An MPEG-4 Texture Coding Approach Using Refind Boundary Block Merging and Adaptive SA-DCT

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Abstract

The refined boundary block merging (RBBM) algorithm is proposed for coding the texture information of arbitrarily shaped video objects in MPEG-4. In RBBM, only horizontal and vertical merging are taken into account since the diagonal merging ratio is very small. To further improve the coding performance, adaptive SA-DCT is then exploited to efficiently encode each merged block. Experimental results confirm the effectiveness of the proposed algorithm.

Keyword：MPEG-4, texture coding, SA-DCT.