Faster renders

More instability

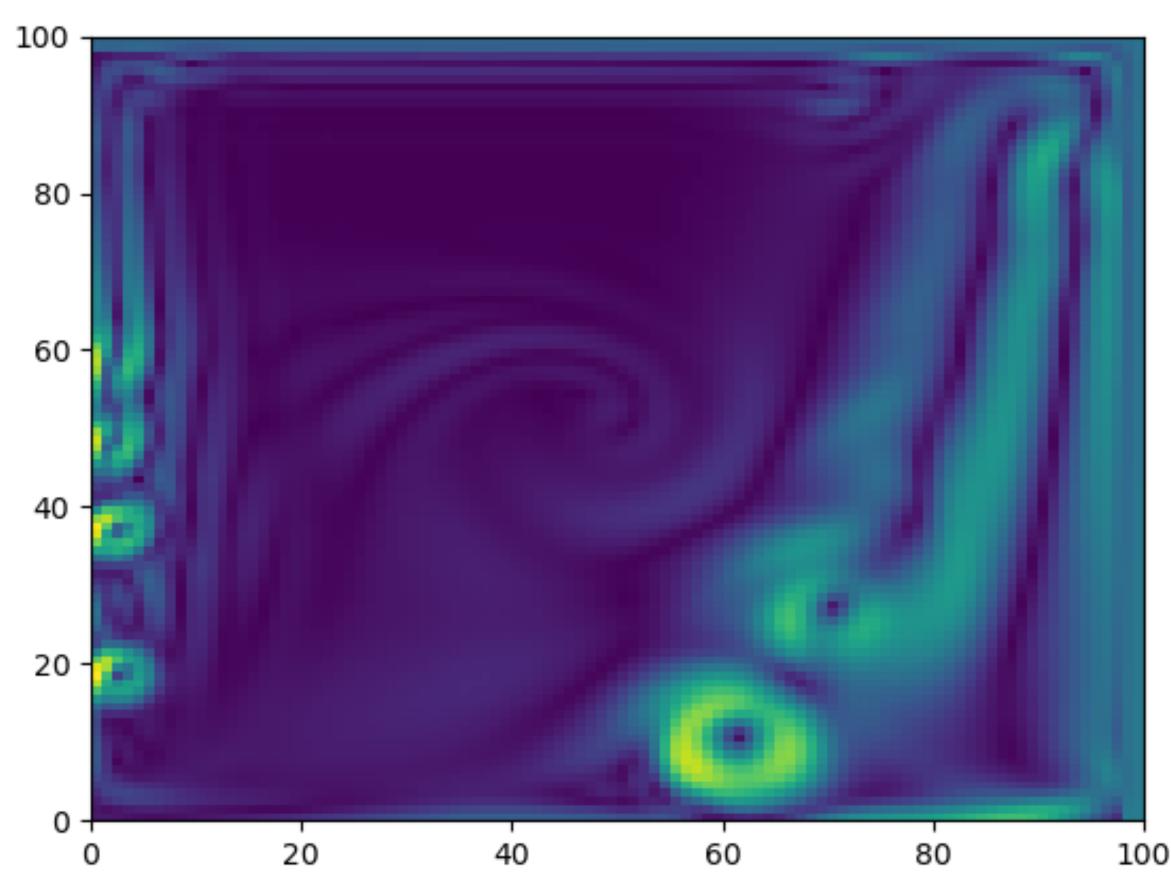
More accuracy

Slower renders

Trade-offs **UTL**



ShallowWaters.jl



Speed

Fast

Slow



