Tutorial 4: Bit planes and Watermarking

7.1 Find out what are the bit planes of an image, how to transform from an image to bit planes and from bit planes to images.

7.2 Choose a grey scale image and transform to bit planes, you should get something like this:

…

7.3 Load into Matlab the images from the file `anguiano.mat`. Plot both images and try to find any differences. Convert to bit planes and analyse again.

Anguiano A   Anguiano B

7.4 One of the previous images was encoded through *digital watermarking*. Find out different types of watermarking, how are they used and how can they be altered.