

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.

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
- 1/60 . Memory management

3/00 Geometric image transformations in the plane of the image

- 3/02 . Affine transformations ([for image registration G06T 3/147](#); [for image mosaicing G06T 3/4038](#))
- 3/04 . Context-preserving transformations, e.g. by using an importance map ([panospheric to cylindrical image transformations G06T 3/12](#))
- 3/047 . . Fisheye or wide-angle transformations
- 3/053 . . Detail-in-context presentations ([fisheye or wide-angle transformations G06T 3/047](#))
- 3/06 . Topological mapping of higher dimensional structures onto lower dimensional surfaces
- 3/067 . . Reshaping or unfolding three-dimensional [3D] tree structures onto two-dimensional [2D] planes
- 3/073 . . Transforming surfaces of revolution to planar images, e.g. cylindrical surfaces to planar images

- 3/08 . Projecting images onto non-planar surfaces, e.g. geodetic screens
- 3/10 . Selection of transformation methods according to the characteristics of the input images
- 3/12 . Panospheric to cylindrical image transformations
- 3/14 . Transformations for image registration, e.g. adjusting or mapping for alignment of images
- 3/147 . . using affine transformations
- 3/153 . . using elastic snapping
- 3/16 . Spatio-temporal transformations, e.g. video cubism
- 3/18 . Image warping, e.g. rearranging pixels individually
- 3/20 . Linear translation of whole images or parts thereof, e.g. panning
- 3/40 . Scaling of whole images or parts thereof, e.g. expanding or contracting
- 3/4007 . . based on interpolation, e.g. bilinear interpolation ([image demosaicing G06T 3/4015](#); [edge-driven or edge-based scaling G06T 3/403](#))
- 3/4015 . . Image demosaicing, e.g. colour filter arrays [CFA] or Bayer patterns
- 3/4023 . . based on decimating pixels or lines of pixels; based on inserting pixels or lines of pixels
- 3/403 . . Edge-driven scaling; Edge-based scaling
- 3/4038 . . Image mosaicing, e.g. composing plane images from plane sub-images
- 3/4046 . . using neural networks
- 3/4053 . . based on super-resolution, i.e. the output image resolution being higher than the sensor resolution
- 3/4061 . . . by injecting details from different spectral ranges
- 3/4069 . . . by subpixel displacements
- 3/4076 . . . using the original low-resolution images to iteratively correct the high-resolution images
- 3/4084 . . in the transform domain, e.g. fast Fourier transform [FFT] domain scaling
- 3/4092 . . Image resolution transcoding, e.g. by using client-server architectures
- 3/60 . Rotation of whole images or parts thereof
- 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](#)}
- (*Frozen*)
- 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 . {Mixed reality (object pose determination, tracking or camera calibration for mixed reality G06T 7/00)}
- 19/20 . Editing of three-dimensional [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	2207/30096	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			
2207/30056	Liver; Hepatic			
2207/30061	Lung			
2207/30064	Lung nodule			
2207/30068	Mammography; Breast			
2207/30072	Microarray; Biochip, DNA array; Well plate			
2207/30076	Plethysmography			
2207/30081	Prostate			
2207/30084	Kidney; Renal			
2207/30088	Skin; Dermal			
2207/30092	Stomach; Gastric			
			2210/00		Indexing scheme for image generation or computer graphics
			2210/04	. . .	Architectural design, interior design
			2210/08	. . .	Bandwidth reduction
			2210/12	. . .	Bounding box
			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

G06T

- 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