Abstract

There is an increasing demand on content based color image compression in resource limited mobile multimedia devices. Multimedia applications gained popularity in the recent years, but these devices restricted by their display sizes and resource. Most of the devices share the same content on the internet. The size of the display devices is continually changing the quality of the shared content has also get reduced. One solution to this problem is to reduce volume of the multimedia content with less computational complexity to prolong the battery lifetime. The method presented in this paper addresses the increasing demand on content based color image compression and to re target the image at the receiving end with optimum solution.

References

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Index Terms

Computer Science

Image Processing
Keywords
mobile multimedia  DWT  seam carving  SPIHT  color image compression
optimum resolution