Abstract

Digital watermarking is a way of authentication of multimedia objects i.e., videos, images and texts too. Watermarking functions are used not only for authentication, but also protects the data against nasty intent. In this paper the author uses the watermarking function which is purely based on the discrete cosine transform (DCT). Here the image, which is to be watermarked in the original image, is obtained from the edges of the original image using edge detection technique. On adjusting the frequency of spatial domain of the corresponding pixel in the image, the watermark image is concealed. The experimental results be evidence for this kind of the method and makes result strong robust. Here this method is bound to image only.

References

- Roberts, L. G., Machine Perception of Three-Dimensional Solids, in optical and

**Index Terms**

Computer Science

Image Processing

**Keywords**

Watermarking  DCT  Edge detection