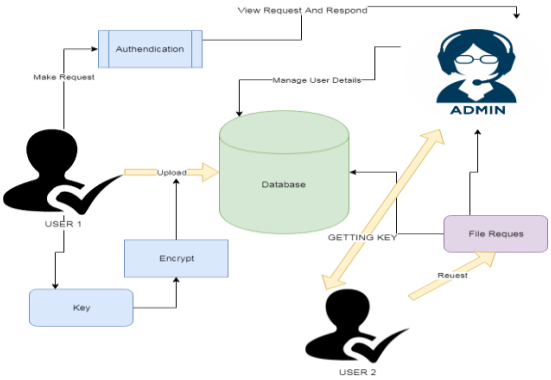
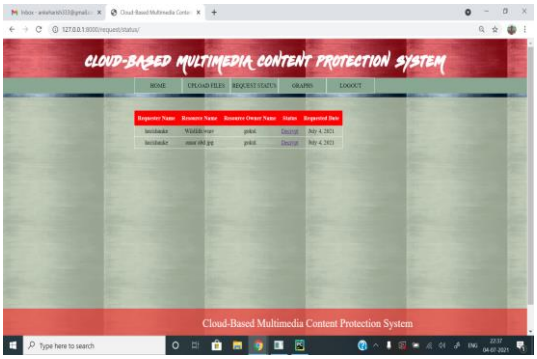
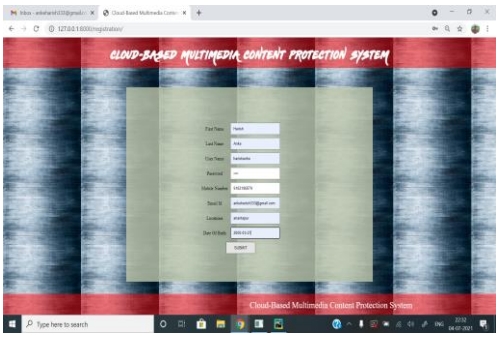
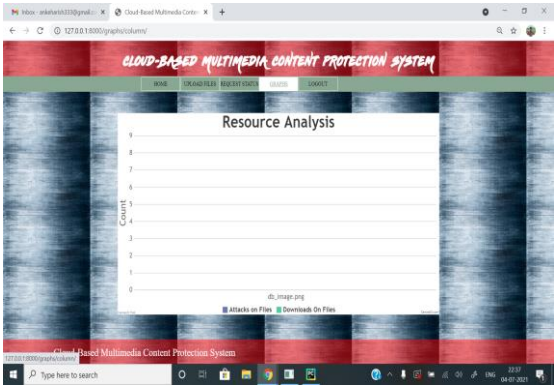


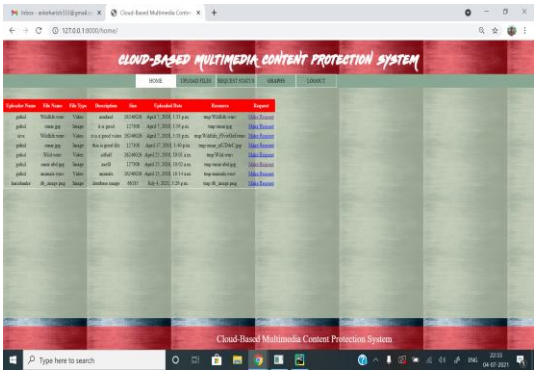
Fig.5.1. Application Work Flow.

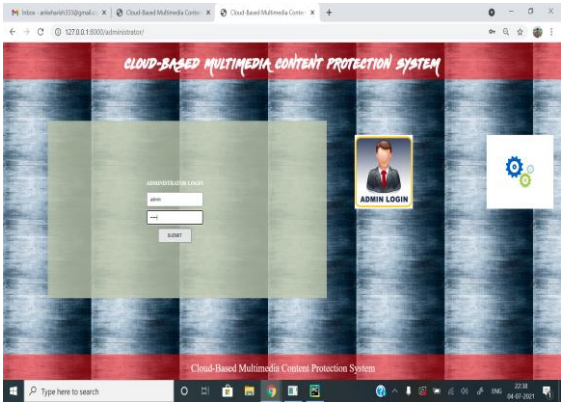
RESULT SCREENS:

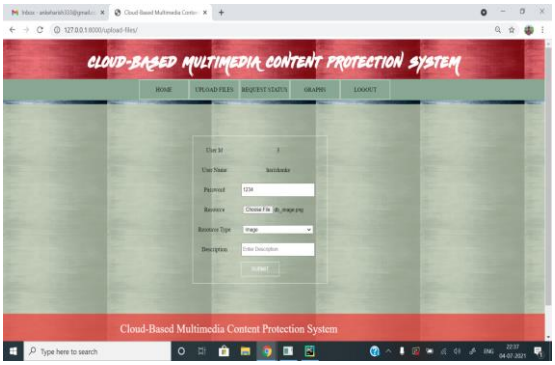


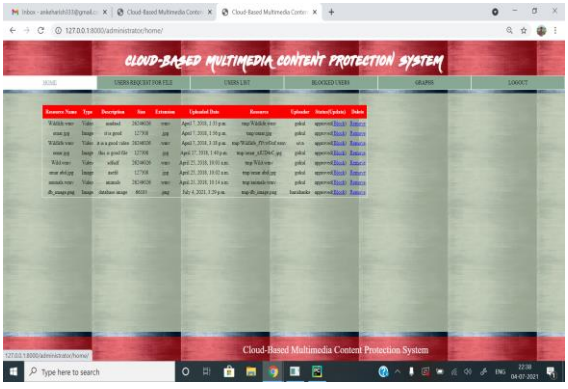


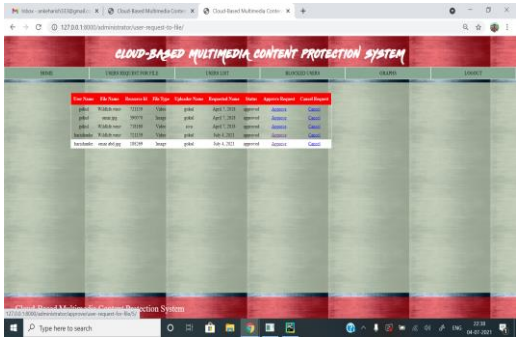


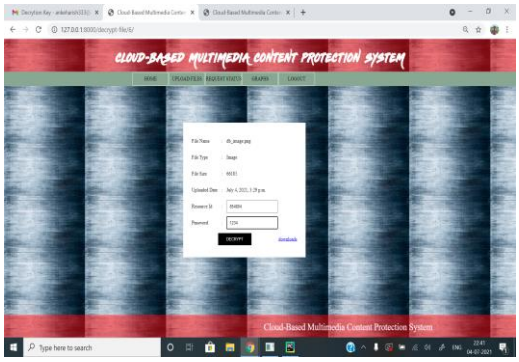












4. CONCLUSION & FUTURE WORK

Distributing copyrighted audiovisual assets by uploading them to internet hosting platforms such as YouTube can result in considerable financial loss for content providers. The systems required to detect unlawful copies of multimedia artifacts are complicated and huge in size. In this study, we introduced a new architecture for multimedia content protection systems based on multi-cloud infrastructures. The suggested system may be installed on private and/or public clouds and supports various forms of multimedia content. The suggested system's two major components are outlined. As a result, it may not be ideal for detecting illegally disseminated multimedia broadcasts of live events such as soccer games online. Only limited portions of the video are available during live events, therefore detecting copyright infringement quickly is critical to minimizing financial losses. To allow online detection, our system's matching engine must be built with a distributed programming framework that supports online processing, such as Spark. To swiftly identify brief video clips, composite signature systems that incorporate various modalities may be required.

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