Petrel 面属性提取参数

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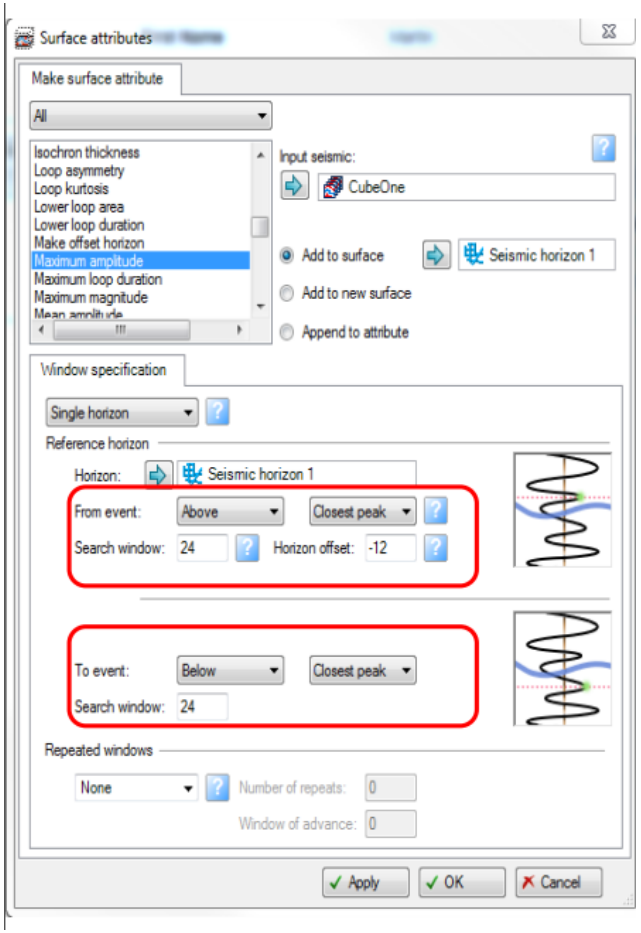
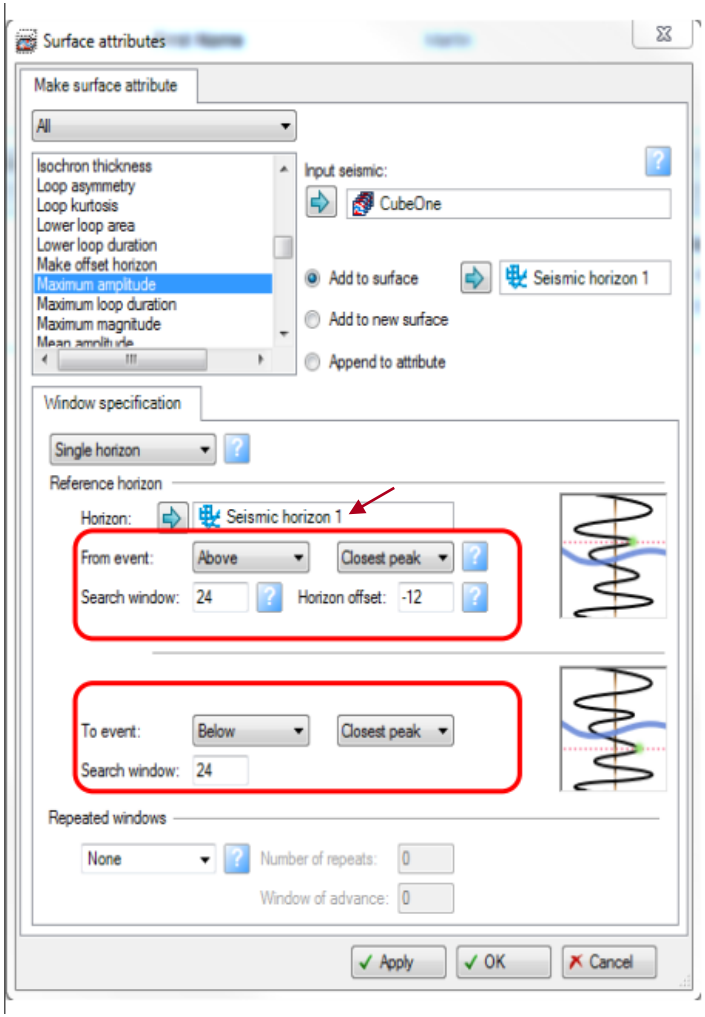
参数应用顺序

1. Horizon： 指定层面位置
2. Horizon offset: +向上，-向下漂移
3. From event: 在上步漂移后的深度基础上向上（above)或向下（below）搜索
4. Search window: 搜索窗长，为正值
5. None, peak, trough…….在前4步定义的时窗内找peak, trough或者none(offset+search window决定的深度位置)

6. To event: above or below
7. Search window:正值
8. None, peak, trough…….

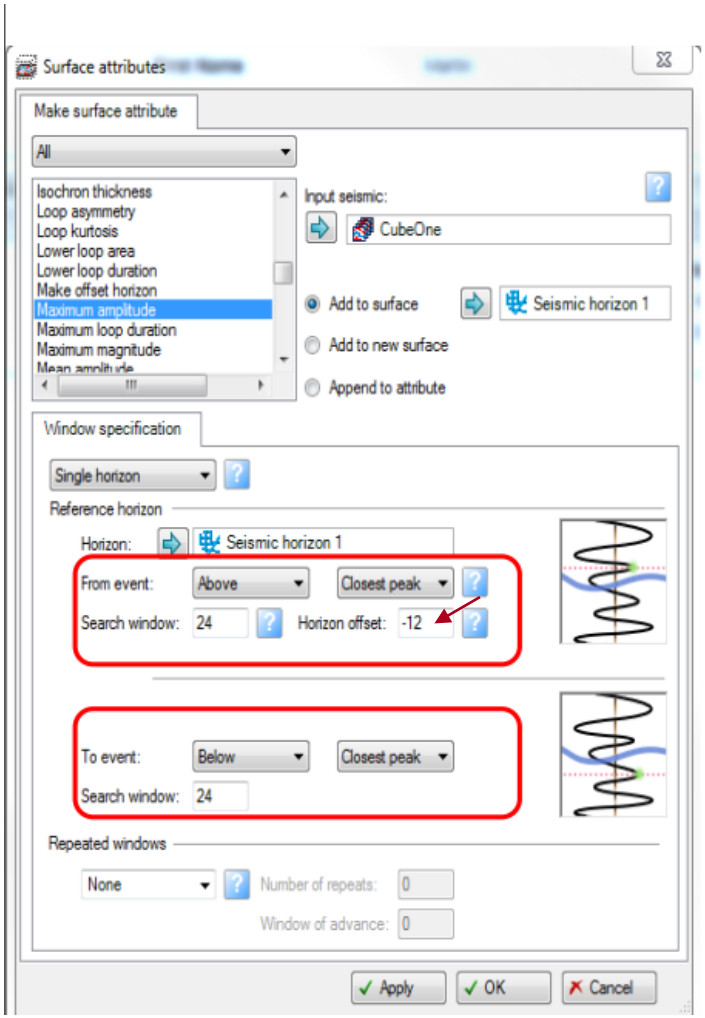


1. 确定起始面位置


Surface attributes
Make surface attribute
All
Isochron thickness
Loop asymmetry
Loop kurtosis
Lower loop area
Lower loop duration
Make offset horizon
Maximum amplitude
Maximum loop duration
Maximum magnitude
Mean amplitude
Input seismic:
CubeOne
Add to surface
Seismic horizon 1
Add to new surface
Append to attribute
Window specification
Single horizon
Reference horizon
Horizon:
Seismic horizon 1
From event:
Above
Closest peak
Search window:
24
Horizon offset:
-12
To event:
Below
Closest peak
Search window:
24
Repeated windows
None
Number of repeats:
0
Window of advance:
0
Apply
OK
Cancel

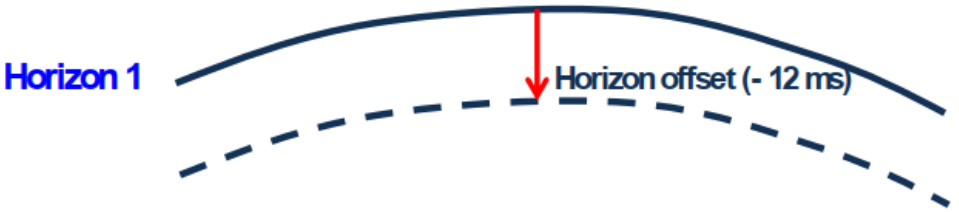

Horizon 1

2. 使用offset参数



From event:

Horizon Shift -12ms



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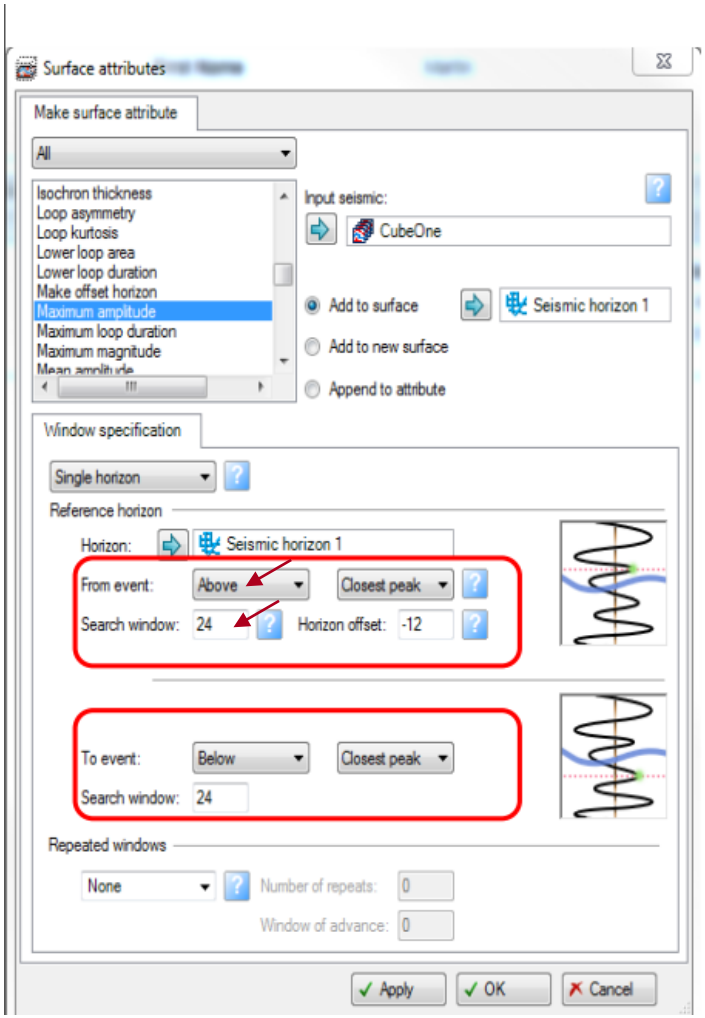
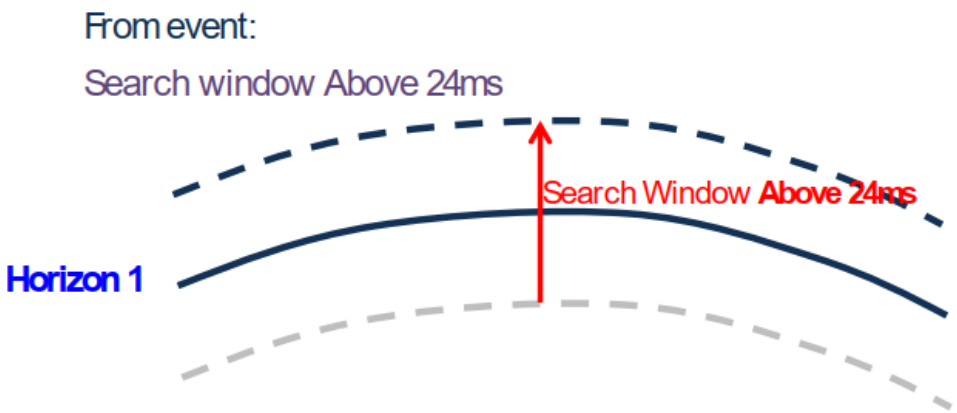
3. 确定起始位置搜索窗口





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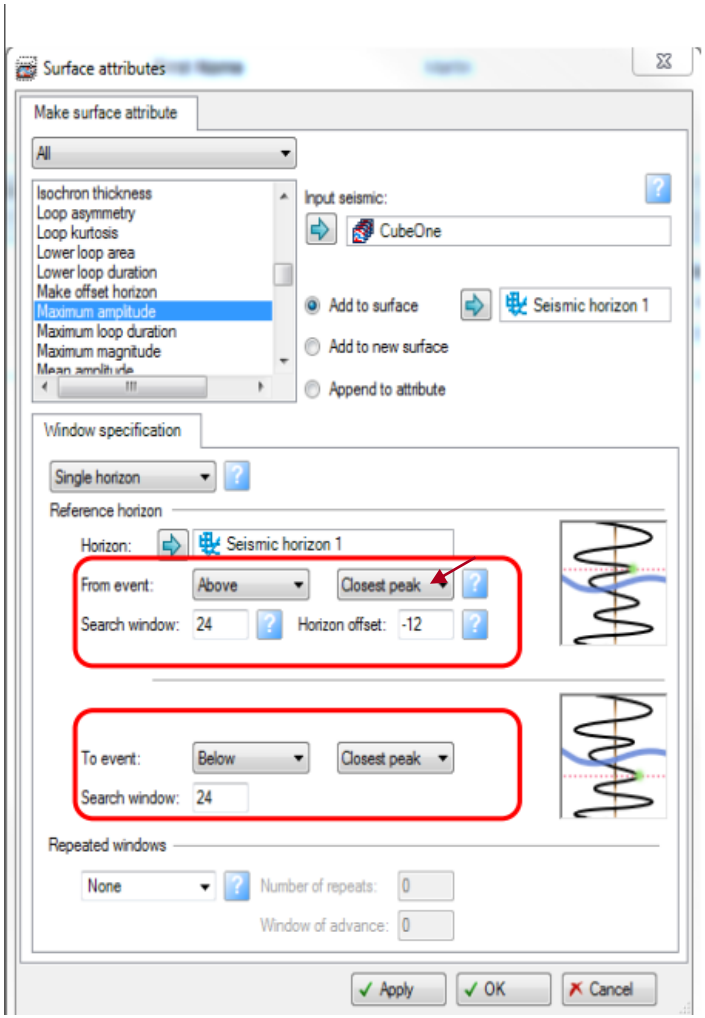
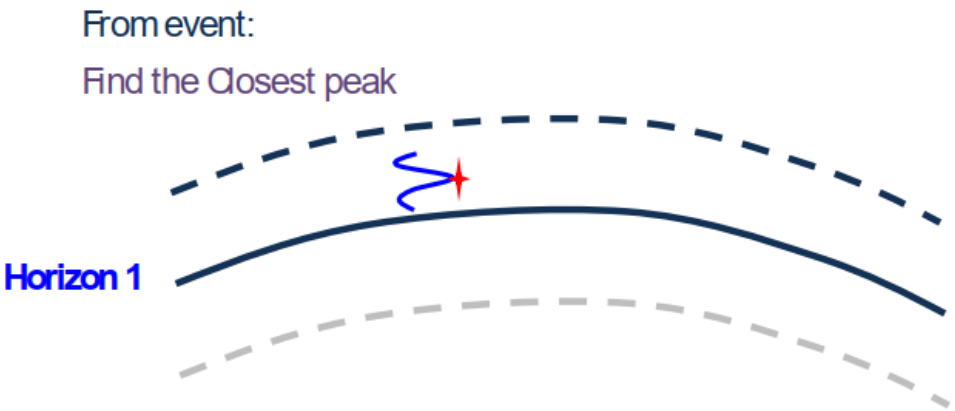
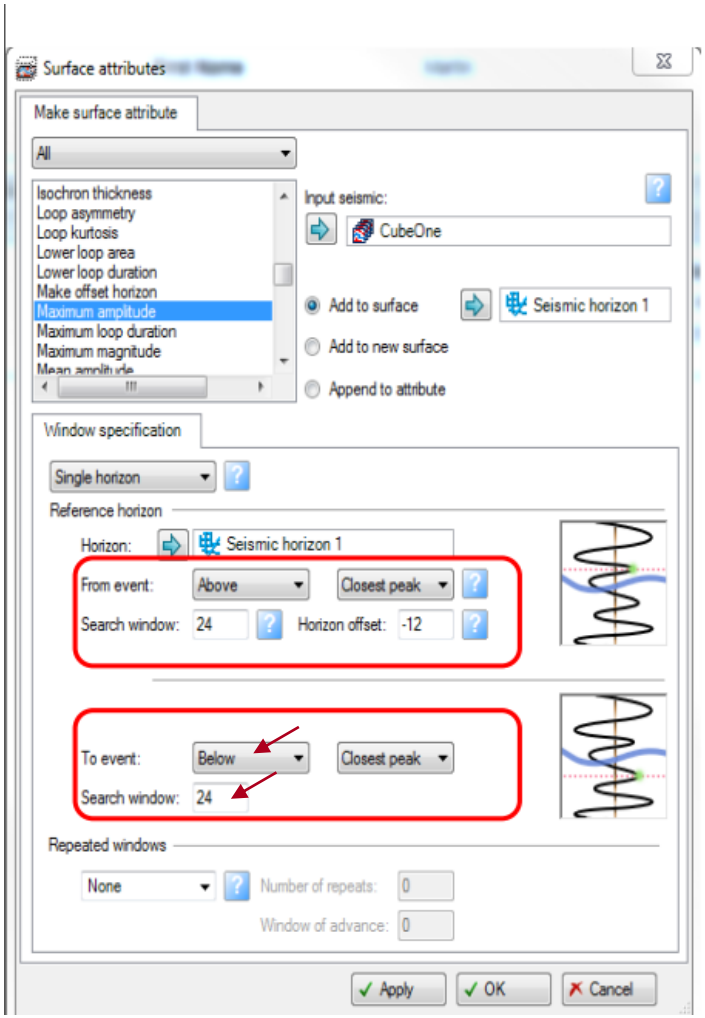
4. 选取起始位置

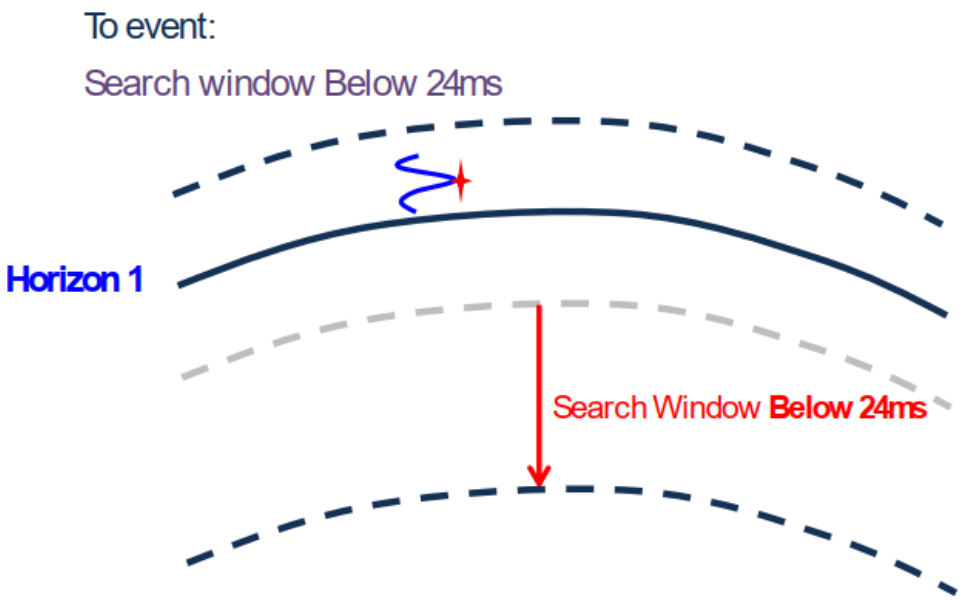




注：只有Search window不等于0时，此选项才有意义，如果search window=0，起始位置就是定义的horizon加上horizon offset定义的位置

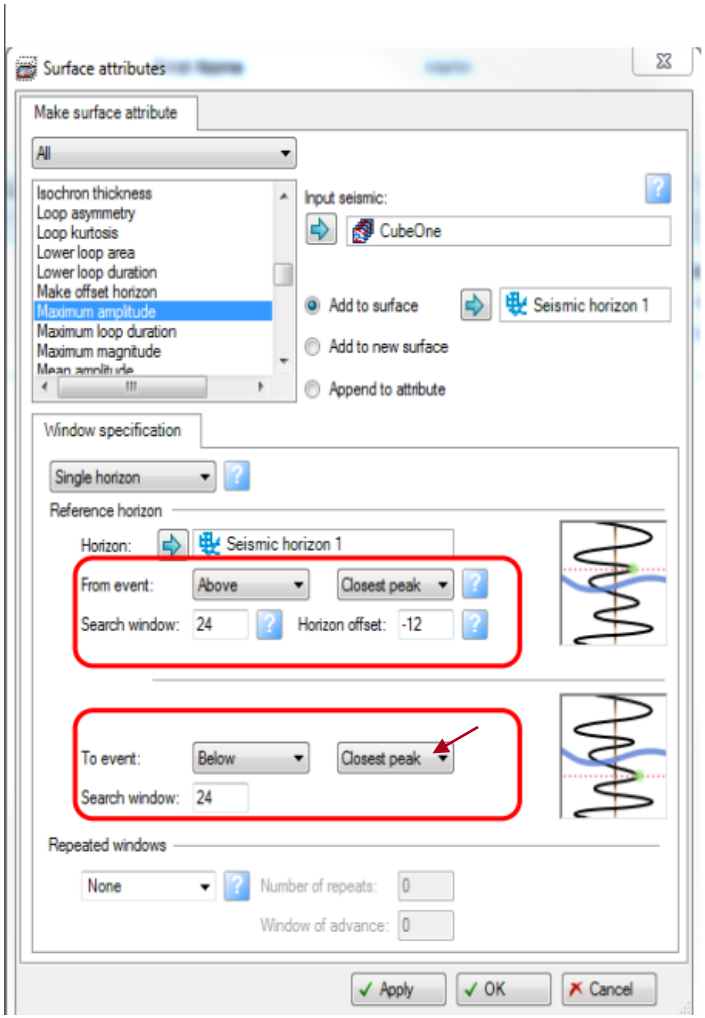
5. 确定结束位置搜索窗口

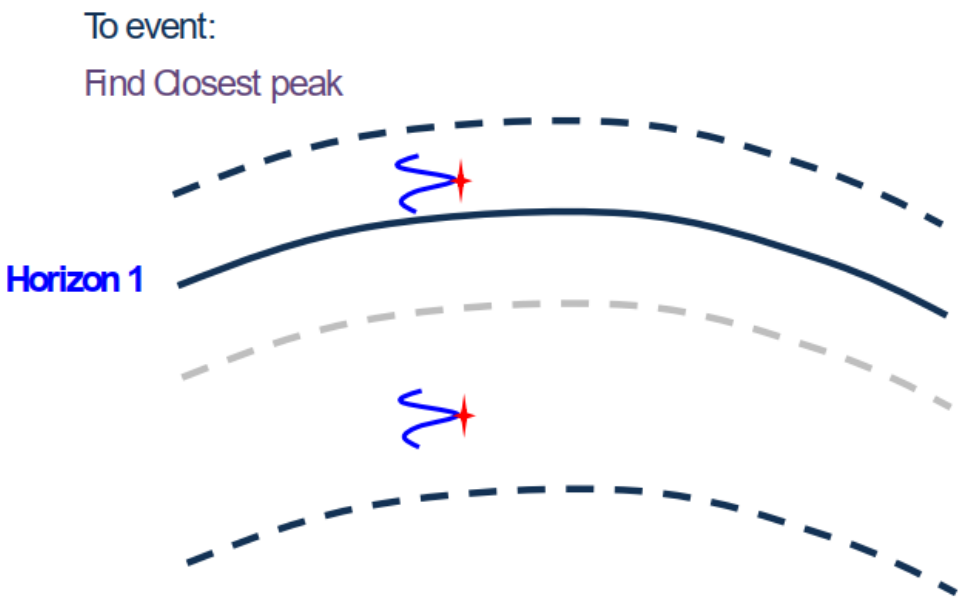




注：以起始界面漂移后的深度（horizon+offset 定义的深度）为参考

6. 确定结束位置





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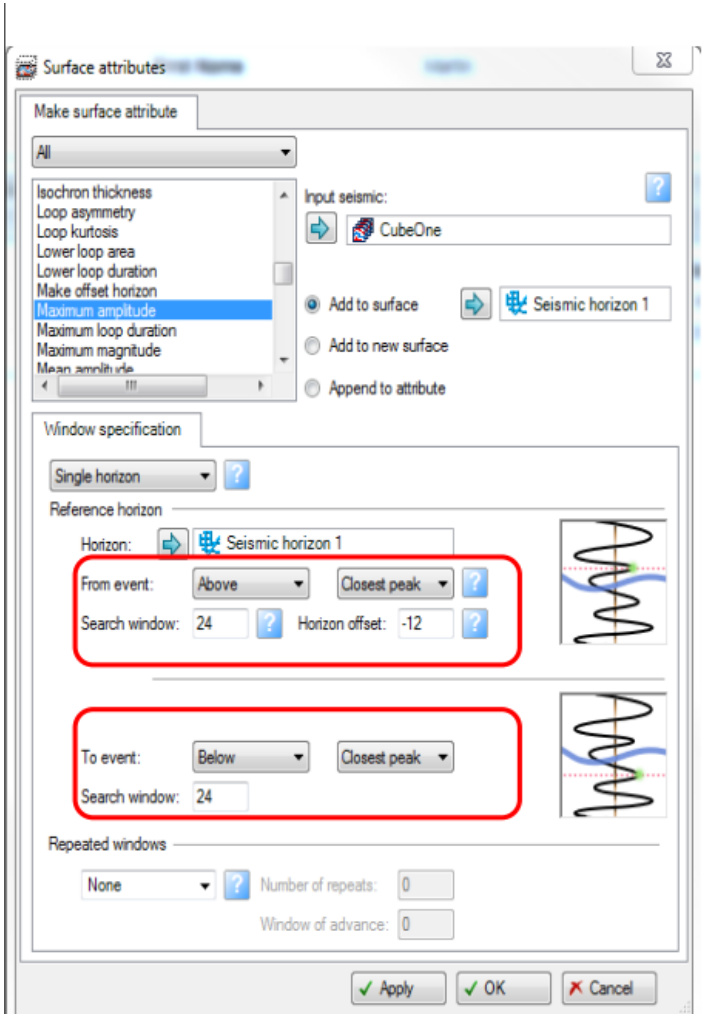
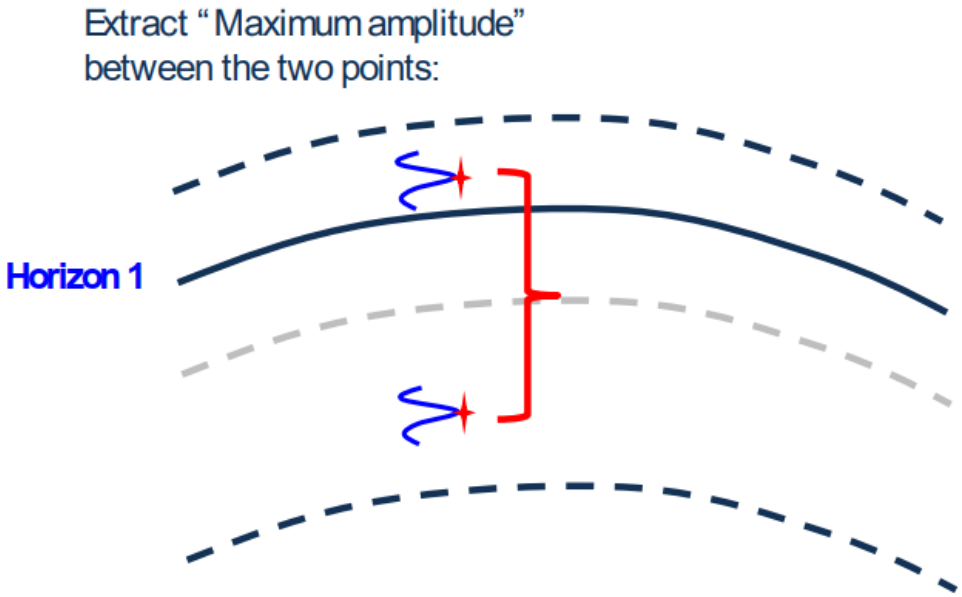
7. 在起始位置和结束位置之间提取面属性值





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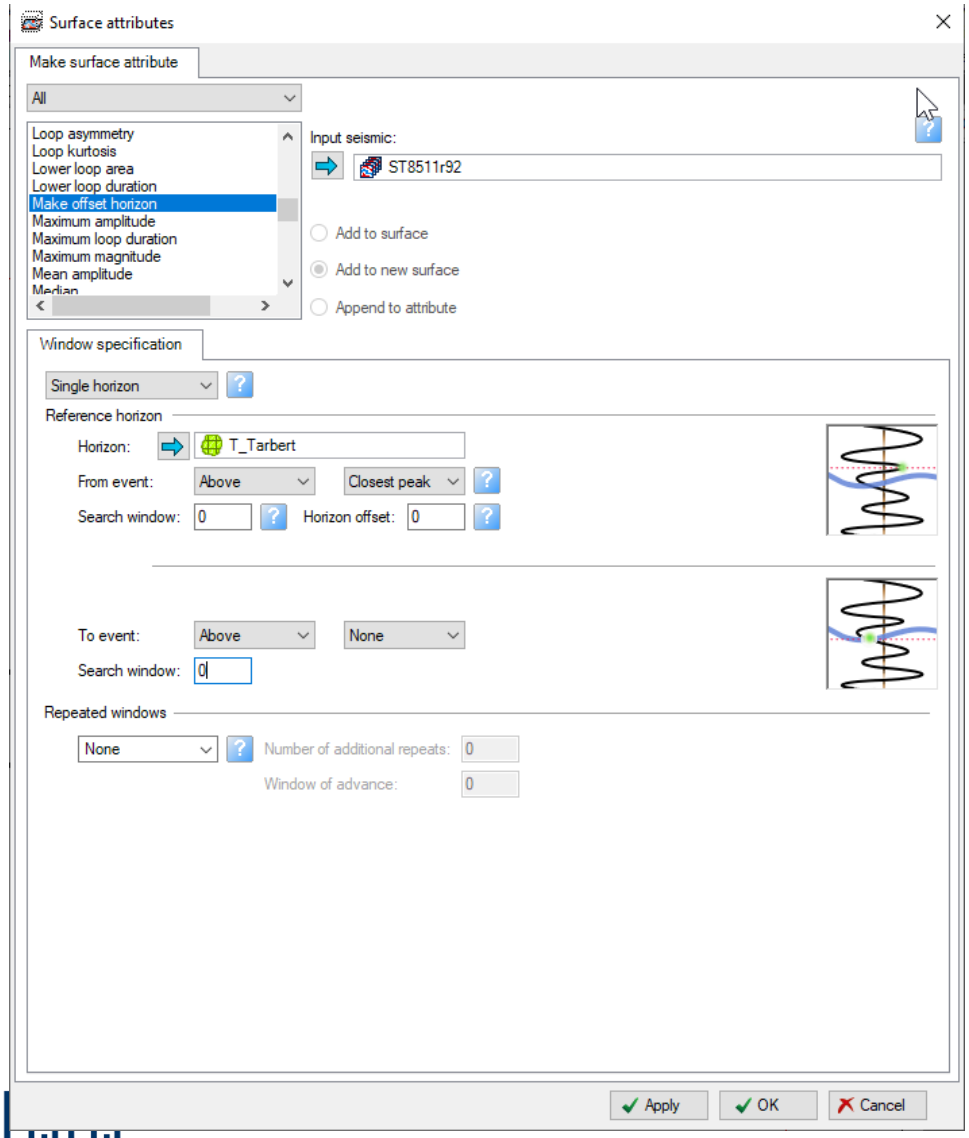
8. Make offset horizon检查两个界面的位置



此属性用于生成计算的两个面位置，用于检查数据选取范围