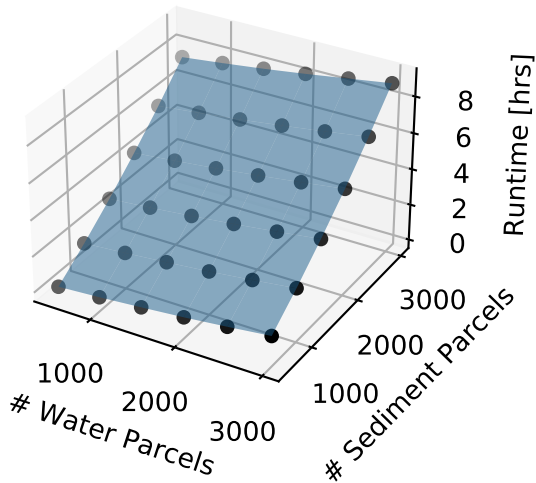
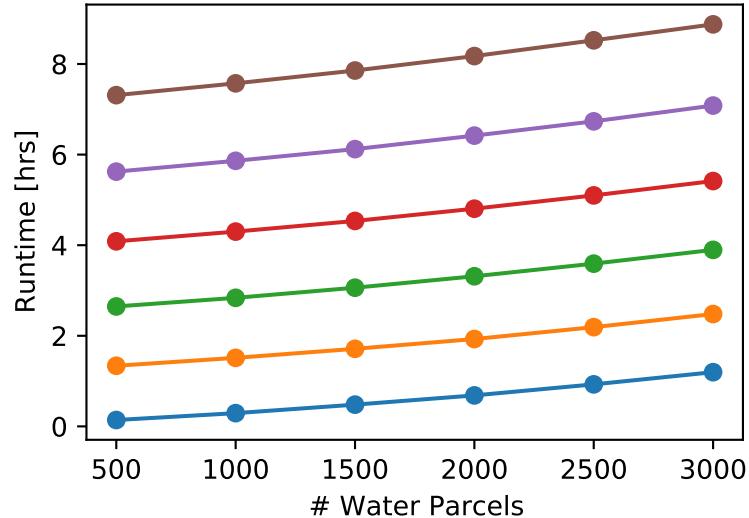


Parcels and Runtime Surface



Runtime v Water Parcels



Runtime v Sediment Parcels

