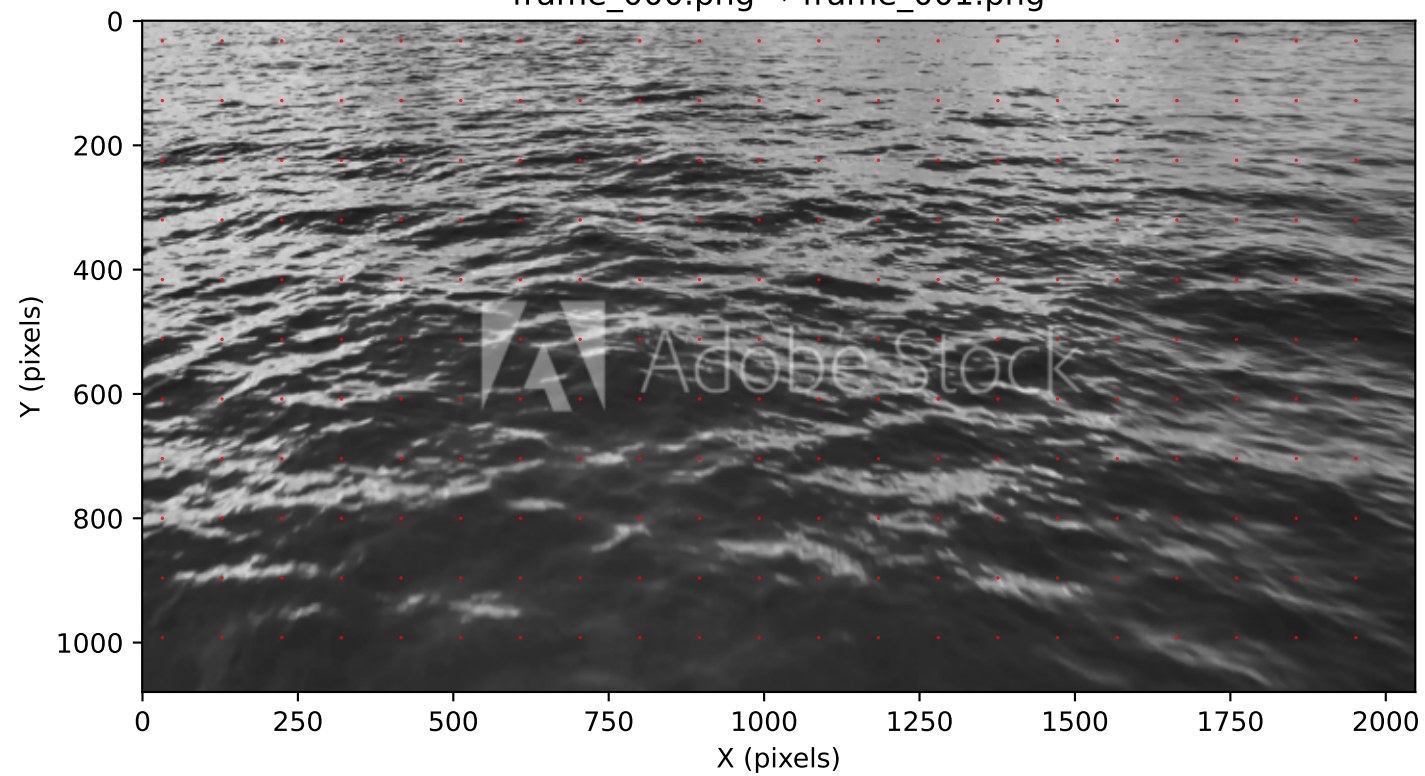
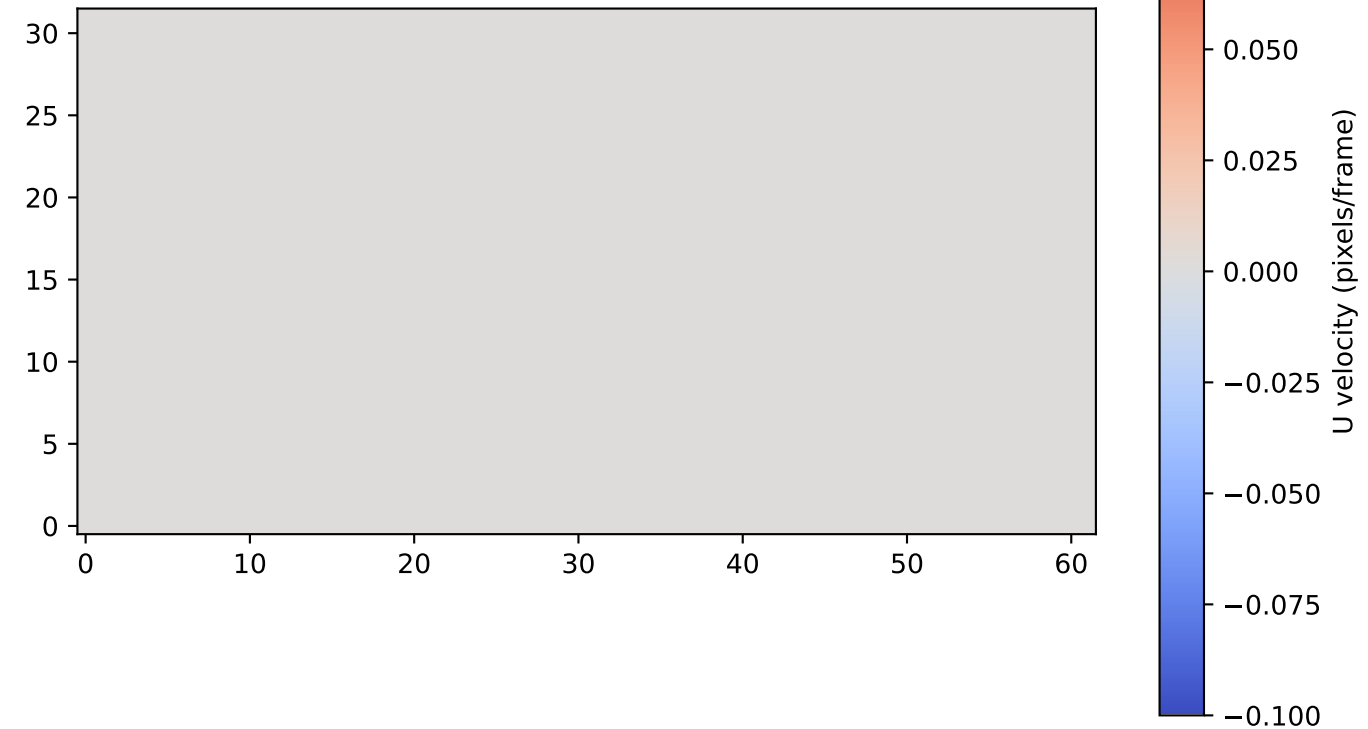


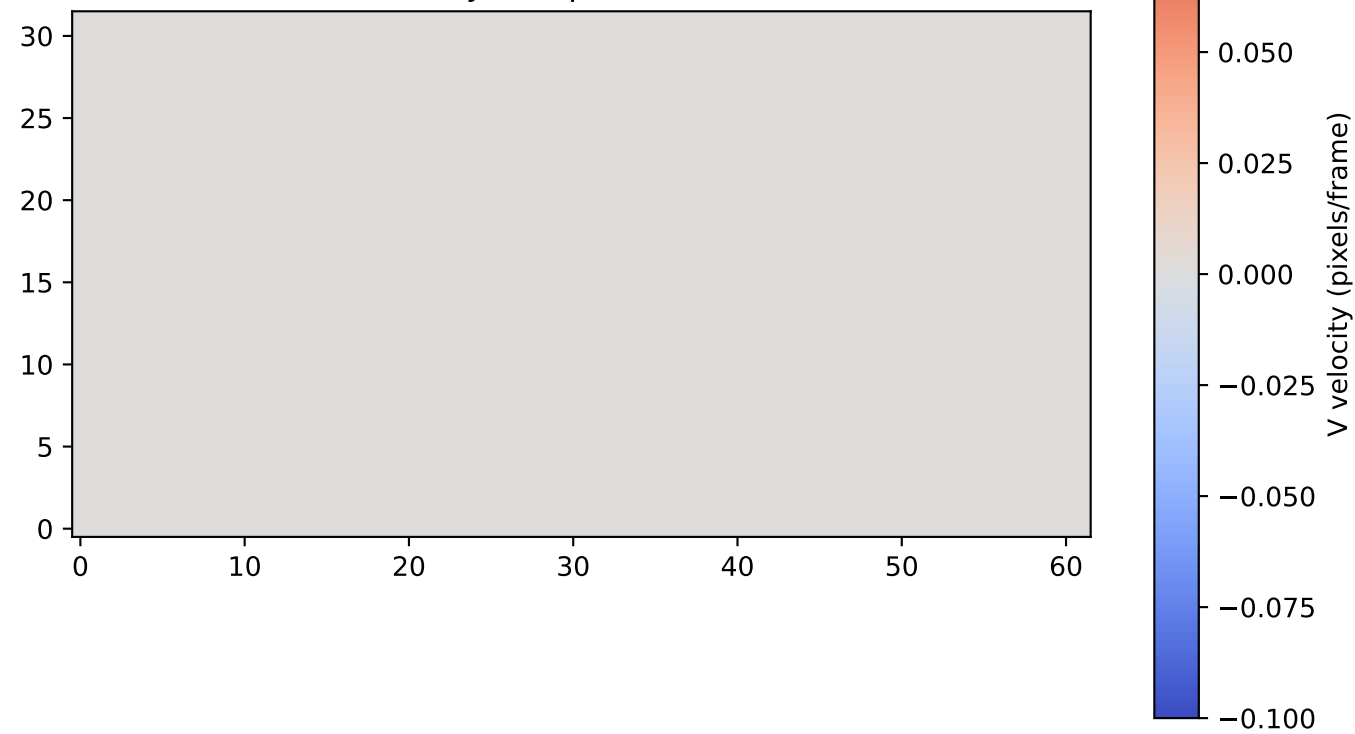
PIV Velocity Vectors
frame_000.png → frame_001.png



U Velocity Component (horizontal)



V Velocity Component (vertical)



Velocity Magnitude

