

ABSTRACT

Steganography is the science and art of hiding a secret message within another message so that the existence of secret message is secure in the process of delivery. Today steganography is not only used by the military alone, but are used by the industry with the aim of keeping the product authentication. As well as many other functions.

In accordance with the literal sense as an information hiding the Steganography can use the various media as a place to hide a message (secret). In this thesis the author discusses the technique of concealment in MPEG video media that are not compressed (full frames). The method used is SSB-4 that is, techniques to substitute for bit-4. Replacement of this bit will be performed on all existing bit color (RGB) from the image frame. Which will then be compared with the method in the transform-domain through the calculation of SNR, MSE. As well as subjective assessment by MOS.

The output of this simulation is the MPEG video file that has the same size as the original file. This final project aims to analyze the implementation of steganography in video that has been inserted image. The result of the implementation of steganography provides the greater value that inserts the data inputted then change the value of MSE, capacity and video quality. On the whole it can be concluded that the effect on the implementation of steganography on the video is data insertion.

Keyword: steganography - hiding messages, videos MPEG, method of SSB-4.