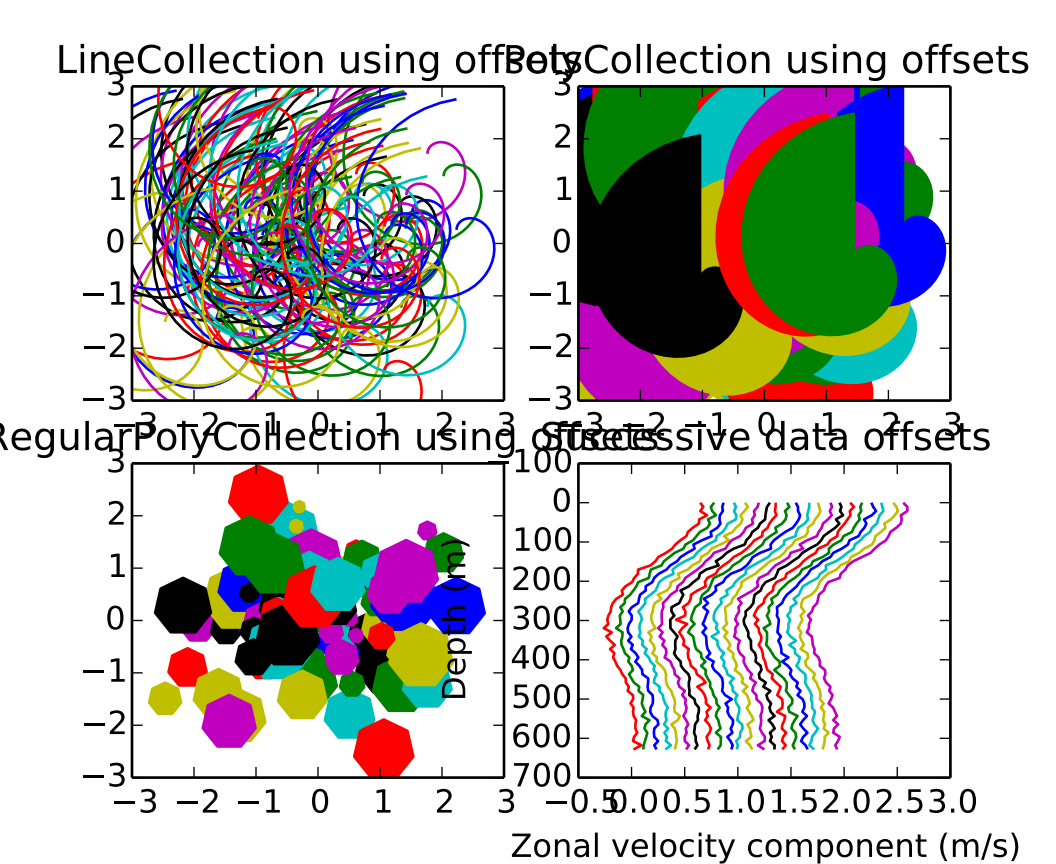
LineCollection using offsets
PolyCollection using offsets
RegularPolyCollection using offsets
Successive data offsets
Depth (m)
Zonal velocity component (m/s)