

<<interface>>

## PictureMotionEstimator

+pictureWidth: uint  
+pictureHeight: uint  
+searchWindow: SearchWindow

+match(current:Picture,  
reference:Picture): PictureMotionCounterPart

\*

+modesAtLevelZero

1..\*

### BlockMode

+level: uint  
+width: uint  
+height: uint  
+type: BlockModeType

+subModes

\*

+superMode

1

-metric

1

<<enumeration>>

### SearchMetric

+SAD  
+SATD  
+SSE