

Public Photography Contest by Live Voting with Copyright Protection

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Abstract: We usually come across areas where a photographer can show his skills and win some award, but it was not properly portrayed. And also, we have been observing about how the contest is made physically by submitting the photo to the organizer of the contest and sometimes it becomes difficult to keep the record of all the pictures. Therefore, even in the virtual contest the organizer hosts the contest on the social platforms mostly on Facebook, Instagram, Twitter and etc. But these platforms have the polling options differently like for Instagram the percentage makes the count for the winner and Facebook the emojis makes the count which is sometimes difficult for the organizer to make the announcement. Here we came up with lots of exciting options where every user who are interested can get registered and upload the picture and make a use of the contest to showcase the skills in photography. But we also must be aware about the pictures getting stolen or the pictures being used by third person so this need protection where no can outside the photographer can have the picture. So here watermarking the images can help to make the images secured and copyright protected. Therefore watermarking is the process of superimposing a logo or piece of text on image file, and it's an important process when it comes to both the copyright protection and marketing of digital works.

Keywords:

Front End Technology: Microsoft .NET Framework

Back End Technology: Microsoft SQL Server

Middleware Technology: Active Data Objects.Net

1. INTRODUCTION

We usually come across areas where a photographer can show his skills and win some award, but it was not properly portrayed. Using our System Admin / can conduct contest based on a topic. Admin can Choose the winner by 2 ways, No of Like on Photograph, Or Admin can directly select the winner. Admin can remotely view the images through, and select for best one, Photographer can register them self to this, so that they get notification of the completion (By Mail or SMS), Photographer's will be notified One week before the contest, If entries exceed the required, admin will first select top images and then users will vote for best one, One User will be allowed to vote for 3 photos only, Winner of the contest will be notified by (Mail or SMS), The role of admin is to check that images belong to that photographer only, and he has not taken it from other sources. And the most additional thing and important of this project is watermarking of images. We introduced watermarking the images as it helps to protect the copyright of the images and ensures that it cannot be reused or altered without your permission. Thus watermarking is done when once the picture is being uploaded by the participants.

2. LITERATURE SURVEY

The general problem one encounters is that of finding effective methodologies and to encouraging new talent that is hidden in a Photographer where he/she can prove their best in the manner of expressing their views in a proper way as by Manage the Contest with added time period, Maintain the user registration & user's data, Store the photos & manage them with a database. Keep the records about old contest data for specific time period. Manage the votes added by users and select winners. The ideas on how to organize online photo contests may differ, but it's always about making a photo activity the channel for reaching your business goals. With a bit of planning and alignment, you can set up photo contests that win you new clients, boost engagement, and generate useful connections.

Problem with current scenario: Finding photography contest was so difficult, people with the best skills in photography find difficult to explore their skills. after finding a photography contest and people use to face many problems to delivered their photos to the contest. result of the contest was not declared with proper votes; many fake votes been given.

Drawbacks of the existing system: Maintenance of the system is very difficult. there is a possibility for getting inaccurate results. user friendliness is very less. it consumes more time for processing the task.

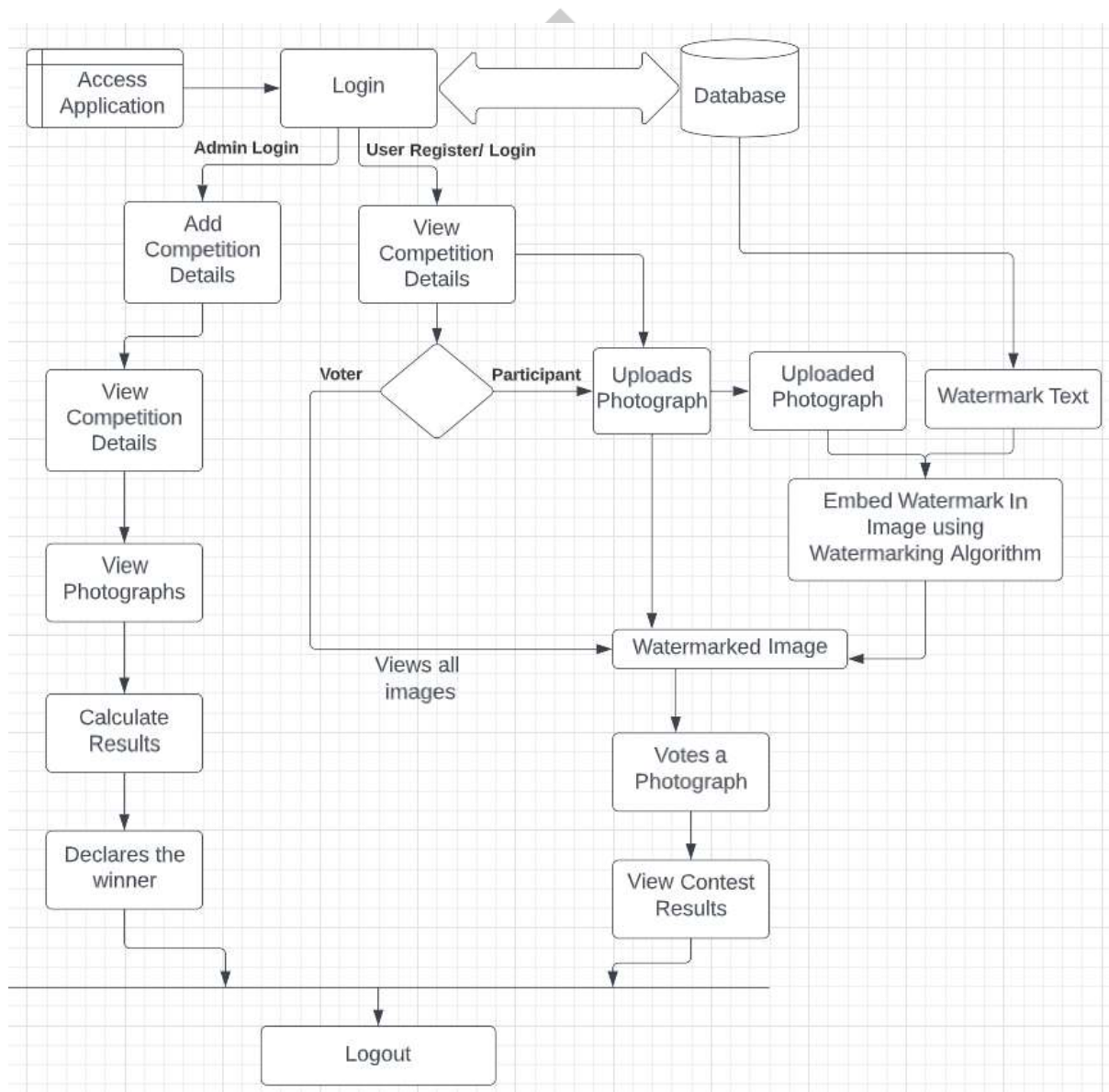
3. EXISTING SYSTEMS

The present existing system has many flaws, likewise the organizer himself has to make all the count of the likes and if in case there is miss in count this would lead in taking wrong decision. Whereas in case of social platform contest there is a chance of voting wrong picture by mistakenly tapping on emojis. Therefore, this would make a difficulty in announcing the winner. And also we have come across with different platforms like facebook and Instagram organizing this contest which are based on emojis and polls which usually can be changed.

4. PROPOSED SYSTEM

Considering the anomalies in the existing system computerization of the whole activity is being suggested after initial analysis. Proposed system is accessed by two entities namely, Admin and User. Admin need to login with their valid login credentials first in order to access the android application. After successful login, admin can access all the modules and manage each task accurately. Admin can perform task such as Admin can Choose the winner by 2 ways, No of Like on Photograph, Or Admin can directly select the winner. Admin can remotely view the images through, and select for best one, Photographer can register them self to this, so that they get notification of the completion (By Mail or SMS), Photographer’s will be notified One week before the contest, if entries exceed the required. Admin will first select top images and then users will vote for best one, One User will be allowed to vote for 3 photos only, Winner of the contest will be notified by (Mail or SMS), The role of admin is to check that images belong to that photographer only, and he has not taken it from other sources. And digital watermarking emerges while trying to overcome the limitations of encryption and steganography in enforcement and protection of intellectual property rights. Compared to the idea of encryption, the watermark information is inserted into its original form and does not hinder users from listening to, viewing, watching, or manipulating the content. And unlike steganography, digital watermarking technologies are to establish the identity of information to avoid the unauthorized embezzlement.

5. SYSTEM ARCHITECTURE



6. WORKFLOW

The system comprises of 2 major modules with their sub-modules as follows:

1. **Admin**
 - **Login:** Admin can login using credentials.
 - **Add Competition Details:** Admin can add competitions details.
 - **View Competition Details:** Admin can view the competition details.

- **View Photographs:** Admin can view the added photographs.
- **Calculate Results:** Admin can calculate the final result.
- 2. **User**
 - **Register:** User can register and get credentials for logging in.
 - **Login:** User can login using credentials.
 - **View Competition Details:** User can view the competition details.
 - **Upload Photograph:** User can upload photograph to participate in competition.
 - **Vote a Photograph:** User can also vote for others photographs.
 - **View Contest Results:** User can view the contest results.

7. IMPLEMENTATION

Embedding Algorithm

Input:

- 1- Cover Image
- 2- Watermark text.

Output:

Watermarked Image

Begin

- 1- Check the length of the watermark text to know how many copies will be embedded in the first LSB and if it will embed in the second LSB.
- 2- Embedding the length of the watermark text in the first LSB.
- 3- Convert the watermark text from characters to bits.
- 4- Inverse the watermark bit.
- 5- Check the coordinate of X, if it is odd, the algorithm will add 1 to X, and if it is even, the algorithm will subtract 1 from X.
- 6- Embed the watermark bit in the first LSB.
- 7- Go to 4 until finishing all the watermark.
- 8- Go to 4 if we need to embed another copy of the watermark text.
- 9- Save the Image as bitmap image

End

Extracting Algorithm

Input:

Watermarked Image.

Output:

Watermark text.

Begin:

- 1- Get the length of the watermark text from the first LSB.
- 2- The user can choose which copy he wants if there is more than one copy.
- 3- Check the coordinate of X, if it is odd, the algorithm will add 1 to X, and if it is even, the algorithm will subtract 1 from X.
- 4- Get the bit from the first LSB.
- 5- Converse the bit and save it in array.
- 6- Go to 3 until finishing all the watermark text.
- 7- Convert the array to characters.

End

(LSB – LEAST SIGNIFICANT BIT)

8. RESULT

We came to know that the “**Public Photography Contest by Live Voting with Copyright**” can be easily used by any of the user, participant and for admin as well. Therefore this platform is made user-friendly as there is no much hard core UI and also it provide easy switching.

Fig 1: Home Page

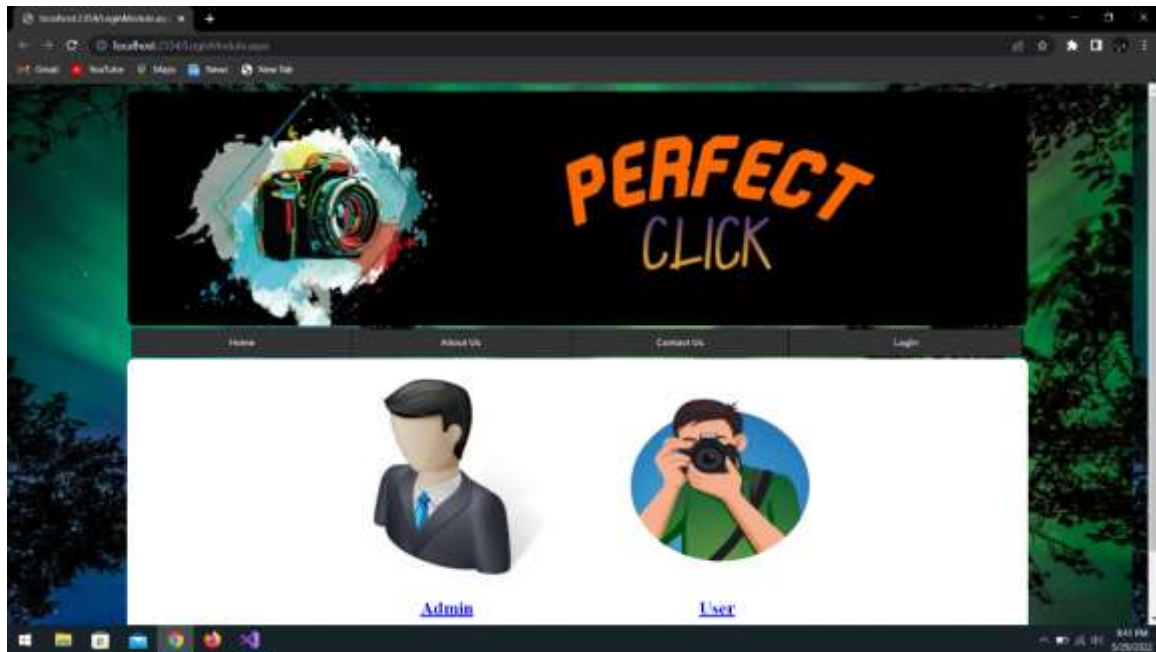


Fig 2: User Login

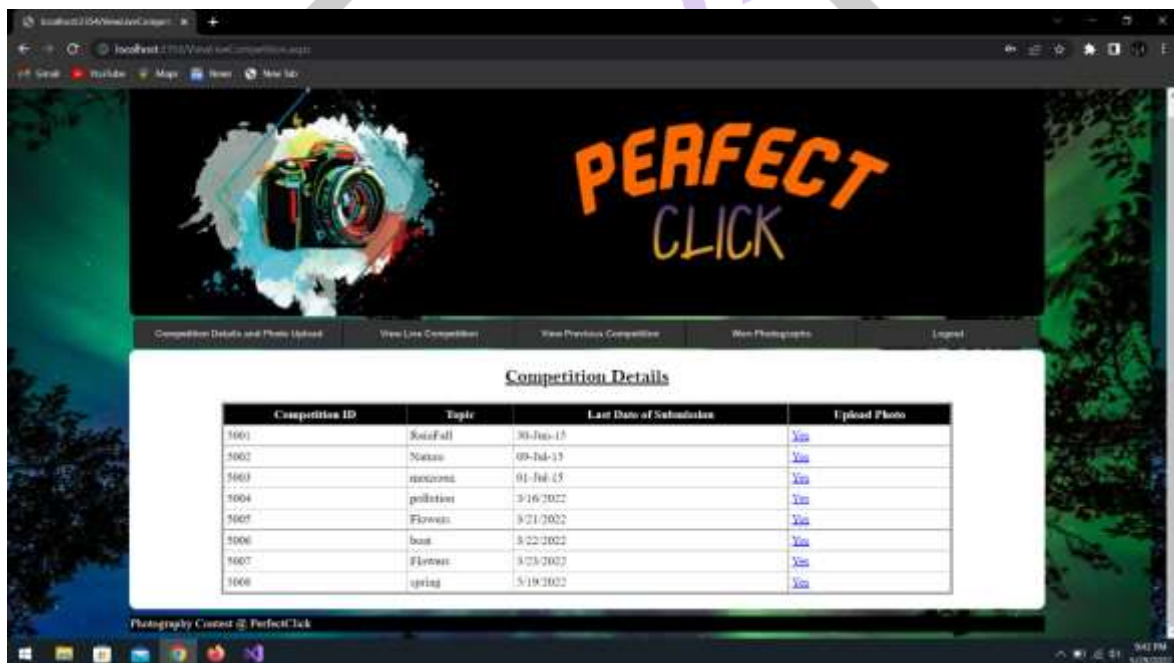


Fig 3: Admin Login

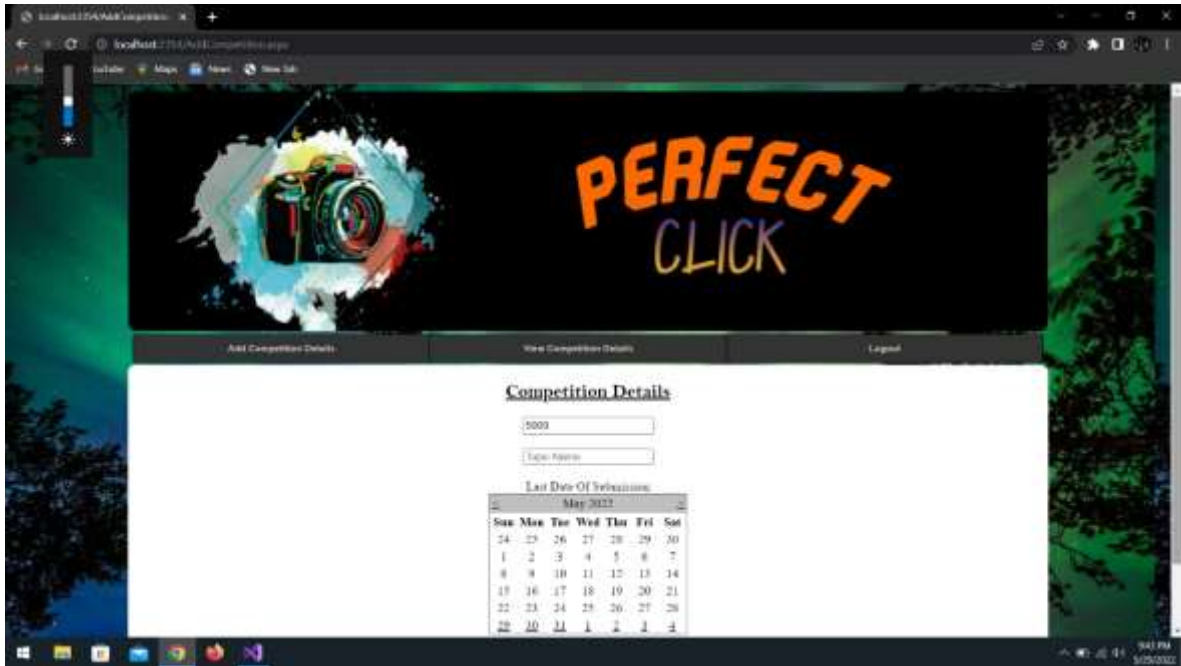
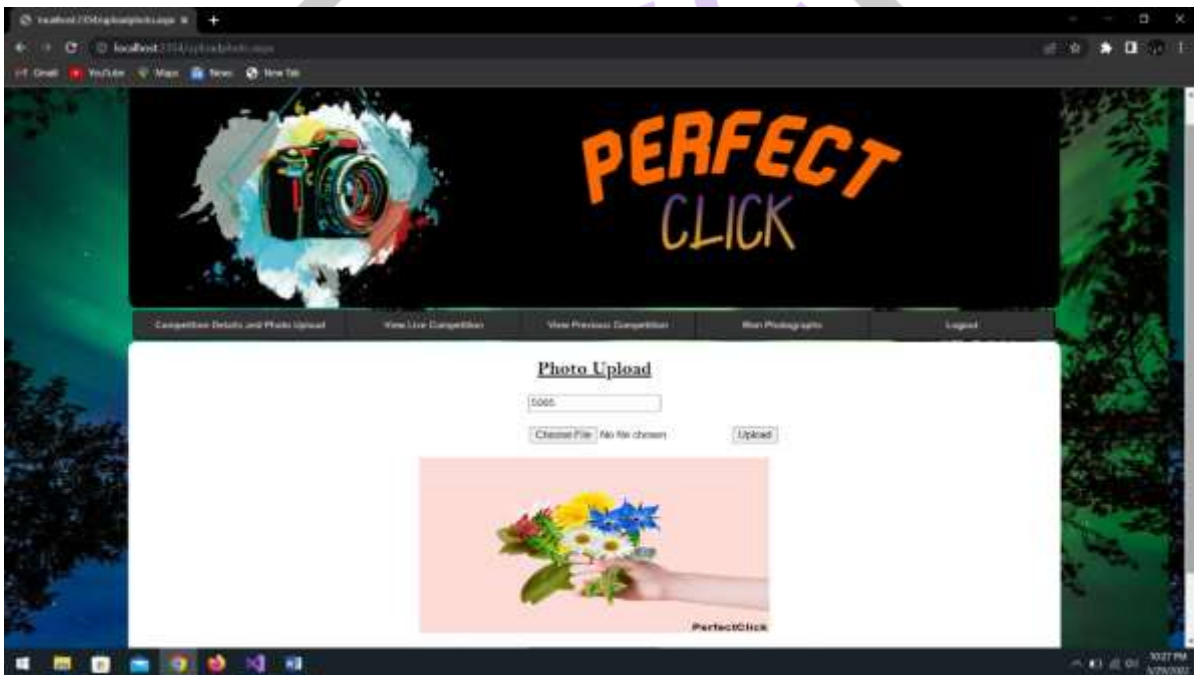


Fig 4: Watermarked Image



9. CONCLUSION

This was our project of System Design about “**Public Photography Contest by Live Voting**” developed in web application based on Asp .Net programming language. The Development of this system takes a lot of efforts from us. We think this system gave a lot of satisfaction to all of us. Though every task is never said to be perfect in this development field even more improvement may be possible in this application. We learned so many things and gained a lot of knowledge about development field. We hope this will prove fruitful to us.

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