




## WW2100 3.0 Shading notes - Cascade Plots all.zip


Shading in plots identifies the range of values from multiple scenarios. Refer to the scenario table (PDF) and Willamette Water 2100 web page (<http://inr.oregonstate.edu/ww2100/model-overview/scenarios>) for a description of each scenario.

 **Blue shading** = climate effects (Ref, HighClim, LowClim, StationaryClim)


 **Red shading** = human effects (Ref, FireSuppress, UrbExpand, LateRefill, LowIrrig, HighIrrig, NewIrrig, NewInstream, NoGrow, NoPopGrowth, NoIncGrowth, NoReservoirs, AllFallow)

 **Green shading** = all possible scenarios (Ref, LowClim, HighClim, HighPop, FireSuppress, UrbExpand, LateRefill, LowIrrig, HighIrrig, NewIrrig, NewInstream, EconExtreme, Extreme, Managed)

 Overlap of Blue and Green

 Overlap of Blue and Red

 Overlap of Green and Red

 Overlap of Blue, Green, and Red (all scenarios)

### **List of all Future Scenarios (20)**

Ref, LowClim, HighClim, HighPop, FireSuppress, UrbExpand, LateRefill, LowIrrig, HighIrrig, NewIrrig, NewInstream, EconExtreme, Extreme, Managed, StatClim, NoGrow, NoPopGrowth, NoIncGrowth, NoReservoirs, AllFallow