ABSTRACT

Watermark represent term used to denote something that's not seen directly by eye, but by certain something the will be able to be seen. While Watermarking represent a technique to hide information or data such a general note and or secret into an other digital data. The information have imperceptible and not easy to be altered (fragile) or easy to destroy (robust) depended from its target application. One of media which can be inserted by watermark is three-dimensional object.

This final project have been analyze about watermarking at three-dimensional object by using Wavelet transform and implement in the form of software which capable to insert data and also extract data which be mentioned watermarked object. This final project only be studied and implement of two method of wavelet transform i.e Linier and Butterfly Method. Later has be compared also use two method of mentioned in watermark insertion and extraction.

The result from testing that has been done is Butterfly method has more effective data insertion ability compared to Linier method. This is not surprising because this method uses stencil or map from vertices neighbour was involved at evaluation process where the stencil is formed such as butterfly.

Keyword : *Watermarking, Watermark, 3-D Object,* Wavelet Transform, *Linier, Butterfly*