

# CPC COOPERATIVE PATENT CLASSIFICATION

## G06T IMAGE DATA PROCESSING OR GENERATION, IN GENERAL

### WARNING

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

[G06T 1/40](#)

covered by

[G06T 1/20](#)

### **1/00 General purpose image data processing**

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

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

- 3/0006 . {Affine transformations ([G06T 3/4038](#), [G06T 3/0068](#) take precedence)}
- 3/0012 . {Context preserving transformation, e.g. by using an importance map ([G06T 3/0062](#) takes precedence)}
- 3/0018 . . {Fisheye, wide-angle transformation}
- 3/0025 . . {Detail-in-context presentation ([G06T 3/0018](#) takes precedence)}
- 3/0031 . {for topological mapping of a higher dimensional structure on a lower dimensional surface}
- 3/0037 . . {Reshaping or unfolding a 3D tree structure onto a 2D plane}
- 3/0043 . . {Surface of revolution to planar image transformation}
- 3/005 . {for projecting an image on a non-planar surface, e.g. a geodetic screen}
- 3/0056 . {the transformation method being selected according to the characteristics of the input image}
- 3/0062 . {Panospheric to cylindrical image transformation}
- 3/0068 . {for image registration, e.g. elastic snapping}
- 3/0075 . . {using affine transformations}
- 3/0081 . . {by elastic snapping}
- 3/0087 . {Spatio-temporal transformations, e.g. video cubism}

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

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

- 5/001 . {Image restoration}
- 5/002 . . {Denoising; Smoothing ([noise processing or correction adapted to be used in an image pickup device containing and electronic image sensor H04N 5/217](#), [H04N 5/357](#) - [H04N 5/365](#))}
- 5/003 . . {Deblurring; Sharpening ([vibration or motion blur correction for cameras comprising an electronic image sensor H04N 5/23264](#))}
- 5/004 . . . {Unsharp masking}
- 5/005 . . {Retouching; Inpainting; Scratch removal ([detecting, correction, reducing or removing defects, e.g. non-responsive pixels of solid state image sensors H04N 5/367](#), [scratch removal for cinematographic films scanned by electronic image sensor H04N 5/253](#))}

- 5/006 . {Geometric correction (detecting, correcting, reducing or removing artefacts resulting only from the lens unit, e.g. flare, shading, vignetting or "cos4" [H04N 5/3572](#), correction of chromatic aberrations adapted to be used in an image pickup device containing and electronic image sensor [H04N 9/045](#))}
- 5/007 . {Dynamic range modification (applied in cameras using an electronic image sensor [H04N 5/2355](#), [H04N 5/2356](#))}
- 5/008 . . {Local, e.g. shadow enhancement}
- 5/009 . . {Global, i.e. based on properties of the image as a whole (applied in cameras using an electronic image sensor [H04N 5/23229](#), [H04N 5/235](#))}
- 5/10 . by non-spatial domain filtering {(applied in cameras using an electronic image sensor [H04N 5/23229](#), [H04N 5/235](#), [H04N 5/253](#), [H04N 5/367](#))}
- 5/20 . by the use of local operators {(applied in cameras using an electronic image sensor [H04N 5/23229](#), [H04N 5/235](#), [H04N 5/253](#), [H04N 5/367](#))}
- 5/30 . . Erosion or dilatation, e.g. thinning
- 5/40 . by the use of histogram techniques {(applied in cameras using an electronic image sensor [H04N 5/23229](#), [H04N 5/235](#))}
- 5/50 . by the use of more than one image, e.g. averaging, subtraction {(applied in cameras using an electronic image sensor [H04N 5/23229](#), [H04N 5/235](#))}
- 7/00 Image analysis**
- 7/0002 . {Inspection of images, e.g. flaw detection}
- 7/0004 . . {Industrial image inspection}
- 7/0006 . . . {using a design-rule based approach}
- 7/0008 . . . {checking presence/absence}
- 7/001 . . . {using an image reference approach}
- 7/0012 . . {Biomedical image inspection}
- 7/0014 . . . {using an image reference approach}
- 7/0016 . . . . {involving temporal comparison}
- 7/10 . Segmentation; Edge detection ([motion-based segmentation G06T 7/215](#))
- NOTE**
- In this group, multi-aspect classification is applied, so that subject matter characterised by aspects covered by groups [G06T 7/11](#), [G06T 7/12](#) or [G06T 7/13](#) should also be classified in any of the relevant groups [G06T 7/136](#) - [G06T 7/194](#).
- 7/11 . . Region-based segmentation
- 7/12 . . Edge-based segmentation
- 7/13 . . Edge detection
- 7/136 . . involving thresholding
- 7/143 . . involving probabilistic approaches, e.g. Markov random field [MRF] modelling
- 7/149 . . involving deformable models, e.g. active contour models
- 7/155 . . involving morphological operators
- 7/162 . . involving graph-based methods
- 7/168 . . involving transform domain methods
- 7/174 . . involving the use of two or more images
- 7/181 . . involving edge growing; involving edge linking
- 7/187 . . involving region growing; involving region merging; involving connected component labelling
- 7/194 . . involving foreground-background segmentation
- 7/20 . Analysis of motion ([motion estimation for coding, decoding, compressing or decompressing digital video signals H04N 19/43](#), [H04N 19/51](#))
- 7/207 . . for motion estimation over a hierarchy of resolutions ([multi-resolution motion estimation or hierarchical motion estimation for coding, decoding, compressing or decompressing digital video signals H04N 19/53](#))
- 7/215 . . Motion-based segmentation
- 7/223 . . using block-matching
- 7/231 . . . using full search
- 7/238 . . . using non-full search, e.g. three-step search
- 7/246 . . using feature-based methods, e.g. the tracking of corners or segments
- 7/248 . . . {involving reference images or patches}
- 7/251 . . . {involving models}
- 7/254 . . involving subtraction of images
- 7/262 . . using transform domain methods, e.g. Fourier domain methods
- 7/269 . . using gradient-based methods
- 7/277 . . involving stochastic approaches, e.g. using Kalman filters
- 7/285 . . using a sequence of stereo image pairs
- 7/292 . . Multi-camera tracking
- 7/30 . Determination of transform parameters for the alignment of images, i.e. image registration
- 7/32 . . using correlation-based methods
- 7/33 . . using feature-based methods
- 7/337 . . . {involving reference images or patches}
- 7/344 . . . {involving models}
- 7/35 . . using statistical methods
- 7/37 . . using transform domain methods
- 7/38 . . Registration of image sequences
- 7/40 . Analysis of texture ([depth or shape recovery from texture G06T 7/529](#))
- 7/41 . . based on statistical description of texture
- 7/42 . . . using transform domain methods
- 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	13/40	. . of characters, e.g. humans, animals or virtual beings
7/64	. . of convexity or concavity	13/60	. . of natural phenomena, e.g. rain, snow, water or plants
7/66	. . of image moments or centre of gravity	13/80	. 2D [Two Dimensional] animation, e.g. using sprites
7/68	. . of symmetry	<b>15/00</b>	<b>3D [Three Dimensional] image rendering</b>
7/70	. Determining position or orientation of objects or cameras ( <a href="#">camera calibration G06T 7/80</a> )	15/005	. {General purpose rendering architectures}
7/73	. . using feature-based methods	15/02	. Non-photorealistic rendering
7/74	. . . {involving reference images or patches}	15/04	. Texture mapping
7/75	. . . {involving models}	15/06	. Ray-tracing
7/77	. . using statistical methods	15/08	. Volume rendering
7/80	. Analysis of captured images to determine intrinsic or extrinsic camera parameters, i.e. camera calibration	15/10	. Geometric effects
7/85	. . {Stereo camera calibration}	15/20	. . Perspective computation
7/90	. Determination of colour characteristics	15/205	. . . {Image-based rendering}
7/97	. {Determining parameters from multiple pictures (depth or shape recovery from multiple images <a href="#">G06T 7/55</a> ; stereo camera calibration <a href="#">G06T 7/85</a> )}	15/30	. . Clipping
<b>9/00</b>	<b>Image coding, e.g. from bit-mapped to non bit-mapped</b> ({ <a href="#">H04N 1/00</a> , <a href="#">H04N 19/00</a> take precedence; } compression in general <a href="#">H03M</a> ; compression for image communication <a href="#">H04N</a> )	15/40	. . Hidden part removal
9/001	. {Model-based coding, e.g. wire frame ( <a href="#">see provisionally also G06T 9/00</a> )}	15/405	. . . {using Z-buffer}
9/002	. {using neural networks}	15/50	. Lighting effects
9/004	. {Predictors, e.g. intraframe, interframe coding ( <a href="#">see provisionally also G06T 9/00</a> )}	15/503	. . {Blending, e.g. for anti-aliasing}
9/005	. {Statistical coding, e.g. Huffman, run length coding ( <a href="#">see provisionally also G06T 9/00</a> )}	15/506	. . {Illumination models}
9/007	. {Transform coding, e.g. discrete cosine transform ( <a href="#">see provisionally also G06T 9/00</a> )}	15/55	. . Radiosity
9/008	. {Vector quantisation ( <a href="#">see provisionally also G06T 9/00</a> )}	15/60	. . Shadow generation
9/20	. Contour coding, e.g. using detection of edges	15/80	. . Shading
9/40	. Tree coding, e.g. quadtree, octree ( <a href="#">see provisionally also G06T 9/00</a> )	15/83	. . . Phong shading
<b>11/00</b>	<b>2D [Two Dimensional] image generation</b>	15/87	. . . Gouraud shading
11/001	. {Texturing; Colouring; Generation of texture or colour}	<b>17/00</b>	<b>Three dimensional [3D] modelling, e.g. data description of 3D objects</b>
11/003	. {Reconstruction from projections, e.g. tomography}	17/005	. {Tree description, e.g. octree, quadtree}
11/005	. . {Specific pre-processing for tomographic reconstruction, e.g. calibration, source positioning, rebinning, scatter correction, retrospective gating}	17/05	. Geographic models
11/006	. . {Inverse problem, transformation from projection-space into object-space, e.g. transform methods, back-projection, algebraic methods}	17/10	. Constructive solid geometry [CSG] using solid primitives, e.g. cylinders, cubes
11/008	. . {Specific post-processing after tomographic reconstruction, e.g. voxelisation, metal artifact correction}	17/20	. Finite element generation, e.g. wire-frame surface description, {tessellation}
11/20	. Drawing from basic elements, e.g. lines or circles	17/205	. . {Re-meshing}
11/203	. . {Drawing of straight lines or curves}	17/30	. Polynomial surface description
11/206	. . {Drawing of charts or graphs}	<b>19/00</b>	<b>Manipulating 3D models or images for computer graphics</b>
11/40	. Filling a planar surface by adding surface attributes, e.g. colour or texture	19/003	. {Navigation within 3D models or images}
11/60	. Editing figures and text; Combining figures or text	19/006	. {Mixed reality (object pose determination, tracking or camera calibration for mixed reality <a href="#">G06T 7/00</a> )}
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	19/20	. Editing of 3D images, e.g. changing shapes or colours, aligning objects or positioning parts
<b>13/00</b>	<b>Animation</b>	<b>2200/00</b>	<b>Indexing scheme for image data processing or generation, in general</b>
13/20	. 3D [Three Dimensional] animation	2200/04	. involving 3D image data
13/205	. . {driven by audio 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
		<b>2201/00</b>	<b>General purpose image data processing</b>
		2201/005	. Image watermarking
		2201/0051	. . Embedding of the watermark in the spatial domain

2201/0052	. . Embedding of the watermark in the frequency domain	2207/10092	. . . . Diffusion tensor magnetic resonance imaging [DTI]
2201/0053	. . Embedding of the watermark in the coding stream, possibly without decoding; Embedding of the watermark in the compressed domain	2207/10096	. . . . Dynamic contrast-enhanced magnetic resonance imaging [DCE-MRI]
2201/0061	. . Embedding of the watermark in each block of the image, e.g. segmented watermarking	2207/10101	. . . Optical tomography; Optical coherence tomography [OCT]
2201/0062	. . Embedding of the watermark in text images, e.g. watermarking text documents using letter skew, letter distance or row distance	2207/10104	. . . Positron emission tomography [PET]
2201/0063	. . in relation to collusion attacks, e.g. collusion attack resistant	2207/10108	. . . Single photon emission computed tomography [SPECT]
2201/0064	. . for copy protection or copy management, e.g. CGMS, copy only once, one-time copy	2207/10112	. . . Digital tomosynthesis [DTS]
2201/0065	. . Extraction of an embedded watermark; Reliable detection	2207/10116	. . X-ray image
2201/0081	. . whereby both original and watermarked images are required at decoder, e.g. destination-based, non-blind, non-oblivious	2207/10121	. . . Fluoroscopy
2201/0083	. . whereby only watermarked image required at decoder, e.g. source-based, blind, oblivious	2207/10124	. . . Digitally reconstructed radiograph [DRR]
2201/0201	. . whereby only tamper or origin are detected and no embedding takes place	2207/10128	. . . Scintigraphy
2201/0202	. . whereby the quality of watermarked images is measured; Measuring quality or performance of watermarking methods; Balancing between quality and robustness	2207/10132	. . Ultrasound image
2201/0203	. . whereby the image with embedded watermark is reverted to the original condition before embedding, e.g. lossless, distortion-free or invertible watermarking	2207/10136	. . . 3D ultrasound image
2201/0601	. . whereby calibration information is embedded in the watermark, e.g. a grid, a scale, a list of transformations	2207/10141	. . Special mode during image acquisition
<b>2207/00</b>	<b>Indexing scheme for image analysis or image enhancement</b>	2207/10144	. . . Varying exposure
2207/10	. Image acquisition modality	2207/10148	. . . Varying focus
2207/10004	. . Still image; Photographic image	2207/10152	. . . Varying illumination
2207/10008	. . . from scanner, fax or copier	2207/20	. Special algorithmic details
2207/10012	. . . Stereo images	2207/20004	. . Adaptive image processing
2207/10016	. . Video; Image sequence	2207/20008	. . . Globally adaptive
2207/10021	. . . Stereoscopic video; Stereoscopic image sequence	2207/20012	. . . Locally adaptive
2207/10024	. . Color image	2207/20016	. . Hierarchical, coarse-to-fine, multiscale or multiresolution image processing; Pyramid transform
2207/10028	. . Range image; Depth image; 3D point clouds	2207/20021	. . Dividing image into blocks, subimages or windows
2207/10032	. . Satellite or aerial image; Remote sensing	2207/20024	. . Filtering details
2207/10036	. . . Multispectral image; Hyperspectral image	2207/20028	. . . Bilateral filtering
2207/10041	. . . Panchromatic image	2207/20032	. . . Median filtering
2207/10044	. . . Radar image	2207/20036	. . Morphological image processing
2207/10048	. . Infrared image	2207/20041	. . . Distance transform
2207/10052	. . Images from lightfield camera	2207/20044	. . . Skeletonization; Medial axis transform
2207/10056	. . Microscopic image	2207/20048	. . Transform domain processing
2207/10061	. . . from scanning electron microscope	2207/20052	. . Discrete cosine transform [DCT]
2207/10064	. . Fluorescence image	2207/20056	. . Discrete and fast Fourier transform, [DFT, FFT]
2207/10068	. . Endoscopic image	2207/20061	. . . Hough transform
2207/10072	. . Tomographic images	2207/20064	. . . Wavelet transform [DWT]
2207/10076	. . . 4D tomography; Time-sequential 3D tomography	2207/20068	. . Projection on vertical or horizontal image axis
2207/10081	. . . Computed x-ray tomography [CT]	2207/20072	. . Graph-based image processing
2207/10084	. . . Hybrid tomography; Concurrent acquisition with multiple different tomographic modalities	2207/20076	. . Probabilistic image processing
2207/10088	. . . Magnetic resonance imaging [MRI]	2207/20081	. . Training; Learning
		2207/20084	. . Artificial neural networks [ANN]
		2207/20088	. . Trinocular vision calculations; trifocal tensor
		2207/20092	. . Interactive image processing based on input by user
		2207/20096	. . . Interactive definition of curve of interest
		2207/20101	. . . Interactive definition of point of interest, landmark or seed
		2207/20104	. . . Interactive definition of region of interest [ROI]
		2207/20108	. . . Interactive selection of 2D slice in a 3D data set
		2207/20112	. . Image segmentation details
		2207/20116	. . . Active contour; Active surface; Snakes
		2207/20121	. . . Active appearance model [AAM]
		2207/20124	. . . Active shape model [ASM]
		2207/20128	. . . Atlas-based segmentation
		2207/20132	. . . Image cropping
		2207/20152	. . . Watershed segmentation

2207/20156	. . . Automatic seed setting	2207/30176	. . Document
2207/20161	. . . Level set	2207/30181	. . Earth observation
2207/20164	. . . Salient point detection; Corner detection	2207/30184	. . . Infrastructure
2207/20168	. . . Radial search	2207/30188	. . . Vegetation; Agriculture
2207/20172	. . Image enhancement details	2207/30192	. . . Weather; Meteorology
2207/20182	. . . Noise reduction or smoothing in the temporal domain; Spatio-temporal filtering	2207/30196	. . Human being; Person
2207/20192	. . . Edge enhancement; Edge preservation	2207/30201	. . . Face
2207/20201	. . . Motion blur correction	2207/30204	. . Marker
2207/20204	. . . Removing film grain; Adding simulated film grain	2207/30208	. . . Marker matrix
2207/20208	. . . High dynamic range [HDR] image processing	2207/30212	. . Military
2207/20212	. . Image combination	2207/30216	. . Redeye defect
2207/20216	. . . Image averaging	2207/30221	. . Sports video; Sports image
2207/20221	. . . Image fusion; Image merging	2207/30224	. . . Ball; Puck
2207/20224	. . . Image subtraction	2207/30228	. . . Playing field
2207/20228	. . Disparity calculation for image-based rendering	2207/30232	. . Surveillance
2207/30	. Subject of image; Context of image processing	2207/30236	. . Traffic on road, railway or crossing
2207/30004	. . Biomedical image processing	2207/30241	. . Trajectory
2207/30008	. . . Bone	2207/30242	. . Counting objects in image
2207/30012	. . . . Spine; Backbone	2207/30244	. . Camera pose
2207/30016	. . . Brain	2207/30248	. . Vehicle exterior or interior
2207/30021	. . . Catheter; Guide wire	2207/30252	. . . Vehicle exterior; Vicinity of vehicle
2207/30024	. . . Cell structures <u>in vitro</u> ; Tissue sections <u>in vitro</u>	2207/30256	. . . . Lane; Road marking
2207/30028	. . . Colon; Small intestine	2207/30261	. . . . Obstacle
2207/30032	. . . . Colon polyp	2207/30264	. . . . Parking
2207/30036	. . . Dental; Teeth	2207/30268	. . . Vehicle interior
2207/30041	. . . Eye; Retina; Ophthalmic	<b>2210/00</b>	<b>Indexing scheme for image generation or computer graphics</b>
2207/30044	. . . Fetus; Embryo	2210/04	. Architectural design, interior design
2207/30048	. . . Heart; Cardiac	2210/08	. Bandwidth reduction
2207/30052	. . . Implant; Prosthesis	2210/12	. Bounding box
2207/30056	. . . Liver; Hepatic	2210/16	. Cloth
2207/30061	. . . Lung	2210/21	. Collision detection, intersection
2207/30064	. . . . Lung nodule	2210/22	. Cropping
2207/30068	. . . Mammography; Breast	2210/24	. Fluid dynamics
2207/30072	. . . Microarray; Biochip, DNA array; Well plate	2210/28	. Force feedback
2207/30076	. . . Plethysmography	2210/32	. Image data format
2207/30081	. . . Prostate	2210/36	. Level of detail
2207/30084	. . . Kidney; Renal	2210/41	. Medical
2207/30088	. . . Skin; Dermal	2210/44	. Morphing
2207/30092	. . . Stomach; Gastric	2210/52	. Parallel processing
2207/30096	. . . Tumor; Lesion	2210/56	. Particle system, point based geometry or rendering
2207/30101	. . . Blood vessel; Artery; Vein; Vascular	2210/61	. Scene description
2207/30104	. . . . Vascular flow; Blood flow; Perfusion	2210/62	. Semi-transparency
2207/30108	. . Industrial image inspection	2210/64	. Weathering
2207/30112	. . . Baggage; Luggage; Suitcase	<b>2211/00</b>	<b>Image generation</b>
2207/30116	. . . Casting	2211/40	. Computed tomography
2207/30121	. . . CRT, LCD or plasma display	2211/404	. . Angiography
2207/30124	. . . Fabrics; Textile; Paper	2211/408	. . Dual energy
2207/30128	. . . Food products	2211/412	. . Dynamic
2207/30132	. . . Masonry; Concrete	2211/416	. . Exact reconstruction
2207/30136	. . . Metal	2211/421	. . Filtered back projection [FBP]
2207/30141	. . . Printed circuit board [PCB]	2211/424	. . Iterative
2207/30144	. . . Printing quality	2211/428	. . Real-time
2207/30148	. . . Semiconductor; IC; Wafer	2211/432	. . Truncation
2207/30152	. . . Solder	2211/436	. . Limited angle
2207/30156	. . . Vehicle coating	<b>2213/00</b>	<b>Indexing scheme for animation</b>
2207/30161	. . . Wood; Lumber	2213/04	. Animation description language
2207/30164	. . . Workpiece; Machine component	2213/08	. Animation software package
2207/30168	. . Image quality inspection	2213/12	. Rule based animation
2207/30172	. . Centreline of tubular or elongated structure		

**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