

ABSTRACT

Watermarking is one way of copyright protection of multimedia content especially in video which is called video watermarking. Many methods can be used to watermark a video and one of them is video watermarking on temporal difference. This method uses the Discrete Wavelet Transform is then performed bit stream watermark embedding into wavelet coefficients. The process of insertion of this coefficient is only performed on partially blocks the motion considered as a region. This is so difficult to detect the presence of the watermark embedding and spread in several frames. Trying to test the resilience of a video watermarking method is to perform the conversion of some parameters that are considered important for durability of geometry attacks such as salt & pepper noise, gaussian filter, frame dropping and Cropping. Temporal difference method is relatively resistant to attack as long as the geometry of the initiation of appropriate parameter values and the order of the bit stream is maintained.

Key Word: DWT, Motion Region, Temporal Difference, Bit Stream