Abstract

Nowadays, we are very frequently transmitting the video over internet. This is due to an extensive increase in multimedia applications over hand held devices, such as smart mobile phones and also other advance conventional devices. Motion Estimation is an important field of study in the area of motion analysis and motion compression. The motion estimation is done by using two basic approaches, namely, pixel-based motion estimation and block-based motion estimation. Here we have proposed a detailed study literature survey and review of the block-based estimation methods in detail. This paper presents a comprehensive review of block based motion estimation techniques which plays a vital role in multimedia transmission over public network. The advantage of this review paper is to find the absolute optimal solution.

References


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**Index Terms**

Computer Science  
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**Keywords**

Motion estimation; video compression; motion Vectors.