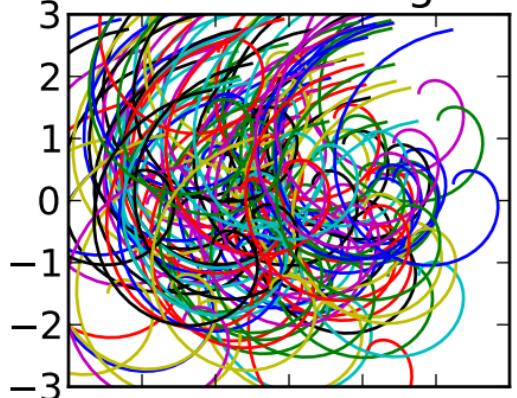
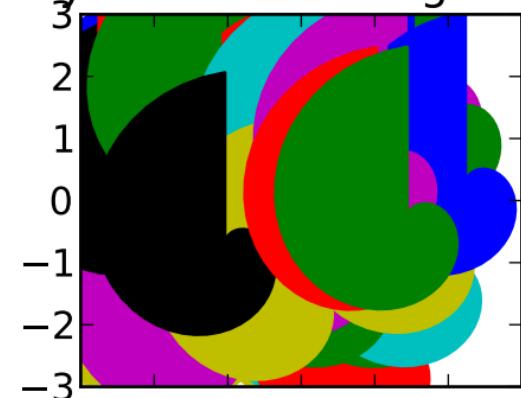


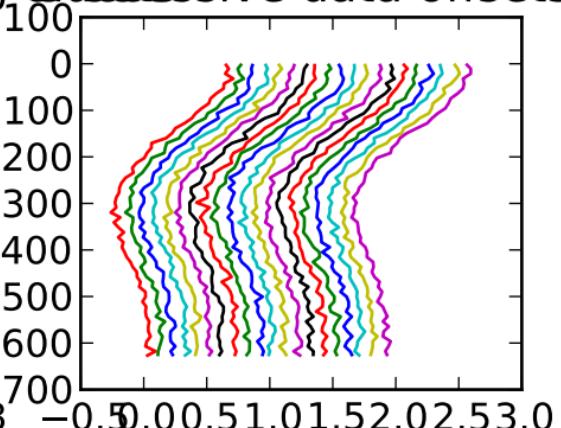
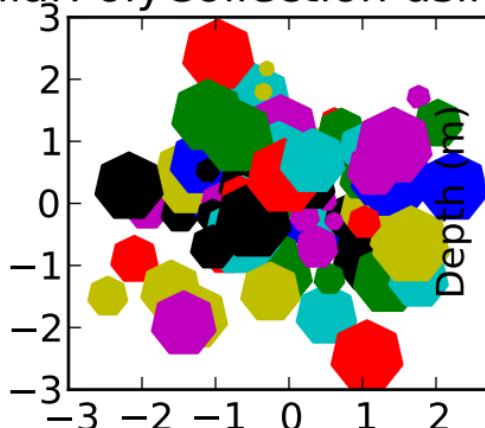
LineCollection using offsets



PolyCollection using offsets



RegularPolyCollection using offsets



Zonal velocity component (m/s)