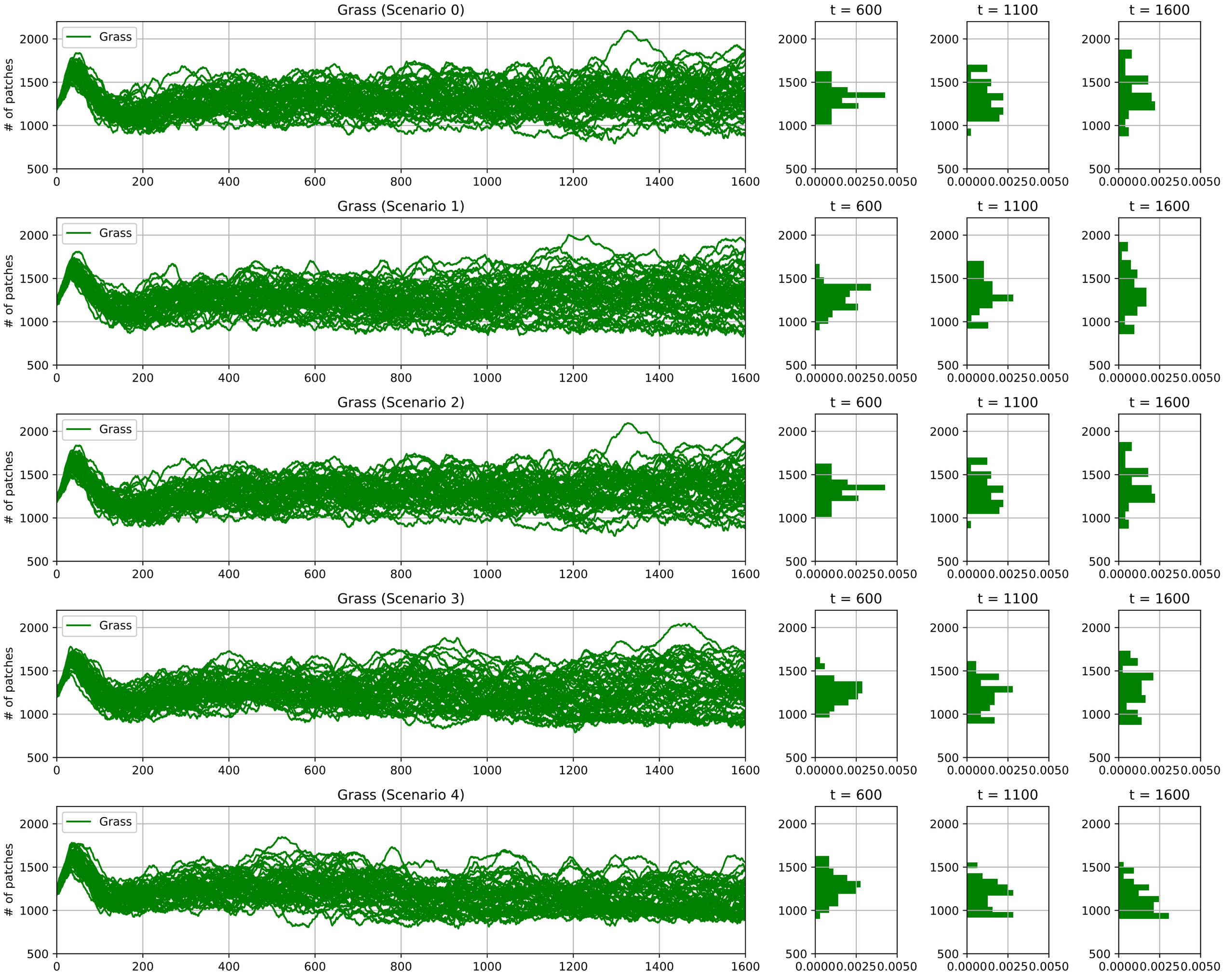
Grass (Scenario 0)
Grass (Scenario 1)
Grass (Scenario 2)
Grass (Scenario 3)
Grass (Scenario 4)
Grass
# of patches
t = 600
t = 1100
t = 1600