Figure axes and legend:

$C_{D_{settle}}/C_o$ (y-axis)

Corey shape factor, $S_f$ (x-axis)

Change in drag due to gross shape

Legend:
- Well rounded
- Sub-angular
- Very angular
- $1/S_f$
- Spheres
- Faceted ellipsoids
- Rounded chips
- Natural gravel (NG) 1
- Rectangular prisms
- Tempered glass
- NG 2
- NG 3
- NG 4
- NG 5
- Shell fragments