

CPC COOPERATIVE PATENT CLASSIFICATION

G PHYSICS

(NOTES omitted)

INSTRUMENTS

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

(NOTES omitted)

G06T IMAGE DATA PROCESSING OR GENERATION, IN GENERAL

WARNING

The following IPC groups are not in the CPC scheme. The subject matter for these IPC groups is classified in the following CPC groups:

G06T 1/40

covered by

[G06T 1/20](#)

1/00	General purpose image data processing	3/005	. {for projecting an image on a non-planar surface, e.g. a geodetic screen}
1/0007	. {Image acquisition}		
1/0014	. {Image feed-back for automatic industrial control, e.g. robot with camera (robots B25J 19/023)}	3/0056	. {the transformation method being selected according to the characteristics of the input image}
1/0021	. {Image watermarking}	3/0062	. {Panospheric to cylindrical image transformation}
1/0028	. . {Adaptive watermarking, e.g. Human Visual System [HVS]-based watermarking}	3/0068	. {for image registration, e.g. elastic snapping}
1/0035	. . . {Output size adaptive watermarking}	3/0075	. . {using affine transformations}
1/0042	. . {Fragile watermarking, e.g. so as to detect tampering}	3/0081	. . {by elastic snapping}
1/005	. . {Robust watermarking, e.g. average attack or collusion attack resistant}	3/0087	. {Spatio-temporal transformations, e.g. video cubism}
1/0057	. . . {Compression invariant watermarking}	3/0093	. {for image warping, i.e. transforming by individually repositioning each pixel}
1/0064	. . . {Geometric transform invariant watermarking, e.g. affine transform invariant}	3/20	. Linear translation of a whole image or part thereof, e.g. panning
1/0071	. . . {using multiple or alternating watermarks}	3/40	. Scaling the whole image or part thereof
1/0078	. . . {using multiple thresholds}	3/4007	. . {Interpolation-based scaling, e.g. bilinear interpolation (G06T 3/4015 , G06T 3/403 take precedence)}
1/0085	. . {Time domain based watermarking, e.g. watermarks spread over several images}	3/4015	. . {Demosaicing, e.g. colour filter array [CFA], Bayer pattern}
1/0092	. . {Payload characteristic determination in a watermarking scheme, e.g. number of bits to be embedded}	3/4023	. . {Decimation- or insertion-based scaling, e.g. pixel or line decimation}
1/20	. Processor architectures; Processor configuration, e.g. pipelining	3/403	. . {Edge-driven scaling}
1/60	. Memory management	3/4038	. . {for image mosaicing, i.e. plane images composed of plane sub-images}
3/00	Geometric image transformation in the plane of the image	3/4046	. . {using neural networks}
3/0006	. {Affine transformations (G06T 3/4038 , G06T 3/0068 take precedence)}	3/4053	. . {Super resolution, i.e. output image resolution higher than sensor resolution}
3/0012	. {Context preserving transformation, e.g. by using an importance map (G06T 3/0062 takes precedence)}	3/4061	. . . {by injecting details from a different spectral band}
3/0018	. . {Fisheye, wide-angle transformation}	3/4069	. . . {by subpixel displacement}
3/0025	. . {Detail-in-context presentation (G06T 3/0018 takes precedence)}	3/4076	. . . {by iteratively correcting the provisional high resolution image using the original low-resolution image}
3/0031	. {for topological mapping of a higher dimensional structure on a lower dimensional surface}	3/4084	. . {Transform-based scaling, e.g. FFT domain scaling}
3/0037	. . {Reshaping or unfolding a 3D tree structure onto a 2D plane}	3/4092	. . {Image resolution transcoding, e.g. client/server architecture}
3/0043	. . {Surface of revolution to planar image transformation}	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}		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 .
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		
5/001	. {Image restoration}	7/11	. . Region-based segmentation
5/002	. . {Denoising; Smoothing (noise processing or correction adapted to be used in an image pickup device containing an electronic image sensor H04N 5/217 , H04N 5/357 - H04N 5/365)}	7/12	. . Edge-based segmentation
5/003	. . {Deblurring; Sharpening (vibration or motion blur correction for cameras comprising an electronic image sensor H04N 5/23264)}	7/13	. . Edge detection
5/004	. . . {Unsharp masking}	7/136	. . involving thresholding
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)}	7/143	. . involving probabilistic approaches, e.g. Markov random field [MRF] modelling
5/006	. {Geometric correction (detecting, correcting, reducing or removing artefacts resulting only from the lens unit, e.g. flare, shading, vignetting or "cos ⁴ " H04N 5/3572 ; correction of chromatic aberrations adapted to be used in an image pickup device containing an electronic image sensor H04N 9/045)}	7/149	. . involving deformable models, e.g. active contour models
5/007	. {Dynamic range modification (applied in cameras using an electronic image sensor H04N 5/2355 , H04N 5/2356)}	7/155	. . involving morphological operators
5/008	. . {Local, e.g. shadow enhancement}	7/162	. . involving graph-based methods
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)}	7/168	. . involving transform domain methods
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)}	7/174	. . involving the use of two or more images
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)}	7/181	. . involving edge growing; involving edge linking
5/30	. . Erosion or dilatation, e.g. thinning	7/187	. . involving region growing; involving region merging; involving connected component labelling
5/40	. by the use of histogram techniques {(applied in cameras using an electronic image sensor H04N 5/23229 , H04N 5/235)}	7/194	. . involving foreground-background segmentation
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)}	7/20	. Analysis of motion (motion estimation for coding, decoding, compressing or decompressing digital video signals H04N 19/43 , H04N 19/51)
7/00	Image analysis	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)
7/0002	. {Inspection of images, e.g. flaw detection}	7/215	. . Motion-based segmentation
7/0004	. . {Industrial image inspection}	7/223	. . using block-matching
7/0006	. . . {using a design-rule based approach}	7/231	. . . using full search
7/0008	. . . {checking presence/absence}	7/238	. . . using non-full search, e.g. three-step search
7/001	. . . {using an image reference approach}	7/246	. . using feature-based methods, e.g. the tracking of corners or segments
7/0012	. . {Biomedical image inspection}	7/248	. . . {involving reference images or patches}
7/0014	. . . {using an image reference approach}	7/251	. . . {involving models}
7/0016 {involving temporal comparison}	7/254	. . involving subtraction of images
7/10	. Segmentation; Edge detection (motion-based segmentation G06T 7/215)	7/262	. . using transform domain methods, e.g. Fourier domain methods
	NOTE	7/269	. . using gradient-based methods
	In this group, multi-aspect classification is applied, so that subject matter characterised	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 ([see provisionally also G06T 9/00](#))}
- 9/002 . {using neural networks}
- 9/004 . {Predictors, e.g. intraframe, interframe coding ([see provisionally also G06T 9/00](#))}
- 9/005 . {Statistical coding, e.g. Huffman, run length coding ([see provisionally also G06T 9/00](#))}
- 9/007 . {Transform coding, e.g. discrete cosine transform ([see provisionally also G06T 9/00](#))}
- 9/008 . {Vector quantisation ([see provisionally also G06T 9/00](#))}
- 9/20 . Contour coding, e.g. using detection of edges
- 9/40 . Tree coding, e.g. quadtree, octree ([see provisionally also G06T 9/00](#))
- 11/00 2D [Two Dimensional] image generation**
- 11/001 . {Texturing; Colouring; Generation of texture or colour}
- 11/003 . {Reconstruction from projections, e.g. tomography}
- 11/005 . . {Specific pre-processing for tomographic reconstruction, e.g. calibration, source positioning, rebinning, scatter correction, retrospective gating}
- 11/006 . . {Inverse problem, transformation from projection-space into object-space, e.g. transform methods, back-projection, algebraic methods}
- 11/008 . . {Specific post-processing after tomographic reconstruction, e.g. voxelisation, metal artifact correction}
- 11/20 . Drawing from basic elements, e.g. lines or circles
- 11/203 . . {Drawing of straight lines or curves}
- 11/206 . . {Drawing of charts or graphs}
- 11/40 . Filling a planar surface by adding surface attributes, e.g. colour or texture
- 11/60 . Editing figures and text; Combining figures or text
- 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
- 13/00 Animation**
- 13/20 . 3D [Three Dimensional] 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 . 2D [Two Dimensional] animation, e.g. using sprites
- 15/00 3D [Three Dimensional] 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, e.g. data description of 3D objects**
- 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 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 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

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