

The Seismic Analyzer: Interpreting and Illustrating 2D Seismic Data

Daniel Patel, Christopher Giertsen, John Thurmond, John Gjelberg, and M. Eduard Gröller









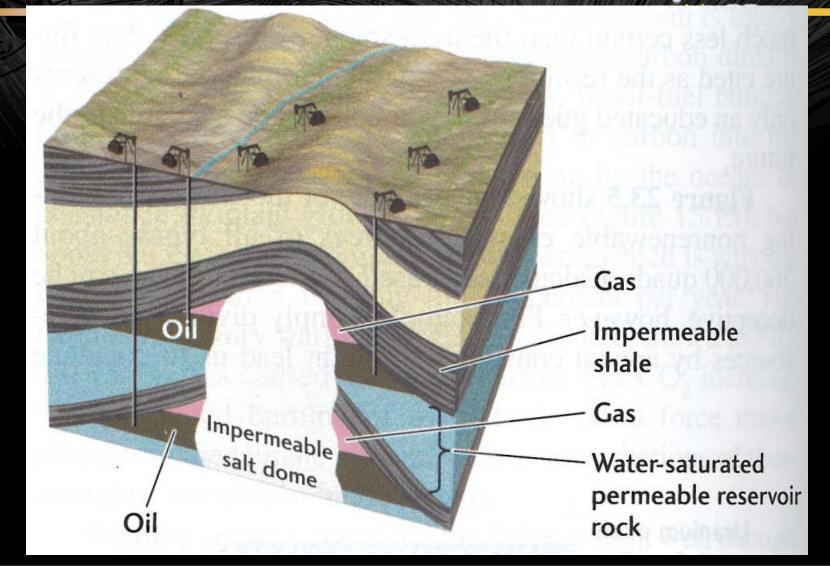
Introduction

- Society is dependent on oil and gas
- It covers two thirds of the world energy consumption
- Most simple reservoars have been found
 - Increasingly difficult measuring, analysing and extraction

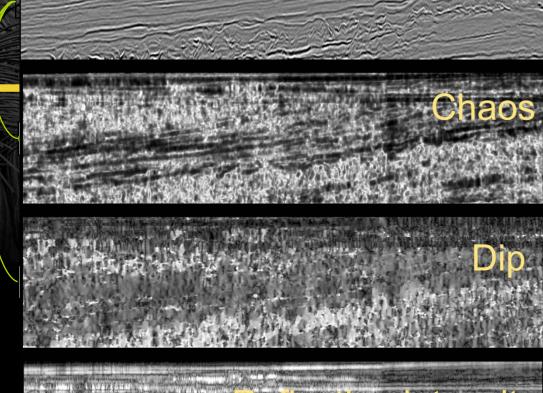
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- Measured by echo imaging and wells
 - requires expensive equipment, performed over vast areas

Interpreting the seismic data



Seismic data



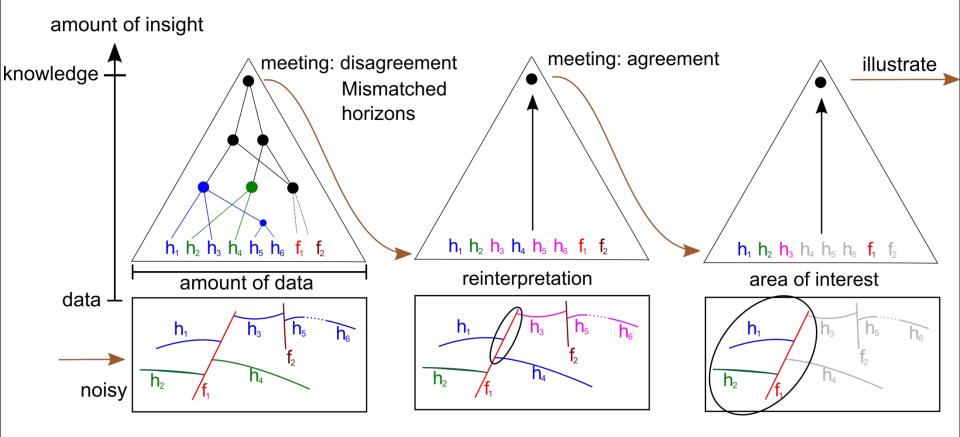
Reflection intensity

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Data

Current interpretation workflow – bottom up

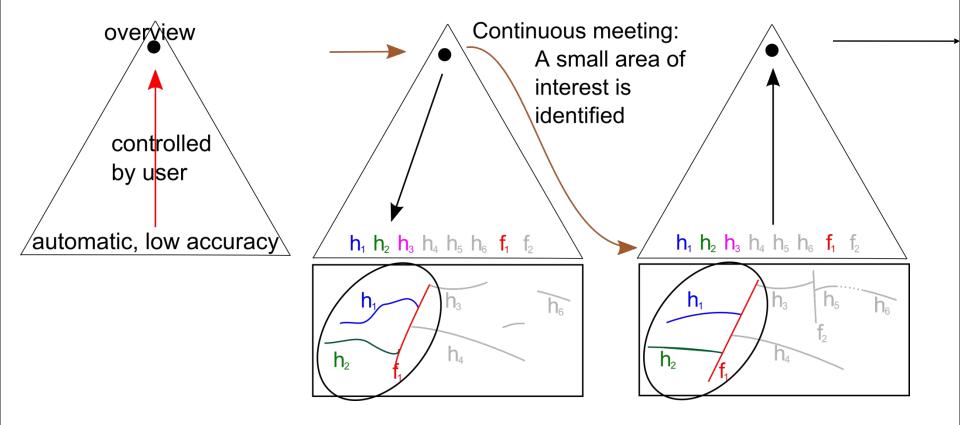


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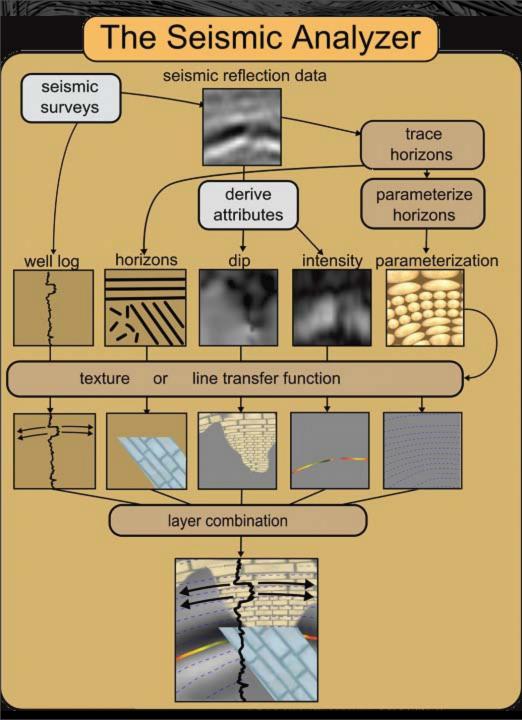
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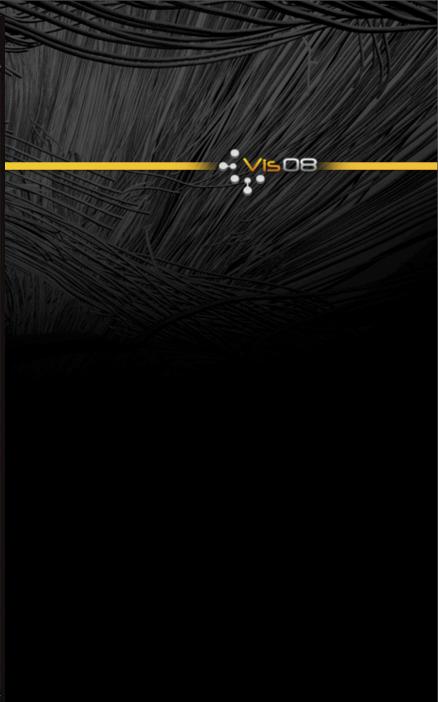
New interpretation workflow first top-down, then bottom-up

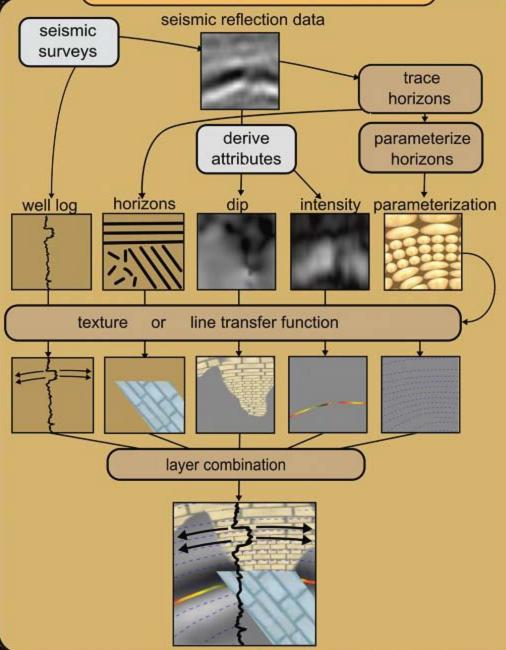


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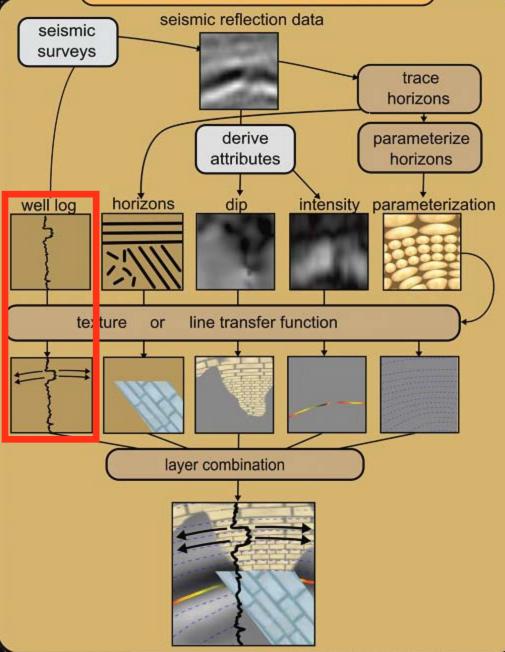
Automated interpretation

VIS08

Well logs and layers are extrapolated along horizons

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- Horizons are manually picked or automatically filtered
- Filtering horizons by angles or average reflection strength groups horizons into seismic structures



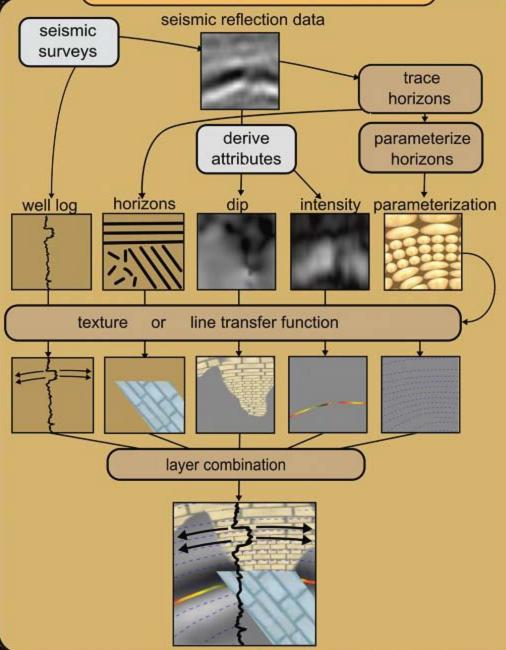
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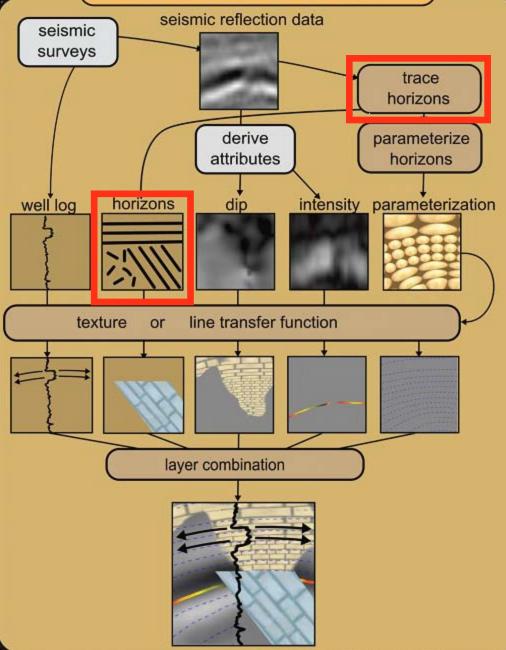
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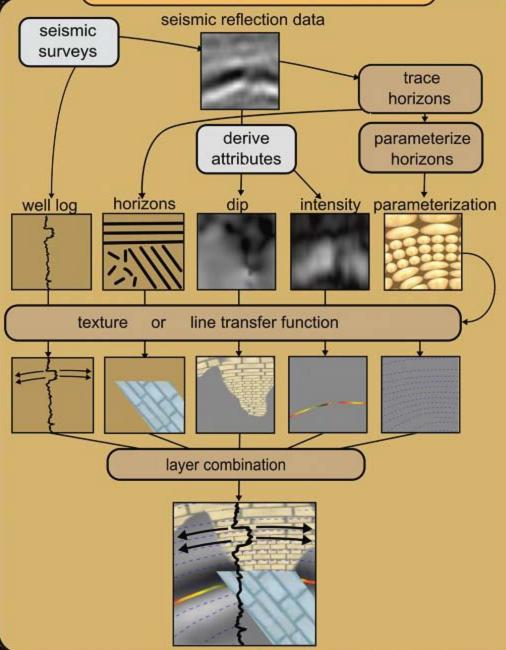
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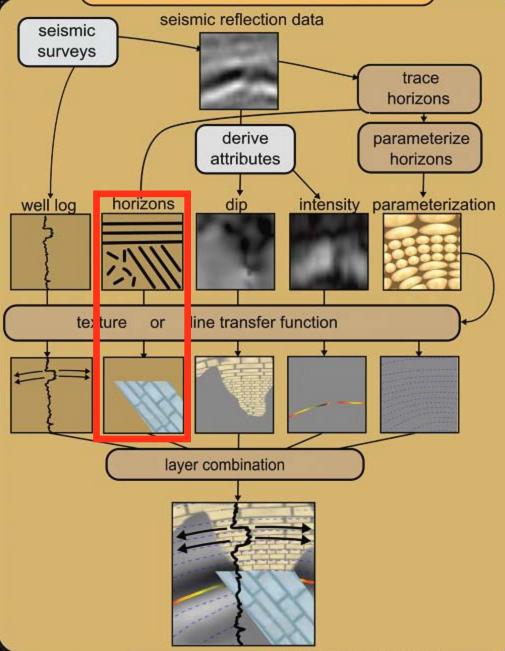
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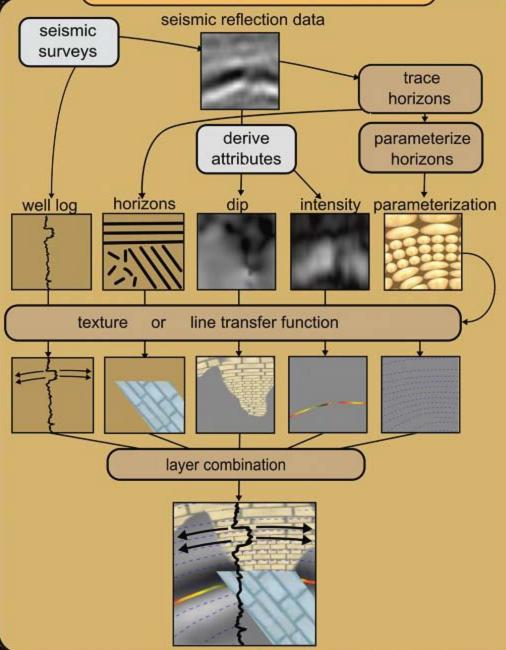
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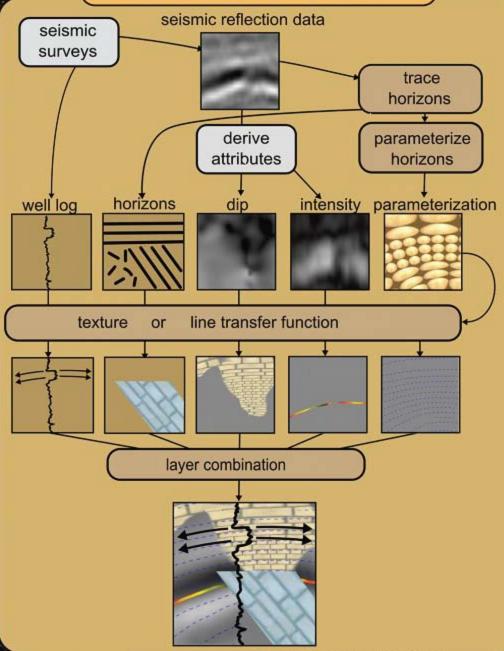
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Automated illustration

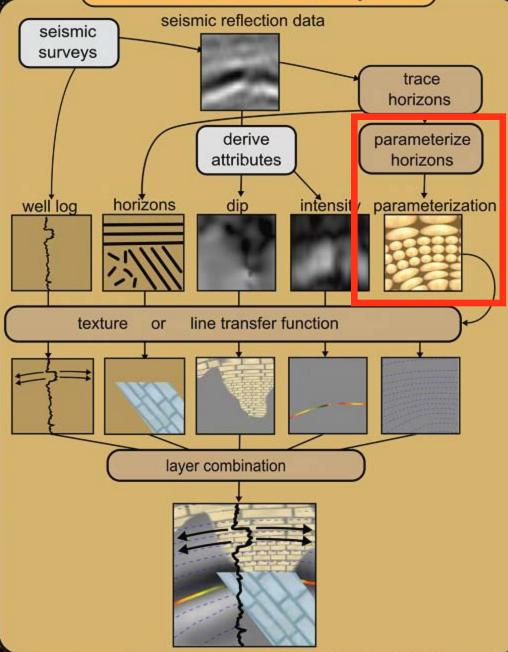
SULVAN BUD

Parameterization of extracted horizons open up for:

- Seismic data mapped to textures and flow lines that bend along the horizons
- User assigned appearance with texture and line transfer functions.
- Illustrative layers

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• Multi-attribute visualization

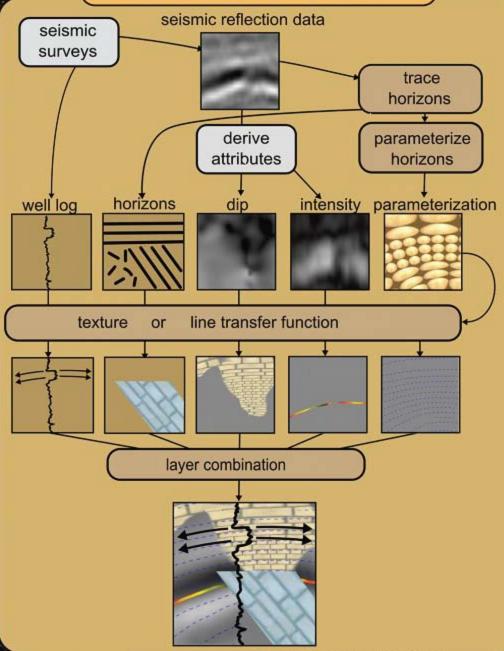


Automated illustration

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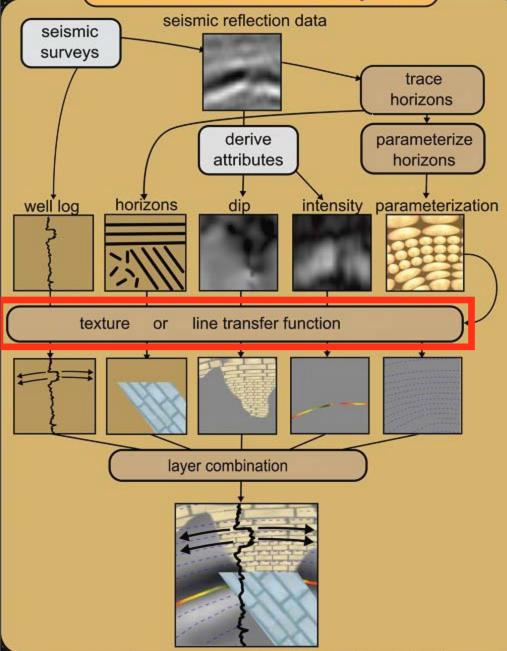
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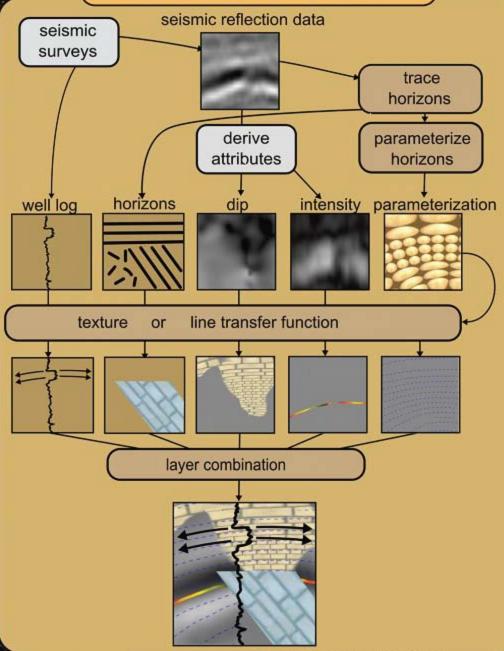


Automated illustration

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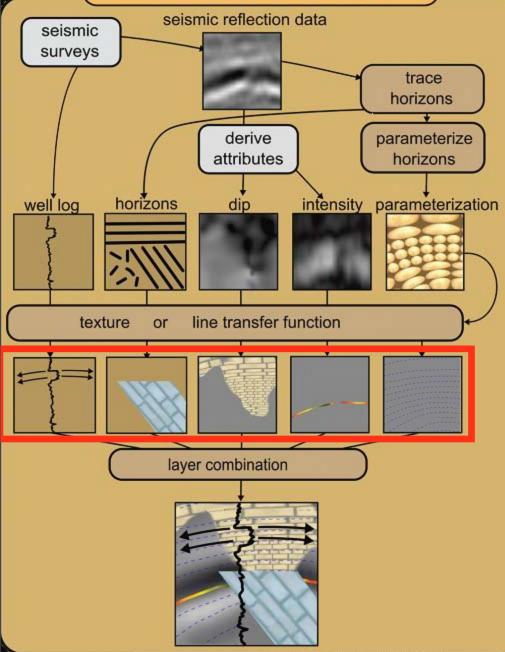
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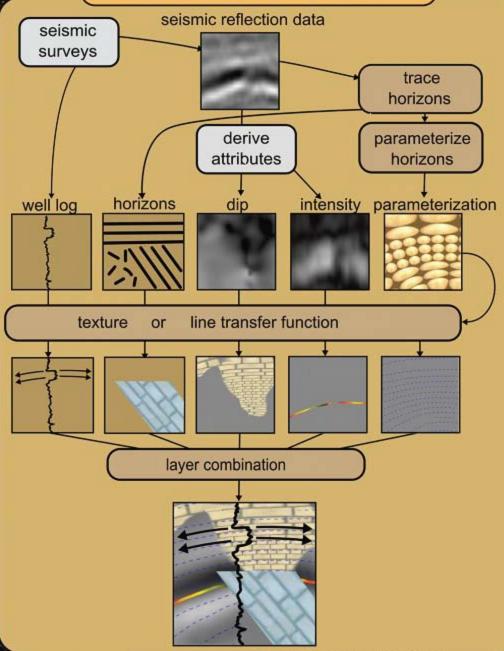


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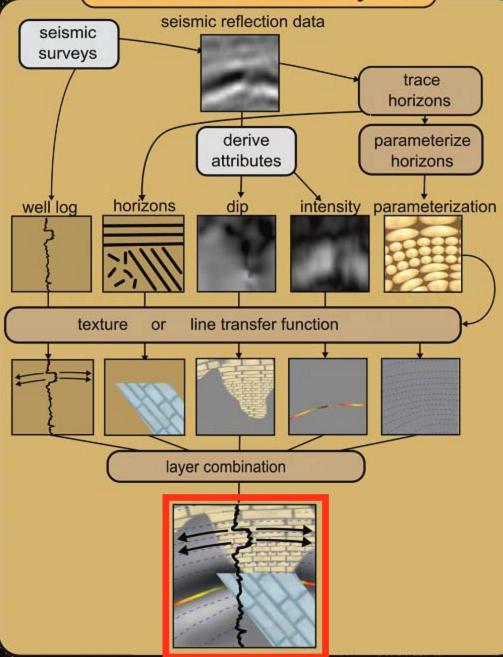
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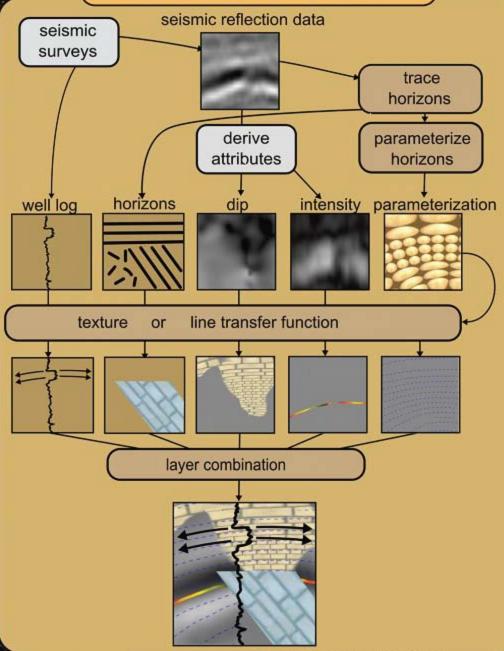
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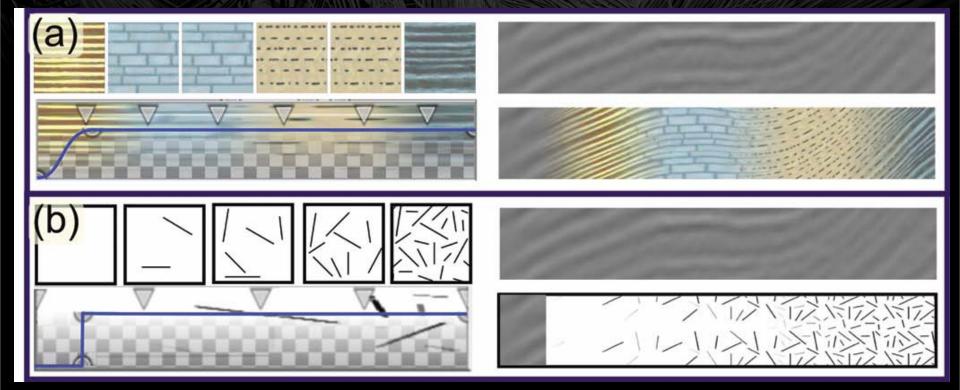
The texture transfer function

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Maps from attributes to textures

- derived attributes
- horizons
- well log values with extrapolation
- depth intervals with extrapolation

The texture transfer function



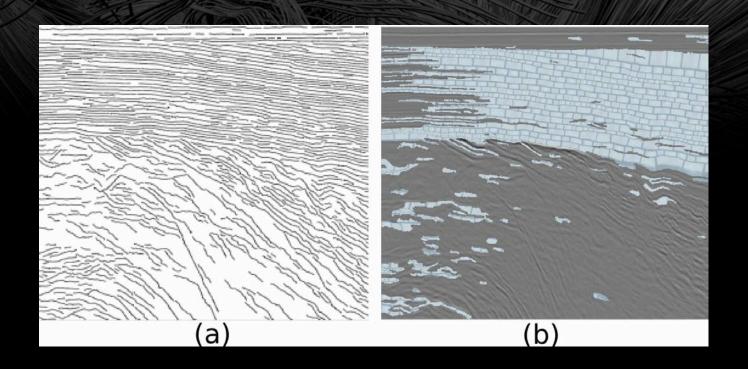
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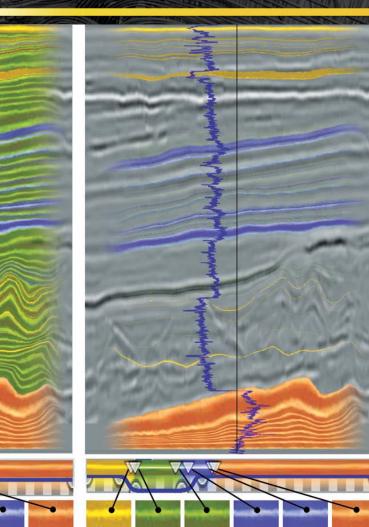
The texture transfer function on horizons



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• Mapping slightly dipping lines (2-10 degrees) to a blue brick texture

Texture transfer function on a well log



Textures are extrapolated along horizons by using the parameterization

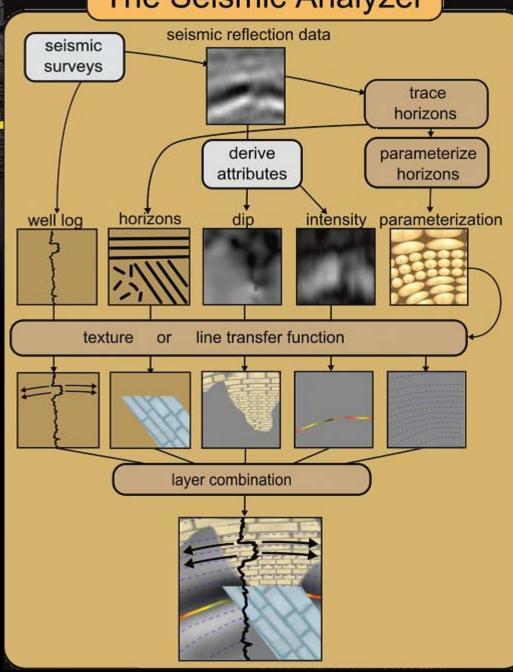
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The line transfer function

Randomly seeded lines

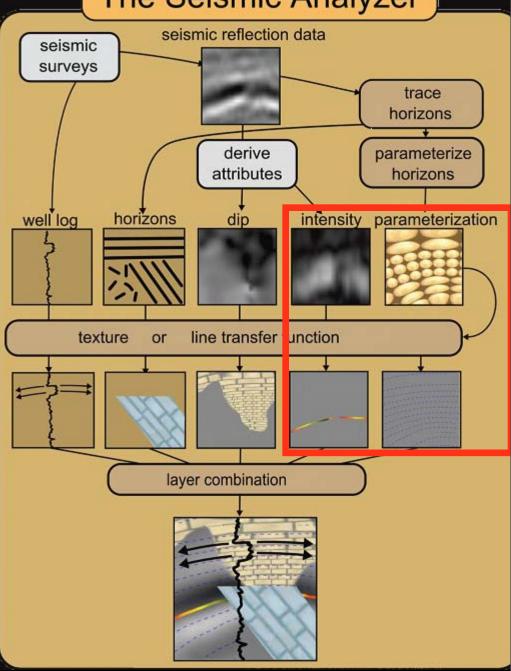
- Maps from derived attributes to line stipplenes, density and colors
- Maps from general 'flow' trend to lines



The line transfer function

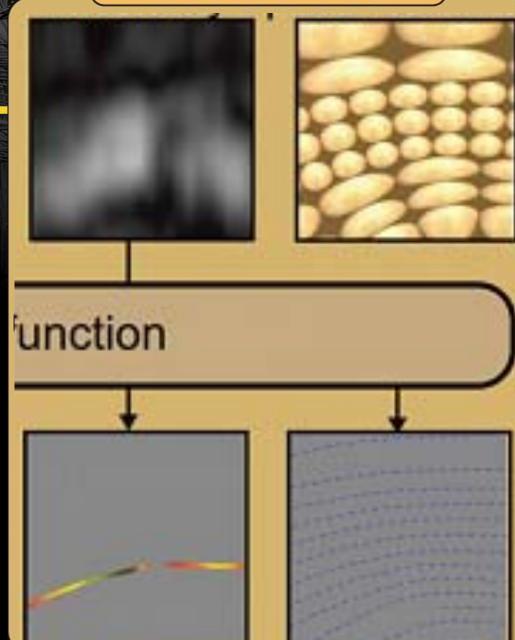
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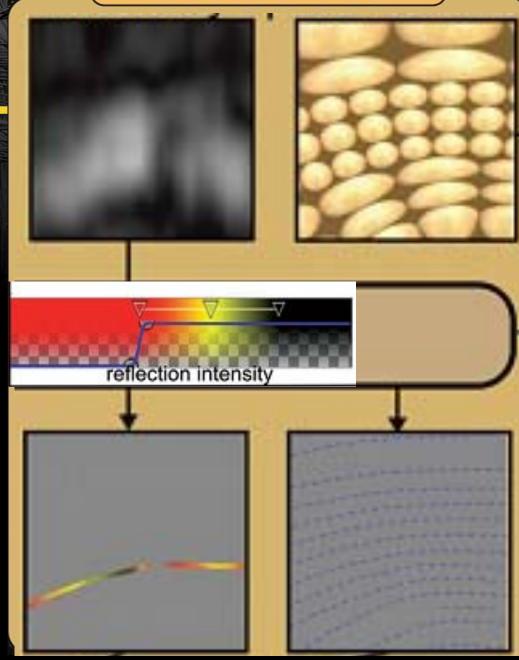
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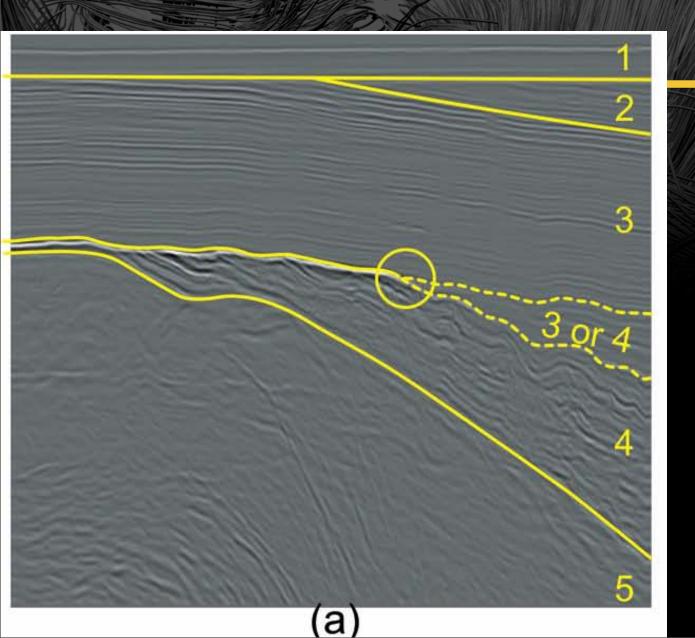
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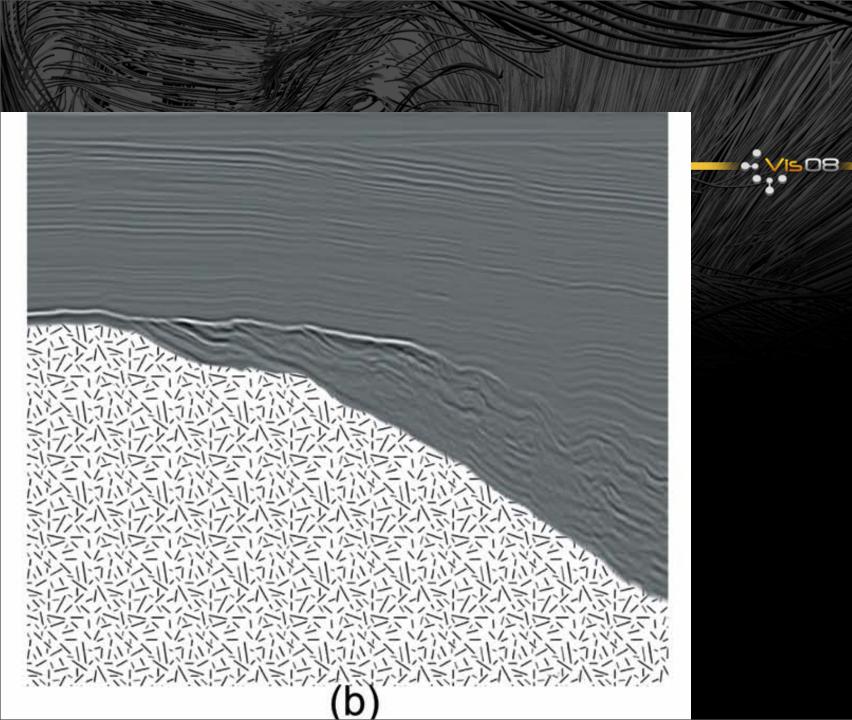
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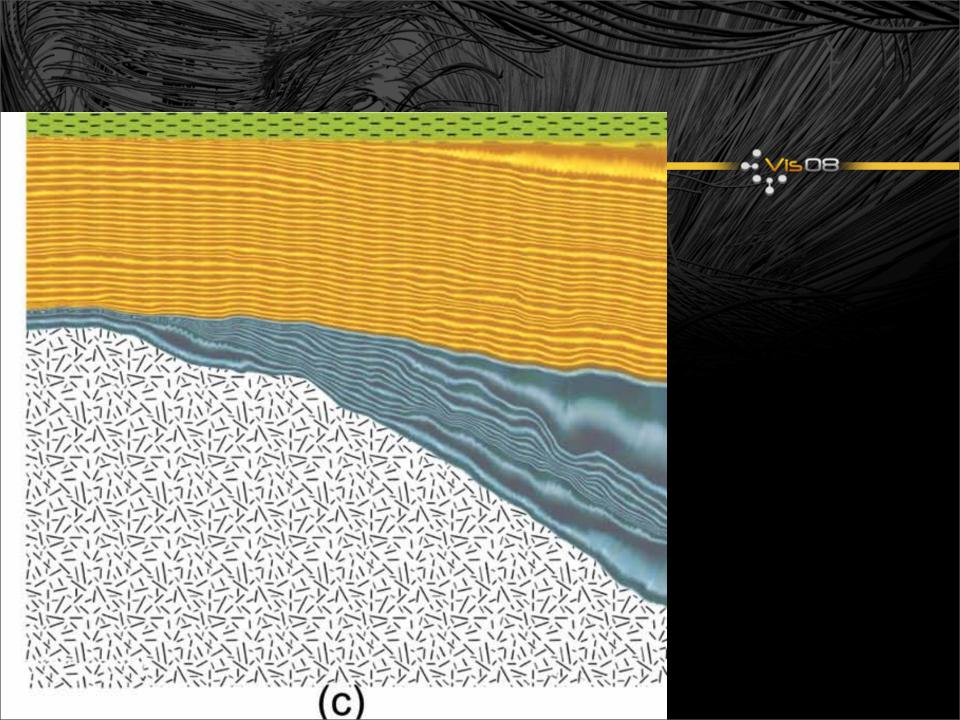


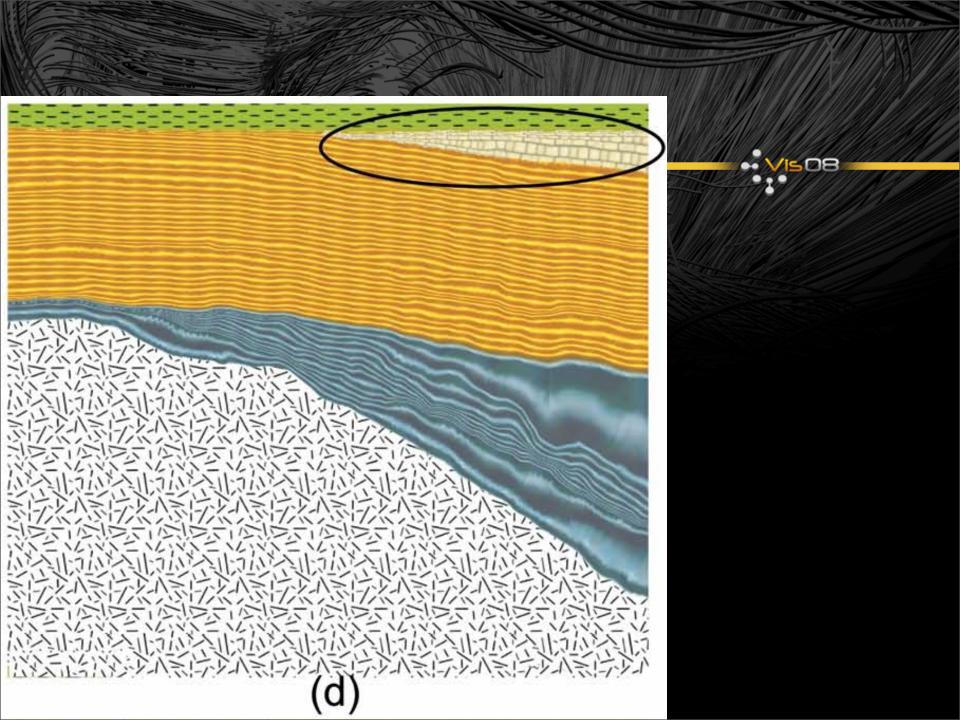
Results – use case developed with statoilhydro

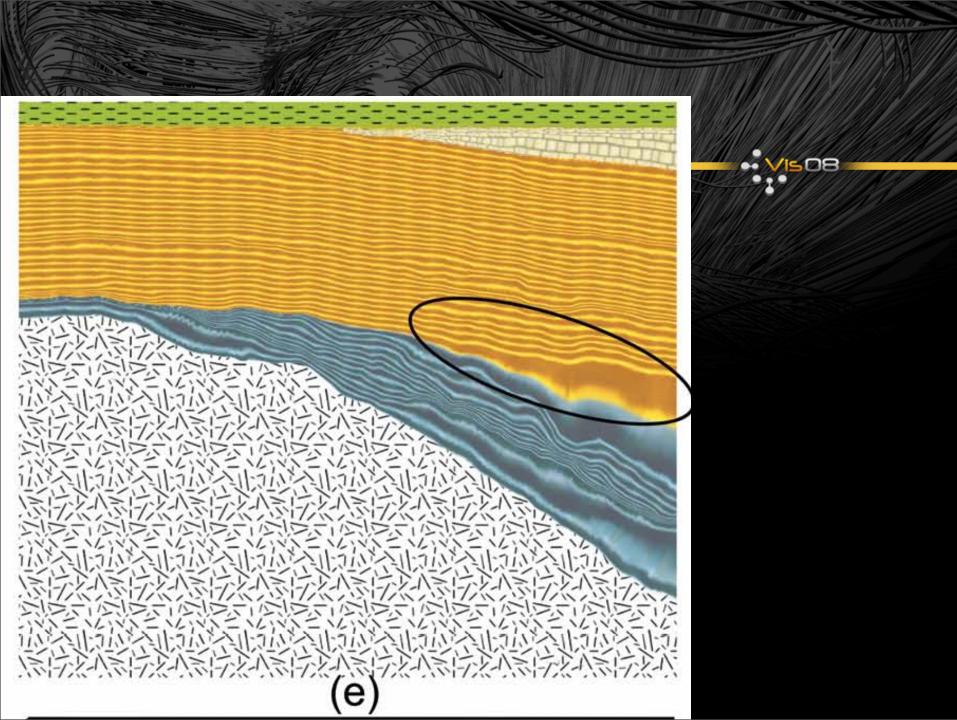
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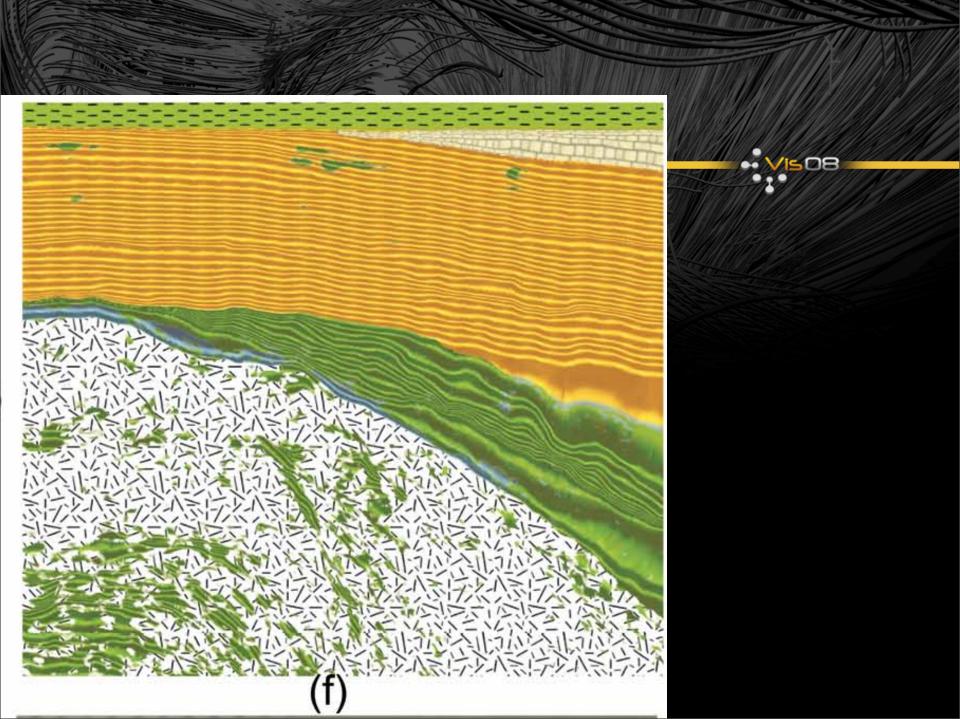


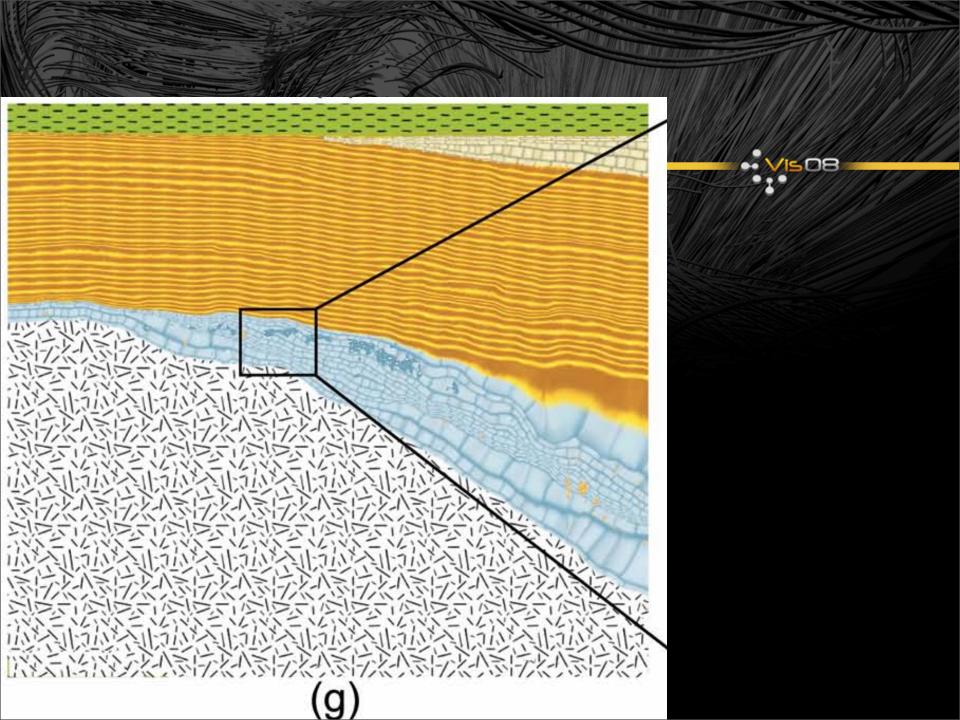


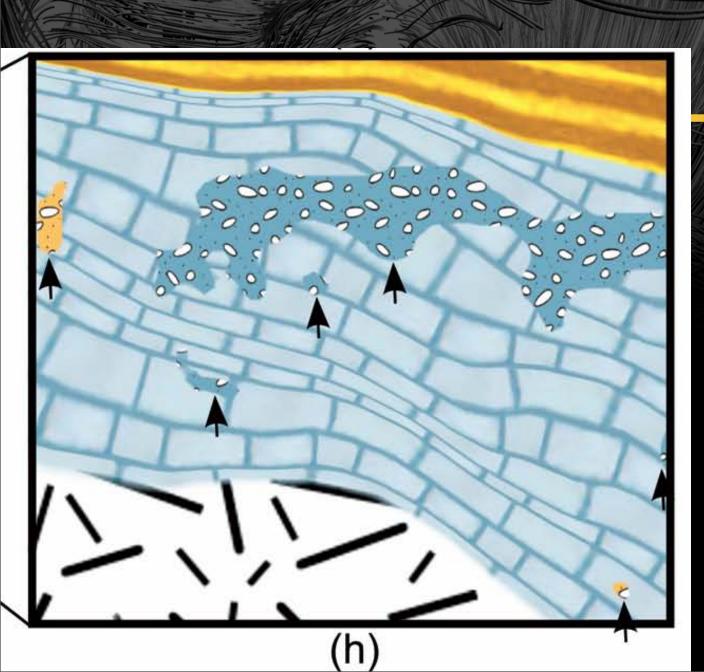












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Conclusions

Tight interpretation-illustration loop speeds up interpretation

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- First round results are credible due to collaborative nature
- Application domain likes the new approach, a larger, funded project, is planned





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