

DIGITAL WATERMARKING

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ABSTRACT

This is a project on Digital Watermarking using discrete wavelet transform (DWT). An algorithm code is written to call for an image and watermark accordingly. It has the ability to watermark digital images for copyright functions and show the watermarked image on the GUI interface. The programming environment of this project design is MATLAB 7.7. a GUI here is made with the function of showing the original and the watermarked image close. And at the end of the watermarked image the original image can be displayed on the GUI and can extract the watermark image separately, the watermarked image will be transformed into the original photo. The watermark hides in the photo. The difference in the photos will be resulted. The difference is small and very difficult to notice.

This design is valid and accurate for watermarking that will last to approximately 10 to 20secs depending on the nature of the image to be marked. Furthermore, this project can be used to improve video and audio filed watermarking. Overall, this project is designed successful in meeting its required project aim which is to Watermark Digital Images using MATLAB.