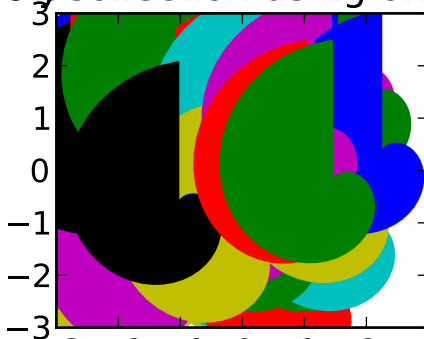
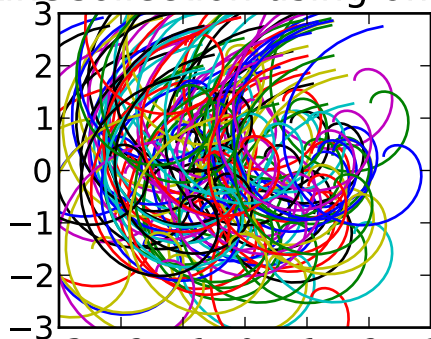
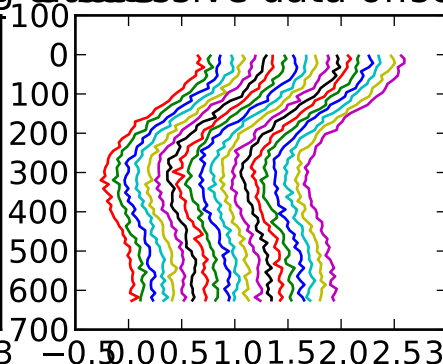
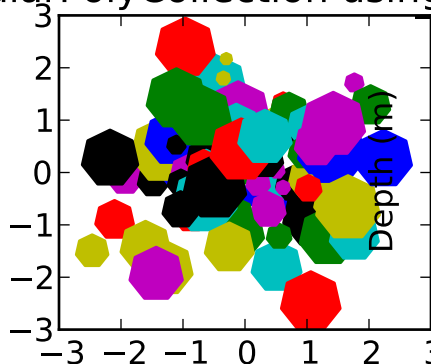


LineCollection using offsets PolyCollection using offsets



Regular PolyCollection using offsets Massive data offsets



Zonal velocity component (m/s)