

## ABSTRACT

Nowadays the progress of Web development is increasing very rapidly. Everyone seems to be eager to beautify their web with pictures and animations which can attract people to visit their site. New games tend to use bigger texture, storing these 2D images uncompressed uses up the RAM very fast. Adding more and more RAM to a card is expensive.

The best solution is to compress the 2D images. There are many methods of compression; the most popular one is wavelet compression. One of process in wavelet compression is entropy coding. Choosing the right coding becomes an important task in compression. This Final Project will try to implement and analyze between Huffman and Zerotree coding, where we will study their speed, size and 2D image quality.

**Keywords : Huffman, 2D Compression, Wavelet, Zerotree**