Abstract

With the extensive use of Internet, transfer or sharing of digital data online is enormous. This leads to easy accessibility and vulnerability to attacks of copyrighted content on large scale. Digital multimedia in the form of videos, audios, text, images or digital documents can easily be manipulated, forged and redistributed for profits. To overcome this problem and protect copyrighted content, Digital Watermarking emerged as a useful solution. The project work is based on two main viewpoints. The first viewpoint describes about the different watermarking techniques and showcases the comparative description of superiority of one technique over the other. It is seen that frequency domain is more suitable domain for watermarking schemes as it yields robust results as compared to other domains such as spatial domain.

References

IEEE


Digital Video Watermarking Scheme using wavelets with MATLAB


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Index Terms

Computer Science Information Systems

Keywords

MATLAB, Wavlet