Digital Picture Watermark Software

Ingemar Cox,Matthew Miller,Jeffrey Bloom,Jessica Fridrich,Ton Kalker

Digital Watermarking Mohammad Ali Nematollahi,Chalee Vorakulpipat,Hamurabi Gamboa Rosales,2016-08-08 This book presents the state-of-the-arts application of digital watermarking in audio, speech, image, video, 3D mesh graph, text, software, natural language, ontology, network stream, relational database, XML, and hardware IPs. It also presents new and recent algorithms in digital watermarking for copyright protection and discusses future trends in the field. Today, the illegal manipulation of genuine digital objects and products represents a considerable problem in the digital world. Offering an effective solution, digital watermarking can be applied to protect intellectual property, as well as fingerprinting, enhance the security and proof-of-authentication through unsecured channels.

Digital Image Watermarking Surekha Borra,Rohit Thanki,Nilanjan Dey,2018-12-07 The Book presents an overview of newly developed watermarking techniques in various independent and hybrid domains Covers the basics of digital watermarking, its types, domain in which it is implemented and the application of machine learning algorithms onto digital watermarking Reviews hardware implementation of watermarking Discusses optimization problems and solutions in watermarking with a special focus on bio-inspired algorithms Includes a case study along with its MATLAB code and simulation results

Digital Photography Ken Milburn,2006 Provides information on digital photography, covering such topics as getting the best shot, panoramas, photo corrections, converting photographs to paintings, retouching photographs, color printing, and creating a digital slide show.

Digital Watermarking Ton Kalker,Ingemar J. Cox,2004-02-24 This book constitutes the thoroughly refereed postproceedings of the Second International Workshop on Digital Watermarking, IWDW 2003, held in Seoul, Korea, in October 2004. The 44 revised full papers presented together with 4 invited articles were carefully selected during two rounds of reviewing and improvement from more than 90 submissions. The papers address all current aspects of digital watermarking, in particular theoretical modeling, robustness, capacity, imperceptibility and the human perceptual system, security and attacks, watermarking systems and implementations, and integration of digital watermarking in digital rights management.

Color Image Watermarking Qingtang Su,2016-12-05 This book presents watermarking algorithms derived from signal processing methods such as wavelet transform, matrix decomposition and cosine transform to address the limitations of current technologies. For each algorithm, mathematical foundations are explained with analysis conducted to evaluate performances on robotness and efficiency. Combining theories and practice, it is suitable for information security researchers and industrial engineers.

Reversible Digital Watermarking Ruchira Naskar,Rajat Subhra Chakraborty,2014-02-01 Digital Watermarking is the art and science of embedding information in existing digital content for Digital Rights Management (DRM) and authentication. Reversible watermarking is a class of (fragile) digital watermarking that not only authenticates multimedia data content, but also helps to maintain perfect integrity of the original multimedia cover data. In non-reversible watermarking schemes, after embedding and extraction of the watermark, the cover data undergoes some distortions, although perceptually negligible in most cases. In contrast, in reversible watermarking, zero-distortion of the cover data is achieved, that is the cover data is guaranteed to be restored bit-by-bit. Such a feature is desirable when highly sensitive data is watermarked, e.g., in military, medical, and legal imaging applications. This work deals with development, analysis, and evaluation of state-of-the-art reversible watermarking techniques for digital images. In this work we establish the motivation for research on reversible watermarking using a couple of case studies with medical and military images. We present a detailed review of the state-of-the-art research in this field. We investigate the various subclasses of reversible watermarking algorithms, their operating principles, and computational complexities. Along with this, to give the readers an idea about the detailed working of a reversible watermarking scheme, we present a prediction-based reversible watermarking technique, recently published by us. We discuss the major issues and challenges behind implementation of reversible watermarking techniques, and recently proposed solutions for them. Finally, we provide an overview of some open problems and scope of work for future researchers in this area.

Digital Watermarking Ton Kalker,Yong M. Ro,Ingemar J. Cox,2004-02-12 We are happy to present to you the proceedings of the 2nd International Workshop on Digital Watermarking, IWDW 2003. Since its modern re-appearance in the academic community in the early 1990s, great progress has been made in understanding both the capabilities and the weaknesses of digital watermarking. On the theoretical side, we all are now well aware of the fact that digital waterma- ing is best viewed as a form of communication using side information. In the case of digital watermarking the side information in question is the document to be wat- marked. This insight has led to a better understanding of the limits of the capacity and robustness of digital watermarking algorithms. It has also led to new and improved watermarking algorithms, both in terms of capacity and imperceptibility. Similarly, the role of human perception, and models thereof, has been greatly enhanced in the study and design of digital watermarking algorithms and systems. On the practical side, applications of watermarking are not yet abundant. The original euphoria on the role of digital watermarking in copy protection and copyright prot- tion has not resulted in widespread usage in practical systems. With hindsight, a n- ber of reasons can be given for this lack of practical applications.

Mac Digital Photography Dennis R. Cohan,Erica Sadun,2006-12-26 this book is an excellent resource for the beginning digital photographer. —MacCompanion The Essential Companion to Your Digital Camera and Your Mac You'll be amazed at what you can create with your digital camera and your Mac. Whether you're making striking portraits or hilarious montages, this book provides the essential tools, techniques, and advice to turn you into a photo pro. Written by two Mac and digital photography experts, Mac Digital Photography explores everything essential to snapping, enhancing, and sharing great digital images. Inside you'll find expert techniques for refining your photo-taking techniques, editing and repairing your images, choosing the right camera peripherals, using your photos for fun craft projects, and sharing your creations with others across the globe or across the room. Mac Digital Photography teaches you how to: Snap high-quality photographs by concentrating on composition, lighting, and posing Enhance your images and fix picture flaws with Photoshop Elements 2 and iPhoto Create panoramas, 3D images, and poster-sized photographs Get crafty—use your photos for T-shirts, calendars, greeting cards, tattoos, and more Share your photos via e-mail and the Web Make DVDs, picture CDs, and video CD slide shows Perform special effects such as warping, morphing, and animation Note: CD-ROM/DVD and other supplementary materials are not

included as part of eBook file.

Advances in Multimedia, Software Engineering and Computing Vol.2 David Jin,Song Lin,2011-11-23 MSEC2011 is an integrated conference concentrating its focus upon Multimedia, Software Engineering, Computing and Education. In the proceeding, you can learn much more knowledge about Multimedia, Software Engineering ,Computing and Education of researchers all around the world. The main role of the proceeding is to be used as an exchange pillar for researchers who are working in the mentioned field. In order to meet high standard of Springer, AISC series ,the organization committee has made their efforts to do the following things. Firstly, poor quality paper has been refused after reviewing course by anonymous referee experts. Secondly, periodically review meetings have been held around the reviewers about five times for exchanging reviewing suggestions. Finally, the conference organization had several preliminary sessions before the conference. Through efforts of different people and departments, the conference will be successful and fruitful.

Digital Imaging Jill Marie Koelling,2004-01-29 Digital Imaging is the essential guide to understanding digitization and managing a digitizing project. Koelling covers everything from deciding if digitizing is for you to planning and management, choosing equipment, and managing databases. Not only does she guide you in mastering the technical details, she also helps you find the fun in working with images.

Digital Watermarking Mauro Barni,2005-08-30 This book constitutes the refereed proceedings of the 4th International Workshop on Digital Watermarking Secure Data Management, IWDW 2005, held in Siena, Italy in September 2005. The 31 revised full papers presented were carefully reviewed and selected from 74 submissions. The papers are organized in topical sections on steganography and steganalysis, fingerprinting, watermarking, attacks, watermarking security, watermarking of unconventional media, channel coding and watermarking, theory, and applications.

Digital Watermarking Fabien Petitcolas,Hyoung Joong Kim,2003-08-03 The 1st International Workshop on Digital Watermarking (IWDW), the con- rence covering all aspects of digital watermarking, was held at the Hotel Riviera situated along the beautiful Han River in Seoul, Korea from November 21 to 22, 2002. These proceedings contain 21 papers that were accepted for presentation at the conference. These papers were selected from 67 submissions including 3 invited papers. They went through a thorough review process by the Program Committee and were selected on the basis of excellence and novelty. The following is a brief description of the history of this conference and - viewing process: In August 2001 some members of the Special Interest Group on Multimedia Protection (SIGMP) of the Korea Institute of Information Security and Cryptology (KIISC) agreed to create the IWDW. In November 2001 we set up a Program Committee and solicited papers while asking Springer-Verlag to publish the proceedings of the workshop in their Lecture Notes in Computer Science series. In July 2002 we received 64 submissions from 14 countries using Microsoft’s conference management site (http://cmt. research. microsoft. com/ iwdw2002/). Each submission was assigned a number automatically by the c- ference management tool and the paper was sent to the Program Committee members for their review. We also encouraged di?erent sets of experts to join for fair reviews.

Software Engineering and Computer Systems, Part I Jasni Mohamad Zain,Wan Maseri Wan Mohd,Eyas El-Qawasmeh,2011-06-28 This Three-Volume-Set constitutes the refereed proceedings of the Second International Conference on Software Engineering and Computer Systems, ICSECS 2011, held in Kuantan, Malaysia, in June 2011. The 190 revised full papers presented together with invited papers in the three volumes were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on software engineering; network; bioinformatics and e-health; biometrics technologies; Web engineering; neural network; parallel and distributed; e-learning; ontology; image processing; information and data management; engineering; software security; graphics and multimedia; databases; algorithms; signal processing; software design/testing; e- technology; ad hoc networks; social networks; software process modeling; miscellaneous topics in software engineering and computer systems.

Digital Watermarking Ingemar J. Cox,Ton Kalker,Heung-Kyu Lee,2005-02-09 We are happy to present to you the proceedings of the 3rd International Workshop on Digital Watermarking, IWDW 2004. Since its modern reappearance in the academic community in the early 1990s, great progress has been made in understanding both the capabilities and the weaknesses of digital watermarking. On the theoretical side, we all are now well aware of the fact that digital watermarking is best viewed as a form of communication using side information. In the case of digital watermarking the side information in question is the document to be watermarked. This insight has led to a better understanding of the limits of the capacity and robustness of digital watermarking algorithms. It has also led to new and improved watermarking algorithms, both in terms of capacity and imperceptibility. Similarly, the role of human perception, and models thereof, has been greatly enhanced in the study and design of digital watermarking algorithms and systems. On the practical side, applications of watermarking are not yet abundant. The original euphoria on the role of digital watermarking in copy protection and copyright protection has not resulted in widespread use in practical systems. With hindsight, a number of reasons can be given for this lack of practical applications.

Software Engineering Methods in Intelligent Algorithms Radek Silhavy,2019-05-07 This book presents software engineering methods in the context of the intelligent systems. It discusses real-world problems and exploratory research describing novel approaches and applications of software engineering, software design and algorithms. The book constitutes the refereed proceedings of the Software Engineering Methods in Intelligent Algorithms Section of the 8th Computer Science On-line Conference 2019 (CSOC 2019), held on-line in April 2019.

Information Hiding: Steganography and Watermarking-Attacks and Countermeasures Neil F. Johnson,Zoran Duric,Sushil Jajodia,2012-12-06 Information Hiding: Steganography and Watermarking - Attacks and Countermeasures deals with information hiding. With the proliferation of multimedia on the Internet, information hiding addresses two areas of concern: privacy of information from surveillance (steganography) and protection of intellectual property (digital watermarking). Steganography (literally, covered writing) explores methods to hide the existence of hidden messages. These methods include invisible ink, microdot, digital signature, covert channel, and spread spectrum communication. Digital watermarks represent a commercial application of steganography. Watermarks can be used to track the copyright and ownership of electronic media. In this volume, the authors focus on techniques for hiding information in digital media. They analyze the hiding techniques to uncover their limitations. These limitations are employed to devise attacks against hidden information. The goal of these attacks is to expose the existence of a secret

message or render a digital watermark unusable. In assessing these attacks, countermeasures are developed to assist in protecting digital watermarking systems. Understanding the limitations of the current methods will lead us to build more robust methods that can survive various manipulation and attacks. The more information that is placed in the public's reach on the Internet, the more owners of such information need to protect themselves from theft and false representation. Systems to analyze techniques for uncovering hidden information and recover seemingly destroyed information will be useful to law enforcement authorities in computer forensics and digital traffic analysis. Information Hiding: Steganography and Watermarking - Attacks and Countermeasures presents the authors' research contributions in three fundamental areas with respect to image-based steganography and watermarking: analysis of data hiding techniques, attacks against hidden information, and countermeasures to attacks against digital watermarks. Information Hiding: Steganography and Watermarking – Attacks and Countermeasures is suitable for a secondary text in a graduate level course, and as a reference for researchers and practitioners in industry.

Reversible Digital Watermarking Ruchira Naskar,Rajat Subhra Chakraborty,2022-06-01 Digital Watermarking is the art and science of embedding information in existing digital content for Digital Rights Management (DRM) and authentication. Reversible watermarking is a class of (fragile) digital watermarking that not only authenticates multimedia data content, but also helps to maintain perfect integrity of the original multimedia cover data. In non-reversible watermarking schemes, after embedding and extraction of the watermark, the cover data undergoes some distortions, although perceptually negligible in most cases. In contrast, in reversible watermarking, zero-distortion of the cover data is achieved, that is the cover data is guaranteed to be restored bit-by-bit. Such a feature is desirable when highly sensitive data is watermarked, e.g., in military, medical, and legal imaging applications. This work deals with development, analysis, and evaluation of state-of-the-art reversible watermarking techniques for digital images. In this work we establish the motivation for research on reversible watermarking using a couple of case studies with medical and military images. We present a detailed review of the state-of-the-art research in this field. We investigate the various subclasses of reversible watermarking algorithms, their operating principles, and computational complexities. Along with this, to give the readers an idea about the detailed working of a reversible watermarking scheme, we present a prediction-based reversible watermarking technique, recently published by us. We discuss the major issues and challenges behind implementation of reversible watermarking techniques, and recently proposed solutions for them. Finally, we provide an overview of some open problems and scope of work for future researchers in this area.

Digital Watermarking and Steganography Ingemar Cox,Matthew Miller,Jeffrey Bloom,Jessica Fridrich,Ton Kalker,2007-11-23 Digital audio, video, images, and documents are flying through cyberspace to their respective owners. Unfortunately, along the way, individuals may choose to intervene and take this content for themselves. Digital watermarking and steganography technology greatly reduces the instances of this by limiting or eliminating the ability of third parties to decipher the content that he has taken. The many techiniques of digital watermarking (embedding a code) and steganography (hiding information) continue to evolve as applications that necessitate them do the same. The authors of this second edition provide an update on the framework for applying these techniques that they provided researchers and professionals in the first well-received edition. Steganography and steganalysis (the art of detecting hidden information) have been added to a robust treatment of digital watermarking, as many in each field research and deal with the other. New material includes watermarking with side information, QIM, and dirty-paper codes. The revision and inclusion of new material by these influential authors has created a must-own book for anyone in this profession. This new edition now contains essential information on steganalysis and steganography New concepts and new applications including QIM introduced Digital watermark embedding is given a complete update with new processes and applications

Visual Methods in Social Research Marcus Banks,2001-03-09 There has been an explosion of interest in visual culture - coming largely from work in sociology, anthropology and cultural studies and while there are a number of practical and technical manuals available for film, photographic and other visual media, there is a dearth of writing that combines both the practical and the technical. This book redresses this with a balanced approach that is written primarily for students in the social sciences who wish to use visual materials in the course of empirical, qualitative field research. It should also be of interest to experienced researchers who wish to expand their methodological approaches. Visual methods provides empirical approaches to both image creation and image analysis, drawing on a wide range of examples: from research conducted on Egyptian television soap opera, to the sale of ethnographic photographs in London auction houses, to pornographic images on the Web. New technologies are also included, with image digitization and computer-based multimedia extensively covered. There are sections on using film and photographic archives, and useful practical advice on publishing and presenting the results of visual research. Marcus Banks stresses the material nature of visual media, as objects that are entangled in social relations and argues for a humanistic, engaged and reflexive approach to social research. This book will be an indispensable guide for the use and study of social images.

Proceedings of the International Conference on ISMAC in Computational Vision and Bio-Engineering 2018 (ISMAC-CVB) Durai Pandian,Xavier Fernando,Zubair Baig,Fuqian Shi,2019-01-01 These are the proceedings of the International Conference on ISMAC-CVB, held in Palladam, India, in May 2018. The book focuses on research to design new analysis paradigms and computational solutions for quantification of information provided by object recognition, scene understanding of computer vision and different algorithms like convolutional neural networks to allow computers to recognize and detect objects in images with unprecedented accuracy and to even understand the relationships between them. The proceedings treat the convergence of ISMAC in Computational Vision and Bioengineering technology and includes ideas and techniques like 3D sensing, human visual perception, scene understanding, human motion detection and analysis, visualization and graphical data presentation and a very wide range of sensor modalities in terms of surveillance, wearable applications, home automation etc. ISMAC-CVB is a forum for leading academic scientists, researchers and research scholars to exchange and share their experiences and research results about all aspects of computational vision and bioengineering.

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