

A comparison graph is plotted with Peak signal-to-noise ratio (PSNR) against types of images. By considering four images such as metal, ropenet, peanut, ganache, the graph shows that the proposed method has high PSNR value by comparing existing method.

5. Conclusion

The paper proposes a steganographic algorithm using reversible texture synthesis. It can synthesize a cover image in to texture form which is increased in size according to user desire. This method produces a large stego synthetic texture for concealing secret messages. It also provides reversibility to retrieve the original source texture from the stego synthetic textures, making possible a second round of texture synthesis if needed. Using this method, it can be constructed a texture image from any image for making a source image. A watermarking method is applied for preventing unauthorised access.

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Author Profile



Aruna M P is pursuing her M.Tech degree in Computer Science and Engineering from KMCT College of Engineering, Calicut University. She also obtained her B.Tech Degree in Computer Science and Engineering from KMCT College of Engineering, in 2014.



Maya Mathew is Assistant Professor, Department of Computer Science and Engineering, KMCT College of Engineering, Calicut University. Her research focuses on Computer Science.. She obtained her B.E degree in Coorg Institute Of Technology in 2010. She completed her M.Tech degree in New Horizon College of Engineering in 2012.