

A 3D STEGANALYTIC COMPUTATION AND STEGANALYSIS SAFE WATERMARKING

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We provide an easy-to-use though effective steganalytic computation for watermarks that appear embedded by both of the top 3D watermarking computations in class, as performed by Cho et al. The basic idea is that, even in a perfect model, the techniques and variations of Cho et al. It is assumed that graded the histogram canisters follow a Gaussian circulation within a verified system, their appropriation will be a bimodal. The suggested computation determines the number of containers by means of an exhaustive lookup, followed by determines the proximity of a watermark by use of a t-test or a carefully tailored typicality test. We also suggest modifying the watermark implanted by altering the visual representation of the spiral directions of the vertices in Cho et al.'s watermarking computations. In order to perform watermark implanting, he proposal for watermarking changes discrete measurement, in this case the stature of the histogram container, based on the mean or change of the qualities in a canister. The results of the trial demonstrate that the modified computation provides improved strength/limit trade-off in addition to improved resistance against the steganalytic attack we grew. In our work we use H.264 method.