

3-D Seismic Interpretation and Modelling Using an Interactive Computer System

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A 3-D seismic survey consists of a large amount of sectors (lines, crosslines and time slices).

The interpreter is here faced with several problems such as simple book-keeping, 3-dimensional overview, folding, tying and marking of seismic events, and digitizing.

An interactive interpretation system will limit these problems and thereby automatically cut down the time used and the cost to accomplish a 3-D interpretation. In addition several other features can be applied, features which normally would be too time consuming for normal paper interpretation.

Also 2-D seismic interpretation can be performed on interactive computers.

Seismic modelling with the help of geomodel construction is possible with the help of a "solid block" concept, ray tracing, survey simulation and synthetic seismogram generation.
