

# 3-D Seismic Interpretation: Practical Hints and Pitfalls Interpretation 3 Dan Shaughnessy

## Summary

This course is designed for the practicing 3-D seismic interpreter and requires a basic knowledge of 3-D seismic interpretation and interactive interpretation software.

Course Examples will be illustrated with Landmark Graphics Corp. software, but are universally applicable. This course will make the participant aware of some of the most common errors found in 3-D seismic interpretation, as well as show how to “get the most” out of your software. At the end of each day, an extensive questions-and-answer period will allow for questions and discussion of problems not covered in the course.

## Data issues to be addressed

- Checking X,Y location of seismic data**
- Scaling for Amplitude and Stratigraphic Objectives**
- Data Processing**
- Data Loading: types,**

## Interpretation Issues

- Synthetic Seismograms**
- Control of Autopickers: fault polygons, jump, correlation and score**
- Interpretation of Faults on Time-Slice**
- Strategies for Fault Interpretation: sessions, fault planes, arbitrary lines perspective view, cube data and well ties**
- Complex Fault Interpretation**
- Work Flow**
- Depth Maps**

## Speed Issues for Interpretation

- 8 bit vs. 32 bit seismic data**
- Time-slice files**
- Session Defaults**
- Sessions: master, picking and fault**
- Map It**

*Participants will leave the course with new techniques and insight into the 3-D seismic interpretation process.*