

ABSTRACT

Steganografi can use various media to hide a message (secret message). This final project will explain the implementation of media hiding techniques of digital image (*. bmp). This technique used SSB-4 as the method. SSB-4 is a method that replace the 4th bit. Each bit of the image pixels value message will be pasted on the 4th bit in each pixels of a cover image.

In the process of steganography, the secret information as the form of black-white image would be encrypted first with using baker map which is an image that encrypted with the way the organization scrambles the original pixels. The result of *brute force attack* calculating for image file (128x128) pixel to *crack, it takes* $3,610 \times 10^{22}$ years, so encrypted using Baker Map is safety.

From experiment,the stego image that have given noise, each kind of noise have maximum level to return message image like before encrypted without error. On SSB-4 method, changes of fourth bit equivalent with variance level 10^{-7} (Gaussian and Localvar noises), 10^{-6} (Specklenoise) , and 10^{-5} (salt & Pappernoise). So, out of that variance level will be destroy the performance.

Keywords: Steganography, Baker Map, method of SSB-4