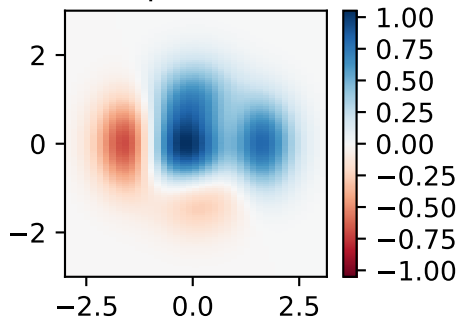


pcolor



pcolormesh

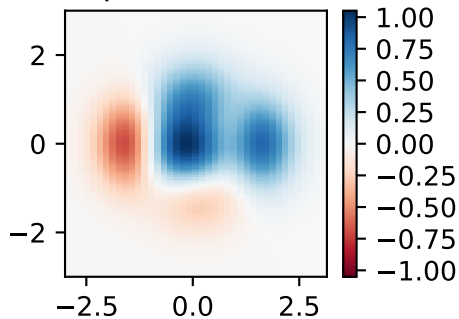
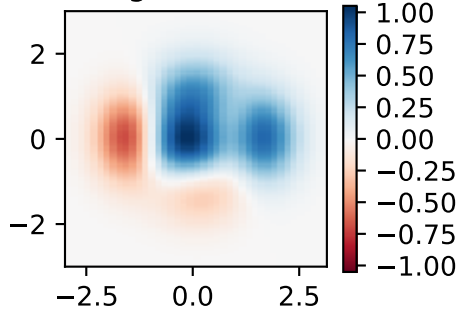


image (nearest)



pcolorfast

