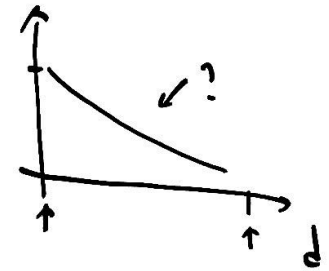
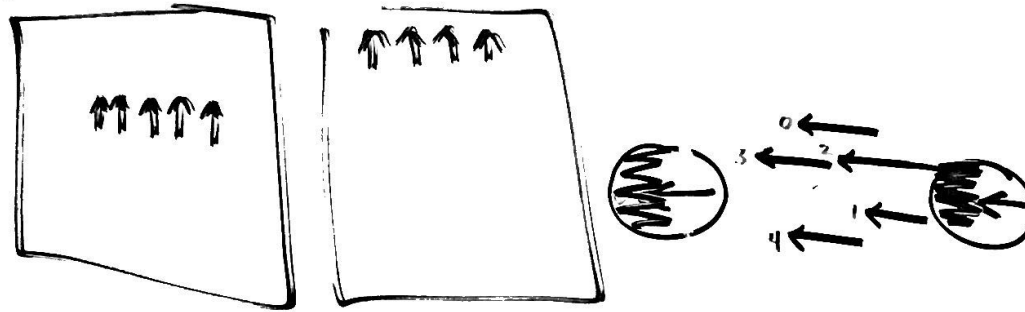


Angular
Noise



now:



$V_{r, \text{sek}}$

noise

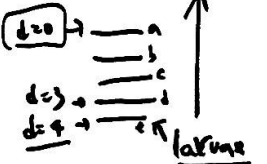
$$y(t) \rightarrow \theta(t+1)$$



dir

depth

d

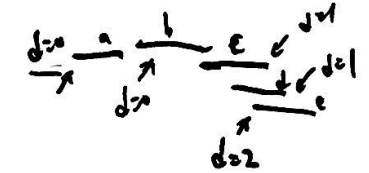


anisotropic
↓
isotropic

colorbar
w/
velocity

$t=0$

$t=1$



3D

