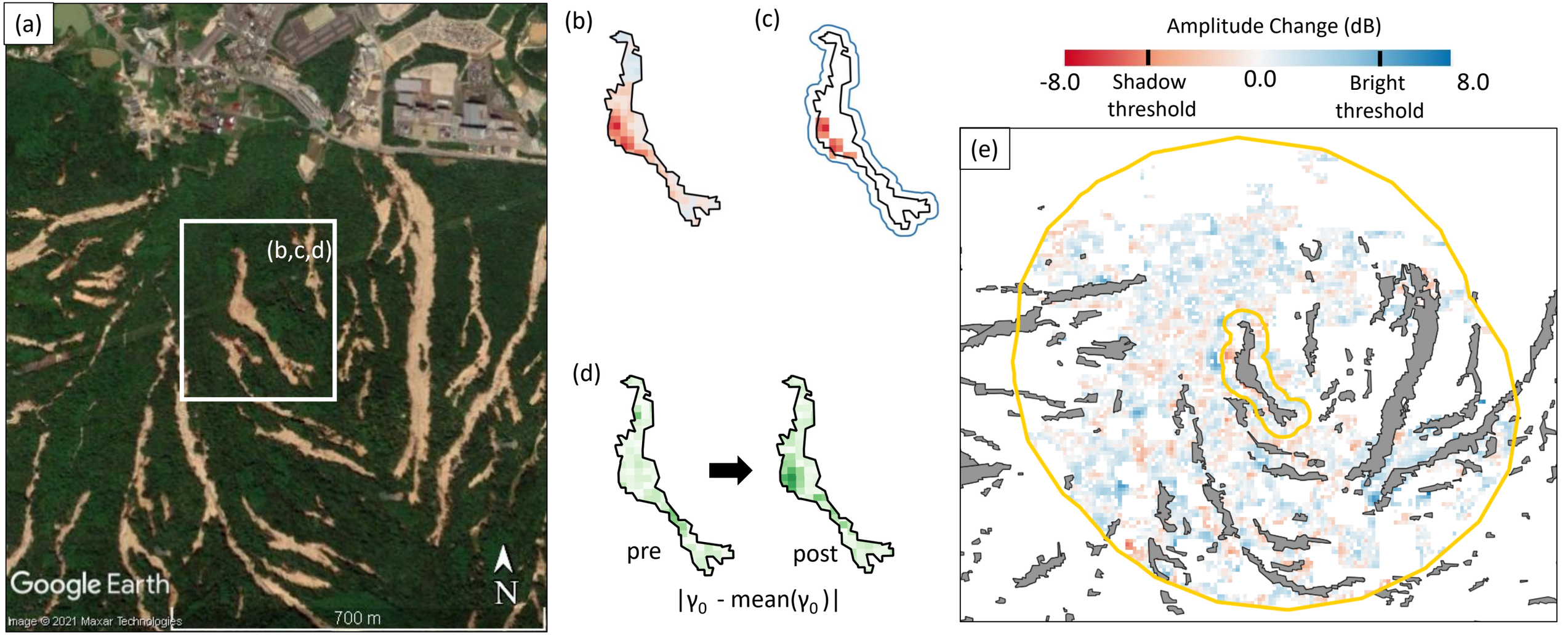
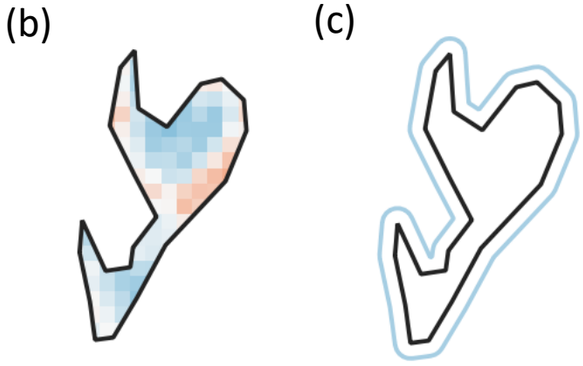
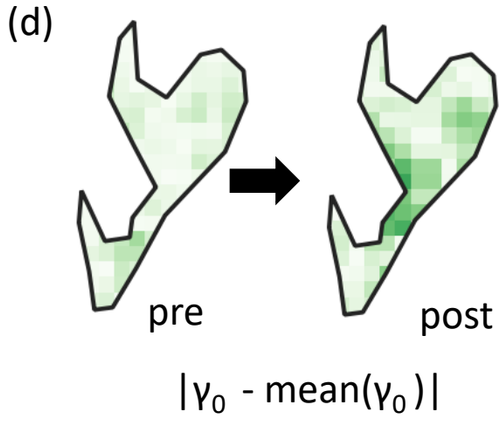
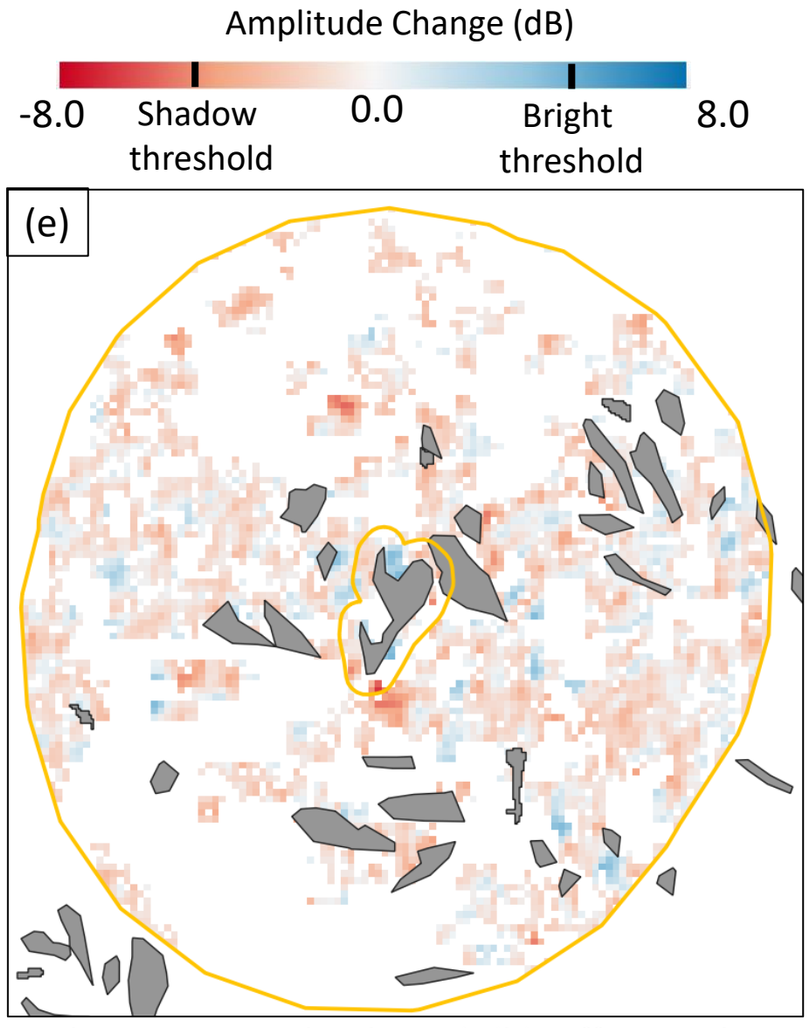


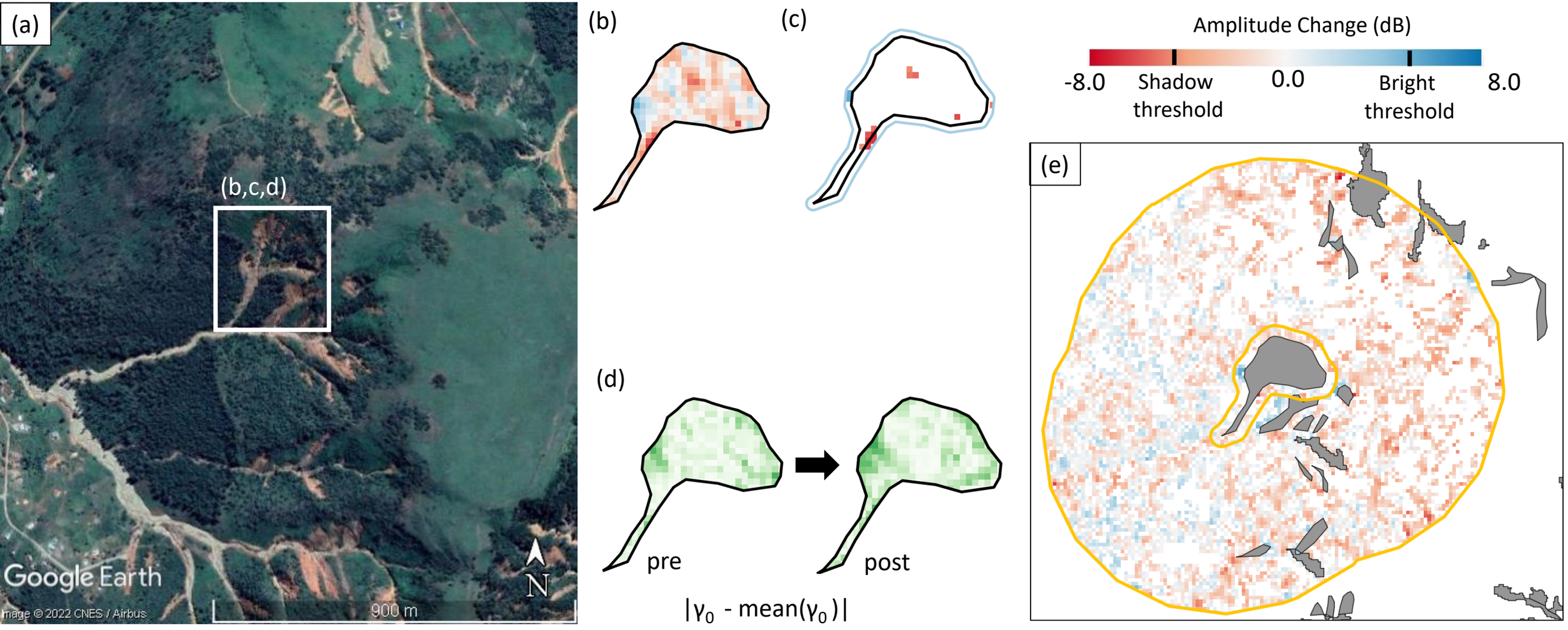
Example landslide 1: Landslides triggered by heavy rain in Hiroshima, 2018 (Image © 2021 Google, Maxar technologies). (b) Difference between pre-event and post-event γ_0 for one landslide polygon (c) γ_0 change for shadow pixels (red) and bright pixels (blue) selected from within a 10 m buffer of the landslide polygon. (d) absolute value of (γ_0 – mean(γ_0)) before and after the landslide (showing increased pixel variability) (e) γ_0 change for background pixels selected from between 30 m and 500 m from the landslide polygon. Landslide polygons (grey) from the Association of Japanese Geographers (2019)







Example landslide 2: Landslides triggered by heavy rain in Zimbabwe, 2019 (Image © 2022 Google, CNES Airbus, Maxar technologies). (b) Difference between pre-event and post-event γ_0 for one landslide polygon (c) γ_0 change for shadow pixels (red) and bright pixels (blue) selected from within a 10 m buffer of the landslide polygon. (d) absolute value of (γ_0 – mean(γ_0)) before and after the landslide (showing increased pixel variability) (e) γ_0 change for background pixels selected from between 30 m and 500 m from the landslide polygon. Landslide polygons (grey) from Emberson et al. (2021).



Example landslide 2: Landslides triggered by heavy rain in Zimbabwe, 2019 (Image © 2022 Google, CNES Airbus). (b) Difference between pre-event and post-event γ_0 for one landslide polygon (c) γ_0 change for shadow pixels (red) and bright pixels (blue) selected from within a 10 m buffer of the landslide polygon. (d) absolute value of (γ_0 – mean(γ_0)) before and after the landslide (showing increased pixel variability) (e) γ_0 change for background pixels selected from between 30 m and 500 m from the landslide polygon. Landslide polygons (grey) from Emberson et al. (2021).