Universiti Teknologi MARA

Watermarking for Digital Seal and Proof of Ownership

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ABSTRACT

Watermarking is firmly identified with the fields of data covering up and steganography. These fields have an incredible arrangement cover and offer numerous specialized methodologies. Inserts information called watermark or advanced mark into media item with the end goal that watermark can be identified or separated later to cause attestation about the article to can ensures the creativity of the item.

Nowadays , acts of copying or re-use of works found on the internet, making the ideas of others as their own without any credit to the original and original causing loss to the individual. Problems also persist when individuals suffer losses because these irresponsible people take advantages and benefits from the work. It causing the individual to do something about his work so that if his work is stolen or plagiarized by other irresponsible people, he can still prove the authenticity of his works.

This thesis is describe solution of these problem. int. The LSB technique will implement on watermark image.

TABLE OF CONTENT

CONTENT **PAGE**

CHAPTER 1

INTRODUCTION

This chapter provides the foundation and rationale for the significant of the study. It also proffers the background of the project, that include on how the project initiated, the challenge that people are facing nowadays, and project objective that led toward the purpose of this project.

1.1 Project Background

Personalization is founded as a trade. Nowadays people are tend to entrust their data about their private life to a big company, the data which they not even share with their friends (Eli Parser, 2011). In this millennium, digital piracy frequently happening. Because the Internet makes multimedia accessible worldwide, the information becomes easier to duplicate and distribute. That's why it is very important to protect. For example, watermarking is used to hide multimedia information and can be considered as a relatively new technique. (Almutiri, M. G. & Othman, M. T. B., 2018).

One way of protecting multimedia information against unauthorized recording and retransmission is to add a signal, known as a digital signature or copyright tag or watermark, that completely characterizes the person applying it and therefore marks it as his intellectual property. Each owner has unique information or another owner may put different information in different objects as well. The verification algorithm authenticates the object that determines the owner as well as the object's integrity.

Only original "authorship" works included in the following seven categories are protected by copyright: literary works (including computer programs), musical works, including any accompanying words, dramatic works, including any accompanying