

## Abstract

Watermarking is kind of *steganography*. Watermarking is a technique to inserted data into digital host (image digital, audio, video) however it does not look by the people. Watermarking is being a solution for spreading digital data without respect ownership. Internet is one of spreading media for digital data. Many site give download facility for digital data, and it can transfer from one computer to another computer or another media like removable disc and make it spread fast. Many people does not consider about this, eventhough this activity is not respecting the ownership. The spreading of digital data is not equal with the effort to make this digital data. That is why the data need a sing to protect the copy right, by giving a sing that can show the owner of this digital data, or by making a key that certain people can see this digital data.

In this final project, it will be analyzed and implemented an image watermarking by Best Tree Wavelet Packet Transform (WPT) based on bitmap digital image. This method based on frequency domain. Wavelet Packet Transformation (WPT) is a method of wavelet transformation that can make many structure of sub band of frequency from its decomposition. Wavelet Packet Transformation apply best basis and called as best tree.

**Keyword:** image watermarking, Best Tree Wavelet Packet Transform (WPT), frequency domain, copy right.