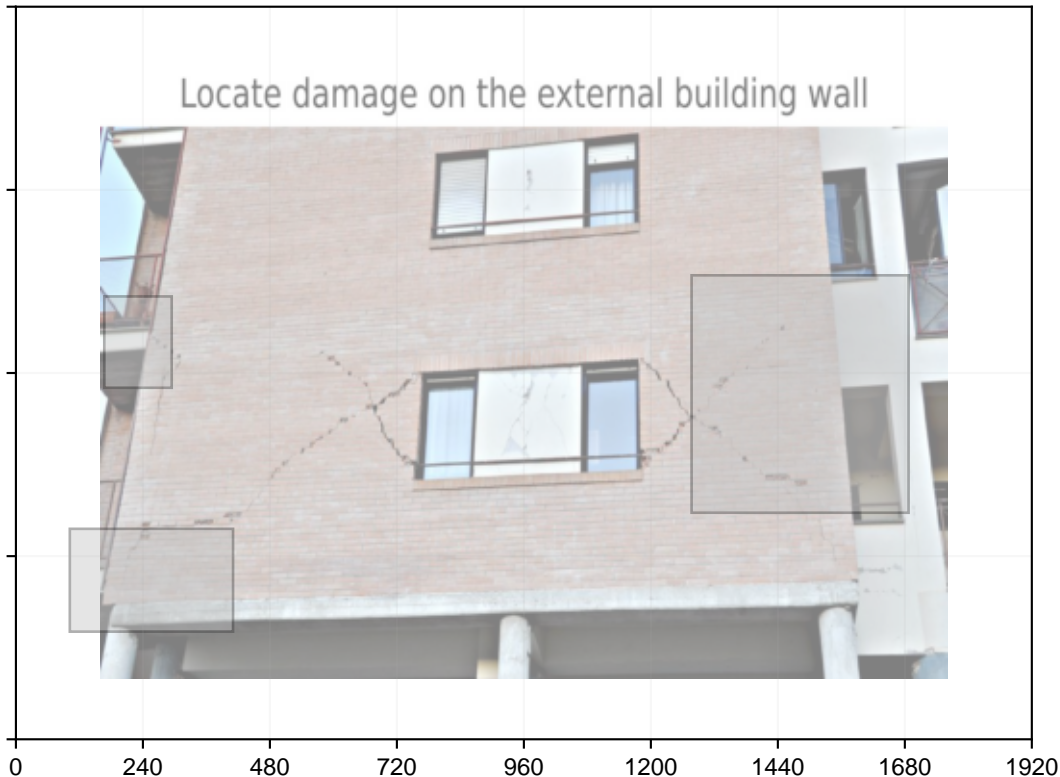


## AOIs

Locate damage on the external building wall

y-coordinate (pixels)

1080  
810  
540  
270  
0



x-coordinate (pixels)

0 240 480 720 960 1200 1440 1680 1920