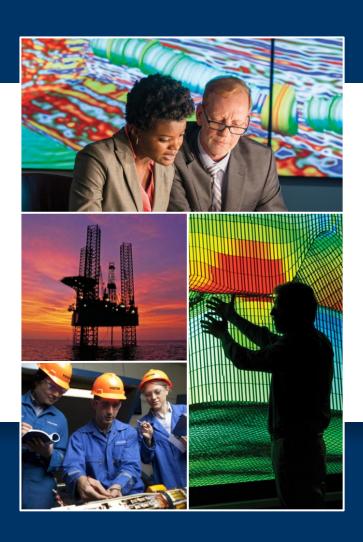
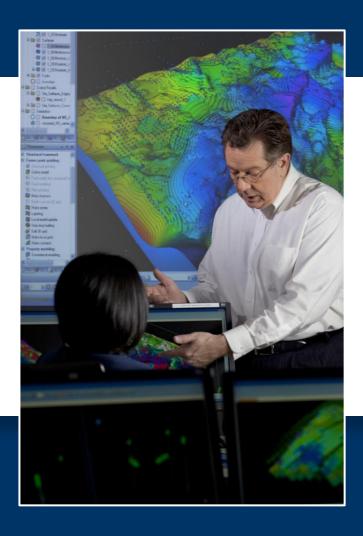


Petrel Geophysics Module 12: Mapping



Lesson 1: Horizon interpretation surface conversion and surface attributes generation



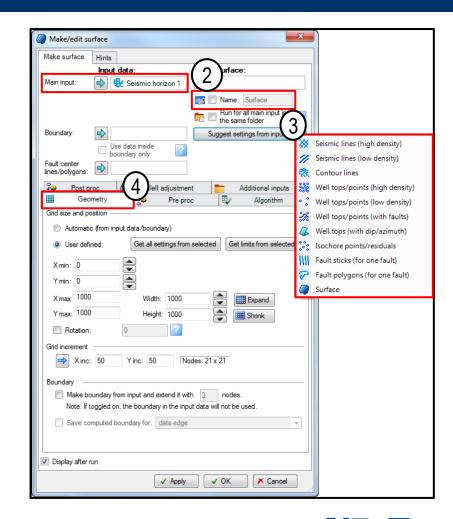


Make surface (1)

1. On the display right-click a horizon interpretation and in the mini toolbar, click *Make surface*.



- Insert the interpreted horizon into Main input.
- 3. Click Suggest settings from input.
- 4. On the **Geometry** tab, specify the grid outline and resolution.

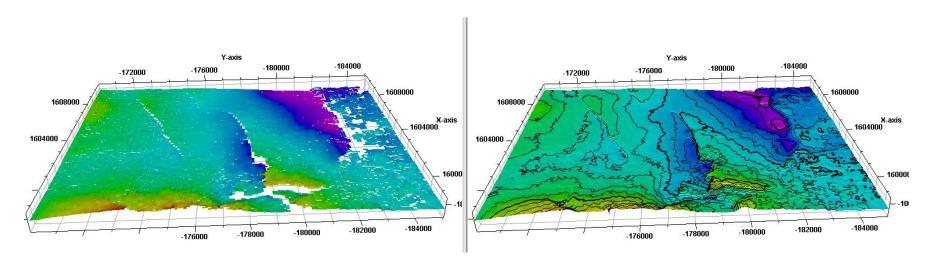




Make surface (2)

Originally interpreted horizon

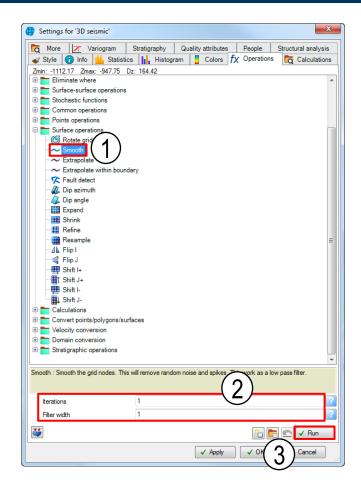
Surface created from horizon interpretation





Surface operations: Smooth (1)

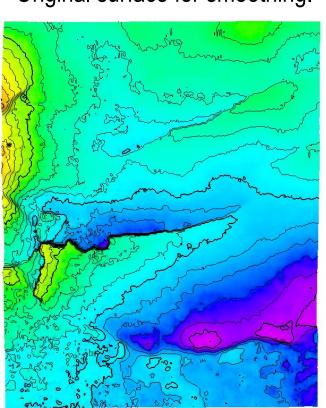
- 1. In the **Surface operations** folder on the **Operations** tab of the **Settings** dialog box for the Surface, select Smooth.
- 2. Define Iterations and Filter width parameters.
- 3. Click Run.



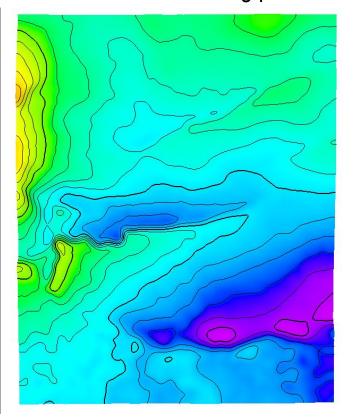


Surface operations: Smooth (2)

Original surface for smoothing.



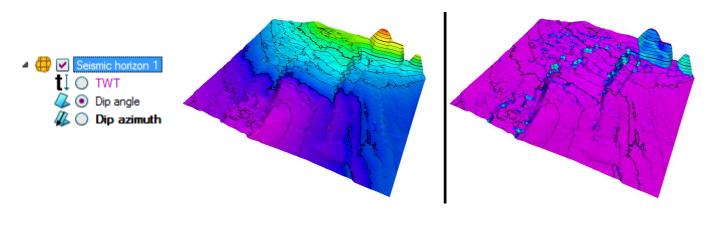
Surface after smoothing process.

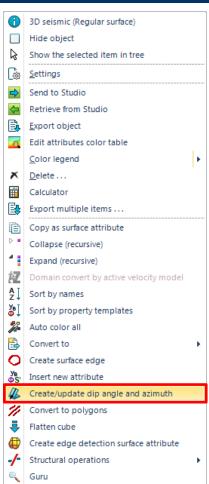




Attribute map based on surface operation

- 1. Display an unsmoothed surface in a **3D window**.
- 2. Right-click the surface and click *Create/Update dip angle and azimuth.*
- 3. Expand the surface in the **Input** pane to display new surface attributes.





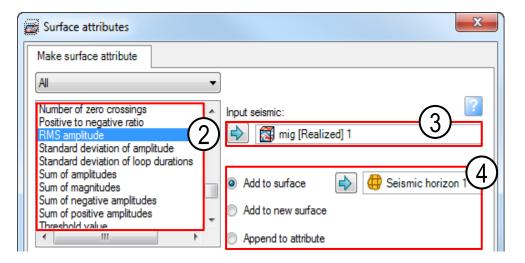


Generate surface attributes (1)

1. Display the surface in your window, right-click and click *Surface attributes* in the mini toolbar.



- 2. Choose a surface attribute from the list in the **Surface attribute** dialog box.
- 3. Choose Input seismic from the **Input** pane.
- 4. Choose from the options to create new, add, or append to existing attribute.





Generate surface attributes (2)

- 5. Define the Window specification or specify the horizons to use for calculating the attribute.
- 6. Expand the surface in the **Input** pane to display the attribute.

7. If you use guided or manual interpretation: Window specification Resample parameters Single horizon a. Hold down the mouse button and Reference horizon Seismic horizon 1 Horizon: move the cursor in the direction of Search window: Horizon offset: 0 the interpretation. b. Press N or double-click to break the pick. vindow: Number of repeats



Window of advance: 0

Exercises

