sub-images
1/60	• Memory management	3/4046	• . using neural networks
<b>3/00</b>	<b>Geometric image transformations in the plane of the image</b>	3/4053	• . based on super-resolution, i.e. the output image resolution being higher than the sensor resolution
3/02	• Affine transformations ( <a href="#">for image registration G06T 3/147</a> ; <a href="#">for image mosaicing G06T 3/4038</a> )	3/4061	• . . by injecting details from different spectral ranges
3/04	• Context-preserving transformations, e.g. by using an importance map ( <a href="#">panospheric to cylindrical image transformations G06T 3/12</a> )	3/4069	• . . by subpixel displacements
3/047	• . Fisheye or wide-angle transformations	3/4076	• . . using the original low-resolution images to iteratively correct the high-resolution images
3/053	• . Detail-in-context presentations ( <a href="#">fisheye or wide-angle transformations G06T 3/047</a> )	3/4084	• . in the transform domain, e.g. fast Fourier transform [FFT] domain scaling
3/06	• Topological mapping of higher dimensional structures onto lower dimensional surfaces	3/4092	• . Image resolution transcoding, e.g. by using client-server architectures
3/067	• . Reshaping or unfolding three-dimensional [3D] tree structures onto two-dimensional [2D] planes	3/60	• Rotation of whole images or parts thereof
3/073	• . Transforming surfaces of revolution to planar images, e.g. cylindrical surfaces to planar images	3/602	• . by block rotation, e.g. by recursive reversal or rotation

- 3/604 . . using coordinate rotation digital computer [CORDIC] devices
- 3/606 . . by memory addressing or mapping
- 3/608 . . by skew deformation, e.g. two-pass or three-pass rotation
- 5/00 Image enhancement or restoration**
- 5/10 . using non-spatial domain filtering
- 5/20 . using local operators
- 5/30 . . Erosion or dilatation, e.g. thinning
- 5/40 . using histogram techniques
- 5/50 . using two or more images, e.g. averaging or subtraction
- 5/60 . using machine learning, e.g. neural networks
- 5/70 . Denoising; Smoothing
- 5/73 . Deblurring; Sharpening
- 5/75 . . Unsharp masking
- 5/77 . Retouching; Inpainting; Scratch removal
- 5/80 . Geometric correction
- 5/90 . Dynamic range modification of images or parts thereof
- 5/92 . . based on global image properties
- 5/94 . . based on local image properties, e.g. for local contrast enhancement
- 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**
- When classifying in groups [G06T 7/11](#) - [G06T 7/13](#), classification is also made in relevant groups of [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
- 7/44 . . . using image operators, e.g. filters, edge density metrics or local histograms
- 7/45 . . . using co-occurrence matrix computation
- 7/46 . . . using random fields
- 7/48 . . . using fractals
- 7/49 . . based on structural texture description, e.g. using primitives or placement rules
- 7/50 . Depth or shape recovery
- 7/507 . . from shading ([G06T 7/586 takes precedence](#))
- 7/514 . . from specularities
- 7/521 . . from laser ranging, e.g. using interferometry; from the projection of structured light
- 7/529 . . from texture
- 7/536 . . from perspective effects, e.g. by using vanishing points
- 7/543 . . from line drawings
- 7/55 . . from multiple images
- 7/557 . . . from light fields, e.g. from plenoptic cameras
- 7/564 . . . from contours
- 7/571 . . . from focus
- 7/579 . . . from motion
- 7/586 . . . from multiple light sources, e.g. photometric stereo
- 7/593 . . . from stereo images
- 7/596 . . . . {from three or more stereo images}
- 7/60 . Analysis of geometric attributes
- 7/62 . . of area, perimeter, diameter or volume
- 7/64 . . of convexity or concavity

- 7/66 . . of image moments or centre of gravity
- 7/68 . . of symmetry
- 7/70 . Determining position or orientation of objects or cameras ([camera calibration G06T 7/80](#))
- 7/73 . . using feature-based methods
- 7/74 . . . {[involving reference images or patches](#)}
- 7/75 . . . {[involving models](#)}
- 7/77 . . using statistical methods
- 7/80 . Analysis of captured images to determine intrinsic or extrinsic camera parameters, i.e. camera calibration
- 7/85 . . {[Stereo camera calibration](#)}
- 7/90 . Determination of colour characteristics
- 7/97 . {[Determining parameters from multiple pictures \(depth or shape recovery from multiple images G06T 7/55; stereo camera calibration G06T 7/85\)](#)}
- 9/00 Image coding (bandwidth or redundancy reduction for static pictures [H04N 1/41](#); coding or decoding of static colour picture signals [H04N 1/64](#); methods or arrangements for coding, decoding, compressing or decompressing digital video signals [H04N 19/00](#))**
  - 9/001 . {[Model-based coding, e.g. wire frame](#)}
  - 9/002 . {[using neural networks](#)}
  - 9/004 . {[Predictors, e.g. intraframe, interframe coding](#)}
  - 9/005 . {[Statistical coding, e.g. Huffman, run length coding](#)}
  - 9/007 . {[Transform coding, e.g. discrete cosine transform](#)}
  - 9/008 . {[Vector quantisation](#)}
  - 9/20 . Contour coding, e.g. using detection of edges
  - 9/40 . Tree coding, e.g. quadtree, octree
- 11/00 Two-dimensional [2D] image generation**
  - 11/10 . Texturing; Colouring; Generation of textures or colours ([retouching, inpainting or scratch removal G06T 5/77](#))
  - 11/20 . Drawing from basic elements
  - 11/23 . . using straight lines or curves
  - 11/26 . . Drawing of charts or graphs
  - 11/40 . Filling planar surfaces by adding surface attributes, e.g. adding colours or textures
  - 11/60 . Creating or editing images; Combining images with text

**WARNING**

Group [G06T 11/60](#) is incomplete pending reclassification of documents from group [G06T 11/80](#). Group [G06T 11/60](#) is also impacted by reclassification into group [G06T 11/65](#).

Groups [G06T 11/60](#), [G06T 11/80](#) and [G06T 11/65](#) should be considered in order to perform a complete search.

- 11/65 . . on geographic maps

**WARNING**

Group [G06T 11/65](#) is incomplete pending reclassification of documents from groups [G06T 11/60](#) and [G06T 11/80](#).

Groups [G06T 11/60](#), [G06T 11/80](#) and [G06T 11/65](#) should be considered in order to perform a complete search.

- 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](#)}

**WARNING**

Group [G06T 11/80](#) is no longer used for the classification of documents as of January 1, 2026. The content of this group is being reclassified into groups [G06T 11/60](#) and [G06T 11/65](#).

Groups [G06T 11/80](#), [G06T 11/60](#) and [G06T 11/65](#) should be considered in order to perform a complete search.

**12/00 Tomographic reconstruction from projections**

- 12/10 . Image preprocessing, e.g. calibration, positioning of sources or scatter correction
- 12/20 . Inverse problem, i.e. transformations from projection space into object space
- 12/30 . Image post-processing, e.g. metal artefact correction

**13/00 Animation**

- 13/20 . Three-dimensional [3D] animation
  - 13/205 . . {[driven by audio data](#)}
  - 13/40 . . of characters, e.g. humans, animals or virtual beings
  - 13/60 . . of natural phenomena, e.g. rain, snow, water or plants
- 13/80 . Two-dimensional [2D] animation, e.g. using sprites

**15/00 Three-dimensional [3D] image rendering**

- 15/005 . {[General purpose rendering architectures](#)}
- 15/02 . Non-photorealistic rendering
- 15/04 . Texture mapping
- 15/06 . Ray-tracing
- 15/08 . Volume rendering
- 15/10 . Geometric effects
  - 15/20 . . Perspective computation
  - 15/205 . . . {[Image-based rendering](#)}
  - 15/30 . . Clipping
  - 15/40 . . Hidden part removal
  - 15/405 . . . {[using Z-buffer](#)}
- 15/50 . Lighting effects
  - 15/503 . . {[Blending, e.g. for anti-aliasing](#)}
  - 15/506 . . {[Illumination models](#)}
  - 15/55 . . Radiosity
  - 15/60 . . Shadow generation
  - 15/80 . . Shading
    - 15/83 . . . Phong shading
    - 15/87 . . . Gouraud shading

**17/00 Three-dimensional [3D] modelling for computer graphics**

- 17/005 . {[Tree description, e.g. octree, quadtree](#)}
- 17/05 . Geographic models
- 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](#)}
- 17/30 . Polynomial surface description

**19/00 Manipulating three-dimensional [3D] models or images for computer graphics**

- 19/003 . {[Navigation within 3D models or images](#)}

19/006	<ul style="list-style-type: none"> <li>• {Mixed reality (object pose determination, tracking or camera calibration for mixed reality G06T 7/00)}</li> </ul>	2207/10021	<ul style="list-style-type: none"> <li>• . . Stereoscopic video; Stereoscopic image sequence</li> </ul>
19/20	<ul style="list-style-type: none"> <li>• Editing of three-dimensional [3D] images, e.g. changing shapes or colours, aligning objects or positioning parts</li> </ul>	2207/10024	<ul style="list-style-type: none"> <li>• . Color image</li> </ul>
		2207/10028	<ul style="list-style-type: none"> <li>• . Range image; Depth image; 3D point clouds</li> </ul>
		2207/10032	<ul style="list-style-type: none"> <li>• . Satellite or aerial image; Remote sensing</li> </ul>
<b>2200/00</b>	<b>Indexing scheme for image data processing or generation, in general</b>	2207/10036	<ul style="list-style-type: none"> <li>• . . Multispectral image; Hyperspectral image</li> </ul>
2200/04	<ul style="list-style-type: none"> <li>• involving 3D image data</li> </ul>	2207/10041	<ul style="list-style-type: none"> <li>• . . Panchromatic image</li> </ul>
2200/08	<ul style="list-style-type: none"> <li>• involving all processing steps from image acquisition to 3D model generation</li> </ul>	2207/10044	<ul style="list-style-type: none"> <li>• . . Radar image</li> </ul>
2200/12	<ul style="list-style-type: none"> <li>• involving antialiasing</li> </ul>	2207/10048	<ul style="list-style-type: none"> <li>• . Infrared image</li> </ul>
2200/16	<ul style="list-style-type: none"> <li>• involving adaptation to the client's capabilities</li> </ul>	2207/10052	<ul style="list-style-type: none"> <li>• . Images from lightfield camera</li> </ul>
2200/21	<ul style="list-style-type: none"> <li>• involving computational photography</li> </ul>	2207/10056	<ul style="list-style-type: none"> <li>• . Microscopic image</li> </ul>
2200/24	<ul style="list-style-type: none"> <li>• involving graphical user interfaces [GUIs]</li> </ul>	2207/10061	<ul style="list-style-type: none"> <li>• . . from scanning electron microscope</li> </ul>
2200/28	<ul style="list-style-type: none"> <li>• involving image processing hardware</li> </ul>	2207/10064	<ul style="list-style-type: none"> <li>• . Fluorescence image</li> </ul>
2200/32	<ul style="list-style-type: none"> <li>• involving image mosaicing</li> </ul>	2207/10068	<ul style="list-style-type: none"> <li>• . Endoscopic image</li> </ul>
2200/36	<ul style="list-style-type: none"> <li>• Review paper; Tutorial; Survey</li> </ul>	2207/10072	<ul style="list-style-type: none"> <li>• . Tomographic images</li> </ul>
		2207/10076	<ul style="list-style-type: none"> <li>• . . 4D tomography; Time-sequential 3D tomography</li> </ul>
		2207/10081	<ul style="list-style-type: none"> <li>• . . Computed x-ray tomography [CT]</li> </ul>
		2207/10084	<ul style="list-style-type: none"> <li>• . . Hybrid tomography; Concurrent acquisition with multiple different tomographic modalities</li> </ul>
		2207/10088	<ul style="list-style-type: none"> <li>• . . Magnetic resonance imaging [MRI]</li> </ul>
		2207/10092	<ul style="list-style-type: none"> <li>• . . . Diffusion tensor magnetic resonance imaging [DTI]</li> </ul>
		2207/10096	<ul style="list-style-type: none"> <li>• . . . Dynamic contrast-enhanced magnetic resonance imaging [DCE-MRI]</li> </ul>
		2207/10101	<ul style="list-style-type: none"> <li>• . . Optical tomography; Optical coherence tomography [OCT]</li> </ul>
		2207/10104	<ul style="list-style-type: none"> <li>• . . Positron emission tomography [PET]</li> </ul>
		2207/10108	<ul style="list-style-type: none"> <li>• . . Single photon emission computed tomography [SPECT]</li> </ul>
		2207/10112	<ul style="list-style-type: none"> <li>• . . Digital tomosynthesis [DTS]</li> </ul>
		2207/10116	<ul style="list-style-type: none"> <li>• . X-ray image</li> </ul>
		2207/10121	<ul style="list-style-type: none"> <li>• . . Fluoroscopy</li> </ul>
		2207/10124	<ul style="list-style-type: none"> <li>• . . Digitally reconstructed radiograph [DRR]</li> </ul>
		2207/10128	<ul style="list-style-type: none"> <li>• . . Scintigraphy</li> </ul>
		2207/10132	<ul style="list-style-type: none"> <li>• . Ultrasound image</li> </ul>
		2207/10136	<ul style="list-style-type: none"> <li>• . . 3D ultrasound image</li> </ul>
		2207/10141	<ul style="list-style-type: none"> <li>• . Special mode during image acquisition</li> </ul>
		2207/10144	<ul style="list-style-type: none"> <li>• . . Varying exposure</li> </ul>
		2207/10148	<ul style="list-style-type: none"> <li>• . . Varying focus</li> </ul>
		2207/10152	<ul style="list-style-type: none"> <li>• . . Varying illumination</li> </ul>
		2207/20	<ul style="list-style-type: none"> <li>• Special algorithmic details</li> </ul>
		2207/20004	<ul style="list-style-type: none"> <li>• . Adaptive image processing</li> </ul>
		2207/20008	<ul style="list-style-type: none"> <li>• . . Globally adaptive</li> </ul>
		2207/20012	<ul style="list-style-type: none"> <li>• . . Locally adaptive</li> </ul>
		2207/20016	<ul style="list-style-type: none"> <li>• . Hierarchical, coarse-to-fine, multiscale or multiresolution image processing; Pyramid transform</li> </ul>
		2207/20021	<ul style="list-style-type: none"> <li>• . Dividing image into blocks, subimages or windows</li> </ul>
		2207/20024	<ul style="list-style-type: none"> <li>• . Filtering details</li> </ul>
		2207/20028	<ul style="list-style-type: none"> <li>• . . Bilateral filtering</li> </ul>
		2207/20032	<ul style="list-style-type: none"> <li>• . . Median filtering</li> </ul>
		2207/20036	<ul style="list-style-type: none"> <li>• . Morphological image processing</li> </ul>
		2207/20041	<ul style="list-style-type: none"> <li>• . . Distance transform</li> </ul>
		2207/20044	<ul style="list-style-type: none"> <li>• . . Skeletonization; Medial axis transform</li> </ul>
		2207/20048	<ul style="list-style-type: none"> <li>• . Transform domain processing</li> </ul>
		2207/20052	<ul style="list-style-type: none"> <li>• . . Discrete cosine transform [DCT]</li> </ul>
		2207/20056	<ul style="list-style-type: none"> <li>• . . Discrete and fast Fourier transform, [DFT, FFT]</li> </ul>
		2207/20061	<ul style="list-style-type: none"> <li>• . . Hough transform</li> </ul>
		2207/20064	<ul style="list-style-type: none"> <li>• . . Wavelet transform [DWT]</li> </ul>
<b>2201/00</b>	<b>General purpose image data processing</b>		
2201/005	<ul style="list-style-type: none"> <li>• Image watermarking</li> </ul>		
2201/0051	<ul style="list-style-type: none"> <li>• . Embedding of the watermark in the spatial domain</li> </ul>		
2201/0052	<ul style="list-style-type: none"> <li>• . Embedding of the watermark in the frequency domain</li> </ul>		
2201/0053	<ul style="list-style-type: none"> <li>• . Embedding of the watermark in the coding stream, possibly without decoding; Embedding of the watermark in the compressed domain</li> </ul>		
2201/0061	<ul style="list-style-type: none"> <li>• . Embedding of the watermark in each block of the image, e.g. segmented watermarking</li> </ul>		
2201/0062	<ul style="list-style-type: none"> <li>• . Embedding of the watermark in text images, e.g. watermarking text documents using letter skew, letter distance or row distance</li> </ul>		
2201/0063	<ul style="list-style-type: none"> <li>• . in relation to collusion attacks, e.g. collusion attack resistant</li> </ul>		
2201/0064	<ul style="list-style-type: none"> <li>• . for copy protection or copy management, e.g. CGMS, copy only once, one-time copy</li> </ul>		
2201/0065	<ul style="list-style-type: none"> <li>• . Extraction of an embedded watermark; Reliable detection</li> </ul>		
2201/0081	<ul style="list-style-type: none"> <li>• . whereby both original and watermarked images are required at decoder, e.g. destination-based, non-blind, non-oblivious</li> </ul>		
2201/0083	<ul style="list-style-type: none"> <li>• . whereby only watermarked image required at decoder, e.g. source-based, blind, oblivious</li> </ul>		
2201/0201	<ul style="list-style-type: none"> <li>• . whereby only tamper or origin are detected and no embedding takes place</li> </ul>		
2201/0202	<ul style="list-style-type: none"> <li>• . whereby the quality of watermarked images is measured; Measuring quality or performance of watermarking methods; Balancing between quality and robustness</li> </ul>		
2201/0203	<ul style="list-style-type: none"> <li>• . whereby the image with embedded watermark is reverted to the original condition before embedding, e.g. lossless, distortion-free or invertible watermarking</li> </ul>		
2201/0601	<ul style="list-style-type: none"> <li>• . whereby calibration information is embedded in the watermark, e.g. a grid, a scale, a list of transformations</li> </ul>		
<b>2207/00</b>	<b>Indexing scheme for image analysis or image enhancement</b>		
2207/10	<ul style="list-style-type: none"> <li>• Image acquisition modality</li> </ul>		
2207/10004	<ul style="list-style-type: none"> <li>• . Still image; Photographic image</li> </ul>		
2207/10008	<ul style="list-style-type: none"> <li>• . . from scanner, fax or copier</li> </ul>		
2207/10012	<ul style="list-style-type: none"> <li>• . . Stereo images</li> </ul>		
2207/10016	<ul style="list-style-type: none"> <li>• . Video; Image sequence</li> </ul>		

2207/20068	. . .	Projection on vertical or horizontal image axis	2207/30096	. . .	Tumor; Lesion
2207/20072	. . .	Graph-based image processing	2207/30101	. . .	Blood vessel; Artery; Vein; Vascular
2207/20076	. . .	Probabilistic image processing	2207/30104	. . . .	Vascular flow; Blood flow; Perfusion
2207/20081	. . .	Training; Learning	2207/30108	. . .	Industrial image inspection
2207/20084	. . .	Artificial neural networks [ANN]	2207/30112	. . .	Baggage; Luggage; Suitcase
2207/20088	. . .	Trinocular vision calculations; trifocal tensor	2207/30116	. . .	Casting
2207/20092	. . .	Interactive image processing based on input by user	2207/30121	. . .	CRT, LCD or plasma display
2207/20096	. . . .	Interactive definition of curve of interest	2207/30124	. . .	Fabrics; Textile; Paper
2207/20101	. . . .	Interactive definition of point of interest, landmark or seed	2207/30128	. . .	Food products
2207/20104	. . . .	Interactive definition of region of interest [ROI]	2207/30132	. . .	Masonry; Concrete
2207/20108	. . . .	Interactive selection of 2D slice in a 3D data set	2207/30136	. . .	Metal
2207/20112	. . .	Image segmentation details	2207/30141	. . .	Printed circuit board [PCB]
2207/20116	. . . .	Active contour; Active surface; Snakes	2207/30144	. . .	Printing quality
2207/20121	. . . .	Active appearance model [AAM]	2207/30148	. . .	Semiconductor; IC; Wafer
2207/20124	. . . .	Active shape model [ASM]	2207/30152	. . .	Solder
2207/20128	. . . .	Atlas-based segmentation	2207/30156	. . .	Vehicle coating
2207/20132	. . . .	Image cropping	2207/30161	. . .	Wood; Lumber
2207/20152	. . . .	Watershed segmentation	2207/30164	. . .	Workpiece; Machine component
2207/20156	. . . .	Automatic seed setting	2207/30168	. . .	Image quality inspection
2207/20161	. . . .	Level set	2207/30172	. . .	Centreline of tubular or elongated structure
2207/20164	. . . .	Salient point detection; Corner detection	2207/30176	. . .	Document
2207/20168	. . . .	Radial search	2207/30181	. . .	Earth observation
2207/20172	. . .	Image enhancement details	2207/30184	. . . .	Infrastructure
2207/20182	. . . .	Noise reduction or smoothing in the temporal domain; Spatio-temporal filtering	2207/30188	. . . .	Vegetation; Agriculture
2207/20192	. . . .	Edge enhancement; Edge preservation	2207/30192	. . . .	Weather; Meteorology
2207/20201	. . . .	Motion blur correction	2207/30196	. . .	Human being; Person
2207/20204	. . . .	Removing film grain; Adding simulated film grain	2207/30201	. . . .	Face
2207/20208	. . . .	High dynamic range [HDR] image processing	2207/30204	. . .	Marker
2207/20212	. . .	Image combination	2207/30208	. . . .	Marker matrix
2207/20216	. . . .	Image averaging	2207/30212	. . .	Military
2207/20221	. . . .	Image fusion; Image merging	2207/30216	. . .	Redeye defect
2207/20224	. . . .	Image subtraction	2207/30221	. . .	Sports video; Sports image
2207/20228	. . .	Disparity calculation for image-based rendering	2207/30224	. . . .	Ball; Puck
2207/30	. . .	Subject of image; Context of image processing	2207/30228	. . . .	Playing field
2207/30004	. . .	Biomedical image processing	2207/30232	. . .	Surveillance
2207/30008	. . . .	Bone	2207/30236	. . .	Traffic on road, railway or crossing
2207/30012	. . . . .	Spine; Backbone	2207/30241	. . .	Trajectory
2207/30016	. . . .	Brain	2207/30242	. . .	Counting objects in image
2207/30021	. . . .	Catheter; Guide wire	2207/30244	. . .	Camera pose
2207/30024	. . . .	Cell structures <u>in vitro</u> ; Tissue sections <u>in vitro</u>	2207/30248	. . .	Vehicle exterior or interior
2207/30028	. . . .	Colon; Small intestine	2207/30252	. . . .	Vehicle exterior; Vicinity of vehicle
2207/30032	. . . . .	Colon polyp	2207/30256	. . . . .	Lane; Road marking
2207/30036	. . . .	Dental; Teeth	2207/30261	. . . . .	Obstacle
2207/30041	. . . .	Eye; Retina; Ophthalmic	2207/30264	. . . . .	Parking
2207/30044	. . . .	Fetus; Embryo	2207/30268	. . . .	Vehicle interior
2207/30048	. . . .	Heart; Cardiac			
2207/30052	. . . .	Implant; Prosthesis	<b>2210/00</b>		<b>Indexing scheme for image generation or computer graphics</b>
2207/30056	. . . .	Liver; Hepatic	2210/04	. . .	Architectural design, interior design
2207/30061	. . . .	Lung	2210/08	. . .	Bandwidth reduction
2207/30064	. . . . .	Lung nodule	2210/12	. . .	Bounding box
2207/30068	. . . .	Mammography; Breast	2210/16	. . .	Cloth
2207/30072	. . . .	Microarray; Biochip, DNA array; Well plate	2210/21	. . .	Collision detection, intersection
2207/30076	. . . .	Plethysmography	2210/22	. . .	Cropping
2207/30081	. . . .	Prostate	2210/24	. . .	Fluid dynamics
2207/30084	. . . .	Kidney; Renal	2210/28	. . .	Force feedback
2207/30088	. . . .	Skin; Dermal	2210/32	. . .	Image data format
2207/30092	. . . .	Stomach; Gastric	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
- 2211/441 . . AI-based methods, deep learning or artificial neural networks
- 2211/444 . . Low dose acquisition or reduction of radiation dose
- 2211/448 . . involving metal artefacts, streaking artefacts, beam hardening or photon starvation
- 2211/452 . . involving suppression of scattered radiation or scatter correction
- 2211/456 . . Optical coherence tomography [OCT]
- 2211/461 . . Phase contrast imaging or dark field imaging
- 2211/464 . . Dual or multimodal imaging, i.e. combining two or more imaging modalities

#### **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