EUROPEAN PATENT OFFICE
U.S. PATENT AND TRADEMARK OFFICE

CPC NOTICE OF CHANGES 1907

DATE: AUGUST 1, 2026

PROJECT DP12949

The following classification changes will be effected by this Notice of Changes:

Action	**Subclass**	**Group(s)**
DEFINITIONS:		
Definitions Modified:	A41C	SUBCLASS
	A63F	13/00, 13/426, 13/52, 13/525, 13/5378
	B01J	SUBCLASS
	B01J	35/56
	B22F	10/00
	B29C	64/00
	B33Y	SUBCLASS
	B44F	SUBCLASS
	B60W	60/00
	B65G	SUBCLASS
	C01B	SUBCLASS
	C04B	35/622, 35/64
	D06M	SUBCLASS
	G01S	17/894
	G03H	1/00
	G05D	1/40, 1/43, 1/435, 1/46, 1/467
	G06F	16/10
	G06F	30/00
	G06T	SUBCLASS
	G06T	3/00, 3/06, 3/067
	G06T	7/40, 7/55, 7/80
	G06T	13/00
	G06T	15/00
	G06T	17/00
	G06V	SUBCLASS
	G06V	10/00, 10/10, 10/20, 10/22, 10/25, 10/30, 10/48, 10/52, 10/56, 10/58, 10/60, 10/74
	G06V	20/00, 20/10, 20/13, 20/17, 20/20, 20/60, 20/64
	G06V	30/00, 30/22
	G06V	40/12, 40/14, 40/16, 40/20, 40/30
	G09F	9/00
	G09G	3/3216
	G10L	21/00
	G16C	SUBCLASS
	G16H	30/00, 30/40
	G16H	50/50
	H01R	13/7195
	H04N	13/00, 13/20, 13/122, 13/161, 13/275, 13/30, 13/307, 13/31, 13/32, 13/327, 13/337, 13/341, 13/344, 13/346, 13/356,

CPC NOTICE OF CHANGES 1907

DATE: AUGUST 1, 2026

PROJECT DP12949

Action	**Subclass**	**Group(s)**
		13/359, 13/361, 13/366, 13/388, 13/393, 13/395
	H04N	19/00, 19/51, 19/96
	H05K	SUBCLASS

No other subclasses/groups are impacted by this Notice of Changes.

This Notice of Changes includes the following *[Check the ones included]:*

1. CLASSIFICATION SCHEME CHANGES
   - ☐ A. New, Modified or Deleted Group(s)
   - ☐ B. New, Modified or Deleted Warning(s)
   - ☐ C. New, Modified or Deleted Note(s)
   - ☐ D. New, Modified or Deleted Guidance Heading(s)
2. DEFINITIONS
   - ☐ A. New or Modified Definitions (Full definition template)
   - ☒ B. Modified or Deleted Definitions (Definitions Quick Fix)
3. ☐ REVISION CONCORDANCE LIST (RCL)
4. ☐ CHANGES TO THE CPC-TO-IPC CONCORDANCE LIST (CICL)
5. ☐ CHANGES TO THE CROSS-REFERENCE LIST (CRL)

2. B. DEFINITIONS QUICK FIX

Symbol	Location of change (e.g., section title)	Existing reference symbol or text	Action; New symbol; New text
A41C	Relationships with other classification places	D06M 23/14 Processes for the fixation or treatment of textile materials in three-dimensional forms	Replace with: D06M 23/14 Processes for the fixation or treatment of textile materials in three-dimensional [3D] forms
A63F 13/00	Relationships with other classification places	This group is in particular an application place for computer graphics. Animation and 3D graphics in general are covered by G06T 13/00 - G06T 19/00.	Replace with: This group is in particular an application place for computer graphics. Animation and three-dimensional [3D] graphics in general are covered by groups G06T 13/00 - G06T 19/00.
A63F 13/00	Glossary of terms	data required for the execution of the game program, e.g. bitmap images, three-dimensional models; the content is usually created by the game makers before the game release, but can also created afterwards by the player, e.g. using level editors.	Replace with: data required for the execution of the game program, e.g. bitmap images or three-dimensional [3D] models; the content is usually created by the game makers before the game release, but can also be created afterwards by the player, e.g. using level editors
A63F 13/00	Glossary of terms	simulation of a 3D environment using 2D techniques, such as the axonometric projection, parallax scrolling or skyboxing.	Replace with: simulation of a three-dimensional [3D] environment using two-dimensional [2D] techniques, such as the axonometric projection,

			parallax scrolling or skyboxing
A63F 13/426	Definition statement	Non-trivial mappings to game scene (e.g. use of 2D position for pointing to a game object in 3D environment), sequences of operations (e.g. drawing the trajectory of a sword on screen) and their recognition (e.g. symbol drawn to cast spell).	Replace with: Non-trivial mappings to game scene (e.g. use of two-dimensional [2D] position for pointing to a game object in three-dimensional [3D] environment), sequences of operations (e.g. drawing the trajectory of a sword on screen) and their recognition (e.g. symbol drawn to cast spell).
A63F 13/52	Informative references	two dimensional image generation G06T 11/00	Replace with: Two-dimensional [2D] image generation G06T 11/00
A63F 13/52	Informative references	animation in general	Replace with: Animation in general
A63F 13/52	Informative references	three dimensional image rendering G06T 15/00	Replace with: Three-dimensional [3D] image rendering G06T 15/00
A63F 13/525	Informative references	Navigation in three-dimensional environments	Replace with: Navigation in three-dimensional [3D] environments G06T 19/00
A63F 13/5378	Definition statement	Overlaid windows with a two-dimensional map of the game scene.	Replace with: Overlaid windows with a two-dimensional [2D] map of the game scene.
B01J	Glossary of terms	crystalline aluminosilicates with base-exchange and molecular sieve properties, having three-dimensional, microporous lattice	Replace with: crystalline aluminosilicates with base-exchange and molecular sieve

		framework structure of tetrahedral oxide units;	properties, having three-dimensional [3D], microporous lattice framework structure of tetrahedral oxide units;
B01J 35/56	Definition statement	Catalyst structures that have the form of grids, or three-dimensional monoliths.	Replace with: Catalyst structures that have the form of grids, honeycombs or three-dimensional [3D] monoliths.
B22F 10/00	Definition statement	Technologies involving the use or application of processes or apparatus that produce three dimensionally shaped structures by selectively depositing successive layers of metallic powder one upon another.	Replace with: Technologies involving the use or application of processes or apparatus that produce three-dimensionally shaped structures by selectively depositing successive layers of metallic powder one upon another.
B22F 10/00	Informative references	3D modelling for computer graphics G06T 17/00	Replace with: Three-dimensional [3D] modelling for computer graphics G06T 17/00
B29C64/00	Informative references	Programme-control systems for surface or curve machining, making 3D objects, e.g. desktop manufacturing	Replace with: Program-control systems for surface or curve machining, making three-dimensional [3D] objects, e.g. desktop manufacturing
B29C64/00	Informative references	Image enhancement for 2D or 3D images	Replace with: Image enhancement for two-dimensional [2D] or three-dimensional [3D] images
B29C64/00	Informative references	Image analysis for 2D or 3D images	Replace with:

			Image analysis for two-dimensional [2D] or three-dimensional [3D] images
B29C64/00	Informative references	3D [Three-dimensional] image rendering	Replace with: Three-dimensional [3D] image rendering
B29C64/00	Informative references	3D [Three-dimensional] modelling, e.g. data description of 3D objects	Replace with: Three-dimensional [3D] modelling, e.g. data description of 3D objects
B29C64/00	Informative references	Manipulating 3D models or images for computer graphics	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics
B29C64/00	Glossary of terms	3D printing	Replace with: three-dimensional [3D] printing
B29C64/00	Glossary of terms	Additive manufacturing where the buildup of successive layers of material includes the use of a printer-like device having a motor controlled head for dispensing materials that form the layers.	Replace with: additive manufacturing where the buildup of successive layers of material includes the use of a printer-like device having a motor-controlled head for dispensing materials that form the layers
B29C64/00	Glossary of terms	Stereolithography	Replace with: stereolithography
B29C64/00	Glossary of terms	Additive manufacturing technique where the successive layers of material are formed by selectively hardening regions of polymeric material successively applied to the	Replace with: additive manufacturing technique where the successive layers of material are formed by selectively hardening regions of polymeric

		structure, typically by the use of laser light.	material successively applied to the structure, typically by the use of laser light
B33Y	Informative references	Programme-control systems for surface or curve machining, making 3D objects, e.g. desktop manufacturing G05B 19/4099	Replace with: Program-control systems for surface or curve machining, making three-dimensional [3D] objects, e.g. desktop manufacturing G05B 19/4099
B33Y	Informative references	Image enhancement for 2D or 3D images G06T 5/00	Replace with: Image enhancement for two-dimensional [2D] or three-dimensional [3D] images G06T 5/00
B33Y	Informative references	Image analysis for 2D or 3D images G06T 7/00	Replace with: Image analysis for two-dimensional [2D] or three-dimensional [3D] images G06T 7/00
B33Y	Informative references	3D [Three dimensional] image rendering G06T 15/00	Replace with: Three-dimensional [3D] image rendering G06T 15/00
B33Y	Informative references	3D [Three dimensional] modelling, e.g. data description of 3D objects G06T 17/00	Replace with: Three-dimensional [3D] modelling, e.g. data description of 3D objects G06T 17/00
B33Y	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00

B33Y	Glossary of terms	3D printing	Replace with: three-dimensional [3D] printing
B33Y	Glossary of terms	Additive manufacturing where the buildup of successive layers of material includes the use of a printer-like device having a servo controlled head for dispensing materials that form the layers, similar to that used by inkjet printers	Replace with: additive manufacturing where the buildup of successive layers of material includes the use of a printer-like device having a servo controlled head for dispensing materials that form the layers, similar to that used by inkjet printers
B33Y	Glossary of terms	Stereolithography	Replace with: stereolithography
B33Y	Glossary of terms	Additive manufacturing technique where the successive layers of material are formed by selectively hardening regions of polymeric material successively applied to the structure, typically by the use of laser light.	Replace with: additive manufacturing technique where the successive layers of material are formed by selectively hardening regions of polymeric material successively applied to the structure, typically by the use of laser light
B44F	Definition statement	designs imitating three-dimensional effects, natural patterns or artistic work.	Replace with: designs imitating three-dimensional [3D] effects, natural patterns or artistic work.
B60W 60/00	Definition statement	An example of a decision making process is to adjust the immediate trajectory of the autonomous vehicle based on the environmental conditions in a close surrounding of the vehicle,	Replace with: An example of a decision-making process is to adjust the immediate trajectory of the autonomous vehicle based

		while traveling along a given route provided by a navigation system.	on the environmental conditions in a close surrounding of the vehicle, while traveling along a given route provided by a navigation system.
B60W 60/00	Informative references	Control of position or course in two dimensions	Replace with: Control of position or course in two dimensions [2D]
B65G	Definition statement	Methods or devices for storage on an industrial or commercial scale of	Delete the first occurrence of this duplicated statement.
B65G	Definition statement	Methods or devices for stacking or de-stacking of three-dimensional articles or loose materials in bulk.	Replace with: Methods or devices for stacking or de-stacking of three-dimensional [3D] articles or loose materials in bulk.
C01B	Glossary of terms	Zeolites: (i) Cystalline aluminosilicates with base-exchange and molecular sieve properties, having three dimensional, microporous lattice framework structure of tetrahedral oxide units;	Replace with: Zeolites: (i) Cystalline aluminosilicates with base-exchange and molecular sieve properties, having three-dimensional [3D], microporous lattice framework structure of tetrahedral oxide units;
C04B 35/622	Glossary of terms	Rapid Prototyping (RP): RP is a forming method in which resin or powder material is used. RP devices build up a prototype body layer by layer, rapidly generating a three-dimensional free form.	Replace with: rapid prototyping (RP): a forming method in which resin or powder material is used. RP devices build up a prototype body layer by layer, rapidly generating a three-dimensional [3D] free form.

C04B 35/622	Glossary of terms	3D Printing (3DP): 3DP is a general forming technique which is also used in the ceramic art, developed from stereolithography.	Replace with: 3D printing [3DP]: a general forming technique which is also used in the ceramic art, developed from stereolithography.
C04B 35/64	Glossary of terms	Selective Laser Sintering (SLS): A computer-controlled laser beam scans a two-dimensional cross-section of a part, selectively sintering the layer.	Replace with: selective laser sintering [SLS]: A computer-controlled laser beam scans a two-dimensional [2D] cross-section of a part, selectively sintering the layer.
D06M	Relationships with other classification places	The coating of two-dimensional textile surfaces by macromolecular substances is covered by D06N:	Replace with: The coating of two-dimensional [2D] textile surfaces by macromolecular substances is covered by D06N:
G01S 17/894	Definition statement	Systems for generating a 3D image without scanning a light beam, e.g. time-of-flight cameras or flash LADAR.	Replace with: Systems for generating a three-dimensional [3D] image without scanning a light beam, e.g. time-of-flight cameras or flash LADAR.
G03H 1/00	Informative references	Systems for producing stereoscopic or 3D effects G02B 30/00	Replace with: Systems for producing stereoscopic or three-dimensional [3D] effects G02B 30/00
G05D 1/40	Definition statement	Control arrangements specific for the control of	Replace with:

		position or course of a vehicle within two dimensions or three dimensions.	Control arrangements specific for the control of position or course of a vehicle within two dimensions [2D] or three dimensions [3D].
G05D 1/43	Definition statement	Position or course control in two dimensions, for example, over a solid or liquid surface or inside a fluid at constant altitude or depth.	Replace with: Position or course control in two dimensions [2D], for example, over a solid or liquid surface or inside a fluid at constant altitude or depth. The surface may be horizontal, vertical, inclined or uneven, for example.
G05D 1/435	Definition statement	Control of a vehicle in two dimensions, wherein features of the surface or of the environment, like the presence of inclined planes, stairs or lifts, results in a change in the altitude or depth of the vehicle during the two-dimensional control.	Replace with: Control of a vehicle in two dimensions [2D], wherein features of the surface or of the environment, like the presence of inclined planes, stairs or lifts, results in a change in the altitude or depth of the vehicle during the two-dimensional [2D] control.
G05D 1/46	Definition statement	Position or course control in three dimensions for vehicles controllable within three dimensions.	Replace with: Position or course control in three dimensions [3D] for vehicles controllable within three dimensions.
G05D 1/467	Definition statement	Three-dimensional control of a vehicle moving inside a volume defined by physical surfaces, e.g. having solid or liquid surfaces as boundaries, regardless of the size or accessibility of the volume.	Replace with: Three-dimensional [3D] control of a vehicle moving inside a volume defined by physical surfaces, e.g. having solid or liquid surfaces as boundaries,

			regardless of the size or accessibility of the volume.
G06F 16/10	Special rules of classification	The classification system of G06F 16/10 is organised in two dimensions.	Replace with: The classification system of G06F 16/10 is organised in two dimensions [2D].
G06F30/00	Application-oriented references	Three dimensional graphical modelling and manipulation	Replace with: Three-dimensional [3D] graphical modelling and manipulation
G06T	Definition statement	Two-dimensional image generation	Replace with: Two-dimensional [2D] image generation
G06T	Definition statement	Three-dimensional image rendering	Replace with: Three-dimensional [3D] image rendering
G06T	Definition statement	Three-dimensional modelling for computer graphics	Replace with: Three-dimensional [3D] modelling for computer graphics
G06T 3/00	Informative references	Geometric effects for 3D image rendering G06T 15/10	Replace with: Geometric effects for three-dimensional [3D] image rendering G06T 15/10
G06T 3/00	Informative references	Perspective computation for 3D image rendering G06T 15/20	Replace with: Perspective computation for three-dimensional [3D] image rendering G06T 15/20
G06T 3/00	Informative references	Geographic models in 3D modelling for computer graphics G06T 17/05	Replace with: Geographic models in three-dimensional [3D] modelling for computer graphics G06T 17/05

G06T 3/06	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G06T 3/067	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G06T 7/40	Informative references	Filling a planar surface by adding texture in 2D image generation G06T 11/40	Replace with: Filling a planar surface by adding texture in two-dimensional [2D] image generation G06T 11/40
G06T 7/40	Informative references	Texture mapping in 3D image rendering G06T 15/04	Replace with: Texture mapping in three-dimensional [3D] image rendering G06T 15/04
G06T 7/55	Application-oriented references	Volumetric display with depth sampling, i.e. the volume being constructed from a stack or sequence of 2D image planes H04N 13/388	Replace with: Volumetric display with depth sampling, i.e. the volume being constructed from a stack or sequence of two-dimensional [2D] image planes H04N 13/388
G06T 7/80	Definition statement	Camera calibration enables pixel positions in a captured 2D image to be mapped to real-world 3D coordinates of the subject represented in the image.	Replace with: Camera calibration enables pixel positions in a captured two-dimensional [2D] image to be mapped to real-world three-dimensional [3D] coordinates of the subject represented in the image.
G06T 7/80	Glossary of terms	Intrinsic parameters: The geometric and optical	intrinsic parameters: the geometric and optical

		characteristics of a camera, including effective focal length, a scale factor and the image centre or "principal point".	characteristics of a camera, including effective focal length, a scale factor and the image centre or "principal point"
G06T 7/80	Glossary of terms	Extrinsic parameters: The three-dimensional position and orientation of the camera in real-world coordinates.	Replace with: extrinsic parameters: the three-dimensional [3D] position and orientation of the camera in real-world coordinates
G06T 13/00	Definition statement	Animation of data representing a 3D or 2D image model or object.	Replace with: Animation of data representing a three-dimensional [3D] or two-dimensional [2D] image model or object.
G06T 13/00	Informative references	3D modelling for computer graphics G06T 17/00	Replace with: Three-dimensional [3D] modelling for computer graphics G06T 17/00
G06T 15/00	Definition statement	Means or steps for generating a displayable monoscopic image from a 3D model or 3D data set.	Replace with: Means or steps for generating a displayable monoscopic image from a three-dimensional [3D] model or 3D data set.
G06T 17/00	Definition statement	Means or steps for generating a description of a 3D model or scene.	Replace with: Means or steps for generating a description of a three-dimensional [3D] model or scene.
G06V	Informative references	Lighting effects in 3D image rendering G06T 15/50	Replace with: Lighting effects in three-dimensional [3D] image rendering G06T 15/50

G06V	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G06V 10/00	Informative references	Two-dimensional image generation G06T 11/00	Replace with: Two-dimensional [2D] image generation G06T 11/00
G06V 10/00	Informative references	Lighting effects in 3D image rendering G06T 15/50	Replace with: Lighting effects in three-dimensional [3D] image rendering G06T 15/50
G06V 10/00	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G06V 10/10	Definition statement	Devices for image acquisition including sensors that generate a conventional two-dimensional image irrespective of its nature (e.g. grey level image, colour image, infrared image, etc.), a three-dimensional point cloud, a sequence of temporally-related images or a video.	Replace with: Devices for image acquisition including sensors that generate a conventional two-dimensional [2D] image irrespective of its nature (e.g. grey level image, colour image, infrared image, etc.), a three-dimensional [3D] point cloud, a sequence of temporally-related images or a video.
G06V 10/10	Definition statement	The pattern recognition process can also be supported by means of a structured light projector, which projects specific patterns (e.g. stripes or fringe patterns) onto the object so	Replace with: The pattern recognition process can also be supported by means of a structured light projector, which projects specific

		as to augment the two-dimensional image data with three-dimensional information and for this purpose,	patterns (e.g. stripes or fringe patterns) onto the object so as to augment the two-dimensional [2D] image data with three-dimensional [3D] information and for this purpose,
G06V 10/10	Glossary of terms	LIDAR: light detection and ranging, optical range sensing method, which targets a laser at objects and generates a three-dimensional representation (a point cloud)	Replace with: LIDAR: light detection and ranging, optical range sensing method, which targets a laser at objects and generates a three-dimensional [3D] representation (a point cloud)
G06V 10/20	Glossary of terms	VOI: volume of interest, a cuboid that encloses three-dimensional data points that are likely to represent relevant information	Replace with: VOI: volume of interest, a cuboid that encloses three-dimensional [3D] data points that are likely to represent relevant information
G06V 10/22	Glossary of terms	an image element which is explicitly designed for serving as a visual landmark point. A fiducial marker can be as simple as a set of lines forming crosshairs or a rectangle, but it can also be a more elaborate pattern such as an augmented reality tag, which additionally conveys information encoded as a two-dimensional barcode. Fiducial markers generally provide information about the position and, often, the orientation or the three-dimensional arrangement of objects in images.	Replace with: an image element which is explicitly designed for serving as a visual landmark point. A fiducial marker can be as simple as a set of lines forming crosshairs or a rectangle, but it can also be a more elaborate pattern such as an augmented reality tag, which additionally conveys information encoded as a two-dimensional [2D] barcode. Fiducial markers generally provide information about the

		Additionally, they can comprise unique identifiers to support the recognition process. Fiducial markers are designed for being easily distinguishable from other image elements; therefore, they commonly have sharp image contrasts (e.g. by limiting their colours to black and white), and they are often designed to generate sharp peaks in the frequency space, allowing them to be easily recognisable by a two-dimensional Fourier transform. Commonly known fiducial markers are those defined by the augmented reality toolkit (ARToolKit).	position and, often, the orientation or the three-dimensional [3D] arrangement of objects in images. Additionally, they can comprise unique identifiers to support the recognition process. Fiducial markers are designed for being easily distinguishable from other image elements; therefore, they commonly have sharp image contrasts (e.g. by limiting their colours to black and white), and they are often designed to generate sharp peaks in the frequency space, allowing them to be easily recognisable by a two-dimensional [2D] Fourier transform. Commonly known fiducial markers are those defined by the augmented reality toolkit (ARToolKit).
G06V 10/25	Definition statement	Methods or arrangements for identifying regions in two-dimensional images, or volumes in three-dimensional point cloud data sets, which contain information relevant for recognition.	Replace with: Methods or arrangements for identifying regions in two-dimensional [2D] images, or volumes in three-dimensional [3D] point cloud data sets, which contain information relevant for recognition.
G06V 10/25	Definition statement	Using a mixed architecture based on region-proposal convolutional networks [R-CNN or RPN] to define a region of interest [ROI] and classifying it by another	Replace with: Using a mixed architecture based on region-proposal convolutional networks [R-CNN or RPN] to define a

		mixed convolutional neural network [CNN] using 2D and 3D information.	region of interest [ROI] and classifying it by another mixed convolutional neural network [CNN] using two-dimensional [2D] and three-dimensional [3D] information.
G06V 10/25	Glossary of terms	VOI: volume of interest, a cuboid that encloses three-dimensional data points that are likely to represent relevant information concerning an object to be detected and recognised	Replace with: VOI: volume of interest, a cuboid that encloses three-dimensional [3D] data points that are likely to represent relevant information concerning an object to be detected and recognised
G06V 10/30	Definition statement	artificially generated patterns, obtained, e.g. by blurring or smoothing the original image or by means of computer graphics techniques (e.g. rendered from a 3D model of an object).	Replace with: artificially generated patterns, obtained, e.g. by blurring or smoothing the original image or by means of computer graphics techniques (e.g. rendered from a three-dimensional [3D] model of an object).
G06V 10/48	Definition statement	In case of the Hough transform, the parameter space is partitioned into individual bins, which form a so-called accumulator array (a two-dimensional histogram).	Replace with: In case of the Hough transform, the parameter space is partitioned into individual bins, which form a so-called accumulator array (a two-dimensional [2D] histogram).
G06V 10/52	Glossary of terms	steerable filter: class of orientation-selective convolution kernels used for feature extraction that can be expressed via a linear combination of a small set of	Replace with: steerable filter: class of orientation-selective convolution kernels used for feature extraction that

		rotated versions of themselves. As an example, the oriented first derivative of a 2D Gaussian is a steerable filter	can be expressed via a linear combination of a small set of rotated versions of themselves. As an example, the oriented first derivative of a two-dimensional [2D] Gaussian is a steerable filter
G06V 10/56	Definition statement	Discrimination between skin image regions and nail image regions by clustering in a three-dimensional colour space.	Replace with: Discrimination between skin image regions and nail image regions by clustering in a three-dimensional [3D] colour space.
G06V 10/58	Definition statement	The data can be visualised as a 3D cube, also called a hyperspectral cube, where 2D images corresponding to different spectral wavelengths are superposed.	Replace with: The data can be visualised as a three-dimensional [3D] cube, also called a hyperspectral cube, where two-dimensional [2D] images corresponding to different spectral wavelengths are superposed.
G06V 10/60	Glossary of terms	spherical harmonics: special functions defined on the surface of a sphere, generally used to model the reflectance properties of a 3D surface	Replace with: spherical harmonics: special functions defined on the surface of a sphere, generally used to model the reflectance properties of a three-dimensional [3D] surface
G06V 10/74	Definition statement	Eye detection by matching a circle/ellipse to the iris using a 2D projection onto a 3D representation of the eye.	Replace with: Eye detection by matching a circle/ellipse to the iris using a two-dimensional [2D] projection onto a

			three-dimensional [3D] representation of the eye.
G06V 20/00	Definition statement	Various types of objects can be analysed, such as three-dimensional objects, microscopic objects, food, trinkets, scene text, etc.	Replace with: Various types of objects can be analysed, such as three-dimensional [3D] objects, microscopic objects, food, trinkets, scene text.
G06V 20/10	Glossary of terms	spectral image cubespectral: image cubes: data having 3 dimensions, 2 spatial (x, y) and a third spectral dimension	Replace with: spectral image cubespectral: image cubes: data having 3 dimensions [3D], 2 spatial (x, y) and a third spectral dimension
G06V 20/13	Definition statement	3D measurement of man-made objects, such as building roofs, within satellite images.	Replace with: Three-dimensional [3D] measurement of man-made objects, such as building roofs, within satellite images.
G06V 20/17	Definition statement	3D measurement of man-made objects such as building roofs wherein the scene is taken from planes or by drones.	Replace with: Three-dimensional [3D] measurement of man-made objects such as building roofs wherein the scene is taken from planes or by drones.
G06V 20/20	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G06V 20/20	Glossary of terms	AR overlay: images, videos, 3D or other information types superimposed over a target object	Replace with: AR overlay: images, videos, three-dimensional [3D] or other information

			types superimposed over a target object
G06V 20/60	Informative references	Three dimensional [3D] modelling for computer graphics G06T 17/00	Replace with: Three-dimensional [3D] modelling for computer graphics G06T 17/00
G06V 20/60	Informative references	Manipulating 3D models or images for computer graphics	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics
G06V 20/64	Definition statement	Recognition of objects based on their three-dimensional geometric structure ("3D shape"), potentially also exploiting other visual cues such as surface texture, grey-level image values or colours. Note: The analysed data is three-dimensional in nature, or the reference/template is three-dimensional. The three-dimensional representation can be very varied: depth/range images, also called 2.5D-images (potentially including texture information), point cloud representations, meshes/tessellations/wire frames or finite element representations, voxel representations, representations as manifolds (continuous, smooth or Riemannian manifolds; using local charts; as null sets of a certain set of functions, etc.).	Recognition of objects based on their three-dimensional [3D] geometric structure (“3D shape”), potentially also exploiting other visual cues such as surface texture, grey-level image values or colours. Note: The analysed data is three-dimensional [3D] in nature, or the reference/template is 3D. The 3D representation can be very varied: depth/range images, also called 2.5D-images (potentially including texture information), point cloud representations, meshes/tessellations/wire frames or finite element representations, voxel representations, representations as manifolds (continuous, smooth or Riemannian manifolds; using local

		The majority of the techniques involved recognise the 3D-surface, or part of the 3D-surface ("front side relative to a camera") of the three-dimensional object rather than the interior or its volume.	charts; as null sets of a certain set of functions). The majority of the techniques involved recognise the 3D-surface, or part of the 3D-surface ("front side relative to a camera") of the 3D object rather than the interior or its volume.
G06V 20/64	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G06V 20/64	Special rules of classification	Sometimes special illumination (e.g. that produced by grating patterns) is cast into the scene to gather local 3D shape information. In such cases, classification in groups G06V 10/145 and G06V 20/64 is applied.	Replace with: Sometimes special illumination (e.g. that produced by grating patterns) is cast into the scene to gather local three-dimensional [3D] shape information. In such cases, classification in groups G06V 10/145 and G06V 20/64 is applied.
G06V 20/64	Glossary of terms	image that simulates the appearance of being three-dimensional when in fact it is 2D	Replace with: image that simulates the appearance of being three-dimensional [3D] when in fact it is two-dimensional [2D]
G06V 30/00	Definition statement	The above representations include representations in three dimensions, e.g. as written by performing gestures in the air.	Replace with: The above representations include representations in three dimensions [3D], e.g. as written by performing gestures in the air.

G06V 30/22	Definition statement	recognition of three-dimensional handwriting, e.g. writing in the air.	Replace with: recognition of three-dimensional [3D] handwriting, e.g. writing in the air.
G06V 40/12	Glossary of terms	fingerprints or palmprints: 2D or 3D images of the (sub-)surface (sub-) epidermal structures of fingers or palm	Replace with: fingerprints or palmprints: two-dimensional [2D] or three-dimensional [3D] images of the (sub-) surface (sub-) epidermal structures of fingers or palm
G06V 40/14	Glossary of terms	vascular patterns: 2D or 3D images of the (sub-)surface of fingers, palm or sclera showing the vessels/veins	Replace with: vascular patterns: two-dimensional [2D] or three-dimensional [3D] images of the (sub-) surface of fingers, palm or sclera showing the vessels/veins
G06V 40/16	Definition statement	Acquisition of a face in 3D by means of a smartphone.	Replace with: Acquisition of a face in three dimensions [3D] by means of a smartphone.
G06V 40/16	Special rules of classification	Techniques for face recognition using 3D models are also classified in group G06V 20/64.	Replace with: Techniques for face recognition using three-dimensional [3D] models are also classified in group G06V 20/64.
G06V 40/20	Definition statement	Recognising touch or drawing movements on a surface or in a three-dimensional space, e.g. patterns on a touch screen, smart tables, smart whiteboards, etc.	Replace with: Recognising touch or drawing movements on a surface or in a three-dimensional [3D] space, e.g. patterns on a touch

			screen, smart tables, smart whiteboards.
G06V 40/30	Informative references	Character recognition; Recognition of three-dimensional handwriting, e.g. writing in the air G06V 30/228	Replace with: Character recognition; Recognition of three-dimensional [3D] handwriting, e.g. writing in the air G06V 30/228
G09F 9/00	Informative references	Other optical systems or other optical apparatus for producing stereoscopic or other three-dimensional effects	Replace with: Other optical systems or other optical apparatus for producing stereoscopic or other three-dimensional [3D] effects G02B 30/00
G09G 3/3216	Definition statement	The figure below is an example of a passive matrix. In the figure, passive matrix is characterized as having a line driving method which lights all light-emitting devices of the line at once, and a matrix is a 2-dimensional arrangement, comprising cathode and anode strips.	Replace with: The figure below is an example of a passive matrix. In the figure, passive matrix is characterised as having a line driving method which lights all light-emitting devices of the line at once, and a matrix is a two-dimensional [2D] arrangement, comprising cathode and anode strips.
G10L 21/00	Informative references	3D Animation G06T 13/20	Replace with: Three-dimensional [3D] animation G06T 13/20
G16C	Informative references	3D image rendering G06T 15/00	Replace with: Three-dimensional [3D] image rendering G06T 15/00
G16C	Informative references	3D modelling for computer graphics G06T 17/00	Replace with: Three-dimensional [3D] modelling for computer graphics G06T 17/00

G16C	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G16H 30/00	Informative references	3D modelling for computer graphics G06T 17/00	Replace with: Three-dimensional [3D] modelling for computer graphics G06T 17/00
G16H 30/00	Informative references	Manipulating 3D models or images for computer graphics G06T 19/00	Replace with: Manipulating three-dimensional [3D] models or images for computer graphics G06T 19/00
G16H 30/40	Informative references	Editing 2D figures and text; Combining 2D figures or text G06T 11/60	Replace with: Editing two-dimensional [2D] figures and text; Combining 2D figures or text G06T 11/60
G16H 30/40	Informative references	Editing of 3D images G06T 19/20	Replace with: Editing of three-dimensional [3D] images G06T 19/20
G16H 50/50	Informative references	3D modelling for computer graphics G06T 17/00	Replace with: Three-dimensional [3D] modelling for computer graphics G06T 17/00
H01R 13/7195	Definition statement	Subject matter under group H01R 13/719 wherein the built-in electrical component consists of a flat, i.e. essentially two-dimensional,	Replace with: Subject matter under group H01R 13/719 wherein the built-in electrical component consists of a flat, i.e. essentially two-dimensional [2D],

H04N 13/00	Definition statement	; for displays providing different 2D images to different viewers	Replace with: -for displays providing different two-dimensional [2D] images to different viewers (e.g. for use in vehicles)
H04N 13/00	Definition statement	• Devices generating a real 3D image, i.e. an image having a volume (volumetric displays)	Replace with: • Devices generating a real three-dimensional [3D] image, i.e. an image having a volume (volumetric displays)
H04N 13/00	Relationships with other classification places	Ordinary 2D displays arranged to display solid objects, e.g. in a CAD system, are sometimes called 3D displays.	Replace with: Ordinary two-dimensional [2D] displays arranged to display solid objects, e.g. in a CAD system, are sometimes called three-dimensional [3D] displays.
H04N 13/00	Informative references	Calculation or rendering of a monoscopic view of a 3D graphics object G06T 15/20	Replace with: Calculation or rendering of a monoscopic view of a three-dimensional [3D] graphics object G06T 15/20
H04N 13/00	Informative references	Generation of 3D graphical models or scenes for digital data transmission as such G06T 17/00	Replace with: Generation of three-dimensional [3D] graphical models or scenes for digital data transmission as such G06T 17/00
H04N 13/00	Glossary of terms	Two dimensional	Replace with: Two-dimensional
H04N 13/00	Glossary of terms	Three dimensional, sometimes also used to mean stereoscopic	Replace with:

			Three-dimensional, sometimes also used to mean stereoscopic
H04N 13/00	Glossary of terms	Providing more than two different views to one or more viewers according to their viewing position or direction; the views can be 2D or 3D	Replace with: Providing three or more different views to one or more viewers according to their viewing position or direction; the views can be two-dimensional [2D] or three-dimensional [3D]
H04N 13/00	Glossary of terms	This is a shorter synonym for the expression "multi-view autostereoscopic 3D display"	Replace with: A shorter synonym for the expression "multi-view autostereoscopic three-dimensional [3D] display"
H04N 13/00	Glossary of terms	Relating to stereoscopic or 3D visual effects obtained without sending different views to the viewer's eyes. The same term is sometimes used to denote the effect whereby the left and right images are seen by the wrong eyes, due to viewing from an unsuitable position in front of an auto-stereoscopic display.	Replace with: Relating to stereoscopic or three-dimensional [3D] visual effects obtained without sending different views to the viewer's eyes. The same term is sometimes used to denote the effect whereby the left and right images are seen by the wrong eyes, due to viewing from an unsuitable position in front of an auto-stereoscopic display.
H04N 13/00	Synonyms and Keywords	"3D" and "stereoscopic"	Replace with: “3D", "three-dimensional" and "stereoscopic”
H04N 13/20	Definition statement	The generated stereoscopic signals may be in any format, e.g. L + R, 2D + depth map, 3D + depth map.	Replace with: The generated stereoscopic signals may be in any format, e.g. L + R, two-dimensional [2D] + depth map, three-

			dimensional [3D] + depth map.
H04N 13/20	Informative references	Optical systems for producing stereoscopic or other three-dimensional effects	Replace with: Optical systems for producing stereoscopic or other three-dimensional [3D] effects
H04N 13/20	Informative references	3D scanners	Replace with: Three-dimensional [3D] scanners
H04N 13/20	Informative references	Calculation or rendering of a monoscopic view of a 3D graphics object	Replace with: Calculation or rendering of a monoscopic view of a three-dimensional [3D] graphics object
H04N 13/20	Informative references	Generation of 3D graphical models or scenes	Replace with: Generation of three-dimensional [3D] graphical models or scenes
H04N 13/122	Definition statement	Modification of image signals to enhance the viewer's perception of the 3D effect.	Replace with: Modification of image signals to enhance the viewer’s perception of the three-dimensional [3D] effect.
H04N 13/122	Relationships with other classification places	If the 3D impression is improved by horizontally shifting one of the images with respect to the other, or by modifying the depth map, then the document should be classified in H04N 13/128.	Replace with: If the three-dimensional [3D] impression is improved by horizontally shifting one of the images with respect to the other, or by modifying the depth map, then the document should be classified in group H04N 13/128.
H04N 13/161	Definition statement	a 2D image and a depth image	Replace with:

			a two-dimensional [2D] image and a depth image;
H04N 13/275	Definition statement	Systems using a computer for generating a stereoscopic images, e.g. a fully synthetic stereoscopic image from a CAD-type 3D object model	Replace with: Systems using a computer for generating stereoscopic images, e.g. a fully synthetic stereoscopic image from a CAD-type three-dimensional [3D] object model.
H04N 13/275	Relationships with other classification places	The generation of a new image from a virtual viewpoint from existing stereoscopic images is covered in H04N 13/111 and its subgroup. 3D modelling for computer graphics G06T 17/00.	Replace with: Three-dimensional [3D] modelling for computer graphics is covered by group G06T 17/00.
H04N 13/30	Definition statement	Devices for volumetric three dimensional electronic image signal display.	Replace with: Devices for volumetric three-dimensional [3D] electronic image signal display.
H04N 13/30	Definition statement	Devices for pseudo-stereoscopic display systems. For example: wiggle stereoscopy or pseudostereo systems providing a three-dimensional effect by means of normal 2D image signals, by periodic oscillating motion of a 3D object.	Replace with: Devices for pseudo-stereoscopic display systems. For example: wiggle stereoscopy or pseudostereo systems providing a three-dimensional effect by means of normal two-dimensional [2D] image signals, by periodic oscillating motion of a three-dimensional [3D] object.
H04N 13/30	Limiting references	Optical systems for producing stereoscopic or	Replace with:

		other three dimensional effects G02B 30/00	Optical systems for producing stereoscopic or other three-dimensional effects G02B 30/00
H04N 13/30	Synonyms and Keywords	In patent documents, the expression " multi-view display" is often used as synonym for describing "privacy" displays, for example, multi-user displays displaying different pictures for different viewers wearing shutter glasses to select one of said pictures (this is also "privacy"), wherein said pictures may be 2D or 3D pictures.	Replace with: In patent documents, the expression "multi-view display" is often used as synonym for describing "privacy" displays, for example, multi-user displays displaying different pictures for different viewers wearing shutter glasses to select one of said pictures (this is also "privacy"), wherein said pictures may be two-dimensional [2D] or three-dimensional [3D] pictures.
H04N 13/30	Synonyms and Keywords	In patent documents, the expression "Three dimensional (3D)" is often used with the meaning "stereoscopic". However, this expression has a broader meaning and encompasses for instance 2D images displayed with monoscopic depth cues, computer generated (CG) 3D models or stack of images arranged in depth direction (e.g. tomographic images).	Replace with: In patent documents, the expression "three-dimensional [3D]" is sometimes also used to mean stereoscopic. However, this expression has a broader meaning and encompasses for instance two-dimensional [2D] images displayed with monoscopic depth cues, computer generated [CG] 3D models or stack of images arranged in depth direction (e.g. tomographic images).
H04N 13/307	Definition statement	Integral imaging systems consisting of a two-dimensional (2D) lens array and display system. An elemental image on a 2D	Replace with: Integral imaging systems consisting of a two-dimensional [2D] lens

		panel gives a different perspective to each elemental lens, as shown in the figure below. The lens array integrates the elemental images to form a 3D image with full parallax (horizontal and vertical) and an almost continuous view.	array and display system. An elemental image on a 2D panel gives a different perspective to each elemental lens, as shown in the figure bellow. The lens array integrates the elemental images to form a three-dimensional [3D] image with full parallax (horizontal and vertical) and an almost continuous view.
H04N 13/31	Definition statement	A parallax barrier is a device placed in front of or behind an image source, such as a liquid crystal display, to allow it to show a stereoscopic image or multiscopic image without the need for the viewer to wear 3D glasses.	Replace with: A parallax barrier is a device placed in front of or behind an image source, such as a liquid crystal display, to allow it to show a stereoscopic image or multiscopic image without the need for the viewer to wear three-dimensional [3D] glasses.
H04N 13/32	Special rules of classification	(Fig. 2 and 4 show 3D display systems that use a lenticular lens 22 or a parallax barrier 26, along with a shutter plate 30, as a light directing device to allow a viewer's right eye to see a right image and the left eye to see a left image on a display panel.	Replace with: (Figures 2 and 4 show three-dimensional [3D] display systems that use a lenticular lens (22) or a parallax barrier (26), along with a shutter plate (30), as a light directing device to allow a viewer's right eye to see a right image and the left eye to see a left image on a display panel.
H04N 13/327	Informative references	Improving the 3D impression of a stereoscopic image by modifying image signal contents H04N 13/122	Replace with: Improving the three-dimensional [3D] impression of a

			stereoscopic image by modifying image signal contents H04N 13/122
H04N 13/337	Definition statement	(Odd pixel lines (running horizontally) are rotated clockwise, and even pixels line counter-clockwise, using circular polarisation. Viewing glasses make it possible for the right eye to see only the odd lines, and the left only the even lines, again using polarising films, producing the 3D image.)	Replace with: (Odd pixel lines running horizontally are rotated clockwise, and even pixels line counterclockwise, using circular polarisation. Viewing glasses make it possible for the right eye to see only the odd lines, and the left only the even lines, again using polarising films, producing the three-dimensional [3D] image.)
H04N 13/341	Definition statement	Shutter type display systems using a frame sequential method of displaying 3D images.	Replace with: Shutter type display systems using a frame sequential method of displaying three-dimensional [3D] images.
H04N 13/341	Definition statement	Shutter type display systems using frame sequential method of displaying different pictures for different viewers wearing shutter glasses to select one of said pictures ("privacy"), wherein said pictures are 2D or 3D pictures.	Replace with: Shutter type display systems using frame sequential method of displaying different pictures for different viewers wearing shutter glasses to select one of said pictures ("privacy"), wherein said pictures are two-dimensional [2D] or three-dimensional [3D] pictures.
H04N 13/344	Informative references	Manipulating 3D images for computer graphics, e.g. for virtual reality (VR) or augmented reality (AR) display	Replace with: Manipulating three-dimensional [3D] images for computer graphics, e.g.

			for virtual reality (VR) or augmented reality (AR) display
H04N 13/344	Special rules of classification	Stereo video generation from a 3D object model, e.g. computer-generated stereoscopic image signals	Replace with: Stereo video generation from a three-dimensional [3D] object model, e.g. computer-generated stereoscopic image signals H04N 13/275
H04N 13/346	Definition statement	3D display arrangements which use a semi-transparent mirror or prism for optically mixing or separating left and right images.	Replace with: Three-dimensional [3D] display arrangements which use a semi-transparent mirror or prism for optically mixing or separating left and right images.
H04N 13/356	Definition statement	Stereoscopic displays that are selectively switchable between a monoscopic (2D) mode and a stereoscopic (3D) mode.	Replace with: Stereoscopic displays that are selectively switchable between a monoscopic (two-dimensional [2D]) mode and a stereoscopic (three-dimensional [3D]) mode.
H04N 13/359	Definition statement	Control of backlight level or brightness in 2D mode and in 3D mode	Replace with: Control of backlight level or brightness in two-dimensional [2D] mode and in three-dimensional [3D] mode
H04N 13/361	Definition statement	(Among the plurality of pixel regions included in the display panel 10, in the pixel region in which the user views an image through a region 20a in the selectively light-blocking panel 20, a 3D image (L) for	Replace with: (Among the plurality of pixel regions included in the display panel (10), in the pixel region in which the user views an image through a region (20a) in

		the left eye and a 3D image (R) for the right eye are displayed, whilst 2D images are displayed in the pixel regions other than the region.)	the selectively light-blocking panel (20), a three-dimensional [3D] image (L) for the left eye and a 3D image (R) for the right eye are displayed, whilst two-dimensional [2D] images are displayed in the pixel regions other than the region.)
H04N 13/366	Definition statement	switching the display between 2D and 3D mode	Replace with: switching the display between two-dimensional [2D] and three-dimensional [3D] mode
H04N 13/388	Definition statement	Display devices forming a visual representation of an object in 3D The volumetric display creates 3D images by the selective emission, scattering, or relaying of illumination from defined points within the 3D viewing volume.	Replace with: Display devices forming a visual representation of an object in three dimensions [3D]. The volumetric display creates three-dimensional [3D] images by the selective emission, scattering or relaying of illumination from defined points within the 3D viewing volume.
H04N 13/393	Definition statement	Volumetric displays wherein image content is displayed upon, and synchronised with, the position of a moving surface such that the viewer perceives a 3D volume. Examples include swept-volume displays in which a 3D object is decomposed into 2D slices which are sequentially displayed or projected upon a rotating planar surface. If	Replace with: Volumetric displays wherein image content is displayed upon, and synchronised with, the position of a moving surface such that the viewer perceives a three-dimensional [3D] volume. Examples include swept-volume displays in which a 3D object is decomposed

		the rate of sequential display and corresponding surface rotation are sufficiently high, the human eye perceives a displayed 3D volume, due to persistence of vision.	into two-dimensional [2D] slices which are sequentially displayed or projected upon a rotating planar surface. If the rate of sequential display and corresponding surface rotation are sufficiently high, the human eye perceives a displayed 3D volume, due to persistence of vision.
H04N 13/395	Definition statement	Volumetric displays in which the 3D image volume is decomposed into a series ('stack') of constituent 2D image planes, each of which is displayed individually, for example by separate display units or by changing the depth of focus of the image projection optics. When the 2D image planes are viewed together, or in rapid succession, the viewer perceives a 3D volume.	Replace with: Volumetric displays in which the three-dimensional [3D] image volume is decomposed into a series (‘stack’) of constituent two-dimensional [2D] image planes, each of which is displayed individually, for example by separate display units or by changing the depth of focus of the image projection optics. When the 2D image planes are viewed together, or in rapid succession, the viewer perceives a 3D volume.
H04N 19/00	Informative references	2D image generation G06T 11/00	Replace with: Two-dimensional [2D] image generation G06T 11/00
H04N 19/00	Informative references	2D image animation (e.g. sprites in general) G06T 13/80	Replace with: Two-dimensional [2D] image animation (e.g. sprites in general) G06T 13/80

H04N 19/00	Informative references	3D image rendering G06T 15/00	Replace with: Three-dimensional [3D] image rendering G06T 15/00
H04N 19/00	Informative references	3D image modelling G06T 17/00	Replace with: Three-dimensional [3D] image modelling G06T 17/00
H04N 19/51	Glossary of terms	Motion vector A two-dimensional vector used for inter prediction that provides an offset from the coordinates in the decoded picture to the coordinates in a reference picture.	Replace with: A two-dimensional [2D] vector used for inter prediction that provides an offset from the coordinates in the decoded picture to the coordinates in a reference picture.
H04N 19/96	Definition statement	Two-dimensional tree coding is called quad-tree coding and is performed by partitioning an image or a video frame by recursively subdividing it into four quadrants or regions,	Replace with: Two-dimensional [2D] tree coding is called quad-tree coding and is performed by partitioning an image or a video frame by recursively subdividing it into four quadrants or regions,
H04N 19/96	Definition statement	Tree coding in higher dimension is defined correspondingly (e.g. octree, performed in three-dimensions by subdivision into eight volumetric regions).	Replace with: Tree coding in higher dimension is defined correspondingly (e.g. octree, performed in three-dimensions [3D] by subdivision into eight volumetric regions).
H05K	Glossary of terms	printed circuits The base often extends in a two-dimensional plane.	Replace with: printed circuits The base often extends in a two-dimensional [2D] plane.

CPC NOTICE OF CHANGES 1907

DATE: AUGUST 1, 2026

PROJECT DP12949

Notes:
Use this Definitions Quick Fix (DQF) table to:

- Delete an entire definition
- Delete an entire section
- Change a reference symbol
- Delete a reference symbol
- Delete text in a References section
- Correct one error in spelling, article use, or verb tense

Otherwise, use the standard template.

Reminder: Never delete F symbol definitions.