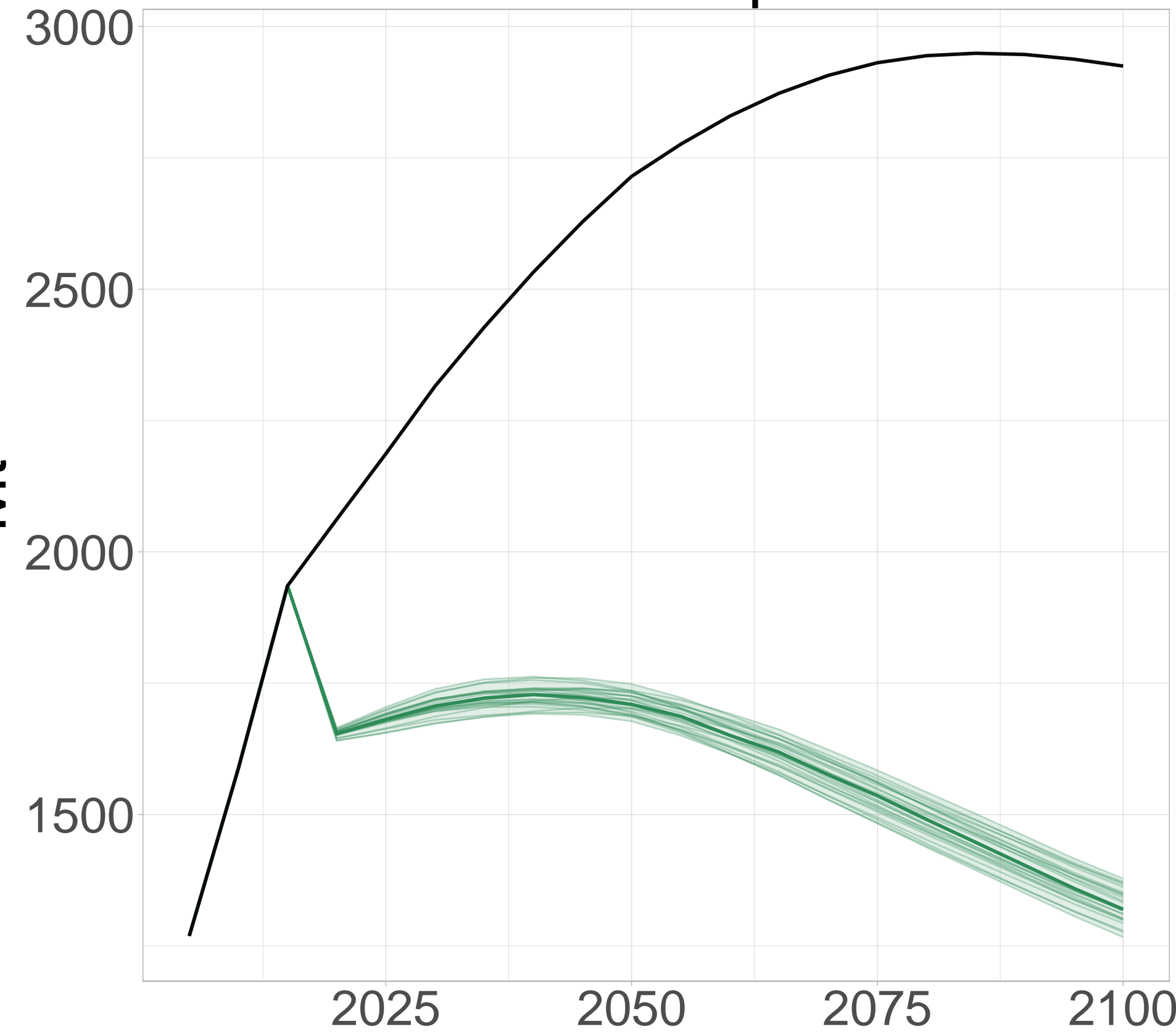
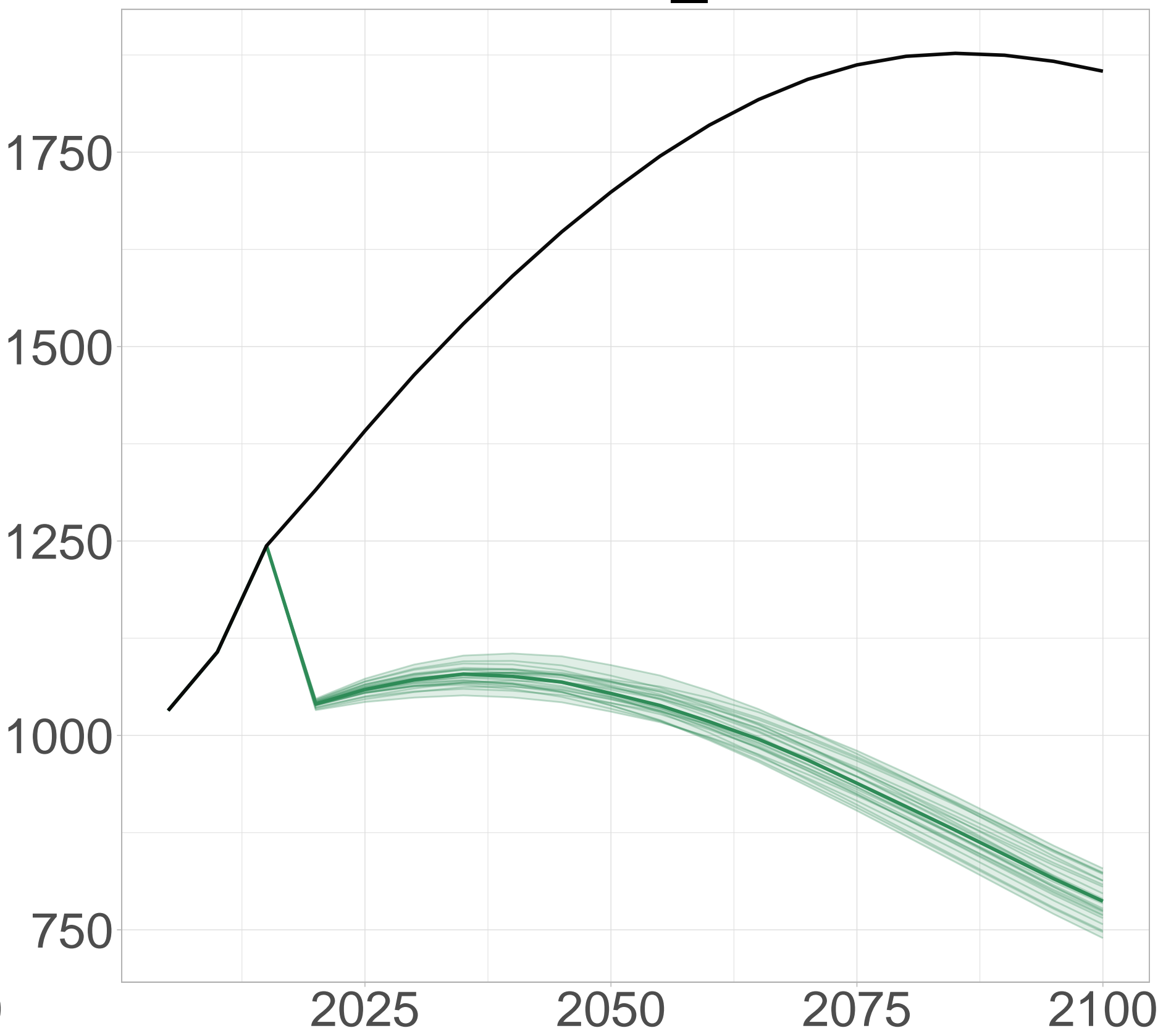


# World feed consumption

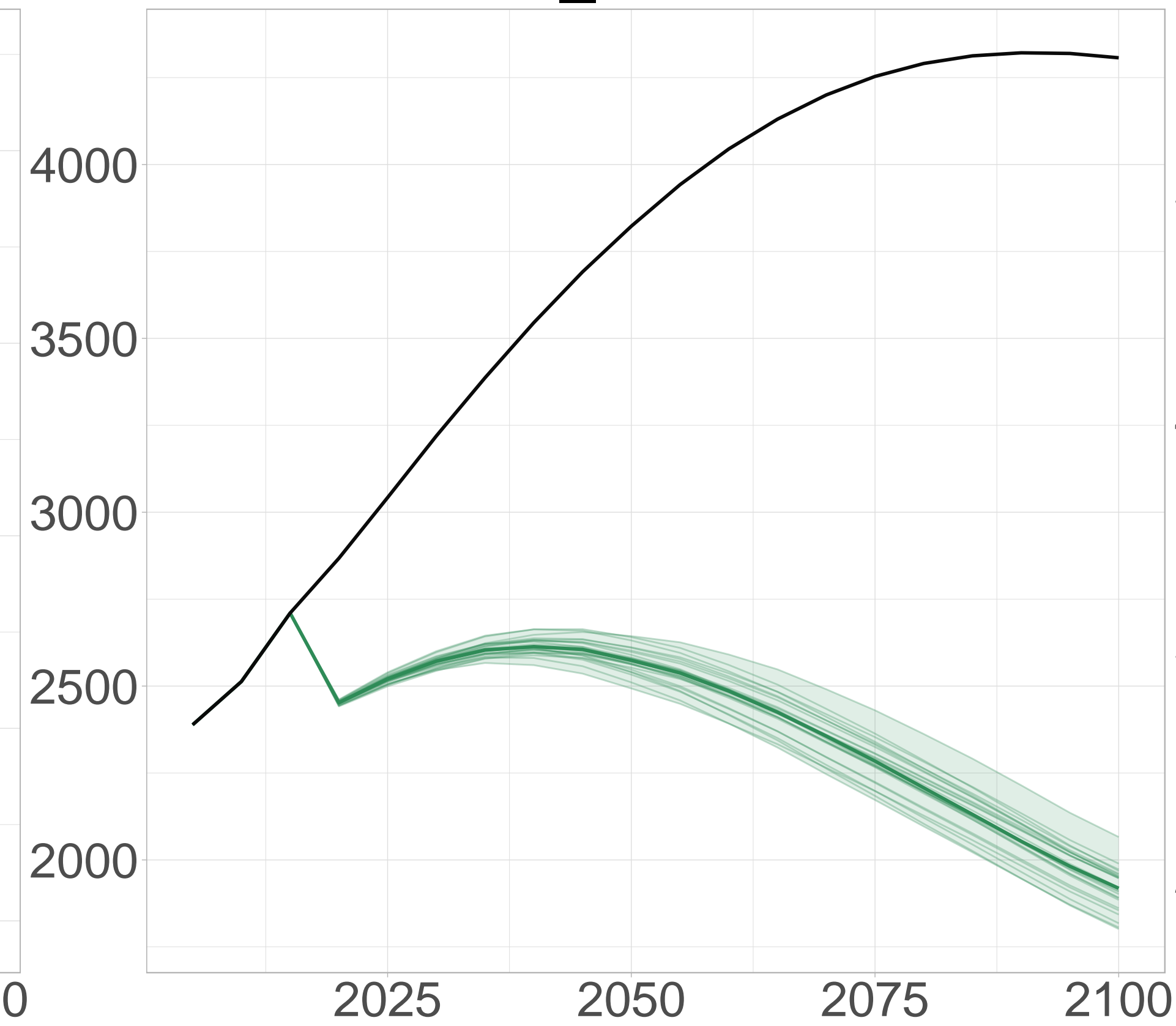
## FeedCrops



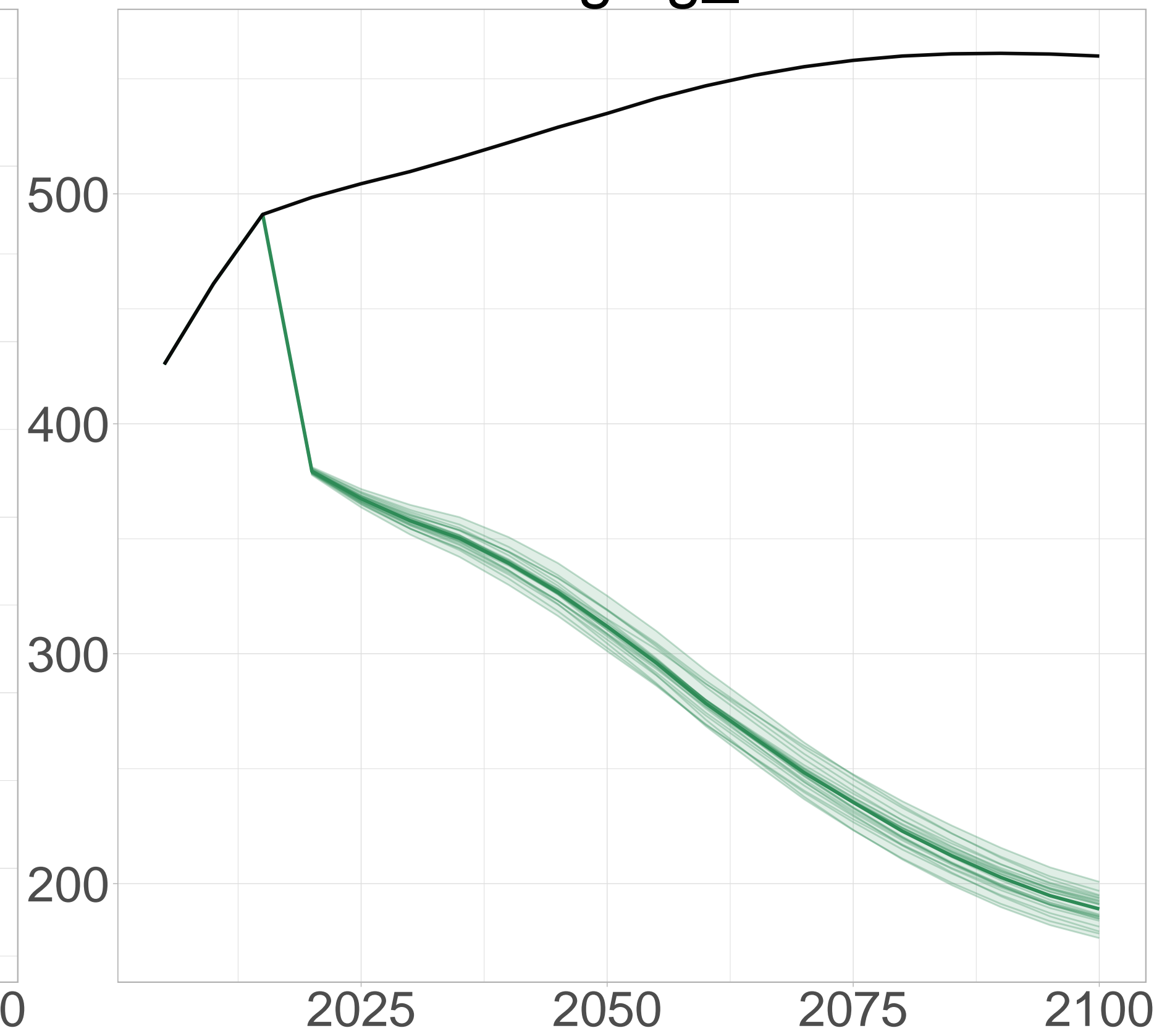
## FodderHerb\_Residue



## Pasture\_FodderGrass



## Scavenging\_Other



Scenario  Behavior change  Reference