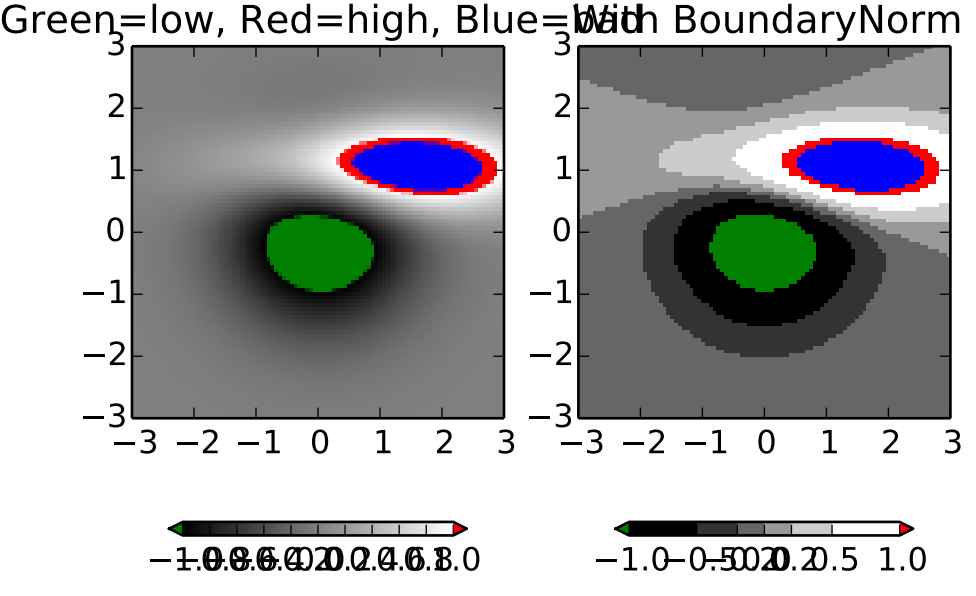
Green=low, Red=high, Blue=bad
With BoundaryNorm
3
2
1
0
−1
−2
−3
−3 −2 −1 0 1 2 3
−1.0 −0.8 −0.6 −0.4 −0.2 0.0 0.2 0.4 0.6 0.8 1.0
−1.0 −0.5 0.0 0.2 0.5 1.0