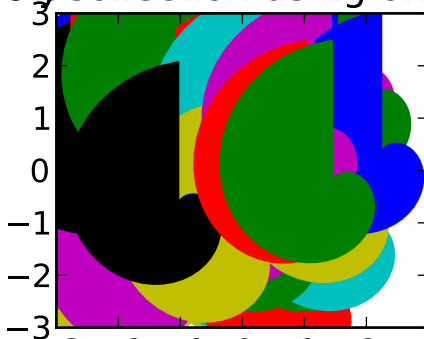
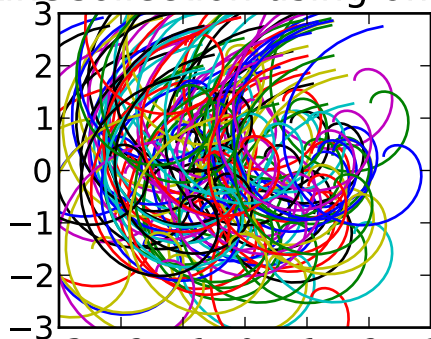
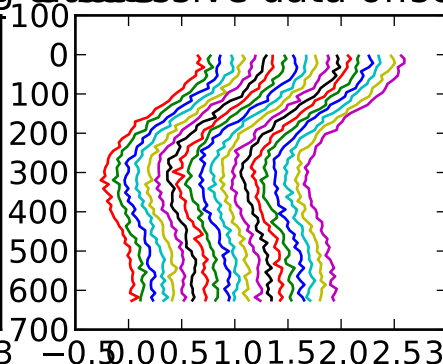
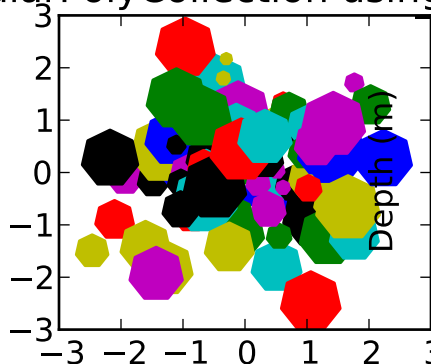


LineCollection using offsets PolyCollection using offsets



Regular PolyCollection using offsets



Zonal velocity component (m/s)