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High-Speed Video for Investigating Splash Erosion Behaviour: Obtaining Initial Velocity and Angle of Ejections by Tracking Trajectories.

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The use of high-speed videography has been shown to be very useful in some splash erosion studies. One methodological problem that arises in its application is the difficulty in tracking a large number of particles in slow motion, especially when the use of automatic tracking software is limited. With this problem, some studies simply assume a certain ejecting angle for all particles rather than actually tracking every particle. In this contribution, different combinations of variables (e.g. landing position, landing time or departing position, etc.) were compared in order to determine an efficient and sufficiently precise method for trajectory tracking when a large amount of particles are being ejected.