



SeiVis: An Interactive Visual Subsurface Modeling Application

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♥ SimVis GmbH

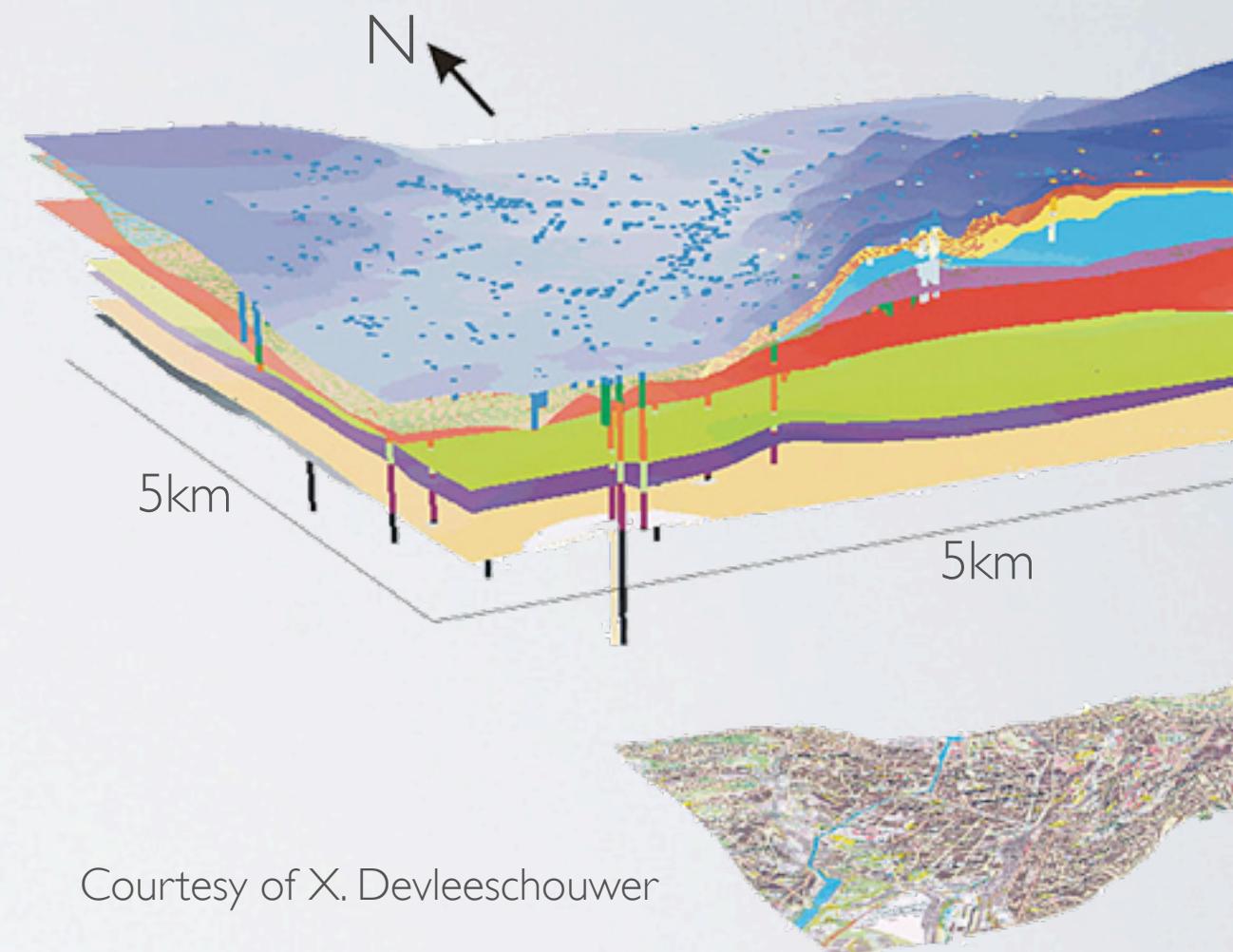
♦ VRVis Research Center

♦ Heinemann Oil GmbH



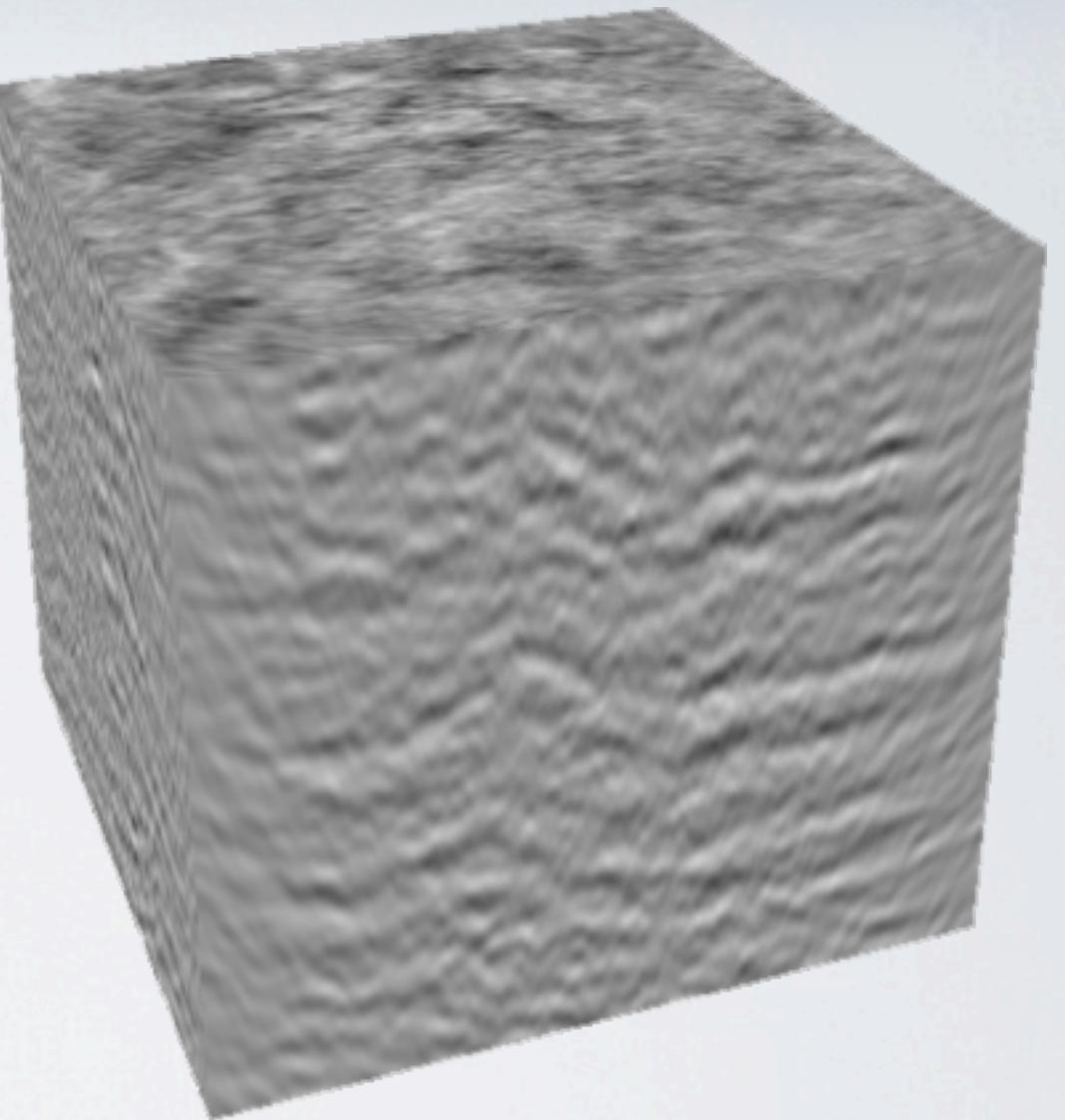
Subsurface Modeling // Overview

- Description of subsurface layers
 - horizons
 - faults
- Created from seismic survey
 - well data + seismic tomography
- Seismic tomography
 - recorded depth dimension is time
 - target depth dimension is lateral depth



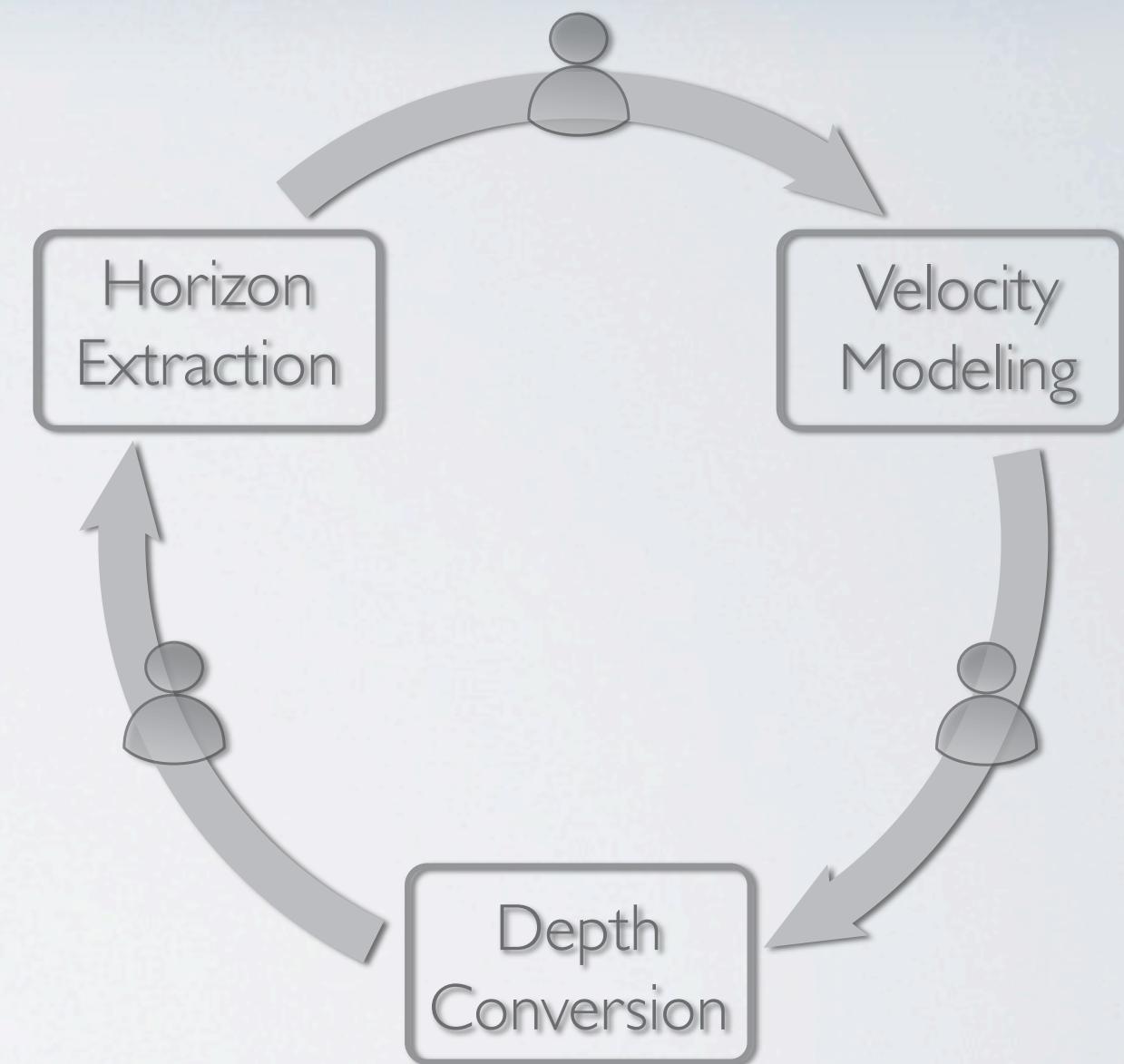
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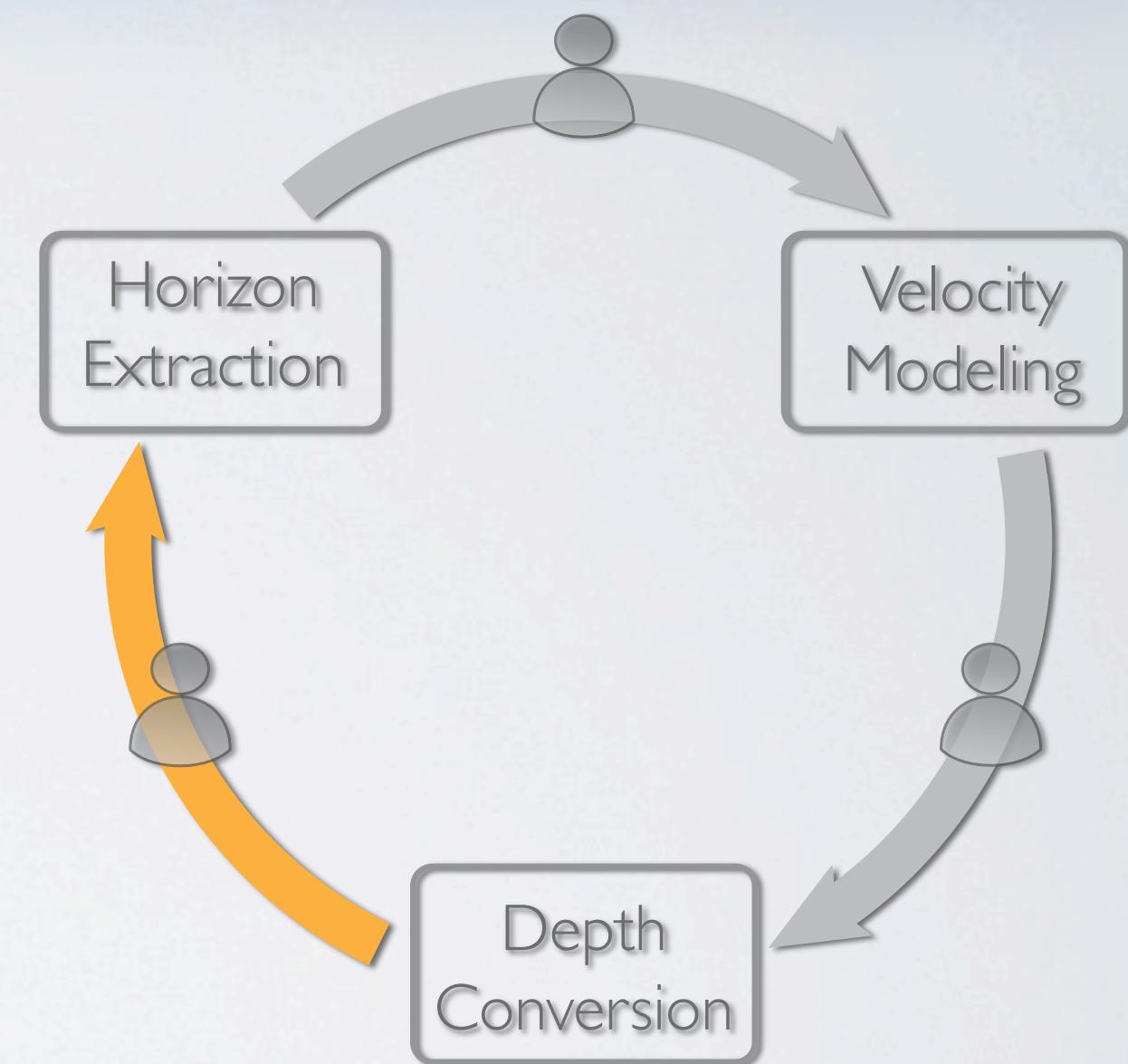
Subsurface Modeling // Workflow

- Feature extraction
 - based on seismic tomography
 - results in model in time domain
- Velocity modeling
 - per layer velocity based on model in time
 - results in velocity model
- Depth Conversion
 - transforms model from time to depth



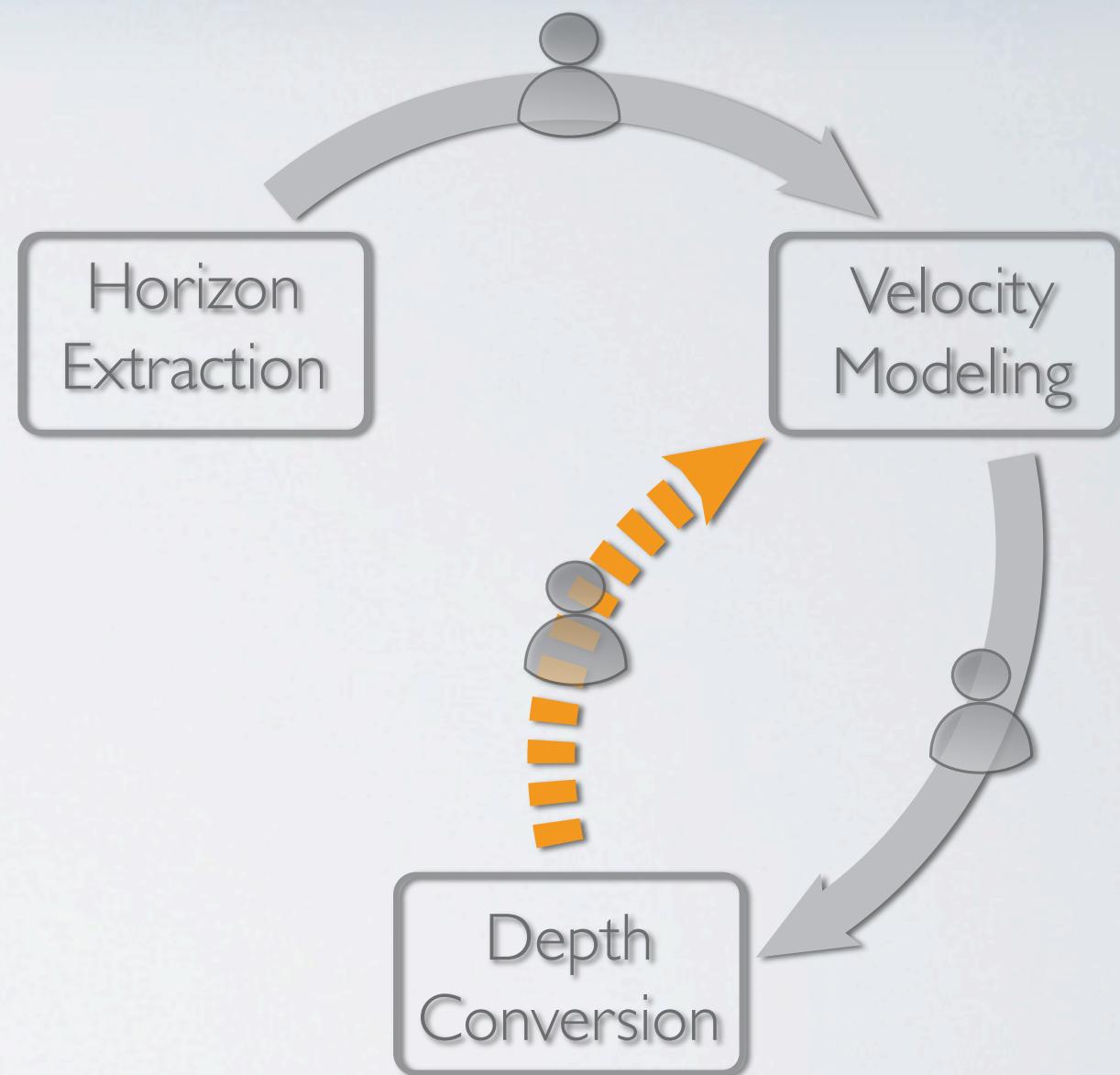
Subsurface Modeling // Problems

- Additional data only at the end of pipeline
- Errors become visible after depth conversion
 - propagating fixes back into interpretation is time-consuming and hard
- instead locally hot-fixing velocity model
 - + might fix the layer model
 - might result in unphysical velocity model



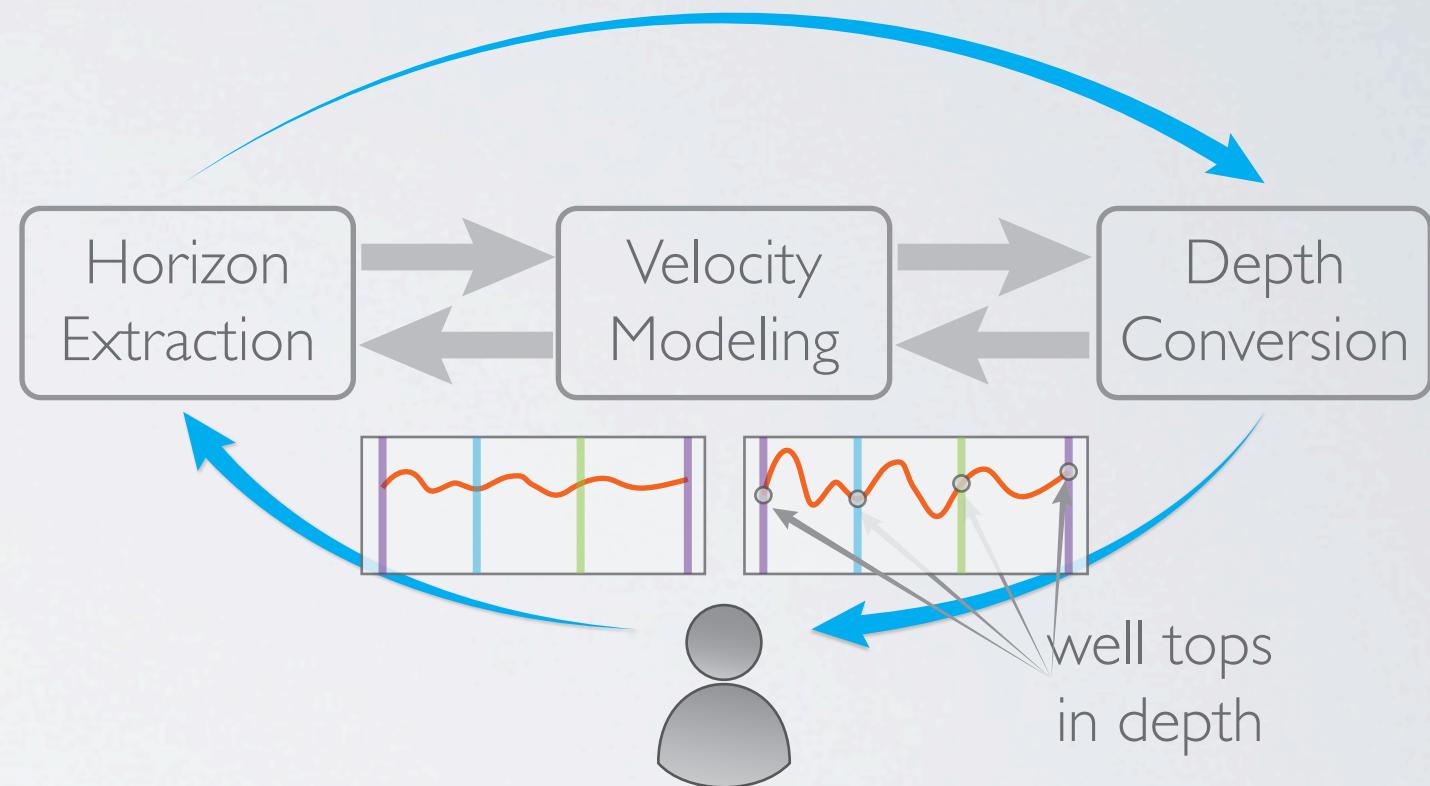
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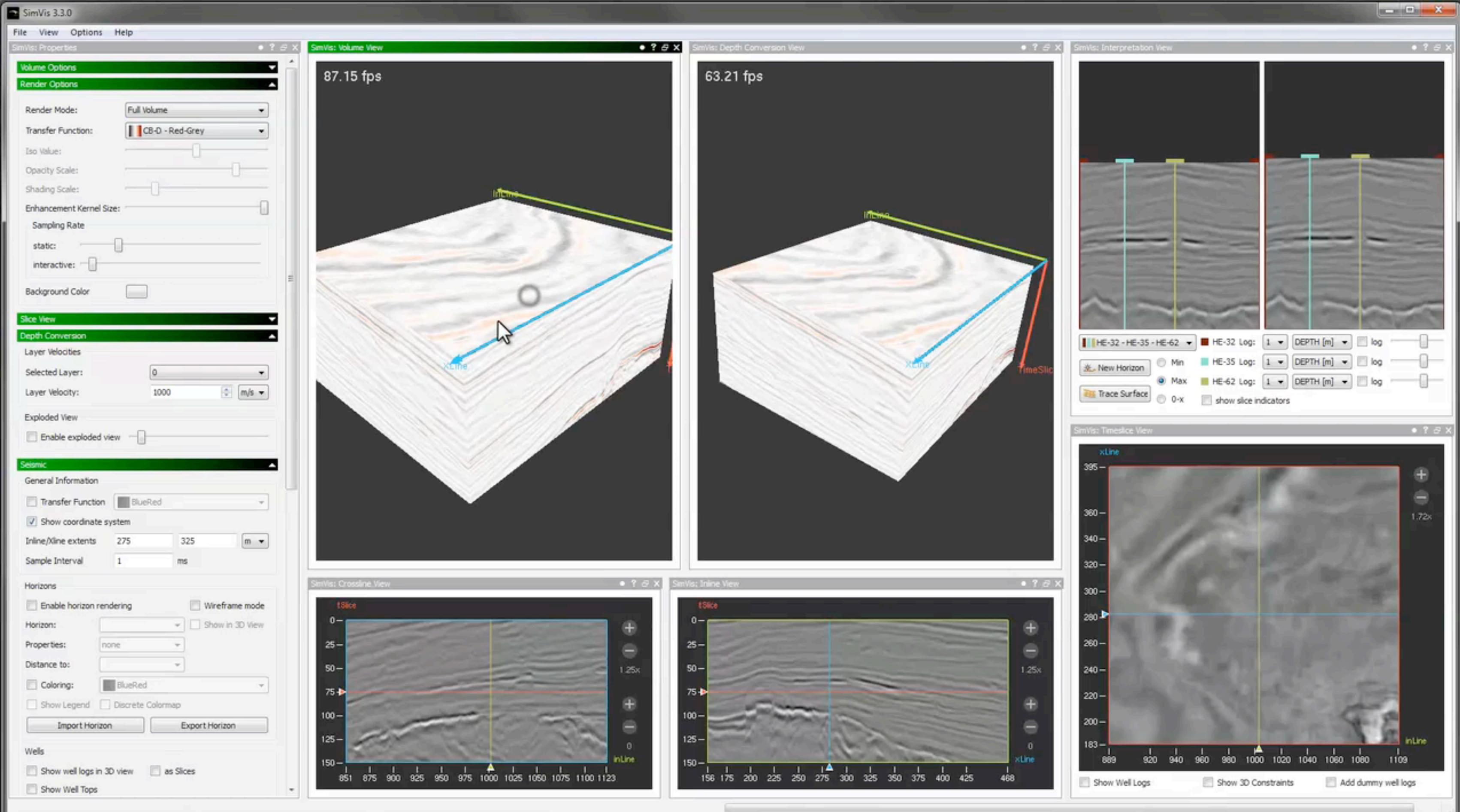
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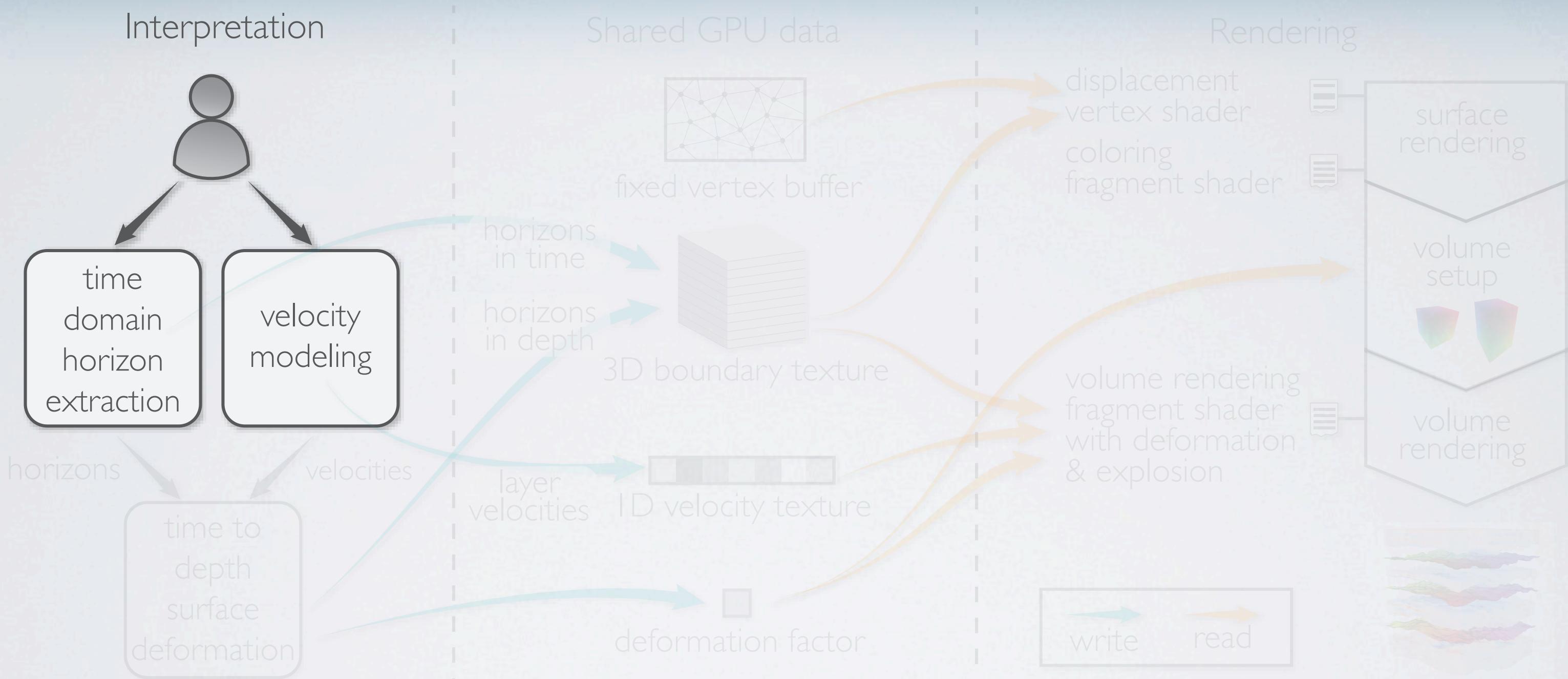
Subsurface Modeling // Integration

- Idea: Integrate all three steps
 - starting new horizon automatically updates layer model
 - velocity can be assigned immediately
 - allows computation of depth conversion during interpretation
- Joint time/depth domain workflow

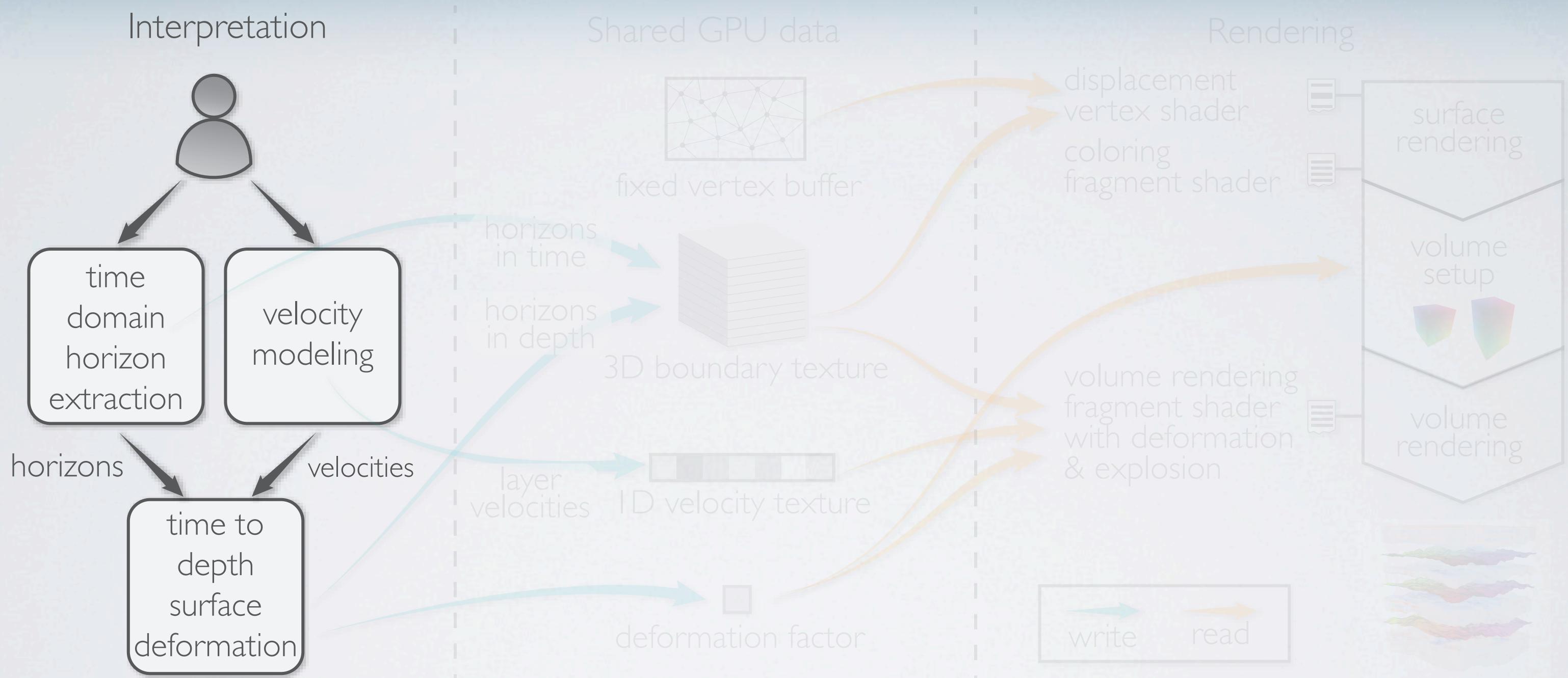




Joint Time/Depth Domain // Pipeline

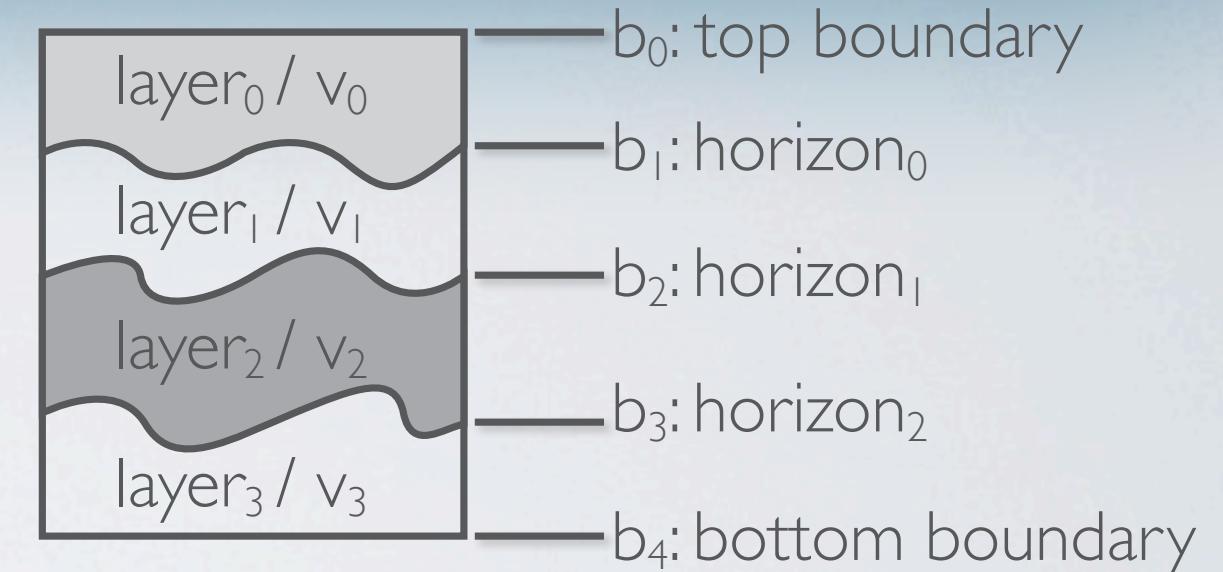


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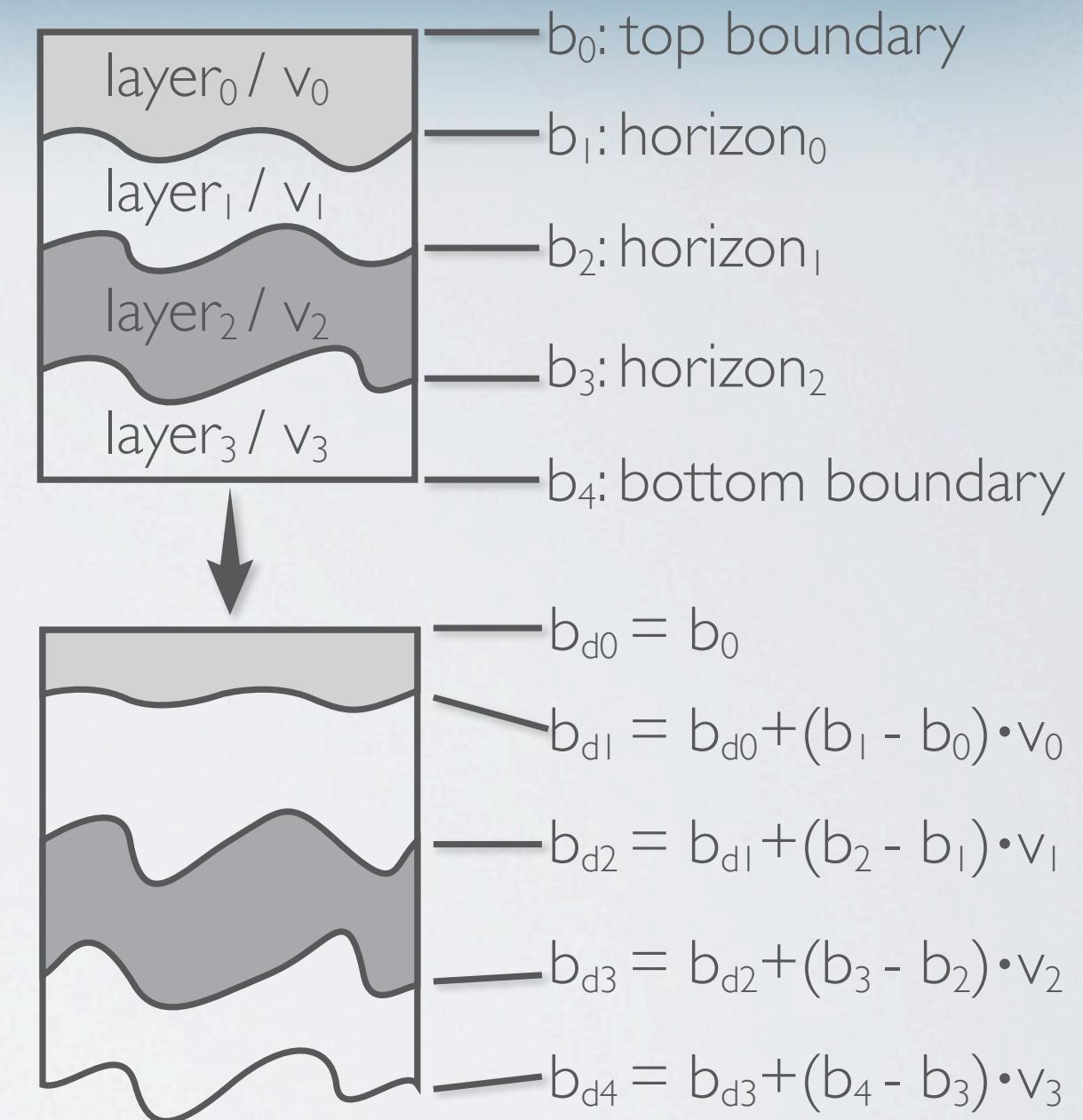
Joint Time/Depth Domain // Deformation

- Horizon deformation
 - iteratively deform boundaries from top to bottom
 - all x,y-coordinates are independent
 - top boundary is equal in time & depth
 - following boundaries are sum of previous deformed boundary and deformed layer



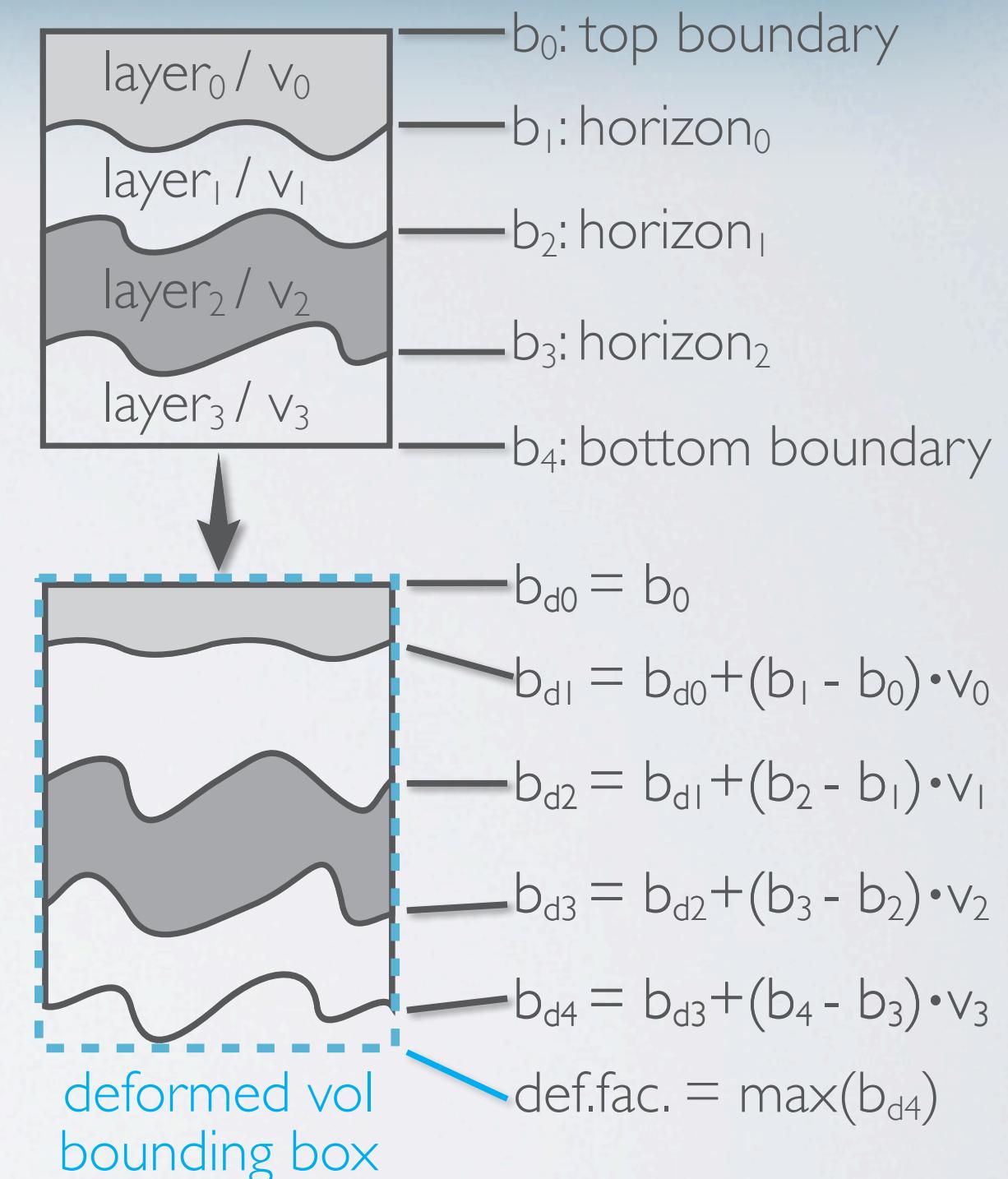
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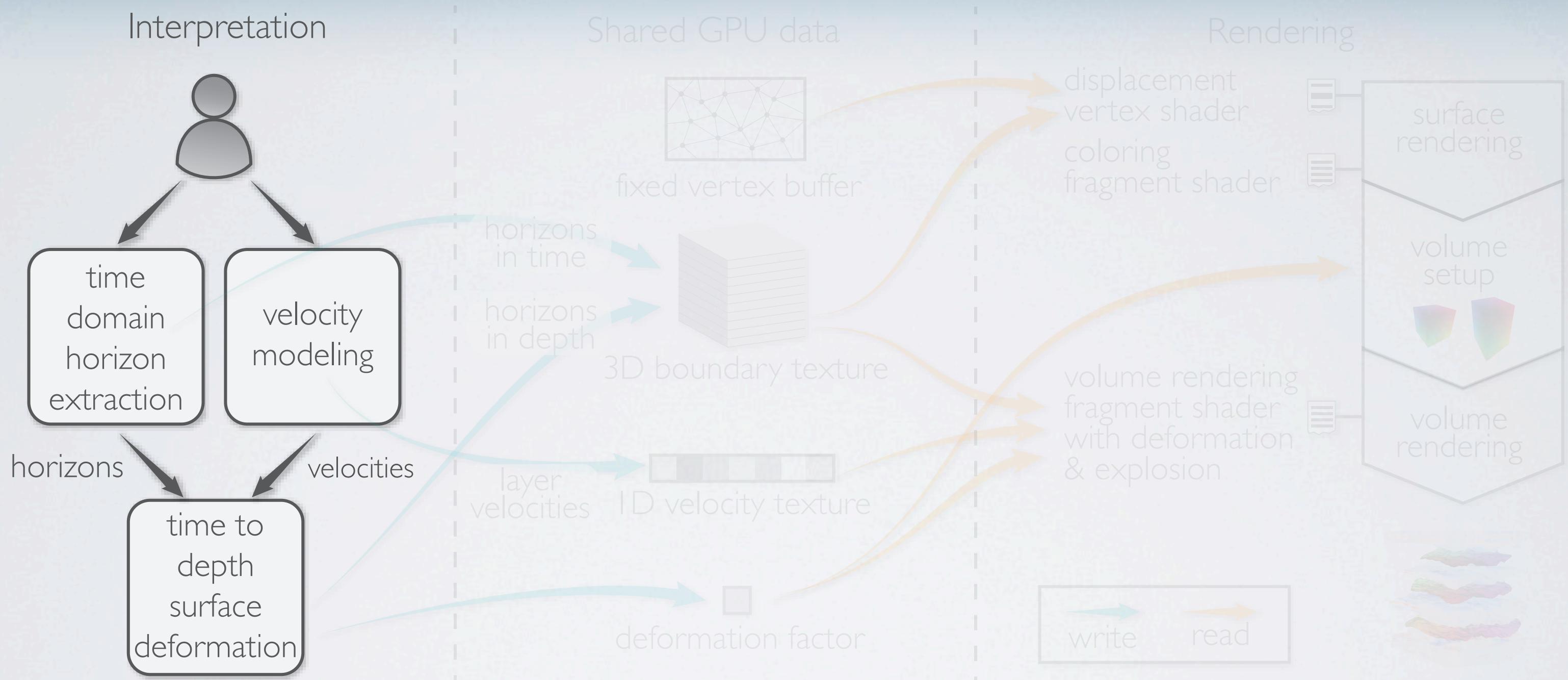


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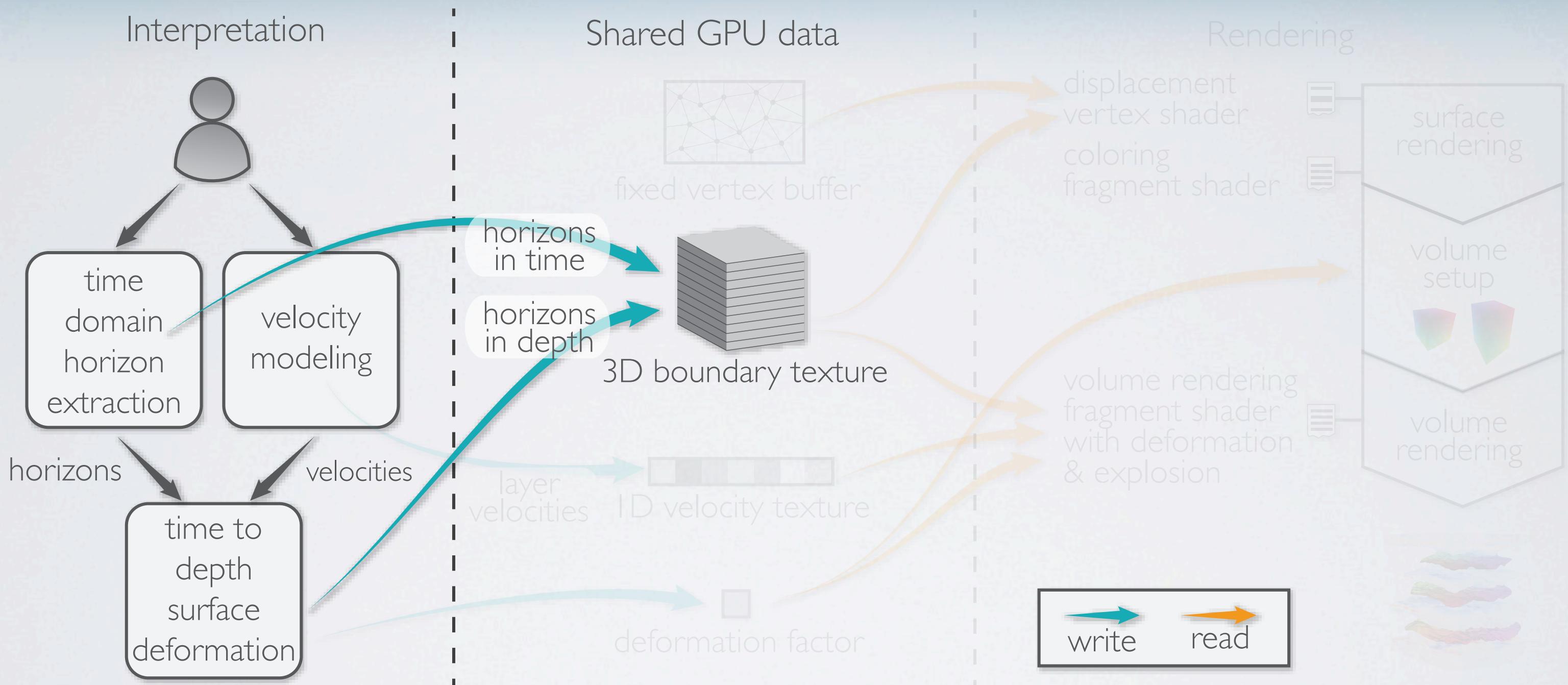
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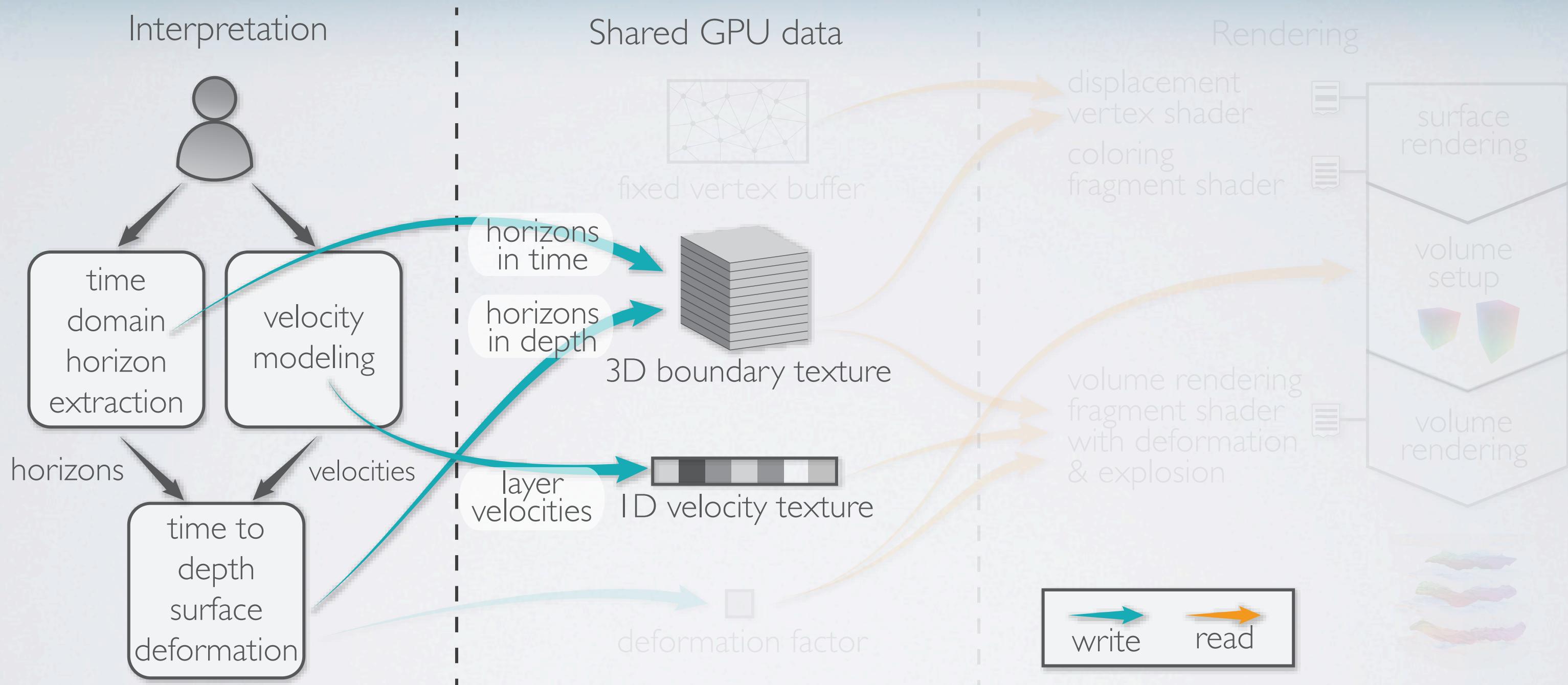
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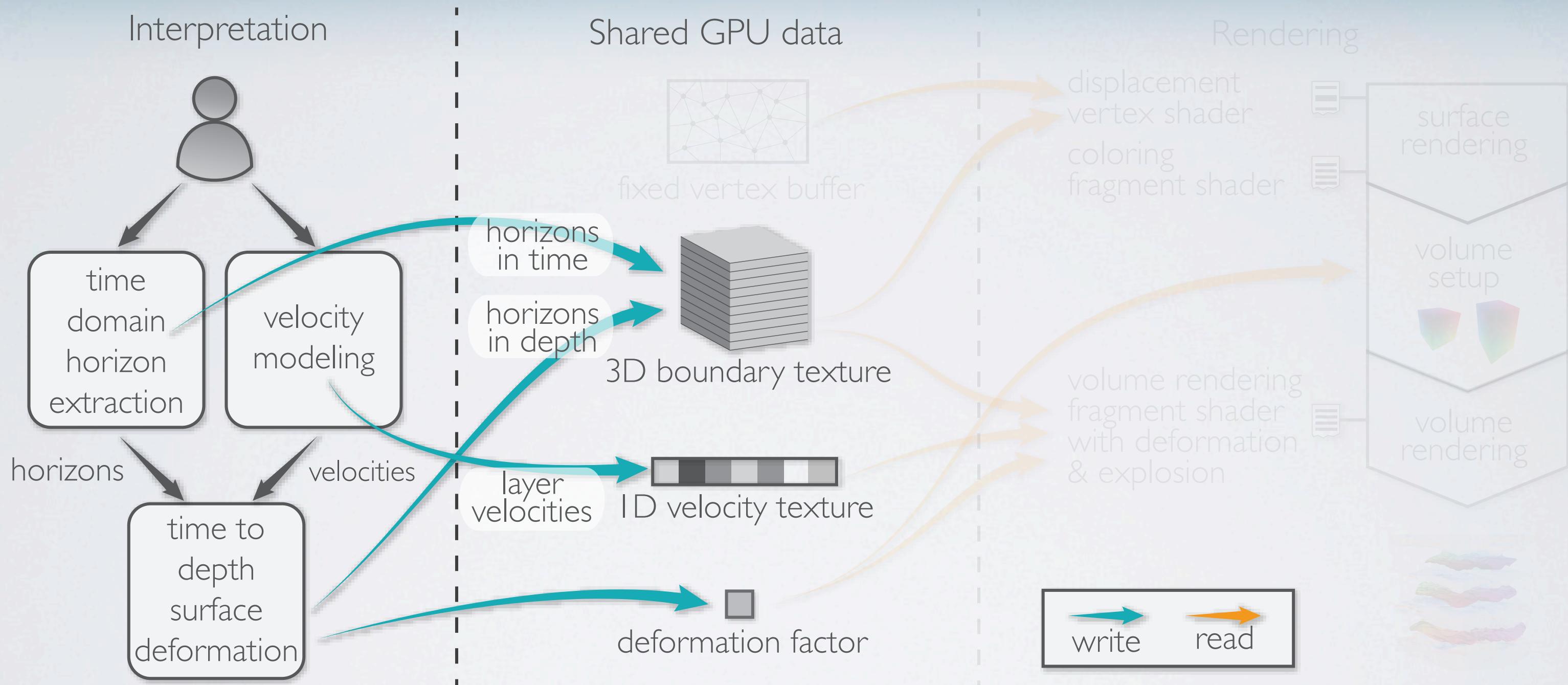
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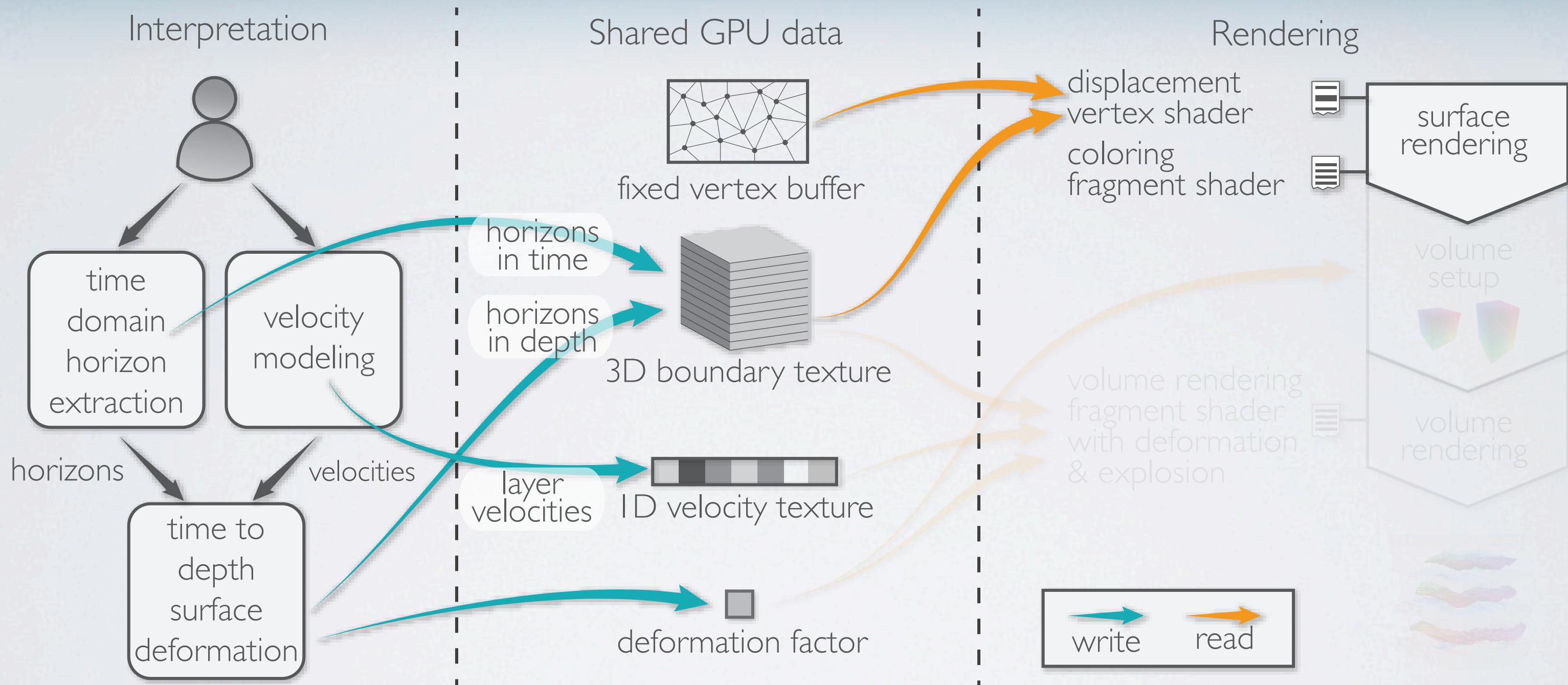
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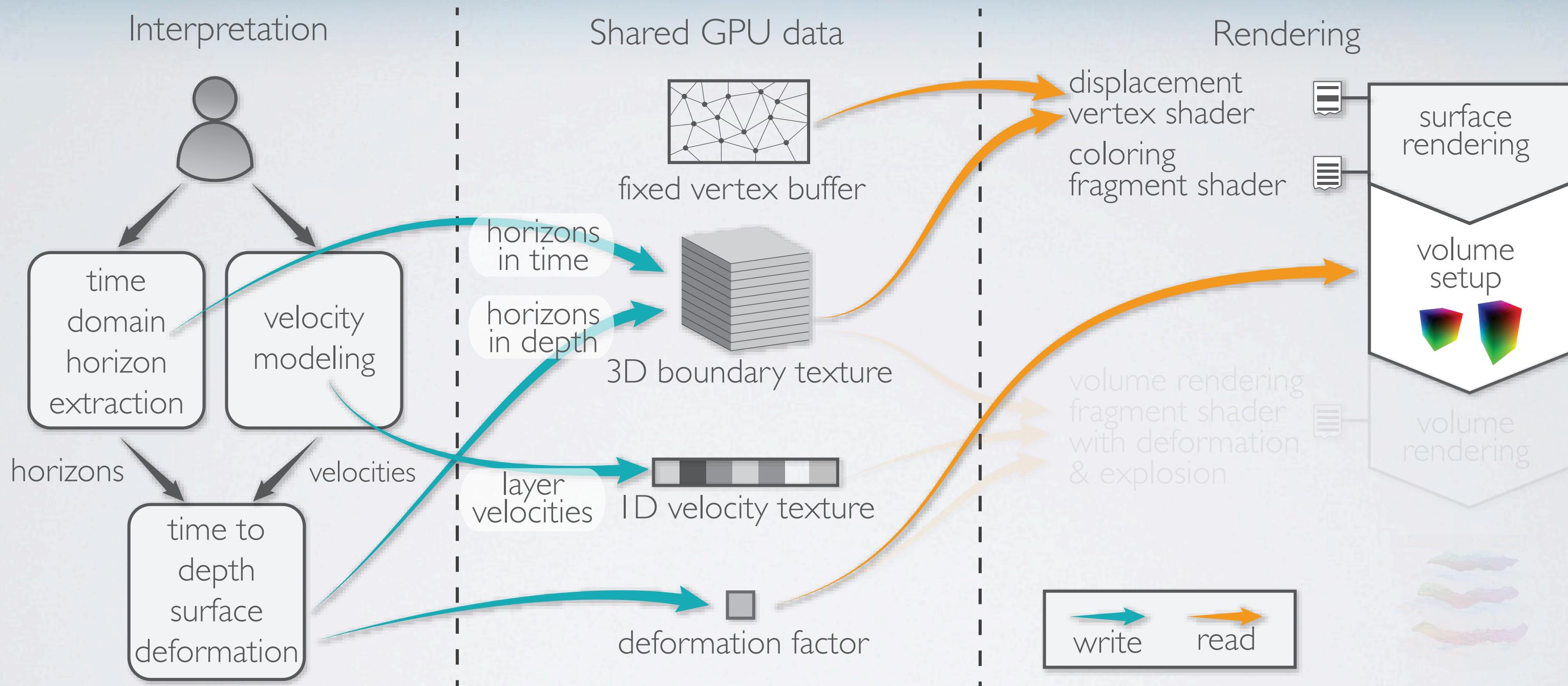
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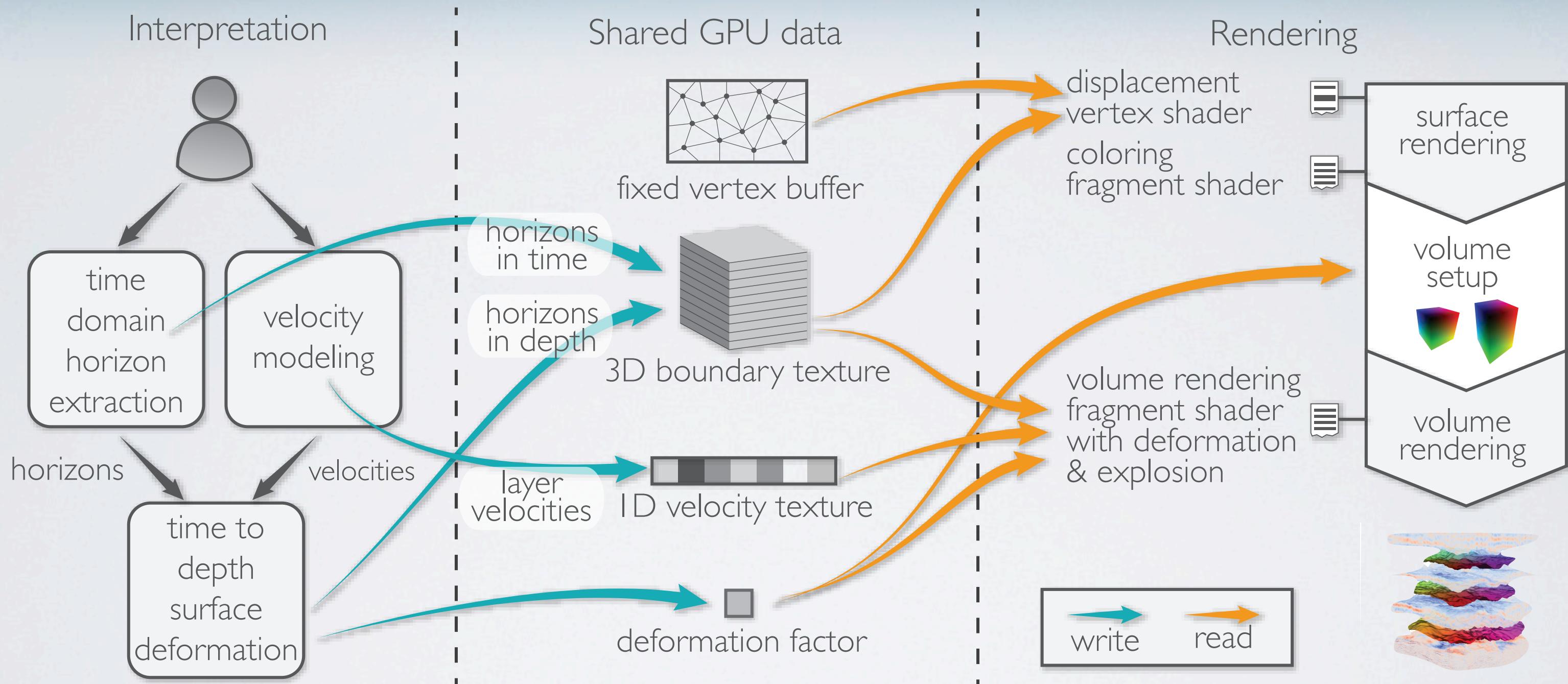
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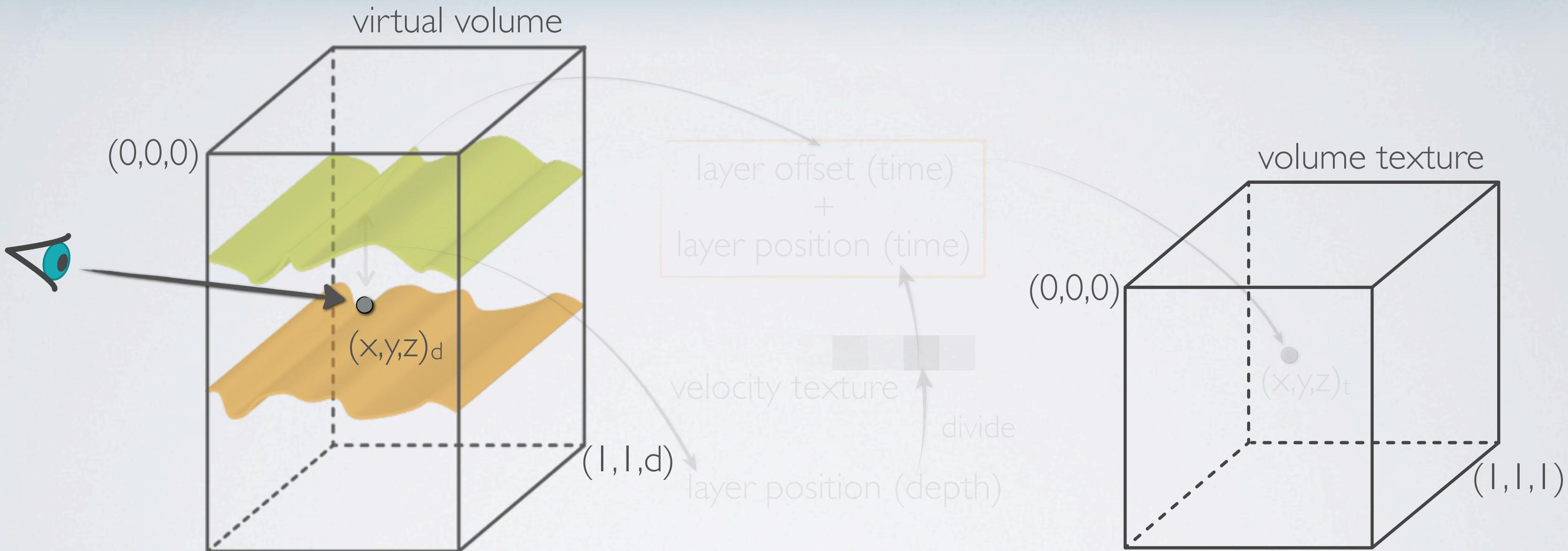
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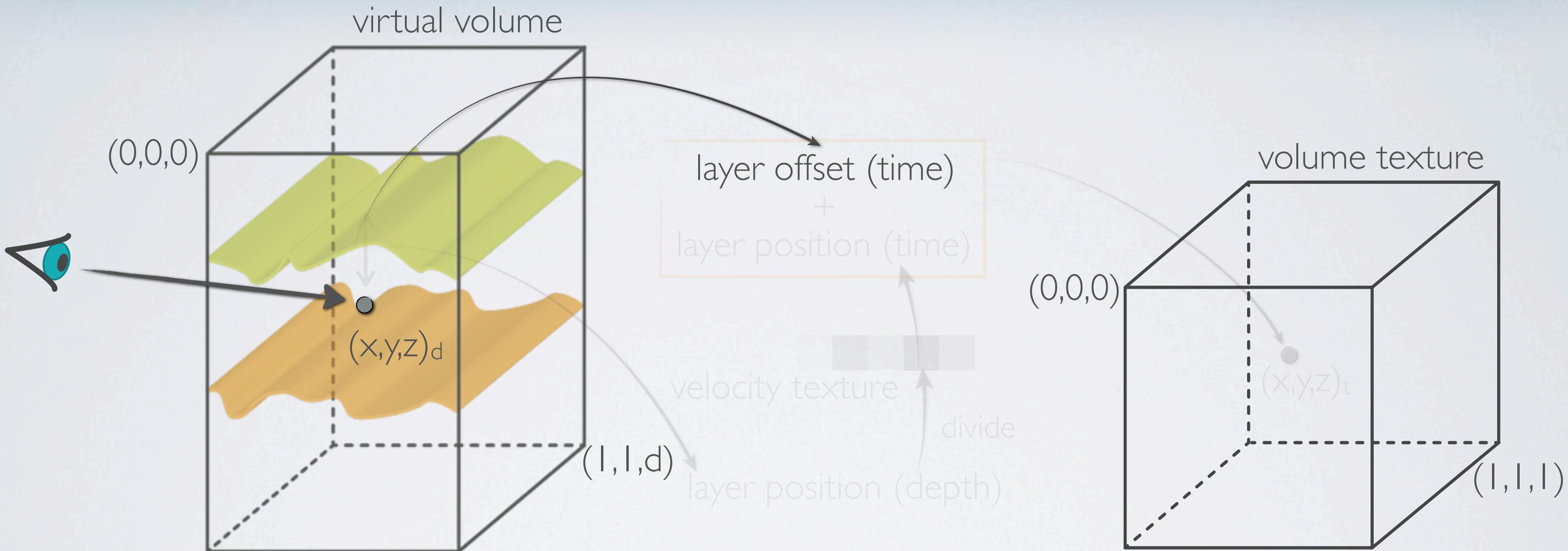
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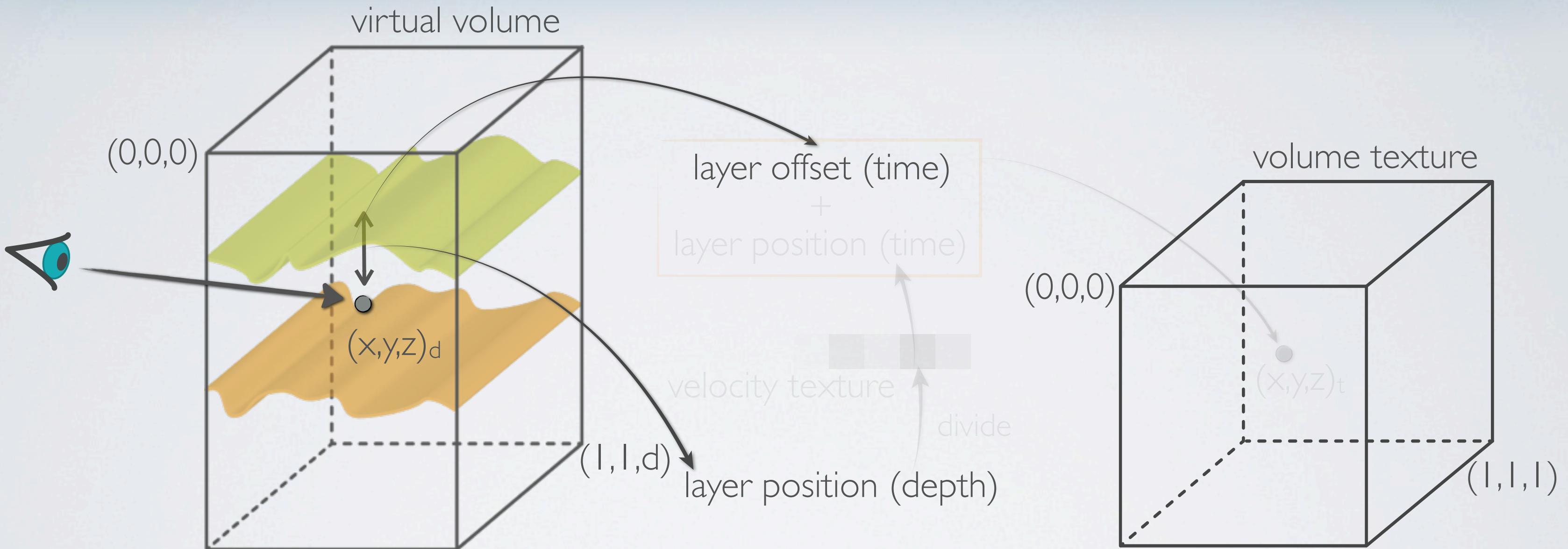
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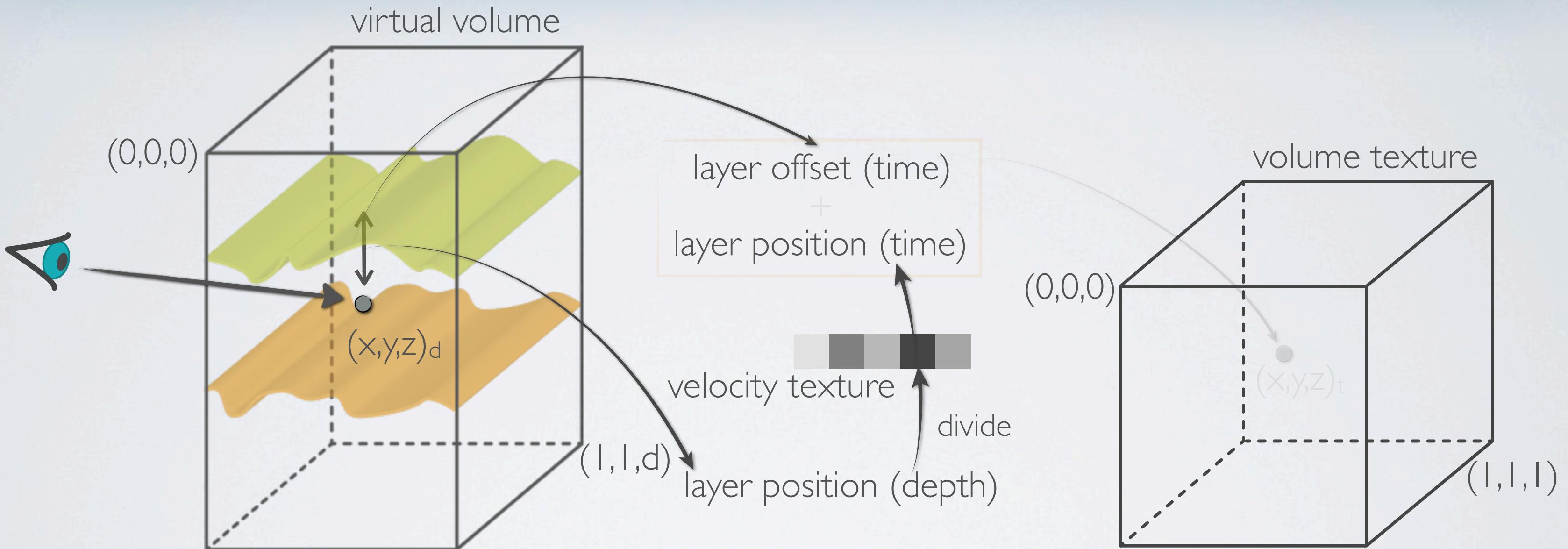
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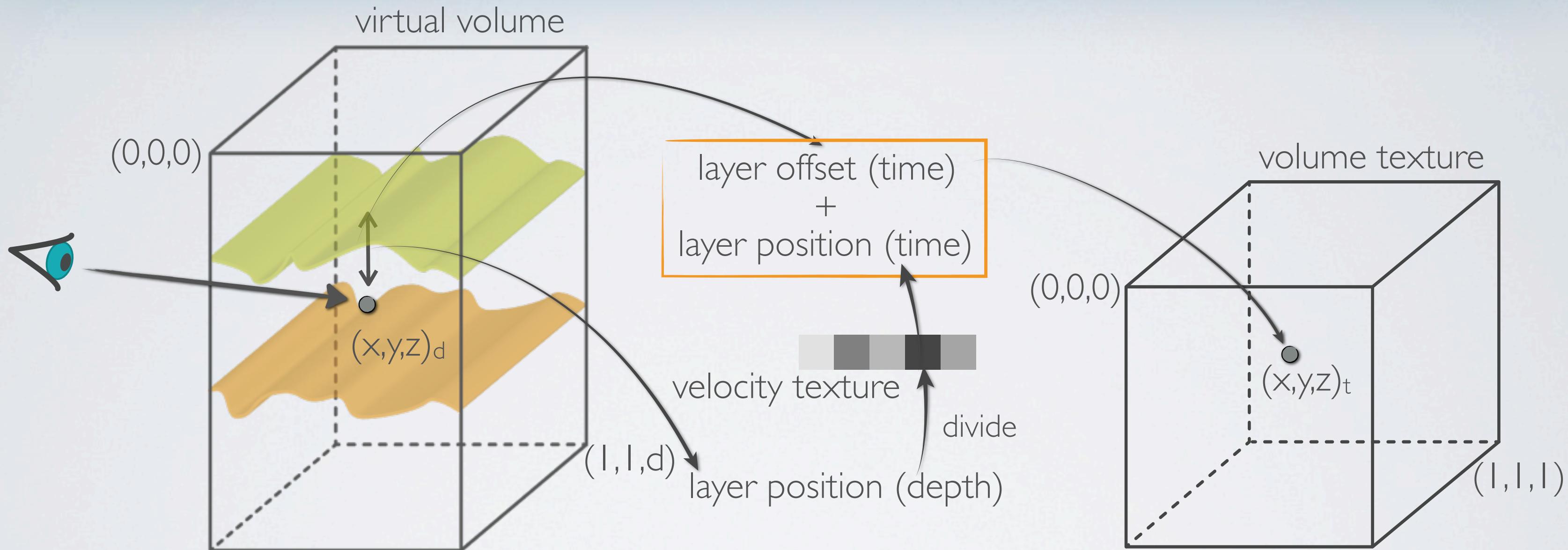
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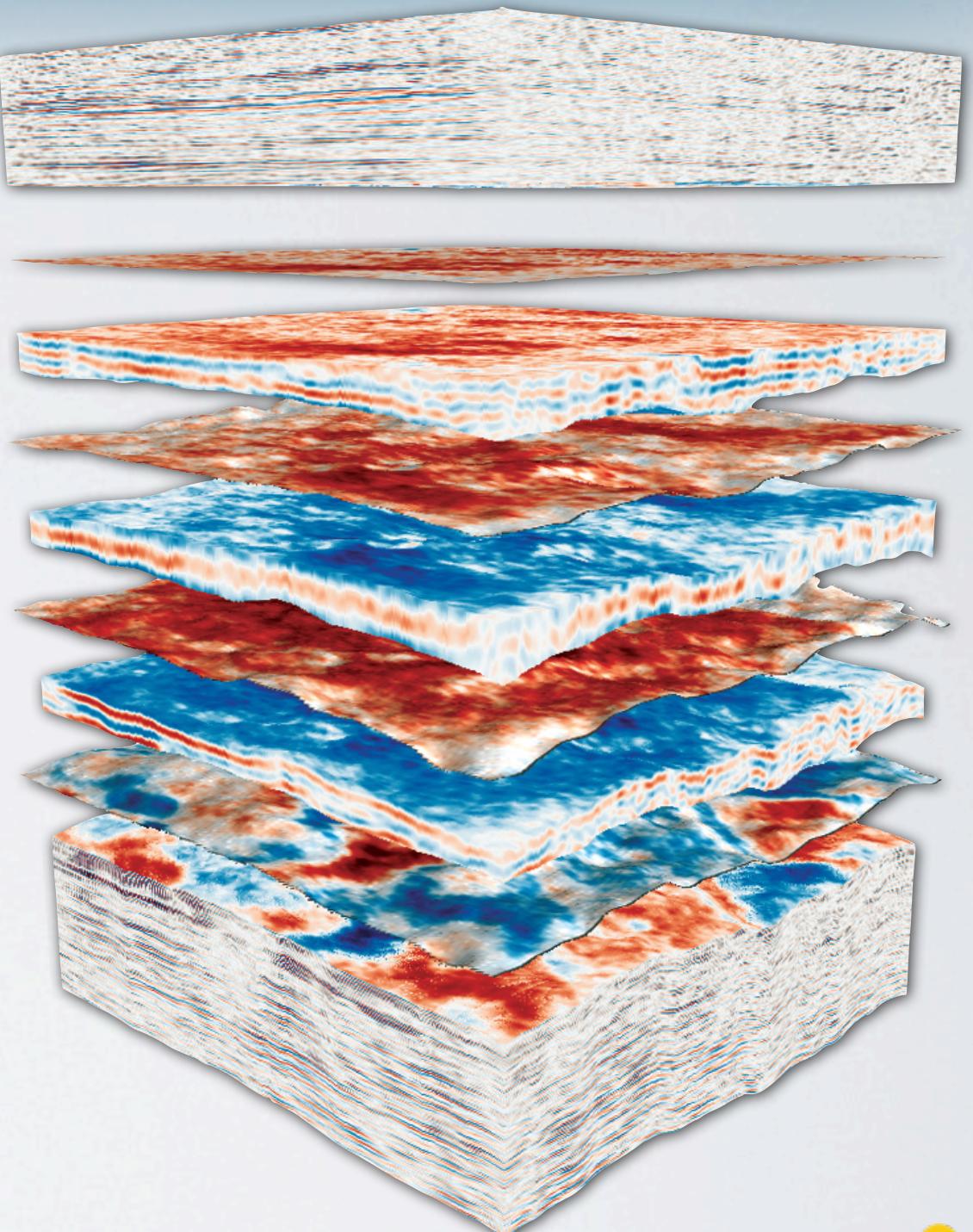


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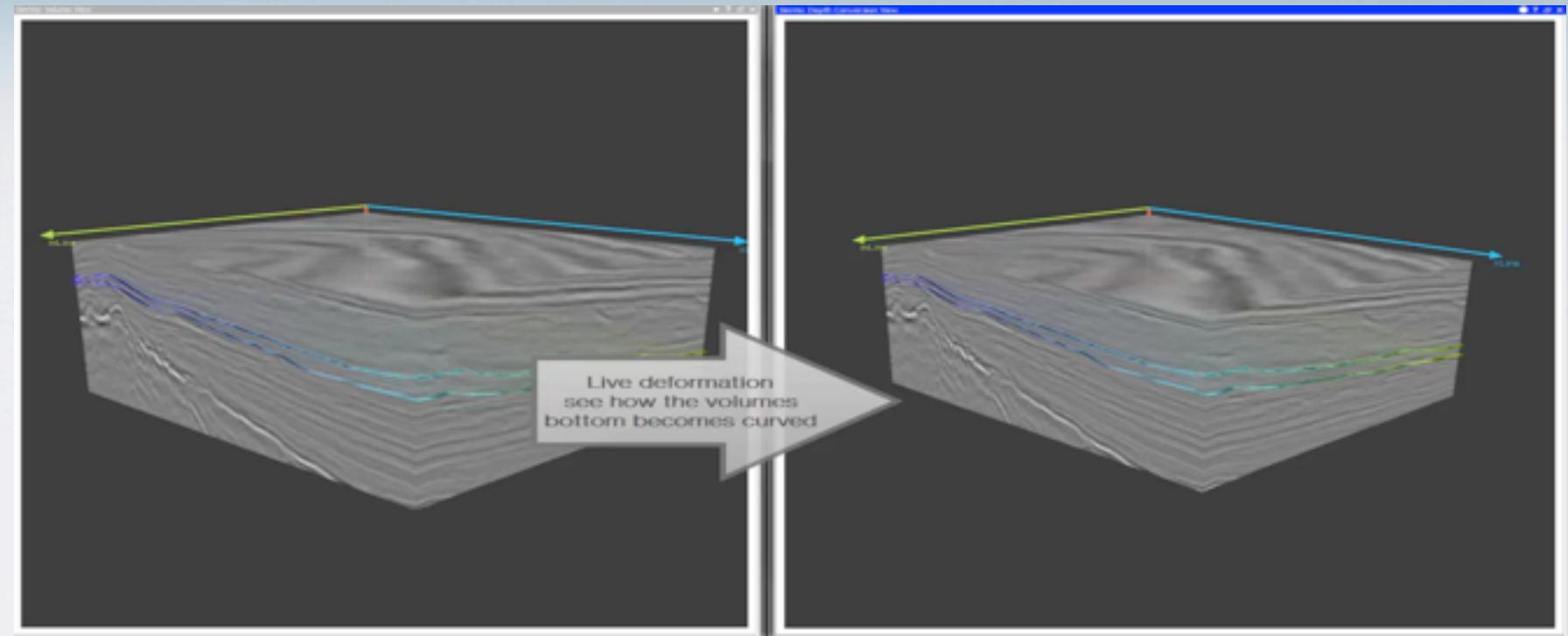
Joint Time/Depth Domain // Exploded Views

- Same principle as deformation
 - add empty space to deformation factor
 - use proximity to boundary to decide whether sample is in explosion spacing
 - render explosion spacing transparently



Results // Performance

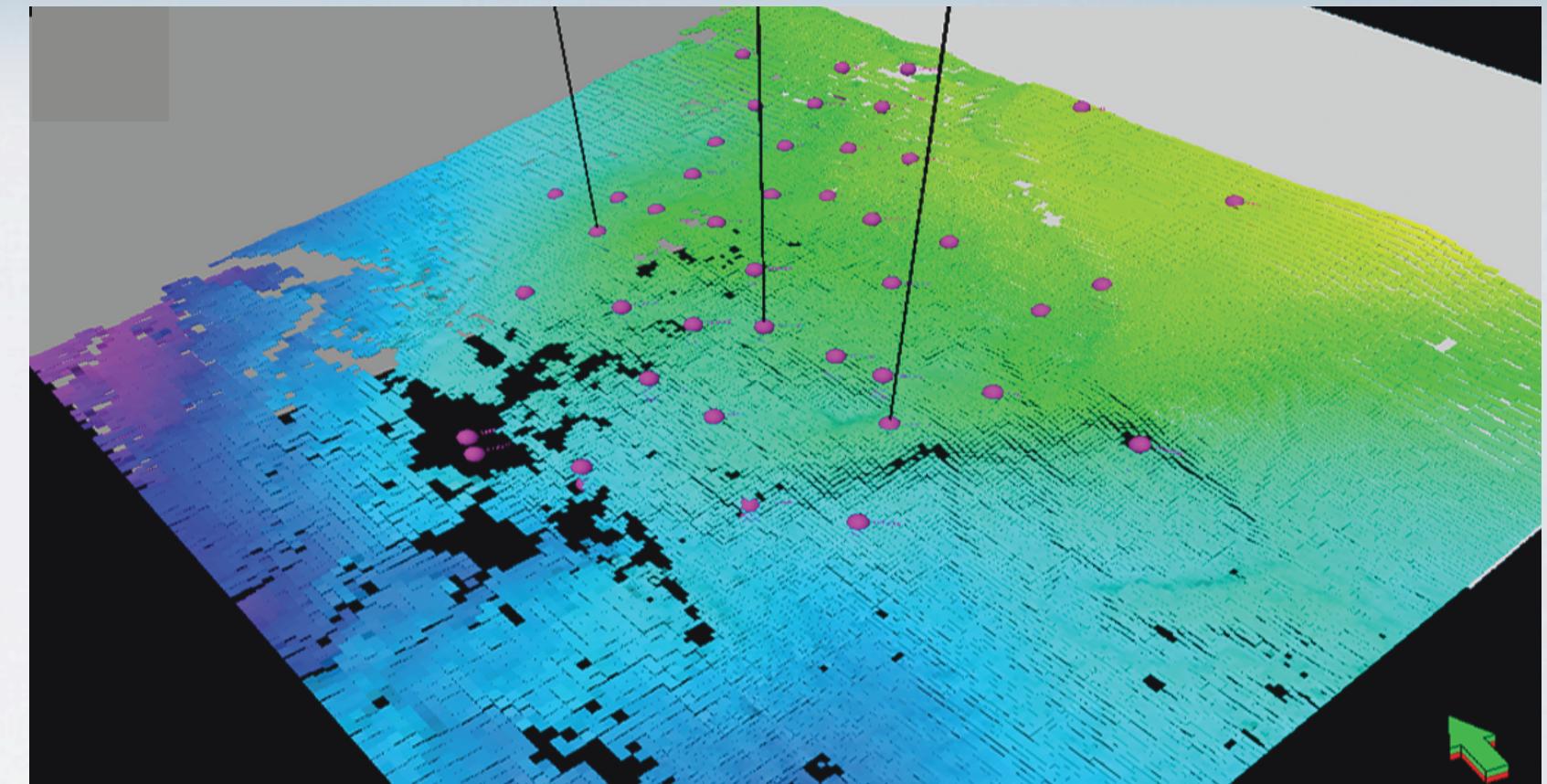
- Layer updates are interactive
- Small performance penalty for live depth conversion



Dataset	Layers			Rendering time / fps		
	number	update / ms	base	+ dc	+ dc, expl.	
240x240x1509 165MB	2	9	117	99	68	
	4	12	117	87	46	
1422x667x1024 1.85GB	2	144	101	81	50	
	4	174	101	77	27	

Results // Expert Evaluation

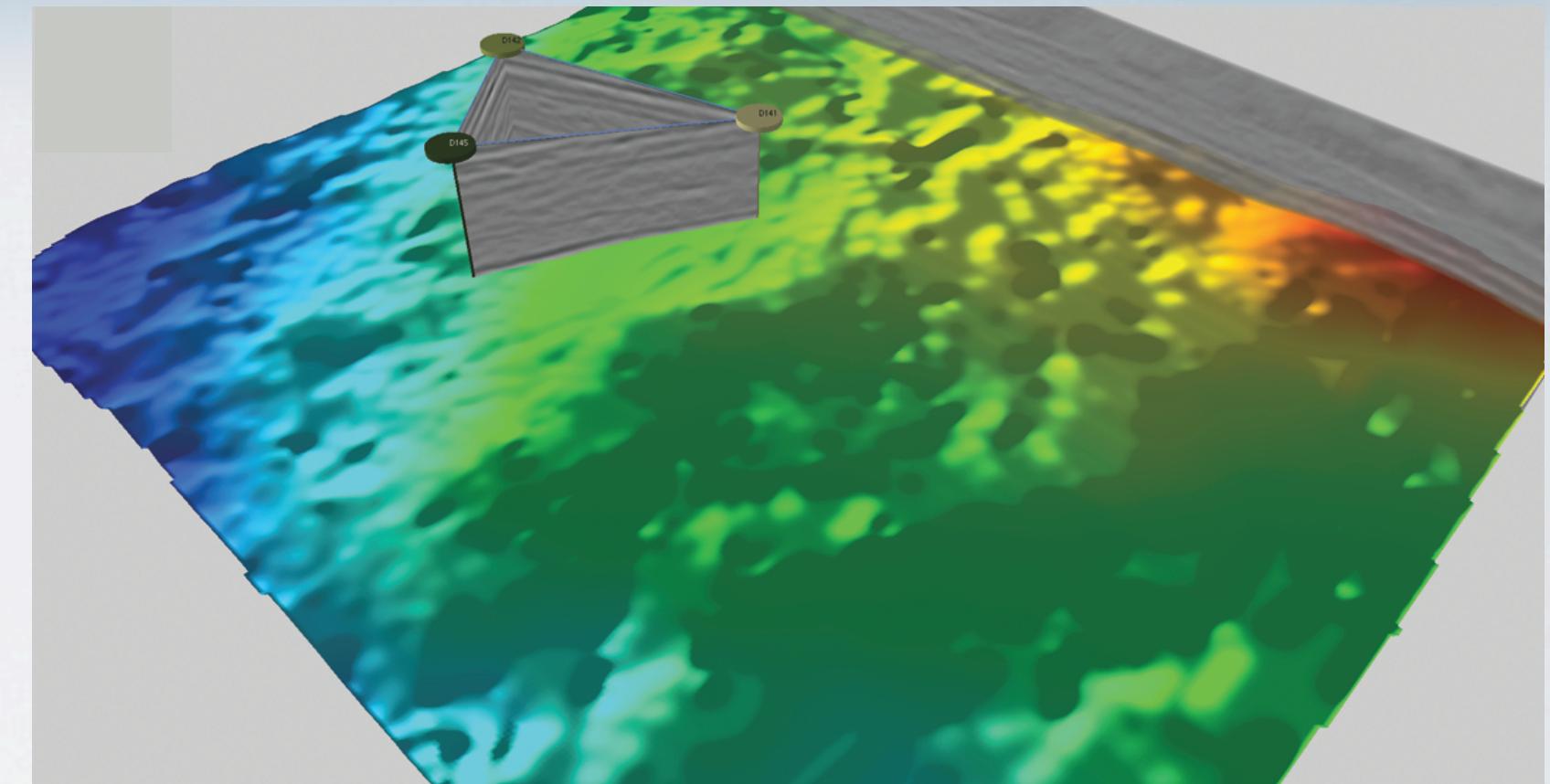
- 60 minutes for both apps
(after introduction to our tool)
- Expert likes prism based workflow
- Live depth conversion is very helpful



App	Initial Interpret.	Velocity computation	Depth conv. computation	Refine	# slices / prisms	Avg. time
Petrel	>60min	21s	29s	n/a	18	200s
SeiVis	~45min	on the fly	on the fly	<10 min	63	43s

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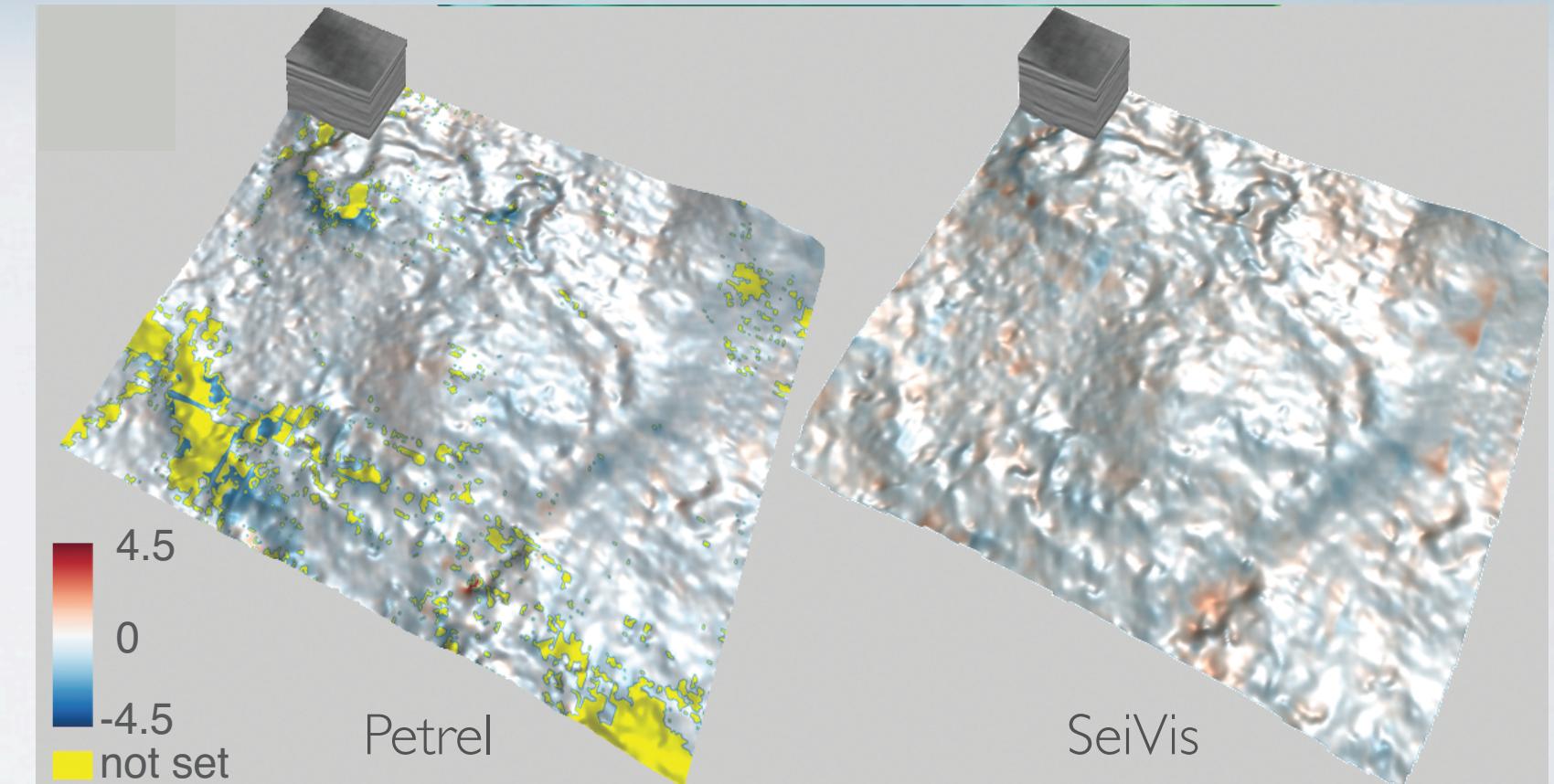
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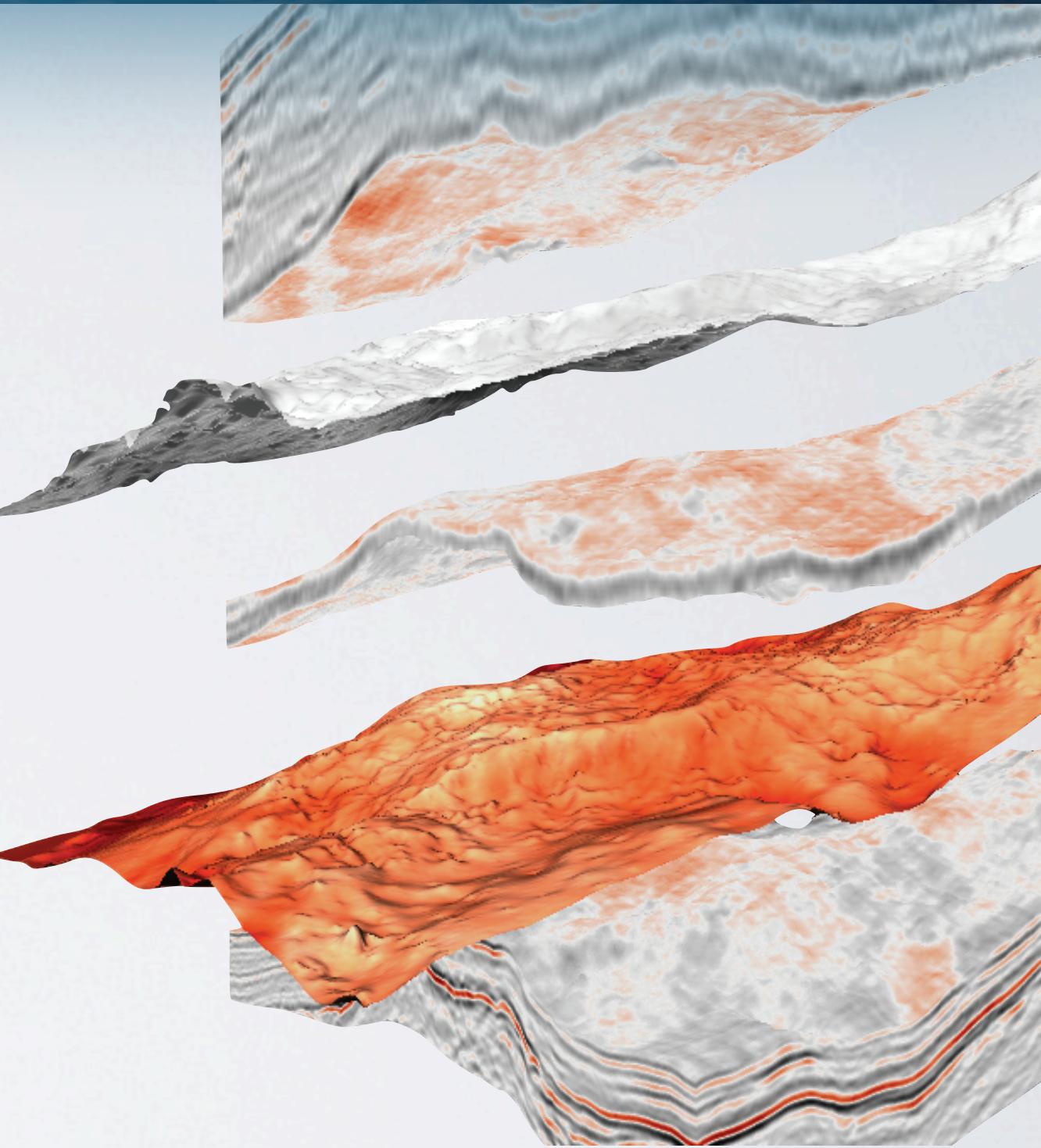
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Conclusion

- SeiVis provides a novel, integrated workflow for subsurface modeling
 - new on the fly volume deformation & exploded views
 - Expert evaluation shows advantages of new workflow



Questions?

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