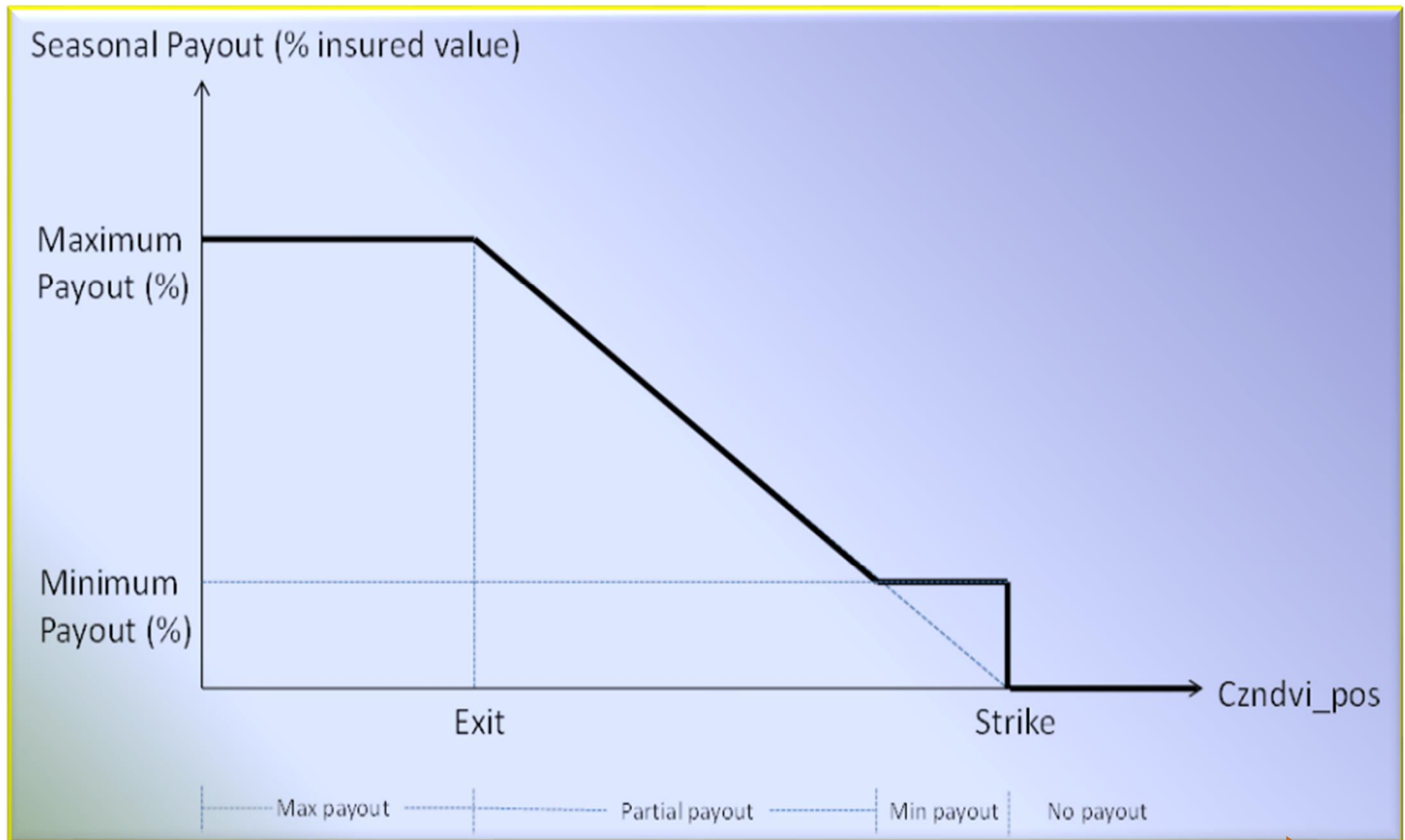




CZNDVI far below Zero zero

CZNDVI in the direction of zero & then +ve