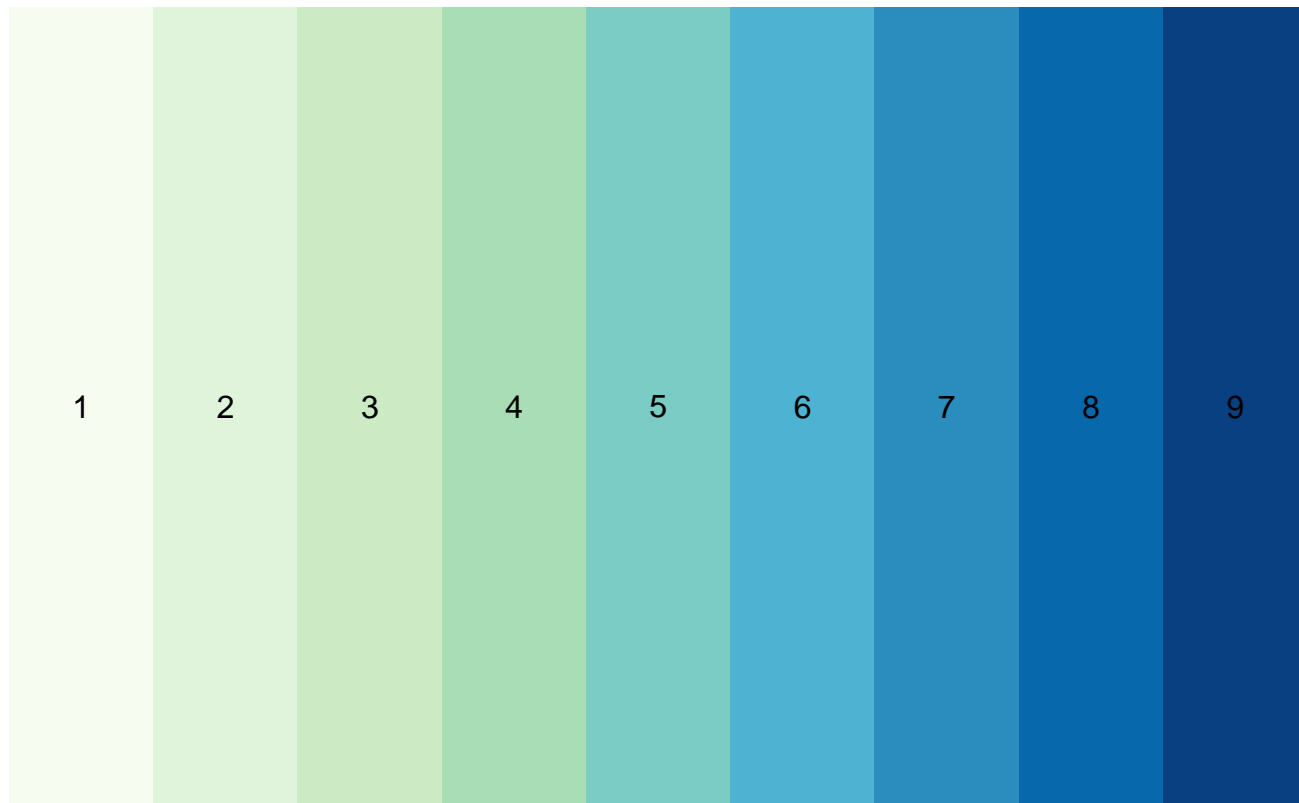


## RColorBrewer palette 'GnBu'



GnBu (sequential)