0317\_Easier.jpg



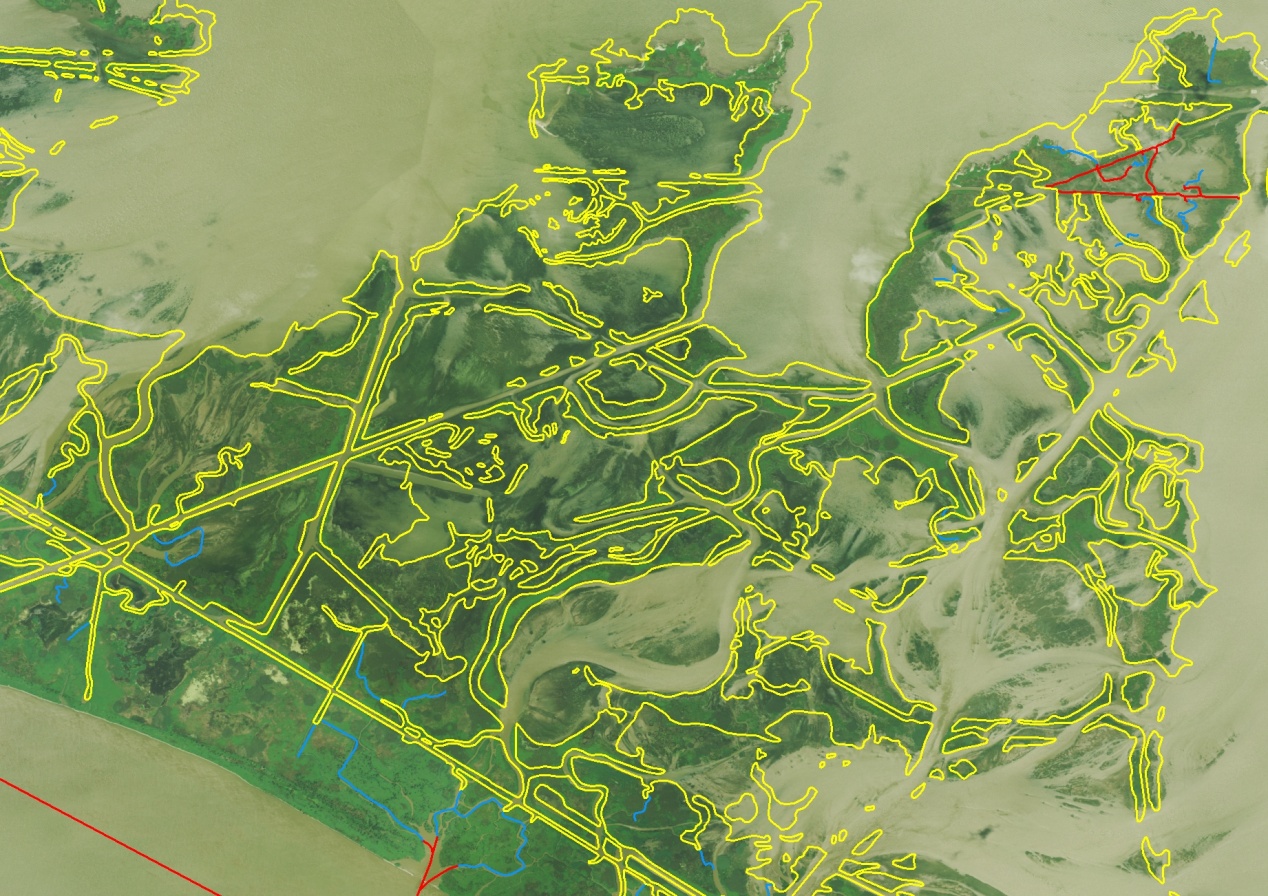
An example of easy to compile coastline. Smooth, sandy beach.

0318\_Medium.jpg



An example of a medium coastline. Forested SwampMarsh with coarse coastline.

0809\_difficult.jpg



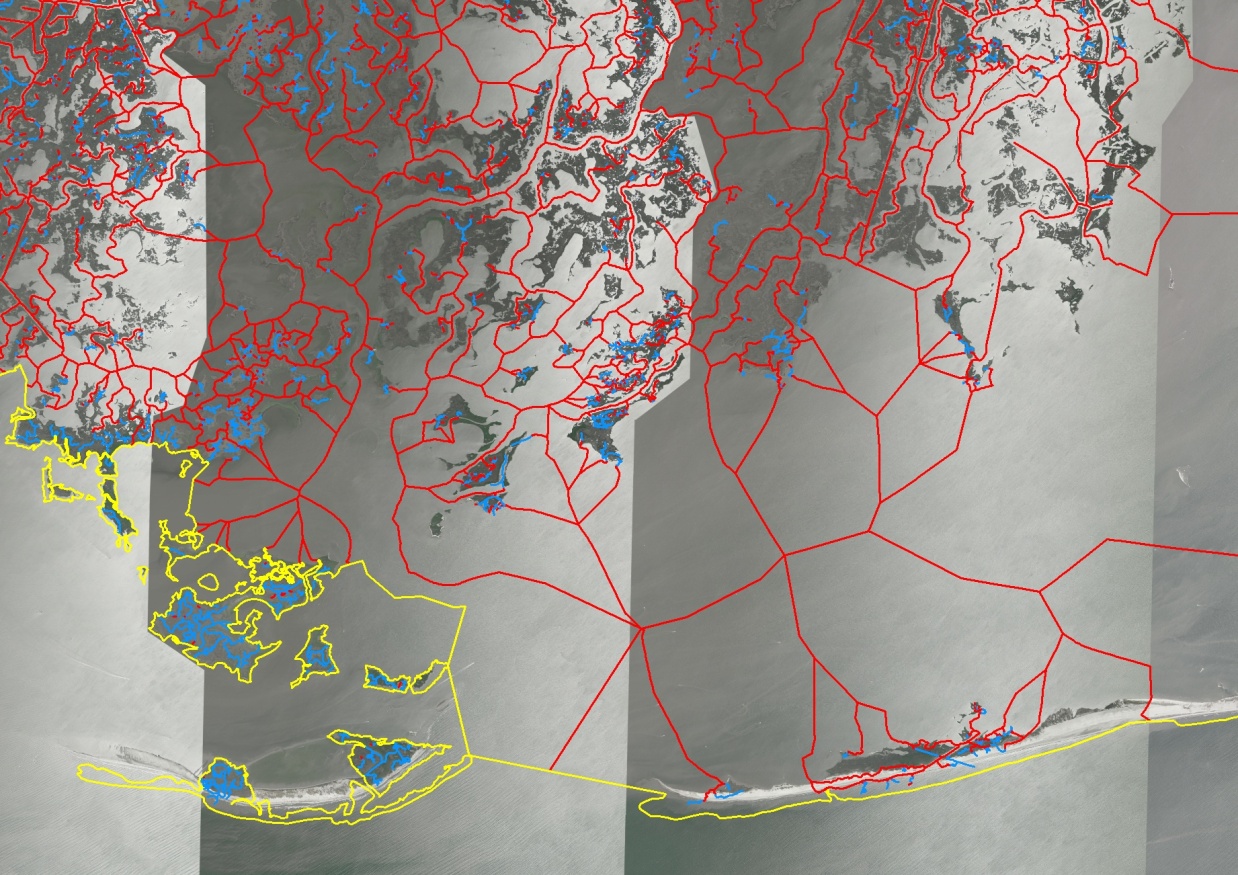
An example of a difficult coastline. SwampMarsh area with loads of detail, that will change next year.

0317\_ActualCoast.jpg



An example where the actual coastline was compiled, Notice the amount of work to collect the coastline interior to the bay.

0809\_PsuedoCoastline.jpg



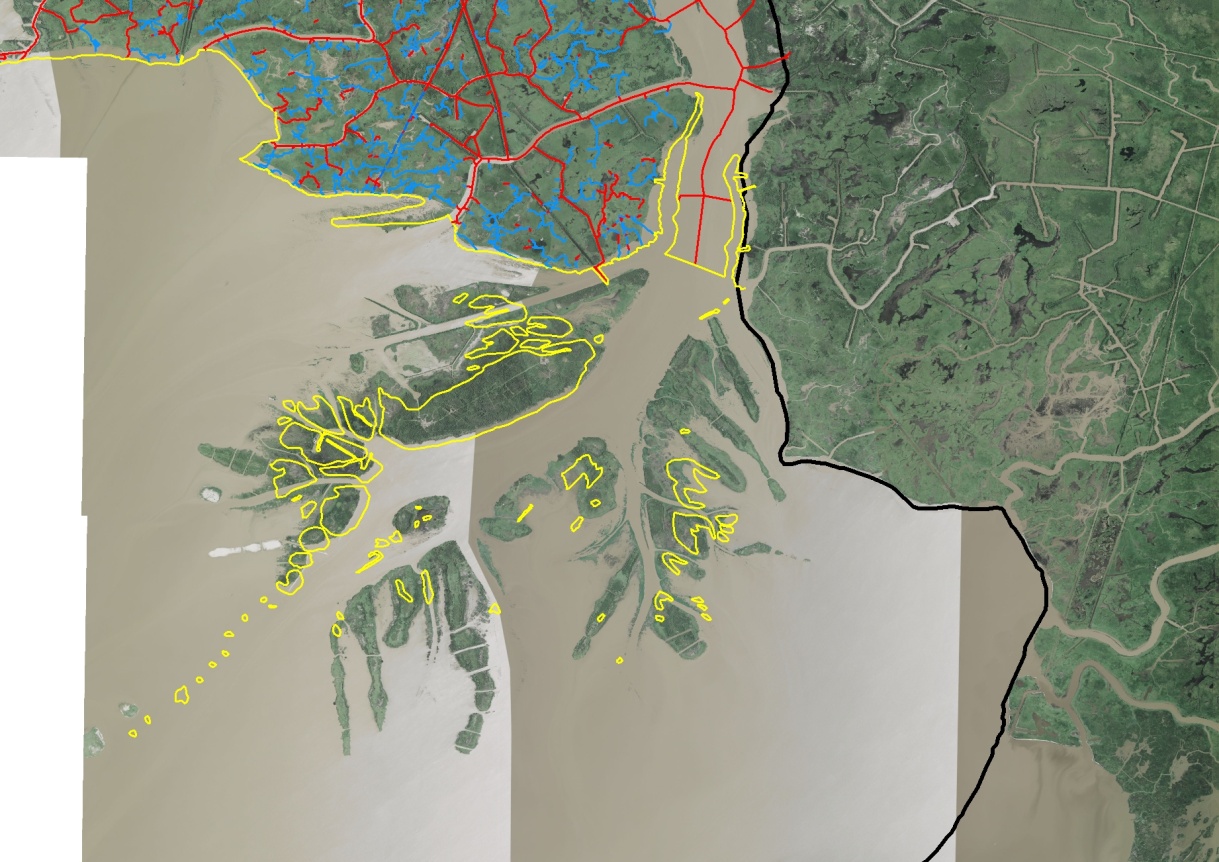
An example where a random vector representing the coastline was compiled from Bariier Island to Barrier Island. Eliminates compiling the detail of the islands to the north of the coastline

0317\_BarrierIslands.jpg



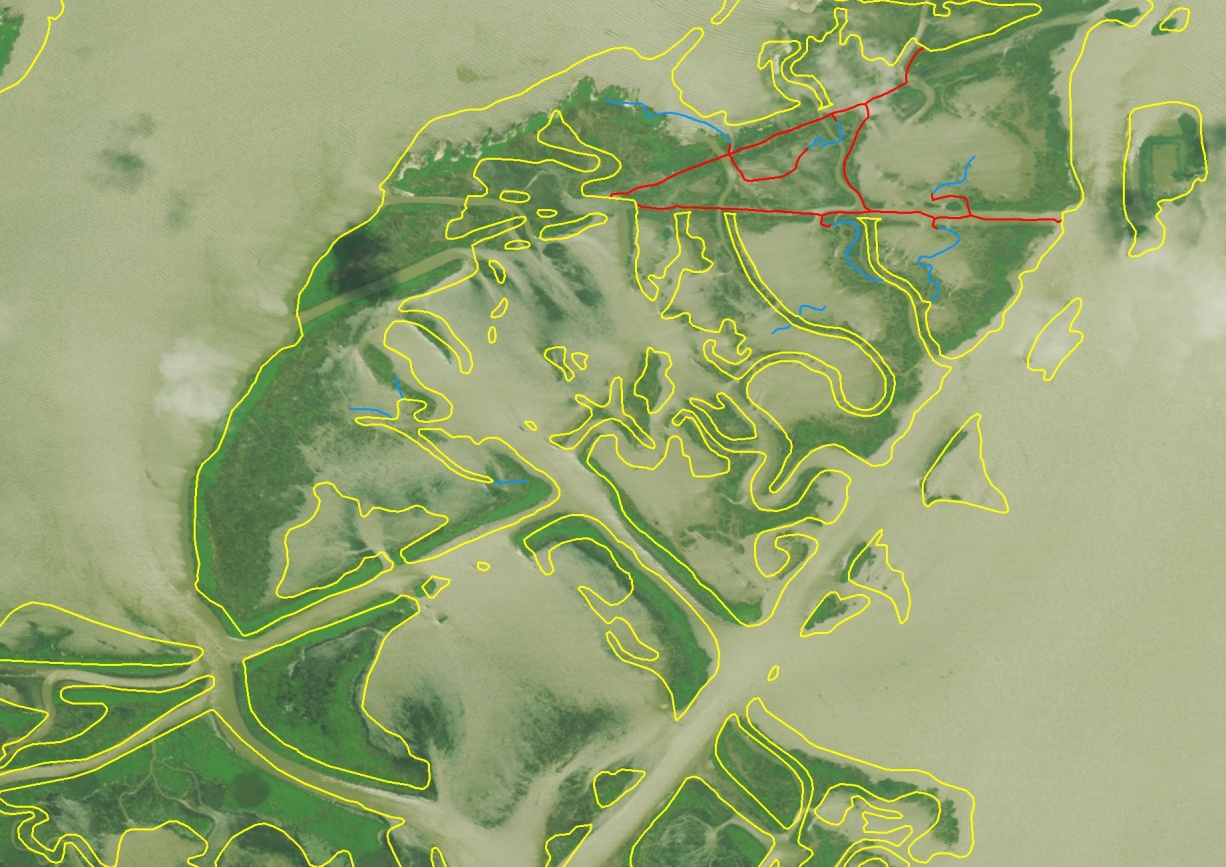
An example where compiling a psuedo coastline eliminates compiling up the large river.

0808\_OffshoreIslands.jpg



An example of many polygons offshore that change constantly.

0809\_OffshoreIslands.jpg



Another example of offshore islands that change shape often.