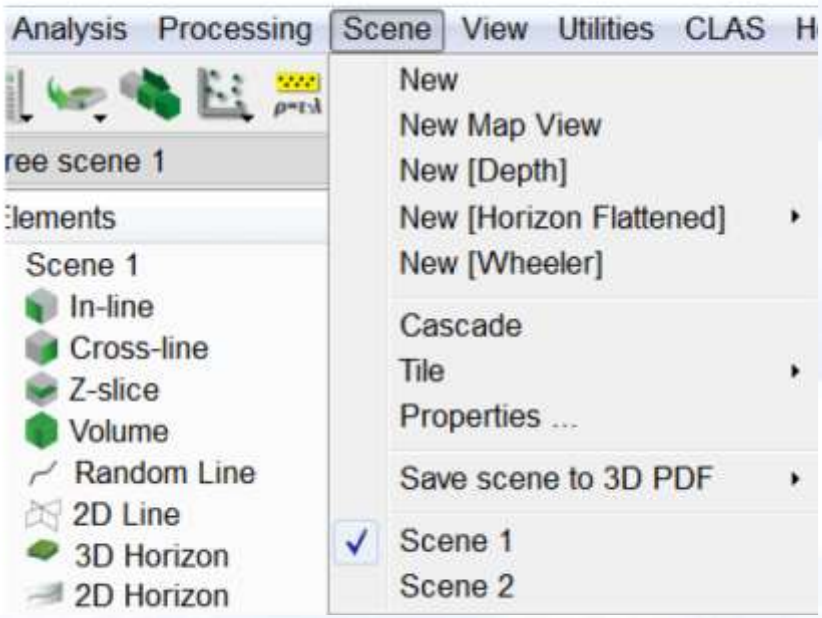
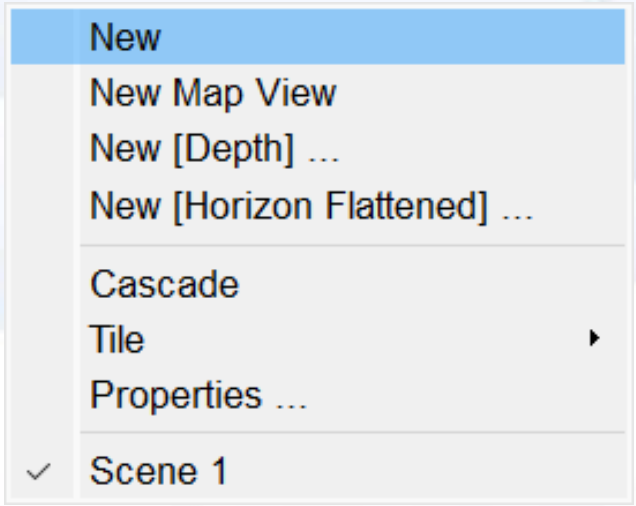
7 Scene

视图

7 Scenes

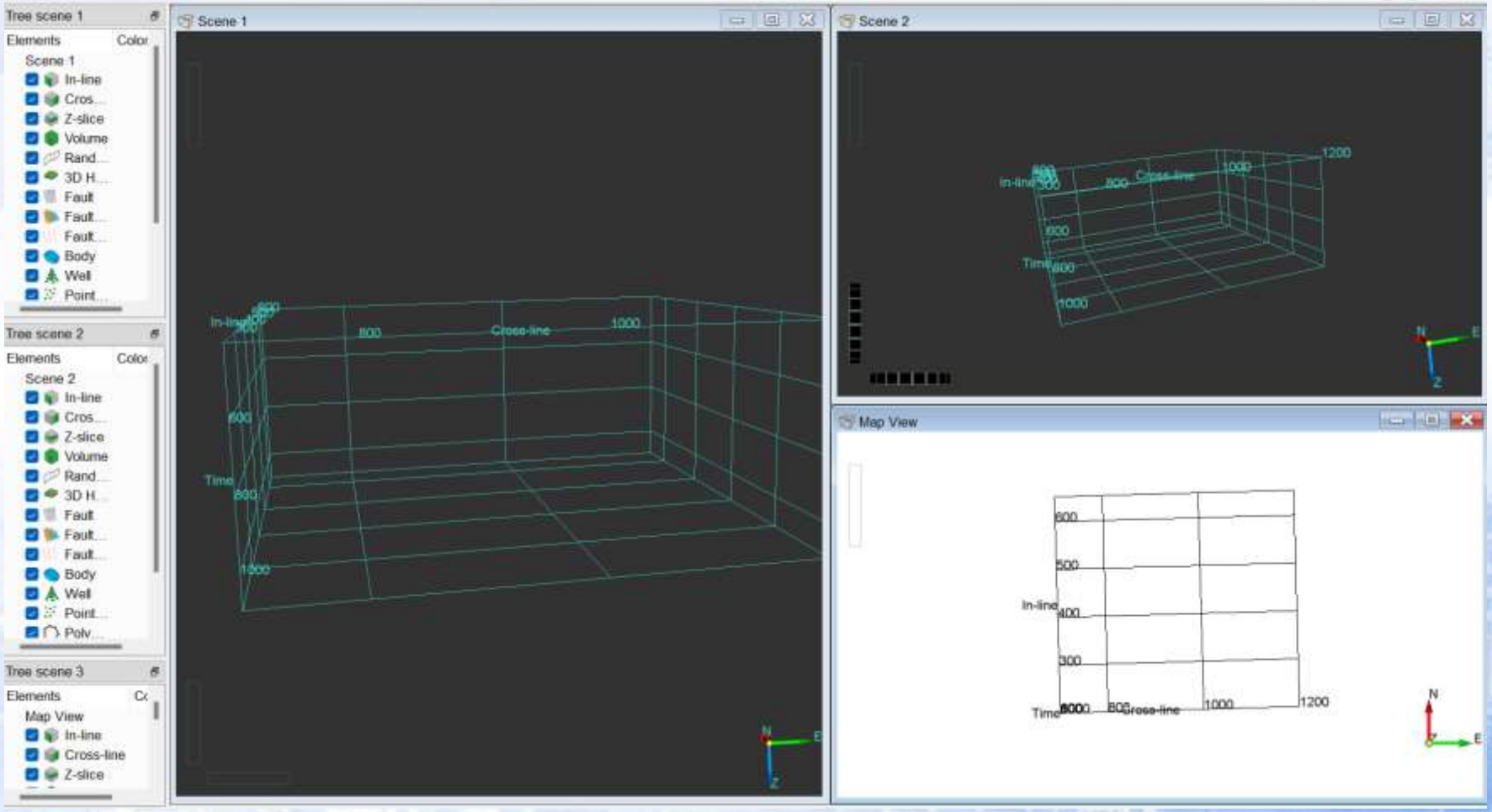


手册截图



GNU版本软件截图

Scene > New
Scene > New map view



The OpendTect main window can have multiple scenes, most of them opened using this menu. The scenes behave like sub-windows within the main window: Each scene has its own tree and can be minimized, maximized, reduced or enlarged in size, without ever going out of the main window. The trees of different scenes can be move on top of each other and sorted as tabs, or completely separated from the main window (they are utility windows).

The *Cascade* option will restore a default size for each scene and sort them starting on the upper left corner of the main window.

The *Tile* option is a shortcut to maximize each scene by sharing the space of the main window equally:

- **Auto:** The scenes are sorted automatically along the best fitting grid.
- **Horizontal:** The scenes are arranged along a single line.
- **Vertical:** The scenes are arranged along a single column.

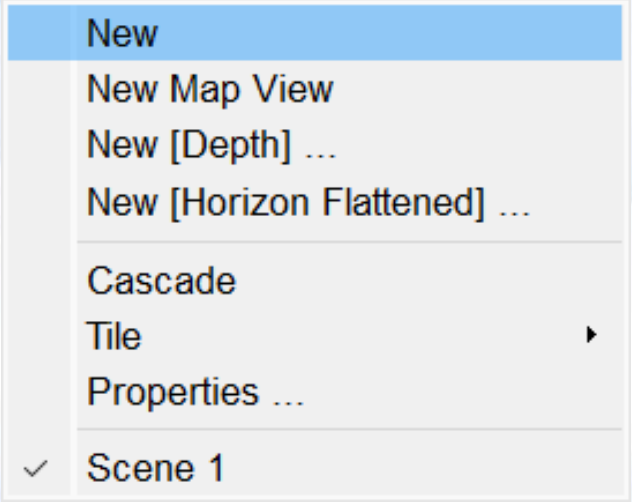
If all scenes are maximized the active scene will be annotated on the left in the *Scenes* menu. Clicking on another scene will make that one active.

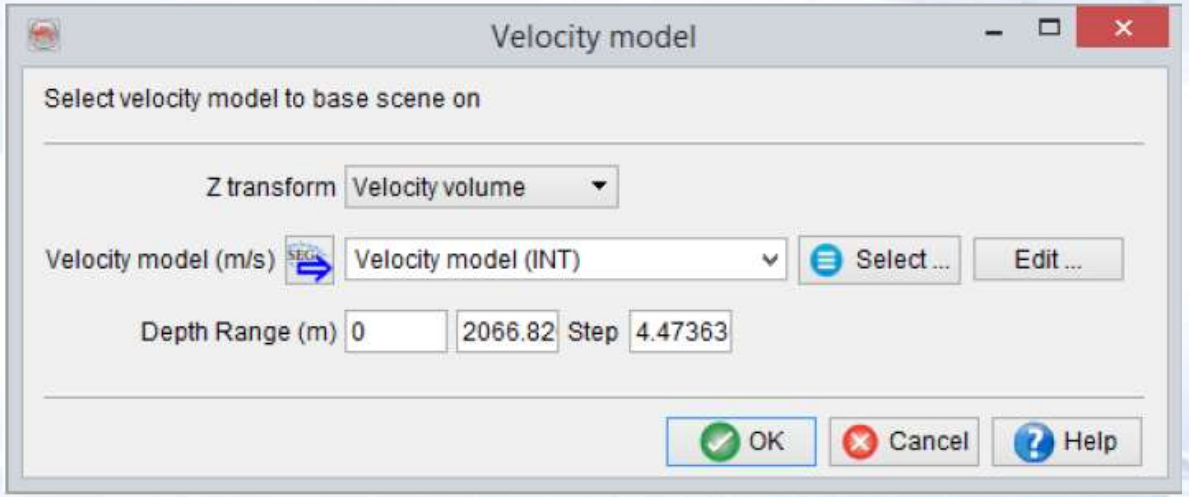
7.1Time-与Depth-转换场景图

New [Depth]

OpendTect can display time data in the depth domain and depth data in the time domain.

在深度域中显示时间数据，在时间域上显示深度数据。

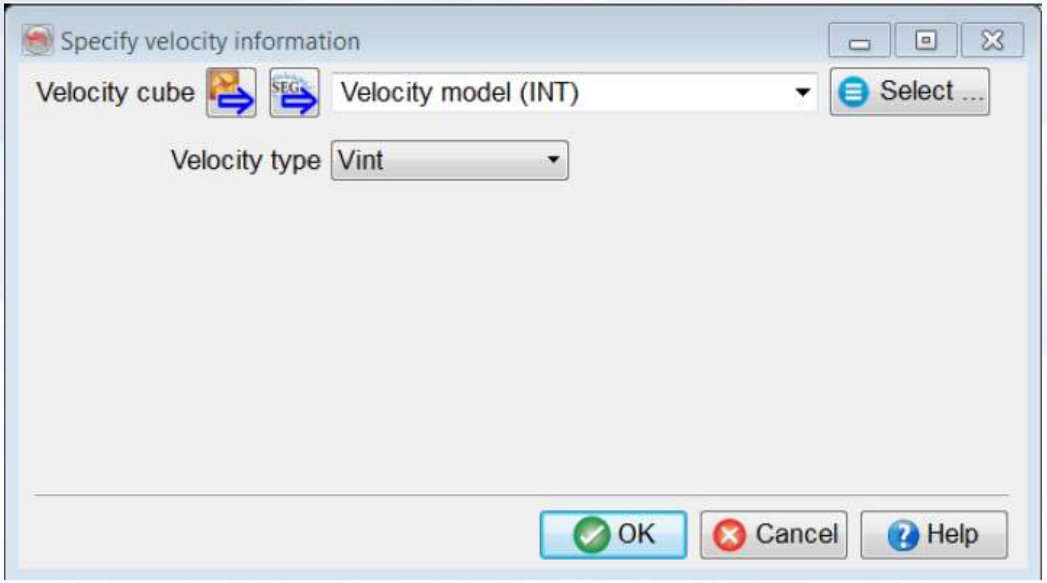




This is done using a user-selected velocity volume and computing the new Z range (depth or time) based on the original Z range (time or depth respectively). In all transformed scenes each and every display elements is re-positioned on-the-fly.

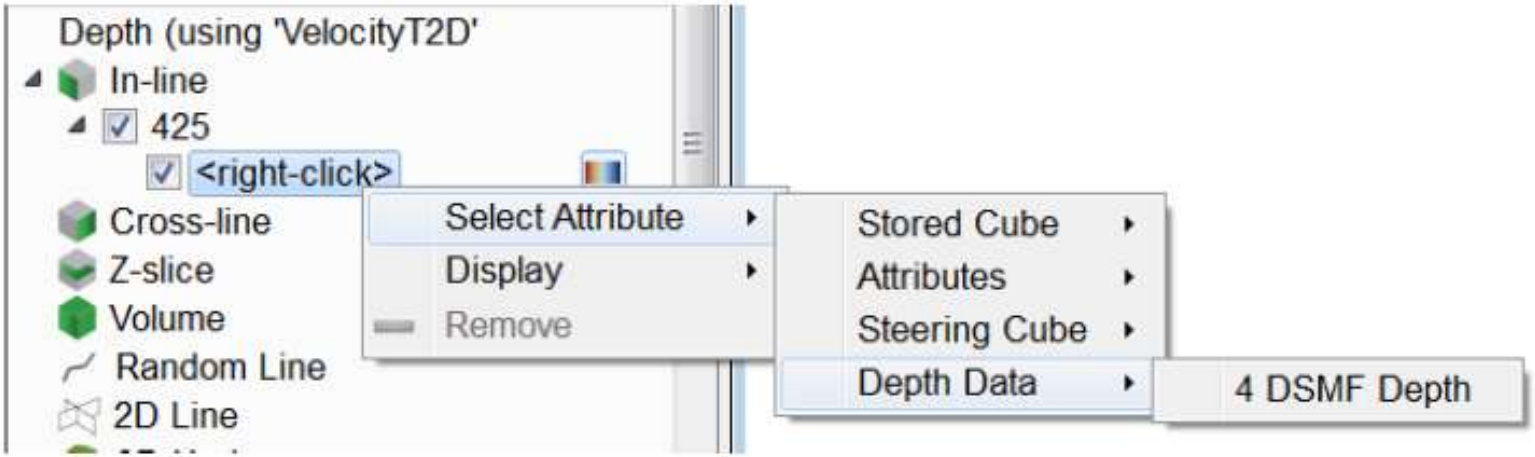
实现：选择速度模型，然后计算新的Z范围（深度或时间）

Pressing '*Create*' will pop up a dialog that allows you to specify the velocity type for a given volume: 指定速度类型



(See Tagged Seismic Data for more detail.)

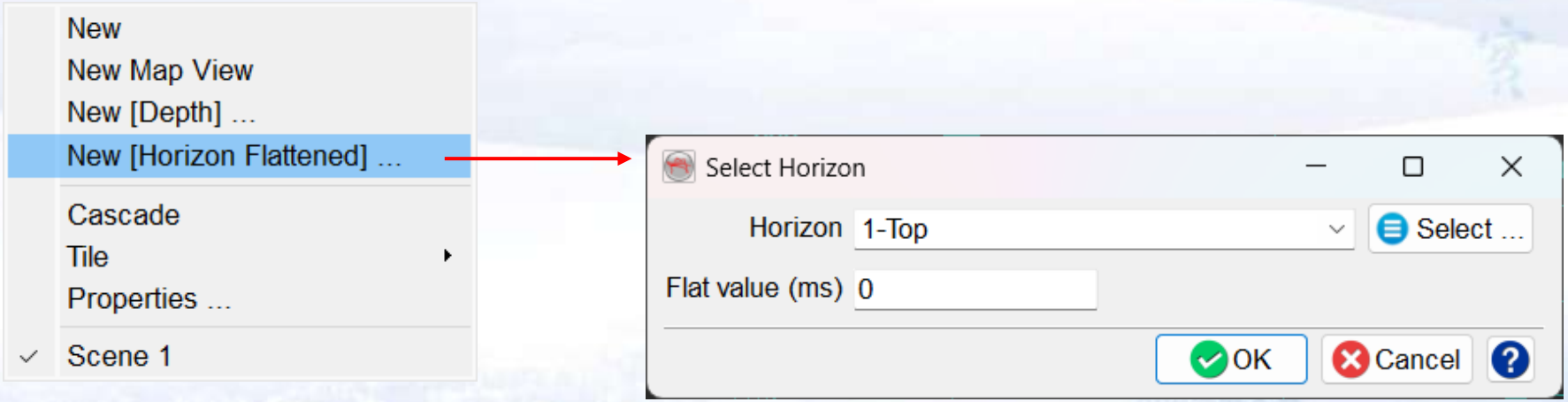
The only exception is 3D volume for which the on-the-fly transformation can be slow. Therefore time volumes can be depth converted (i.e. they become stored volumes) using an additional option in the right-click option of inlines and crossline, in the transformed scene:



Please note that depth-stored volumes can also be imported via SEG-Y by settings the appropriate tag in the SEG-Y import wizard.

7.2 Flattened Horizon Scenes

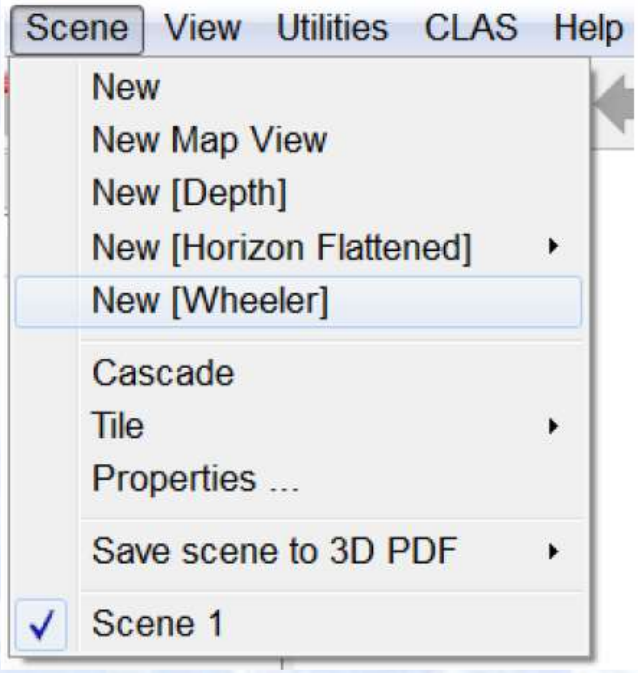
This option will generate a new scene flattened about the selected horizon. The Z range has the same unit as the original scene, but it is now relative to that horizon and no longer absolute.



7.3 Wheeler Scenes

GNU版本软件没有这个功能?

The Wheeler Scene is a transformation (flattening) of HorizonCube into relative geological time (RGT). Therefore, before adding a Wheeler Scene, the HorizonCube will need to be selected. You will be prompted for this if not already selected.



转换HorizonCube为相对地质时间(RGT)

This option is only available if the SSIS plugin is installed.