

Symbol	Typ	Titel
G	Sektion	PHYSICS
G06	Klasse	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)
G06T	Unterklasse	IMAGE DATA PROCESSING OR GENERATION, IN GENERAL (specially adapted for particular applications, see the relevant subclasses, e.g. G06K , G09G , H04N) [6]
G06T 1/00	Hauptgruppe	General purpose image data processing [6]
G06T 1/20	1-Punkt Untergruppe	. Processor architectures; Processor configuration, e.g. pipelining (architectures of general purpose stored programme computers G06F 15/76) [6]
G06T 1/40	2-Punkt Untergruppe	. . Neural networks [6]
G06T 1/60	1-Punkt Untergruppe	. Memory management [6]
G06T 3/00	Hauptgruppe	Geometric image transformation in the plane of the image, e.g. from bit-mapped to bit-mapped creating a different image [6]
G06T 3/20	1-Punkt Untergruppe	. Linear translation of a whole image or part thereof, e.g. panning [6]
G06T 3/40	1-Punkt Untergruppe	. Scaling of a whole image or part thereof [6]
G06T 3/60	1-Punkt Untergruppe	. Rotation of a whole image or part thereof [6]
G06T 5/00	Hauptgruppe	Image enhancement or restoration, e.g. from bit-mapped to bit-mapped creating a similar image [6]
G06T 5/10	1-Punkt Untergruppe	. by non-spatial domain filtering [6]
G06T 5/20	1-Punkt Untergruppe	. by the use of local operators [6]
G06T 5/30	2-Punkt Untergruppe	. . Erosion or dilatation, e.g. thinning [6]
G06T 5/40	1-Punkt Untergruppe	. by the use of histogram techniques [6]
G06T 5/50	1-Punkt Untergruppe	. by the use of more than one image, e.g. averaging, subtraction [6]
G06T 7/00	Hauptgruppe	Image analysis, e.g. from bit-mapped to non bit-mapped [6]
G06T 7/20	1-Punkt Untergruppe	. Analysis of motion [6]
G06T 7/40	1-Punkt Untergruppe	. Analysis of texture [6]
G06T 7/60	1-Punkt Untergruppe	. Analysis of geometric attributes, e.g. area, centre of gravity, perimeter, from an image [6]
G06T 9/00	Hauptgruppe	Image coding, e.g. from bit-mapped to non bit-mapped (compression in general H03M; compression for image communication H04N) [6]
G06T 9/20	1-Punkt Untergruppe	. Contour coding, e.g. using detection of edges [6]
G06T 9/40	1-Punkt Untergruppe	. Tree coding, e.g. quadtree, octree [6]
G06T 11/00	Hauptgruppe	Two dimensional (2D) image generation, e.g. from a description to a bit-mapped image [6]
G06T 11/20	1-Punkt Untergruppe	. Drawing from basic elements, e.g. line, circle, chart [6]
G06T 11/40	1-Punkt Untergruppe	. Filling a planar surface, i.e. by adding colour or texture [6]
G06T 11/60	1-Punkt Untergruppe	. Editing figures and text; Combining figures or text [6]
G06T 11/80	1-Punkt Untergruppe	. Creating or modifying a manually drawn or painted image using a manual input device, e.g. mouse, light pen, direction keys on keyboard [6]
G06T 13/00	Hauptgruppe	Animation effects in two dimensional (2D) images, e.g. using sprites [6]

Symbol	Typ	Titel
G06T 15/00	Hauptgruppe	Three dimensional (3D) image rendering, e.g. from a model to a bit-mapped image [6]
G06T 15/10	1-Punkt Untergruppe	. Geometric effects [6]
G06T 15/20	2-Punkt Untergruppe	. . Perspective computation [6]
G06T 15/30	2-Punkt Untergruppe	. . Clipping [6]
G06T 15/40	2-Punkt Untergruppe	. . Hidden part removal [6]
G06T 15/50	1-Punkt Untergruppe	. Lighting effects, e.g. shading [6]
G06T 15/60	2-Punkt Untergruppe	. . Shadowing [6]
G06T 15/70	1-Punkt Untergruppe	. Animation effects [6]
G06T 17/00	Hauptgruppe	Three dimensional (3D) modelling, e.g. data description of 3D objects [6]
G06T 17/10	1-Punkt Untergruppe	. Constructive solid geometry (CSG) using solid primitives, e.g. cylinders, cubes [6]
G06T 17/20	1-Punkt Untergruppe	. Finite element generation, e.g. wire-frame surface description [6]
G06T 17/30	1-Punkt Untergruppe	. Polynomial surface description [6]
G06T 17/40	1-Punkt Untergruppe	. Manipulating 3D images, e.g. using CAD graphics workstations [6]
G06T 17/50	1-Punkt Untergruppe	. Geographic models [6]