

Hazard assessment of volcanic ballistic projectiles – Supplementary Material 3: How to use the ballistic calculator

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ABSTRACT

This guideline accompanies the article: Bernard, B. 2018. “Rapid hazard assessment of volcanic ballistic projectiles using long-exposure photographs: insights from the 2010 eruptions at Tungurahua volcano, Ecuador”, *Volcanica*, 1(1), pp. 49–61. doi: <https://doi.org/10.30909/vol.01.01.4961>. If this guideline document or the spreadsheet tools provided are used, Bernard (2018) should be cited accordingly.

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1 HOW TO USE THE BALLISTIC CALCULATOR

1. Scaling

- Fill the Camera and Vent coordinates
- Fill the photo metadata

2. Profiles

- Using the theoretical limits of the picture in the Scaling sheet create a topographic profile on your DEM
- Copy-paste the profile with coordinates in the “Topography orthogonal to the line of sight”. (For this I used the profile tool in QGIS 2.18)
- If you want info on a different profile (e.i. parallel to the line of sight) repeat 2.b) with different coordinates and paste in the columns L, M, N and O

3. Ballistic

- Open the photograph in ImageJ
- Scale the photograph: Analyze => Set Scale => Distance in pixels = 1 => Known distance = \$Scaling\$B\$24 => Pixel aspect ratio = \$Scaling\$B\$26 => Unit = m => OK
- Set Measurement => Invert Y coordinates
- Use the point tool to extract the coordinates of the vent (X = \$Ballistic\$B\$2, Y = \$Ballistic\$C\$2), if hidden by the vent subtract the rim-vent topographic difference.
- Use the point tool to extract the coordinates of 5 points from the ballistic trajectory (X = \$Ballistic\$F\$2:\$Ballistic\$F\$6; Y = \$Ballistic\$G\$2:\$Ballistic\$G\$6)

- Use the segment tool to measure the width of the trajectory => \$Ballistic\$B\$18
- Solve the derivative = 0 using the solver as following:

Referencia de celda	Operador	Valor
\$B\$9	<=	\$N\$7
\$B\$9	>=	\$N\$8
	<=	

Figure 1

4. Impact

- Use the point tool to extract the coordinates from the lowest impact block (X = \$Impact\$F\$2, Y = \$Impact\$G\$2) and lowest rolling block (X = \$Impact\$F\$3, Y = \$Impact\$G\$3)

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