

# GPHY 5513

## 3D Seismic Interpretation

*Zonghu Liao (China University of Petroleum)*

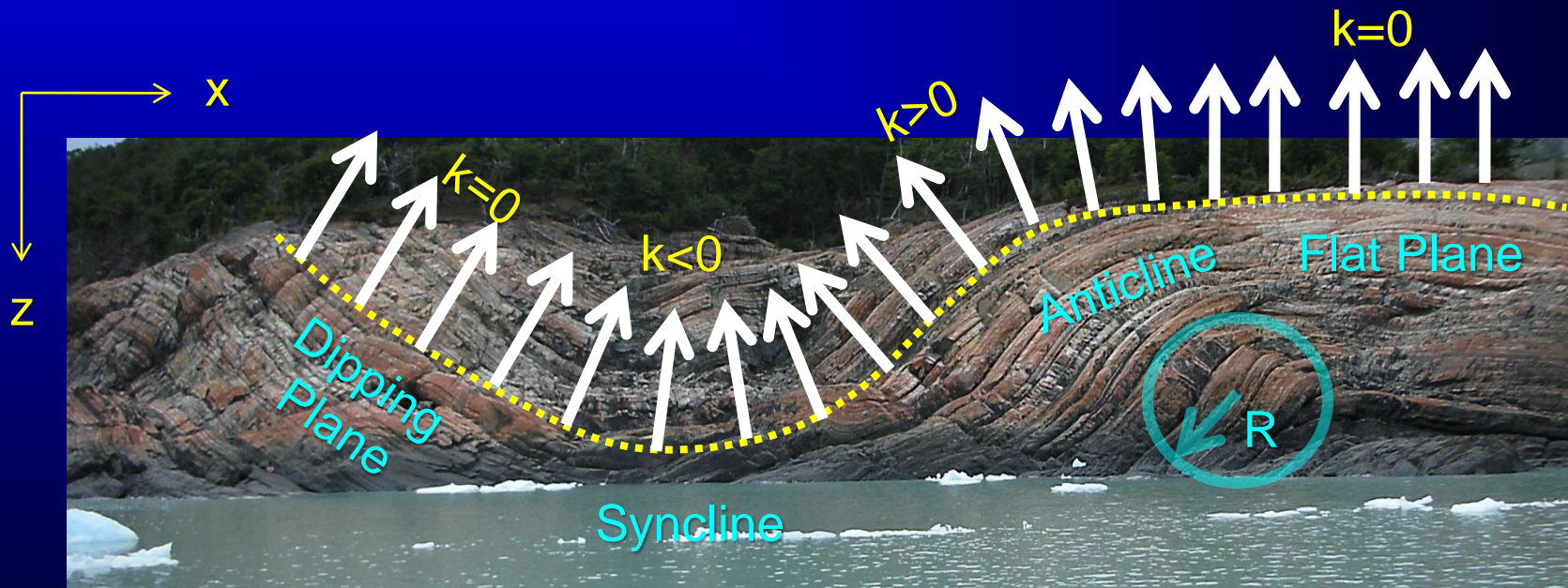
Curvature, Reflector Rotation,  
and Reflector Convergence

# Volumetric Curvature

# Sign convention for 2D curvature attributes:

- Anticline:  $k > 0$
- Plane:  $k = 0$
- Syncline:  $k < 0$

$$k = \frac{1}{R} = \frac{\frac{d^2 z}{dx^2}}{\left[1 + \left(\frac{dz}{dx}\right)^2\right]^{3/2}}$$



# 3D Curvature and Topographic Mapping



## Bent Creek Experimental Forest

*Ecology and Management of Southern Appalachian Hardwoods*



[Bent Creek GIS Data](#)



[Classification of the Vegetation of the southern Appalachians](#)



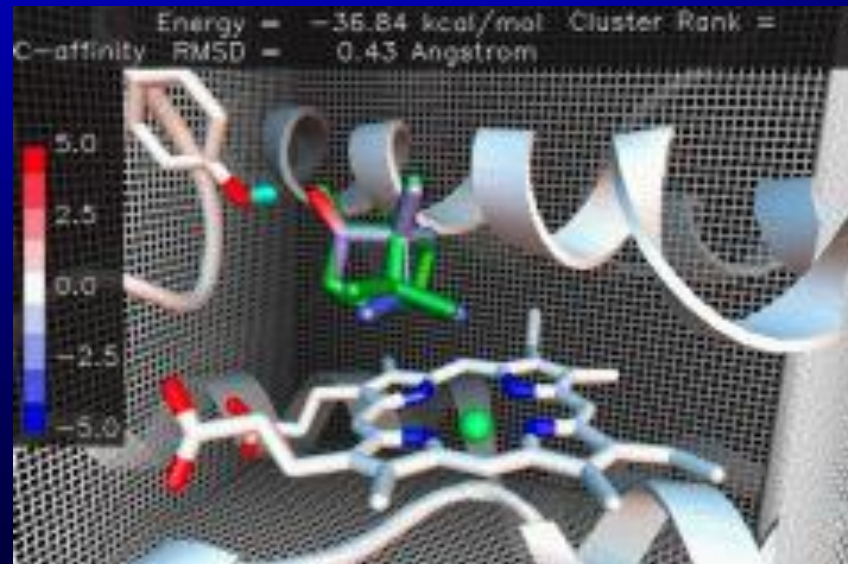
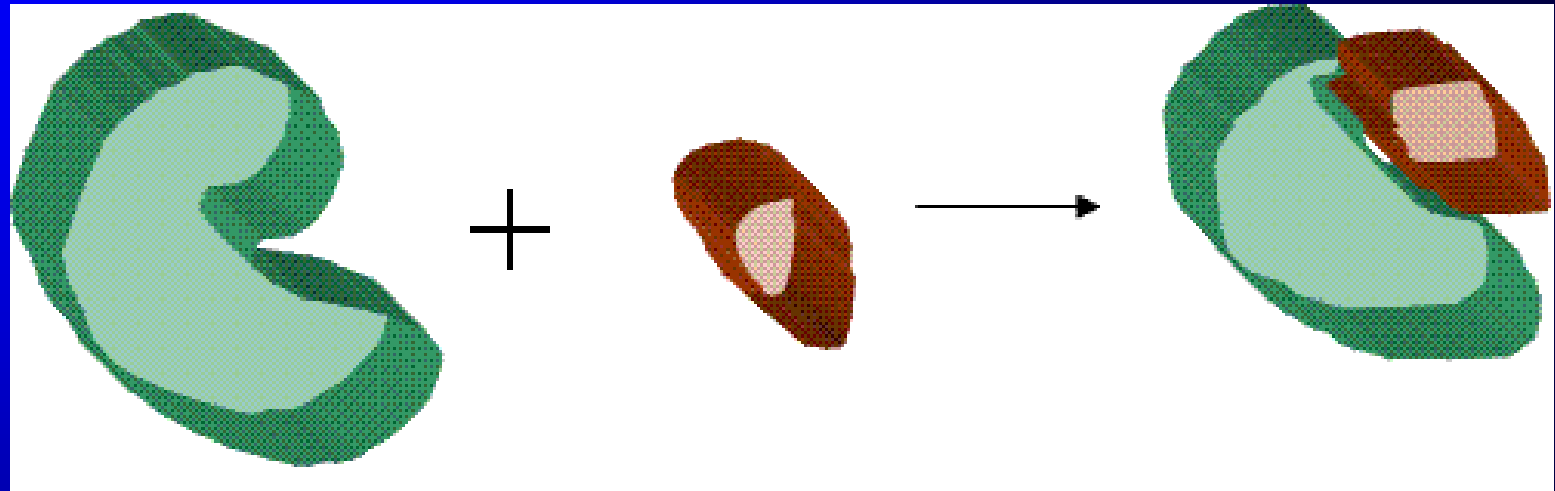
[LFI and TSI: Topographic Variables to Quantify Meso- and Micro-scale Landforms](#)

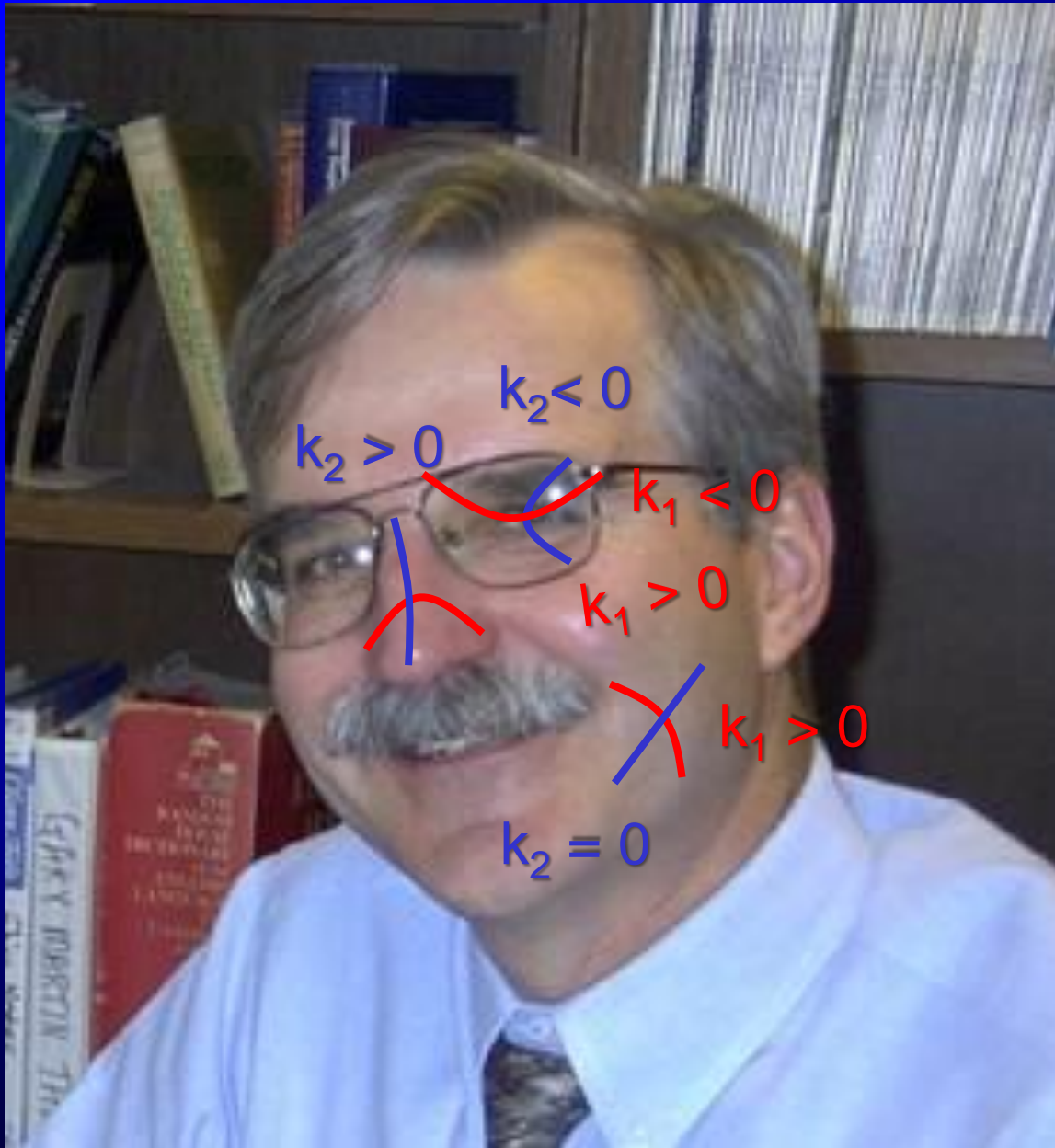
[Terrain Shape Index](#)

[Landform Index](#)

[C+ Program](#)

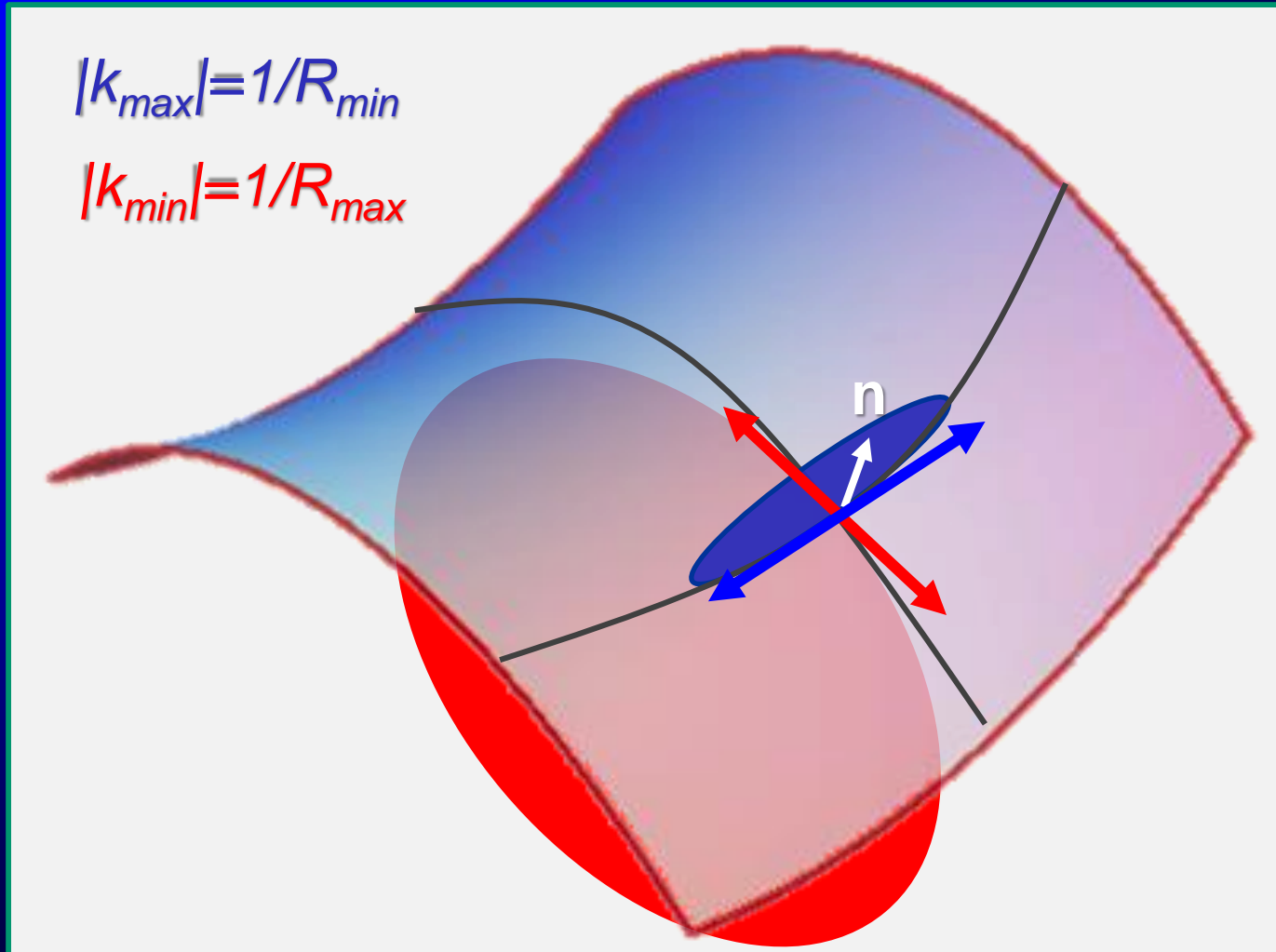
# 3D Curvature and Molecular Docking



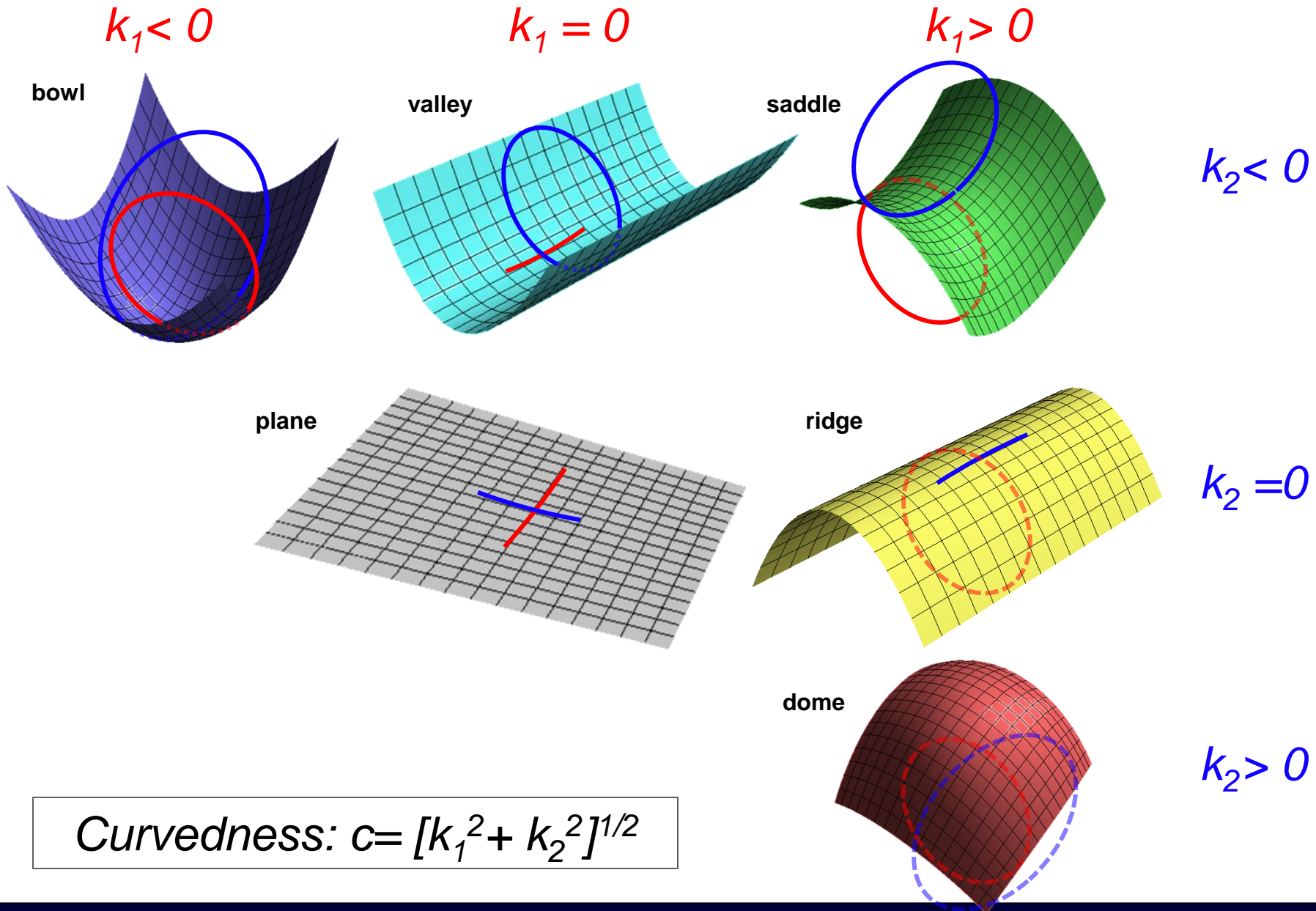


## 3D Curvature and Biometric Identification of Suspicious Travelers

# Circles in perpendicular planes tangent to a quadratic surface

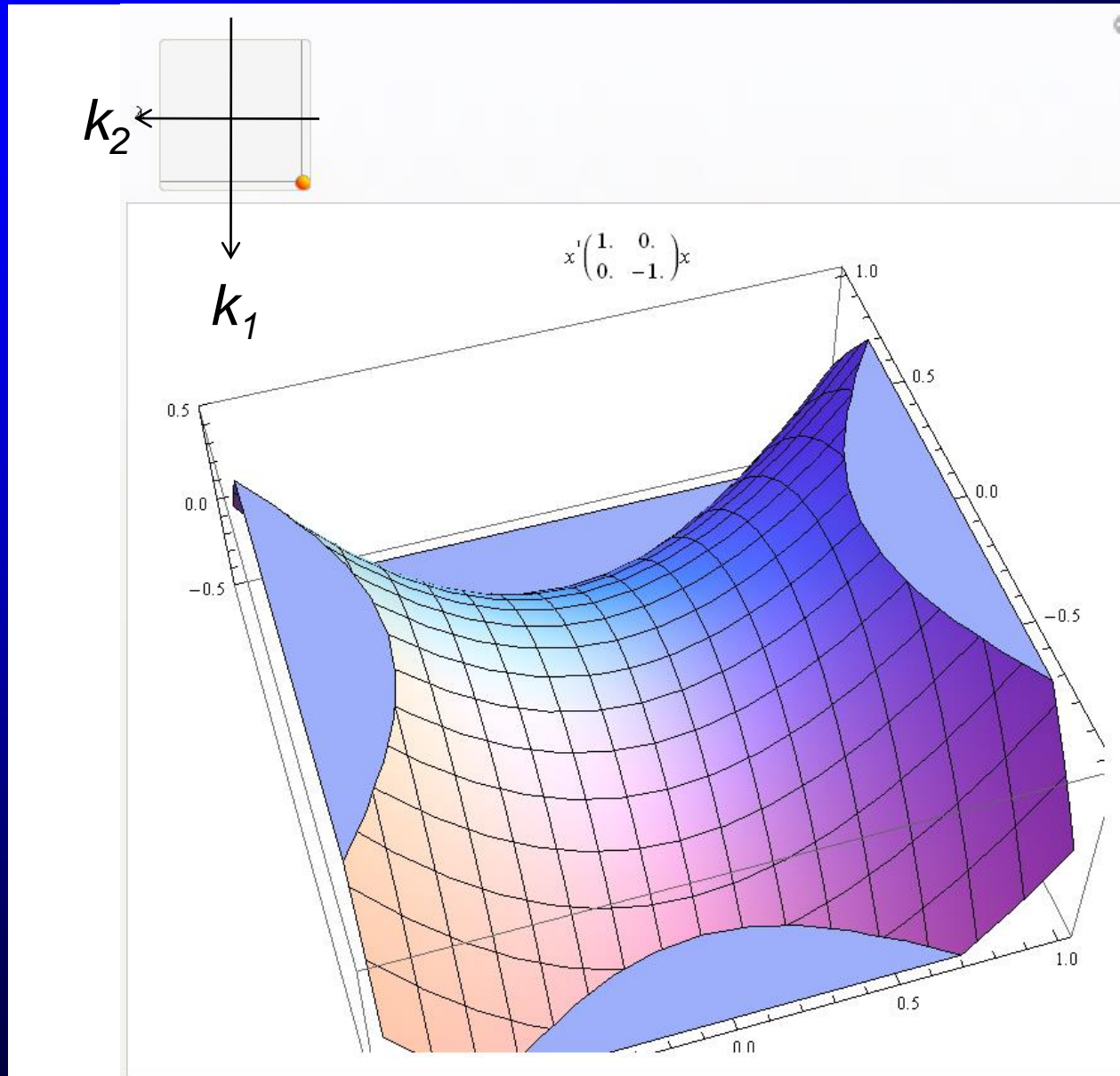


# Geometries of some folded surfaces





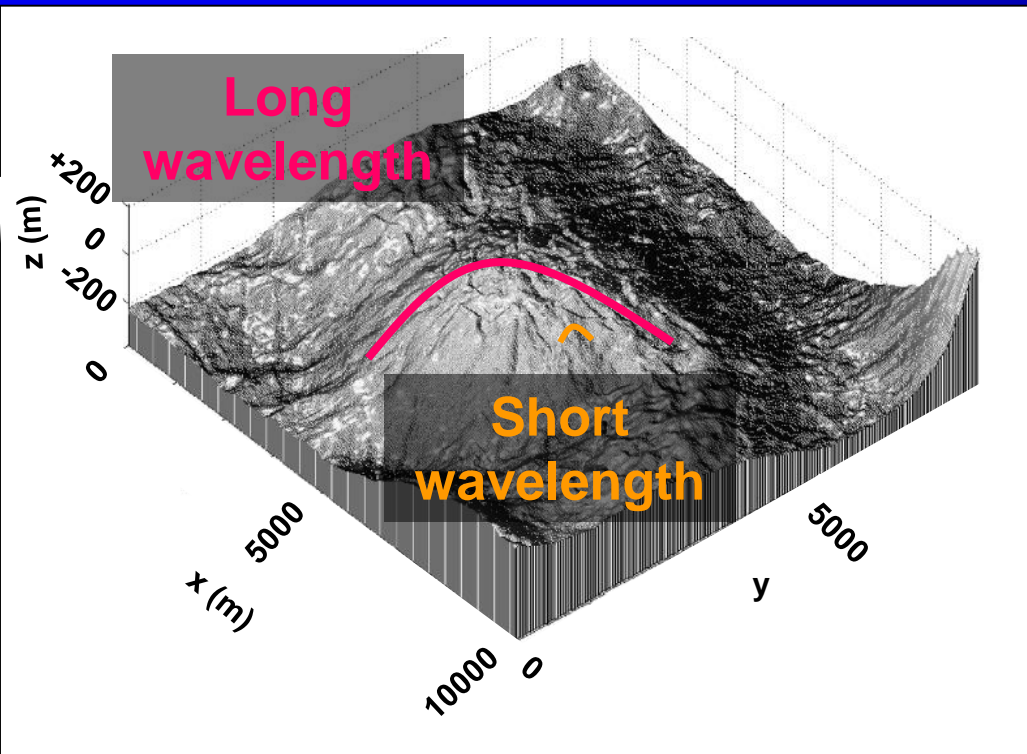
# An interactive program showing curvature



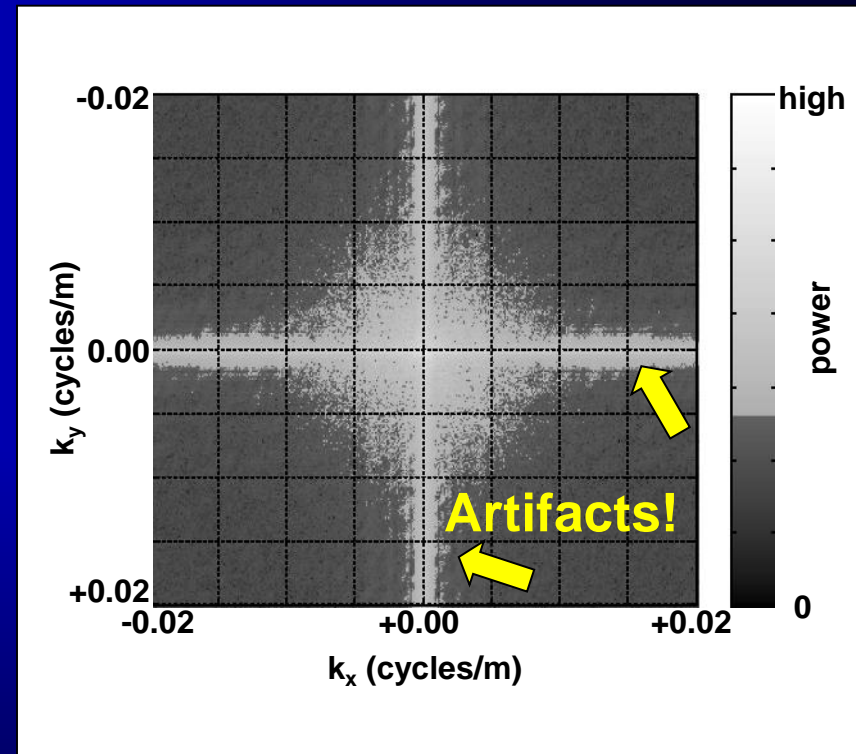
# Curvature of picked horizons

# kx-ky transform of time picks

## Seismic horizon

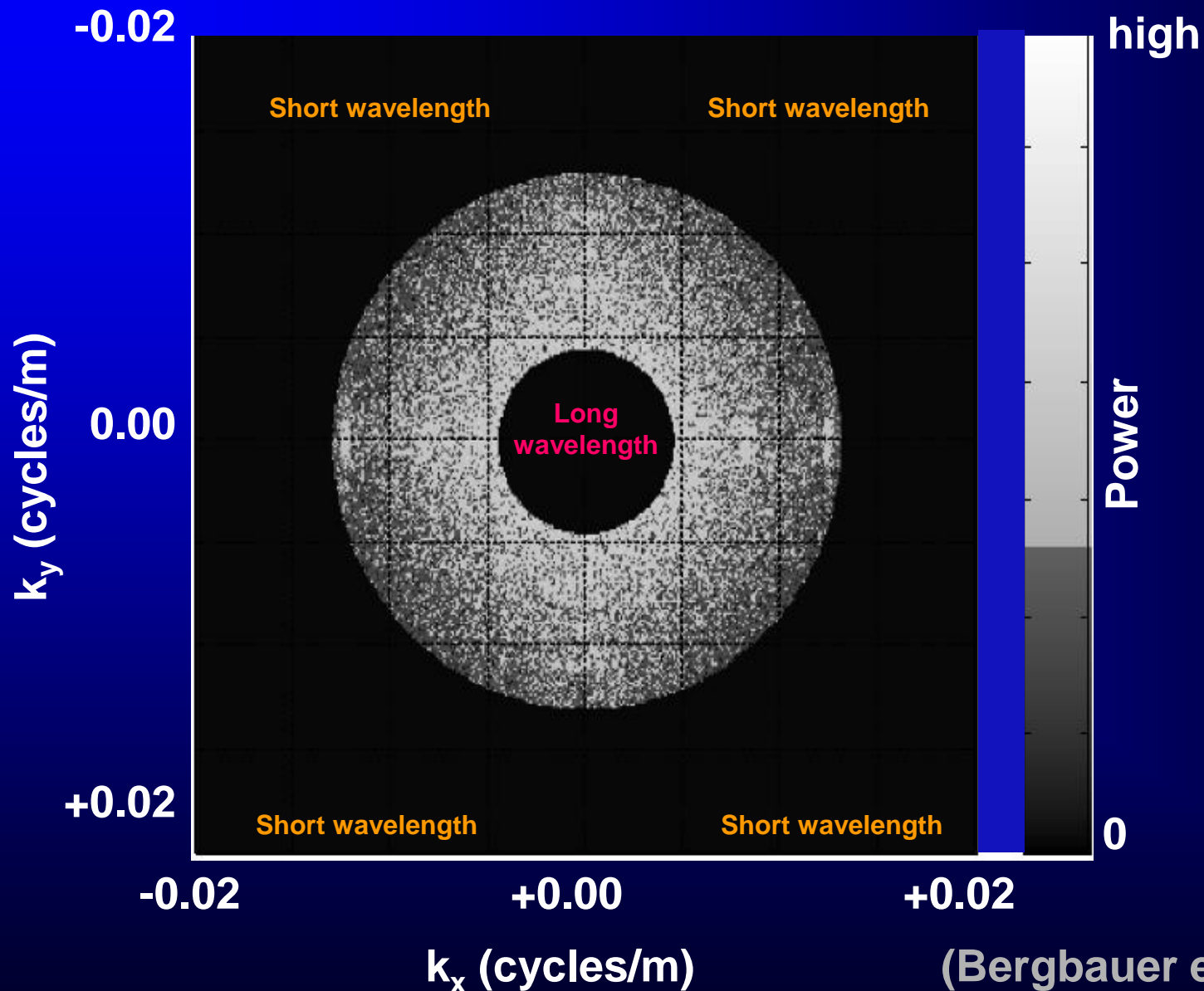


## $k_x$ - $k_y$ spectrum

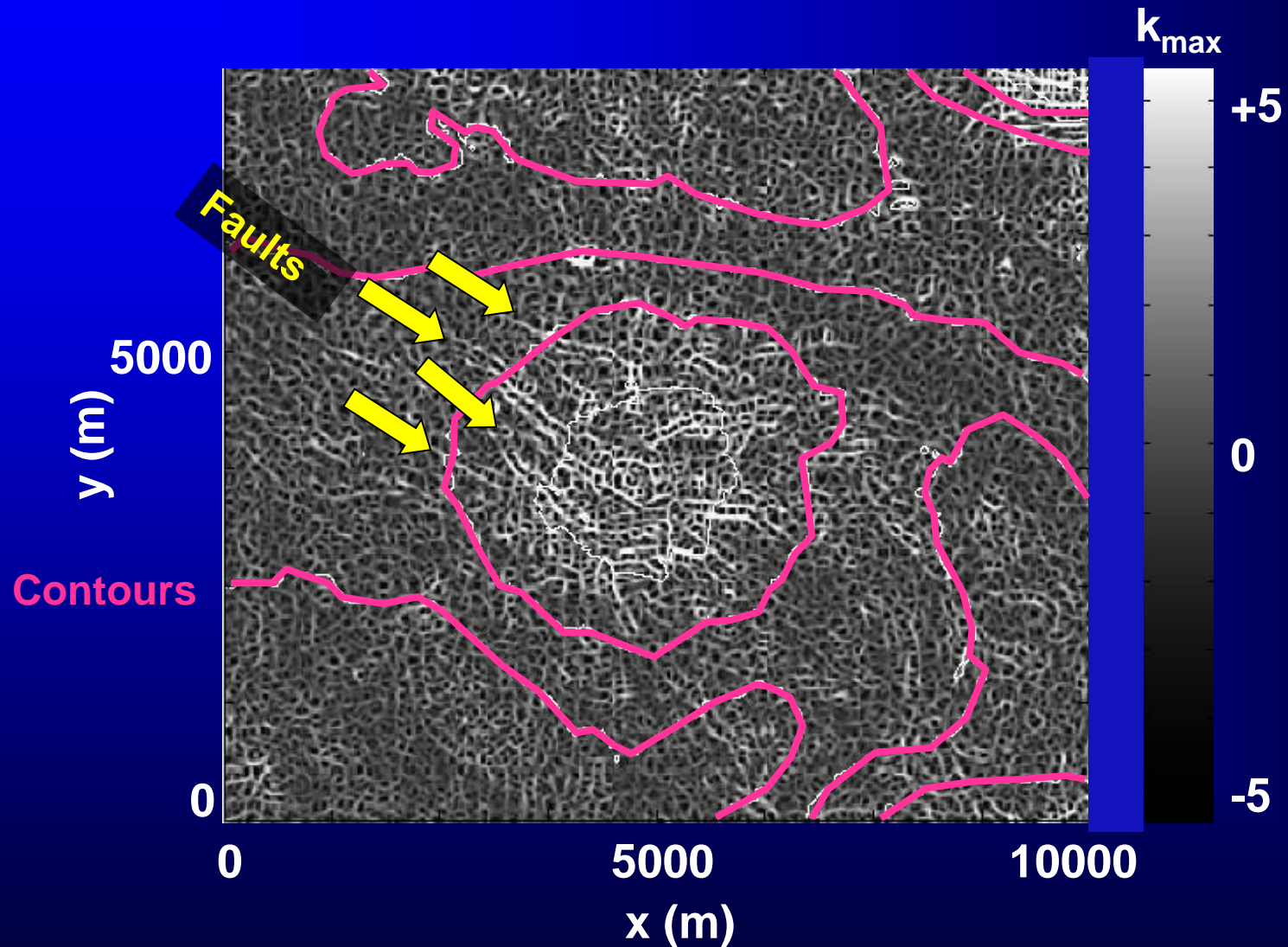


The horizon exhibits different scale structures such as domes and basins on the broad-scale, faults on the intermediate-scale, and smaller scale undulations.

# kx-ky transform of time picks after bandpass filter

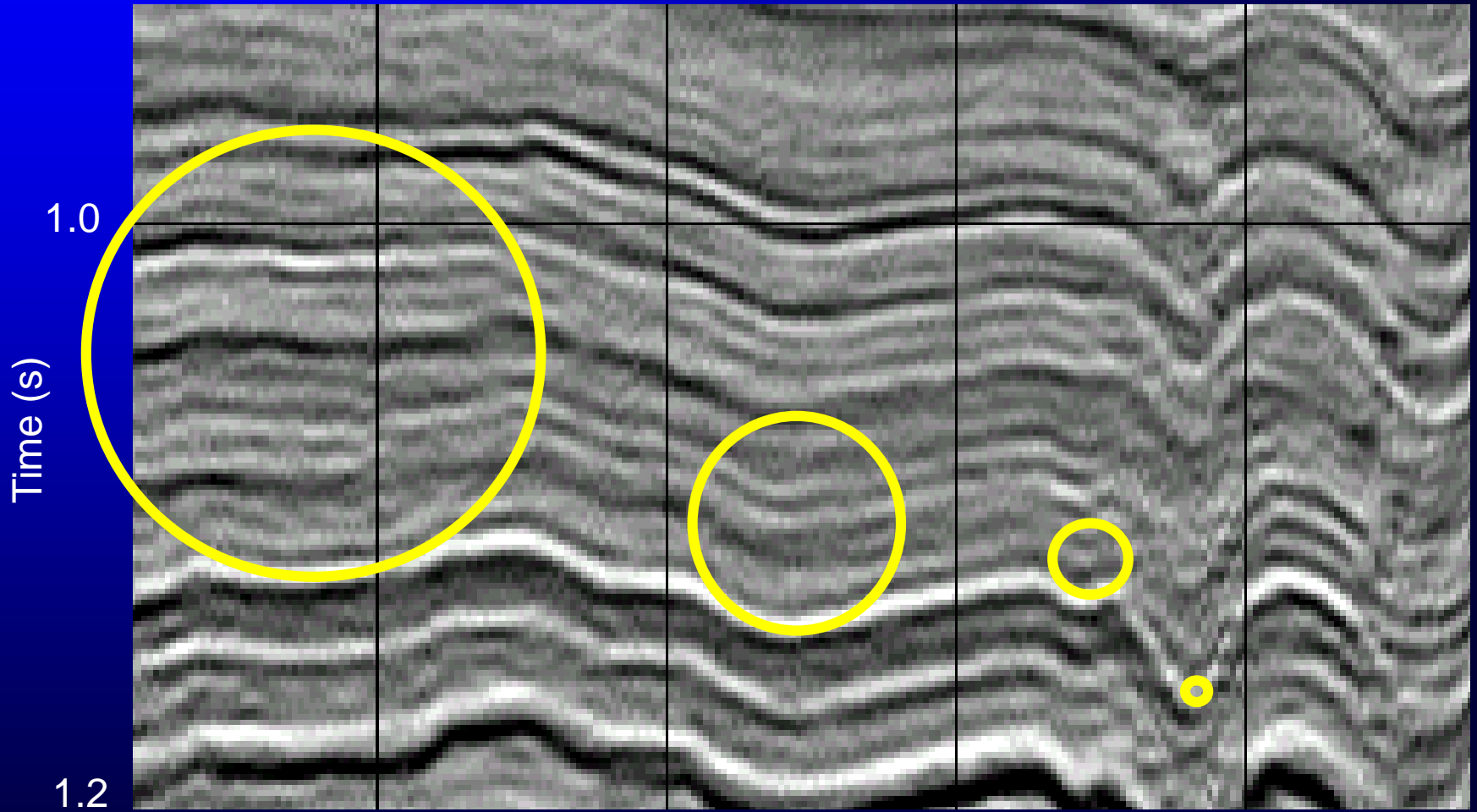


# Maximum curvature after $k_x$ - $k_y$ bandpass filter

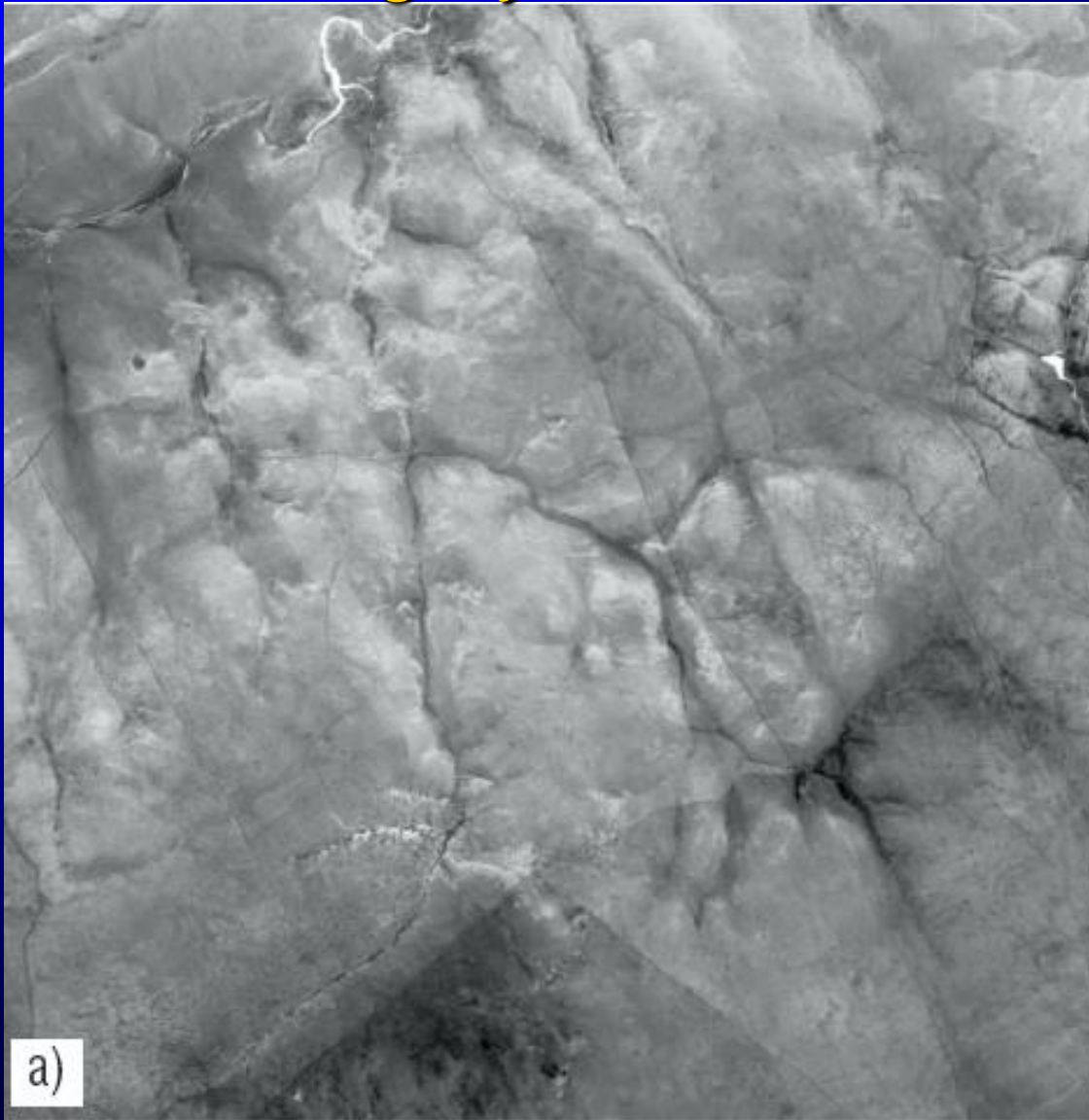


# Radius of Curvature

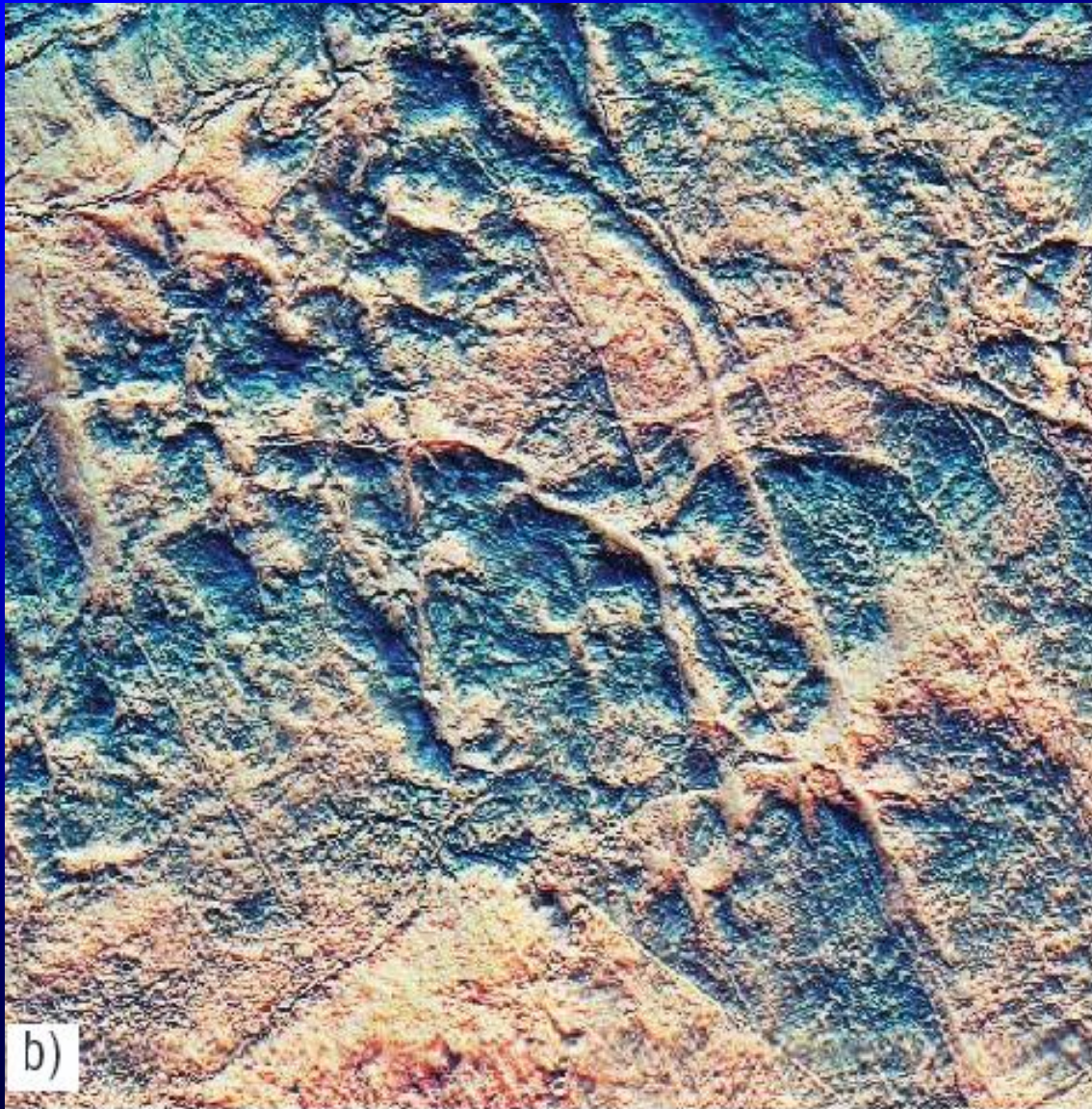
3 km



# Thermal imagery with sun-shading



# Fractional derivatives with sun-shading



Red=0.75  
Green=1.00  
Blue=1.25



## 2D curvature estimates from inline dip, $p$ :

1st derivative

$$dp/dx = F^{-1}[ ik_x F(p) ]$$

fractional derivative

(or 1<sup>st</sup> derivative followed by a low pass filter)

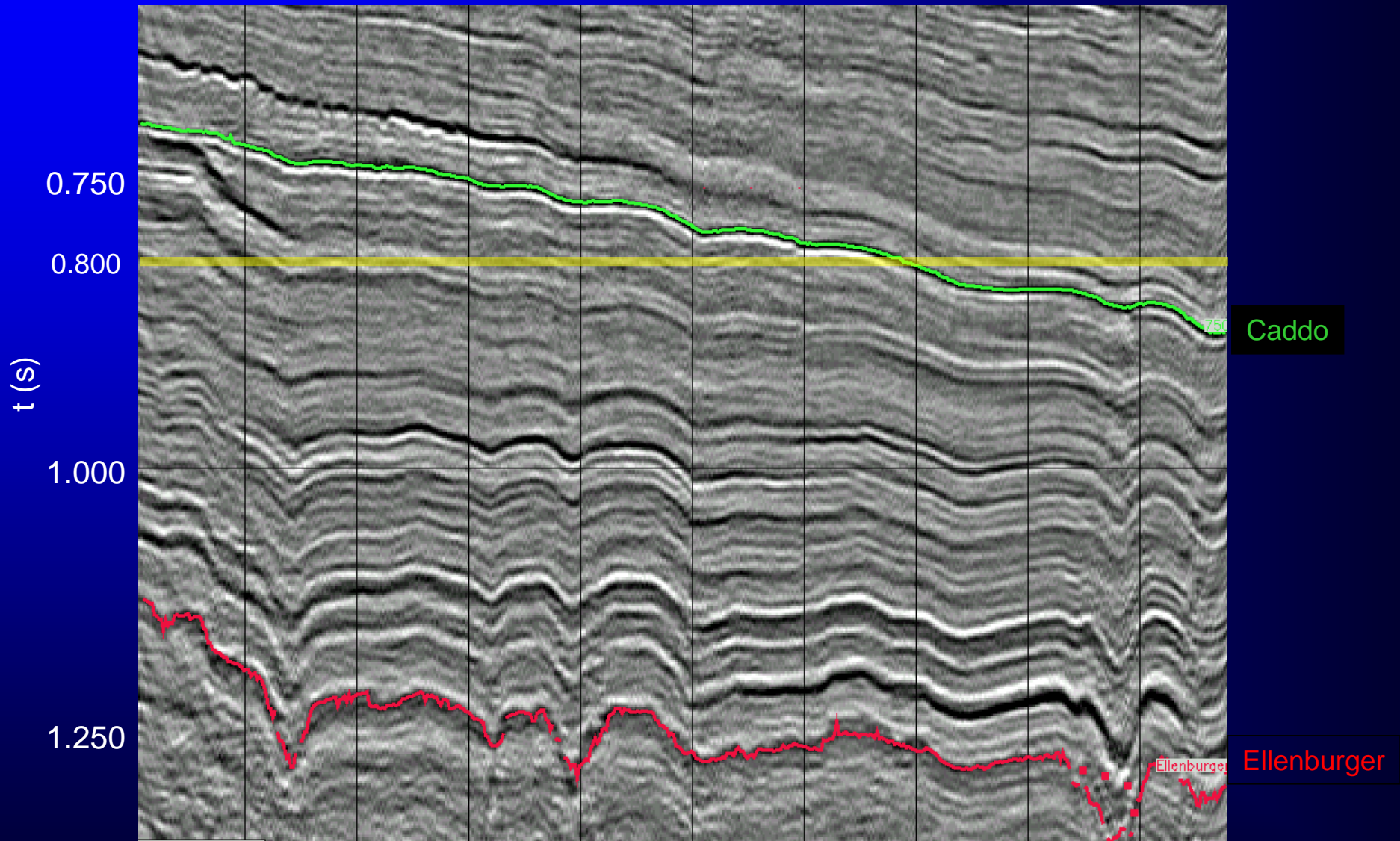
$$d^\alpha p/dx^\alpha \approx F^{-1}[ i(k_x)^\alpha F(p) ]$$

Attributes extracted along a geological horizon

# Vertical Slice – Fort Worth Basin, USA

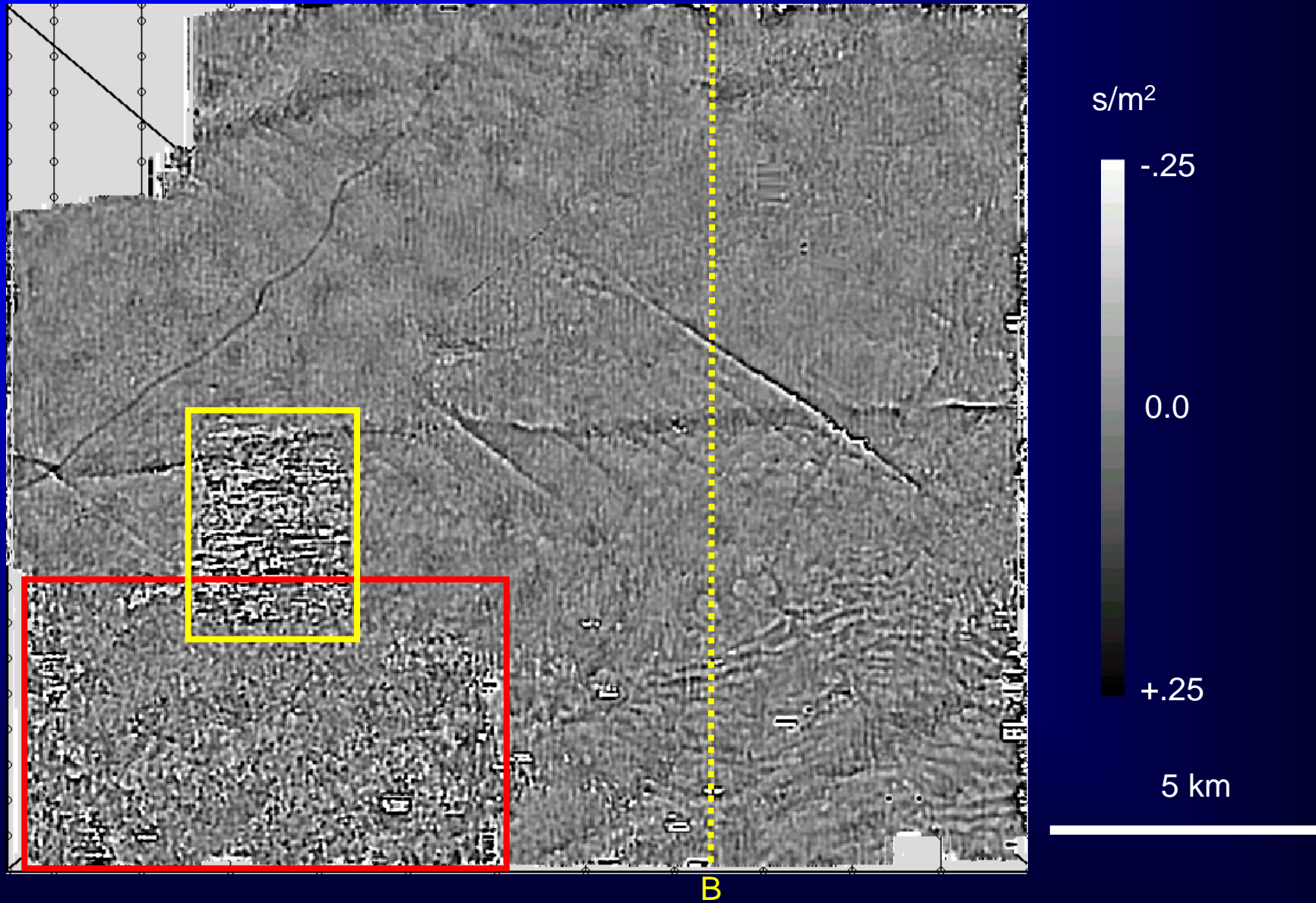
B

B'

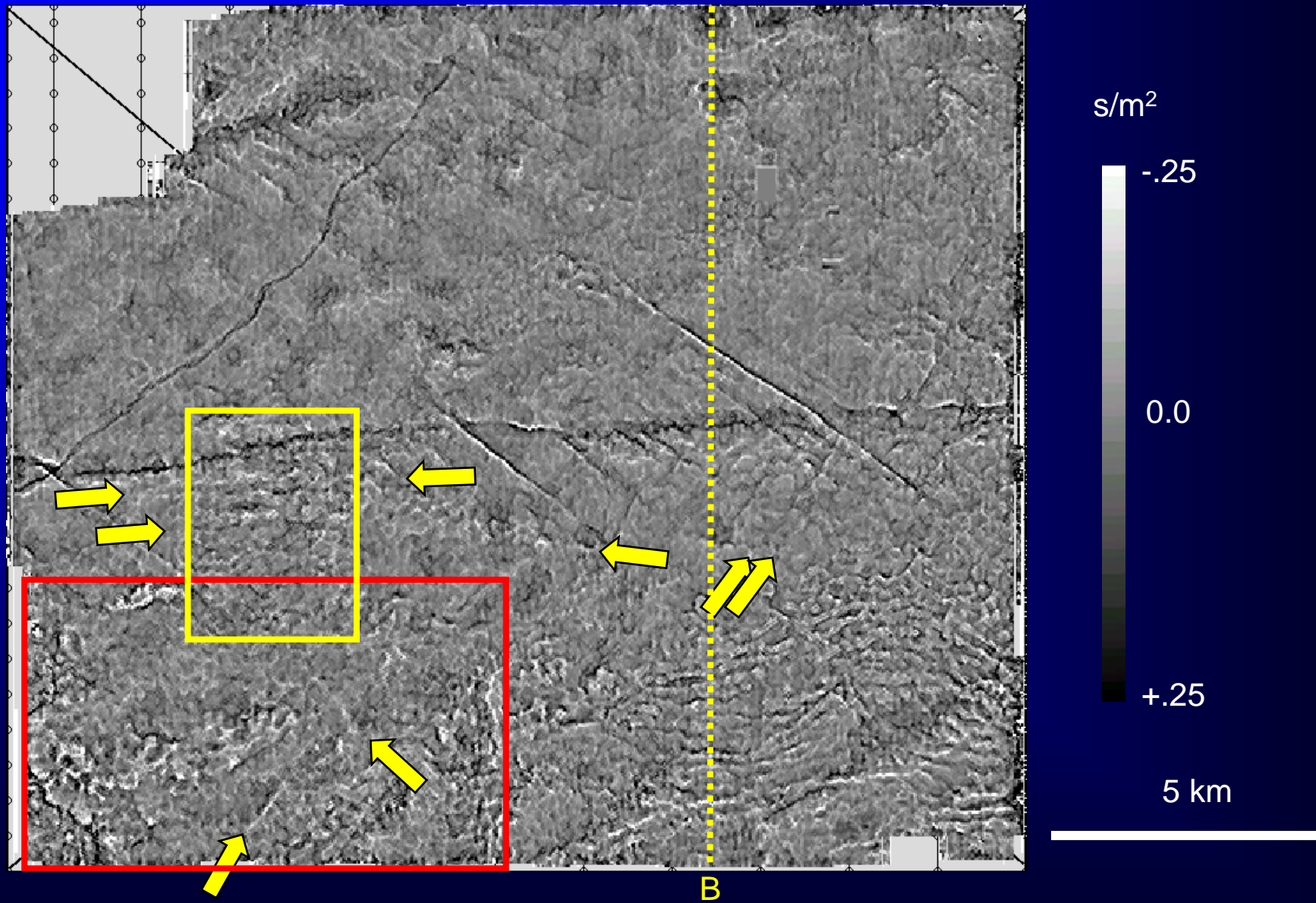


$$k_{\text{mean}} = 1/2(d^2T/dx^2 + d^2T/dy^2) - \text{Caddo}$$

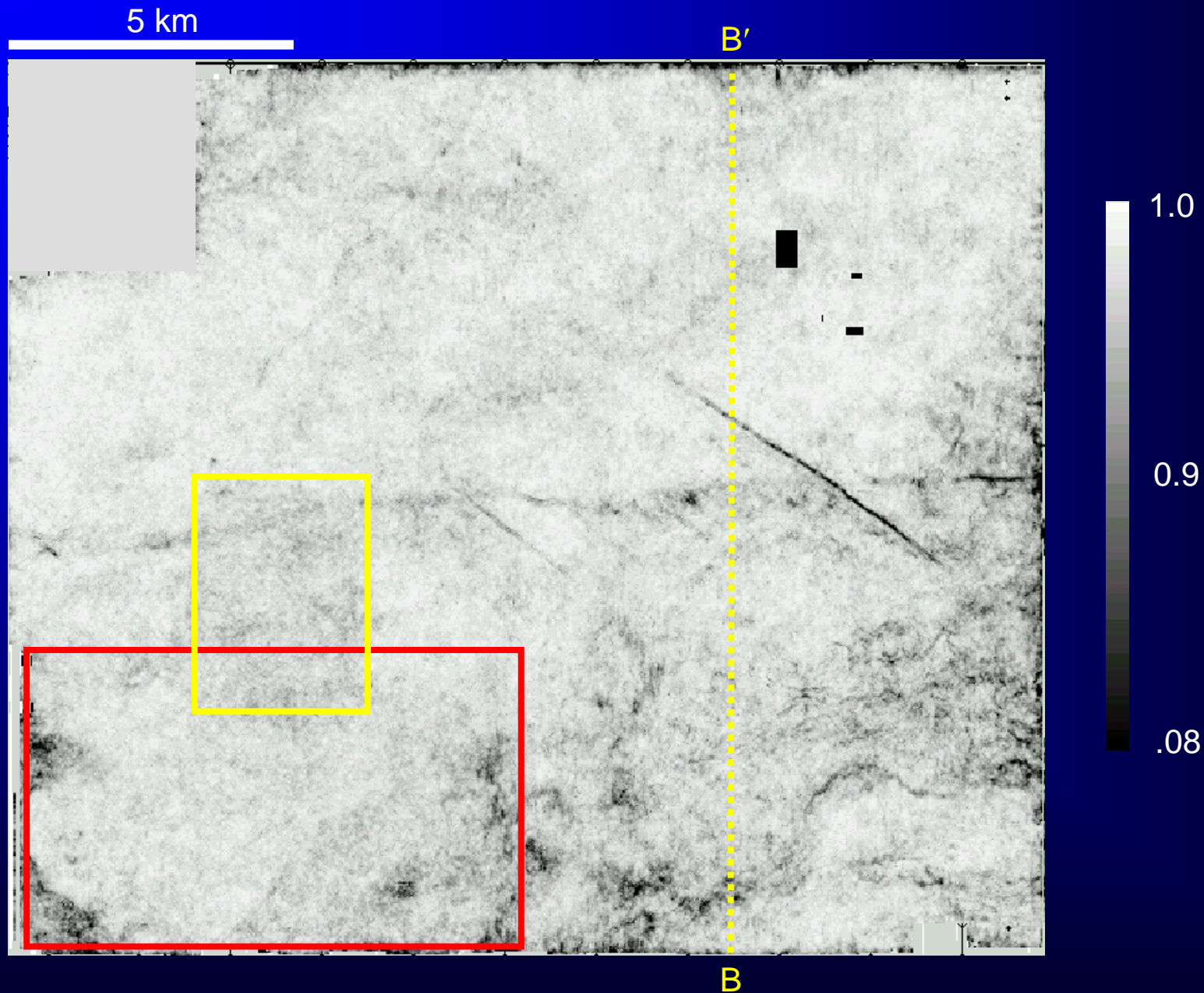
(Horizon pick calculation)



# $k_{\text{mean}}$ horizon slice – Caddo (volumetric calculation)

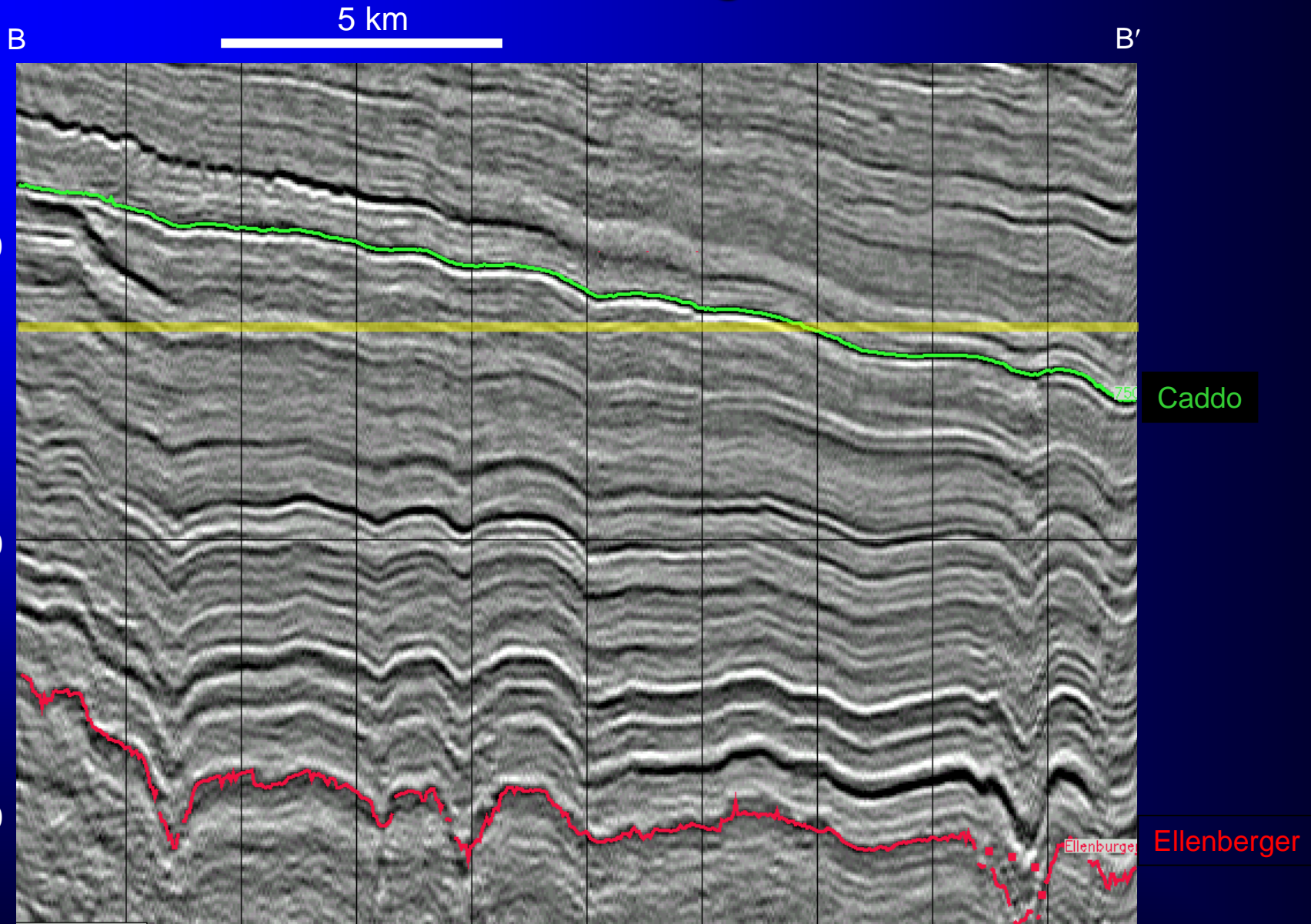


# Coherence horizon slice – Caddo



Attributes extracted along time slices

# Vertical slice through seismic



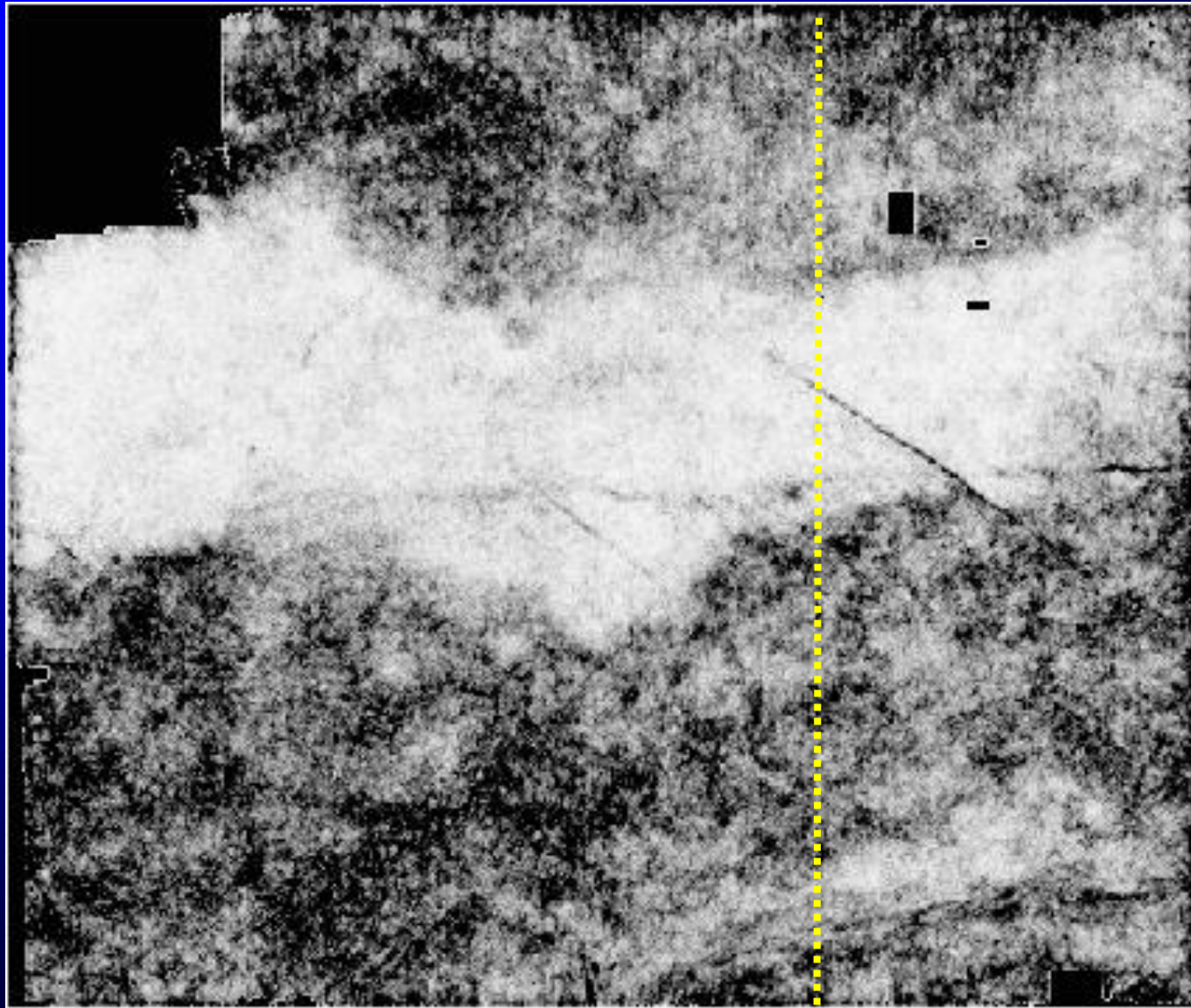


# Time slice through coherence

5 km

$t=0.8$  s

B'



1.0

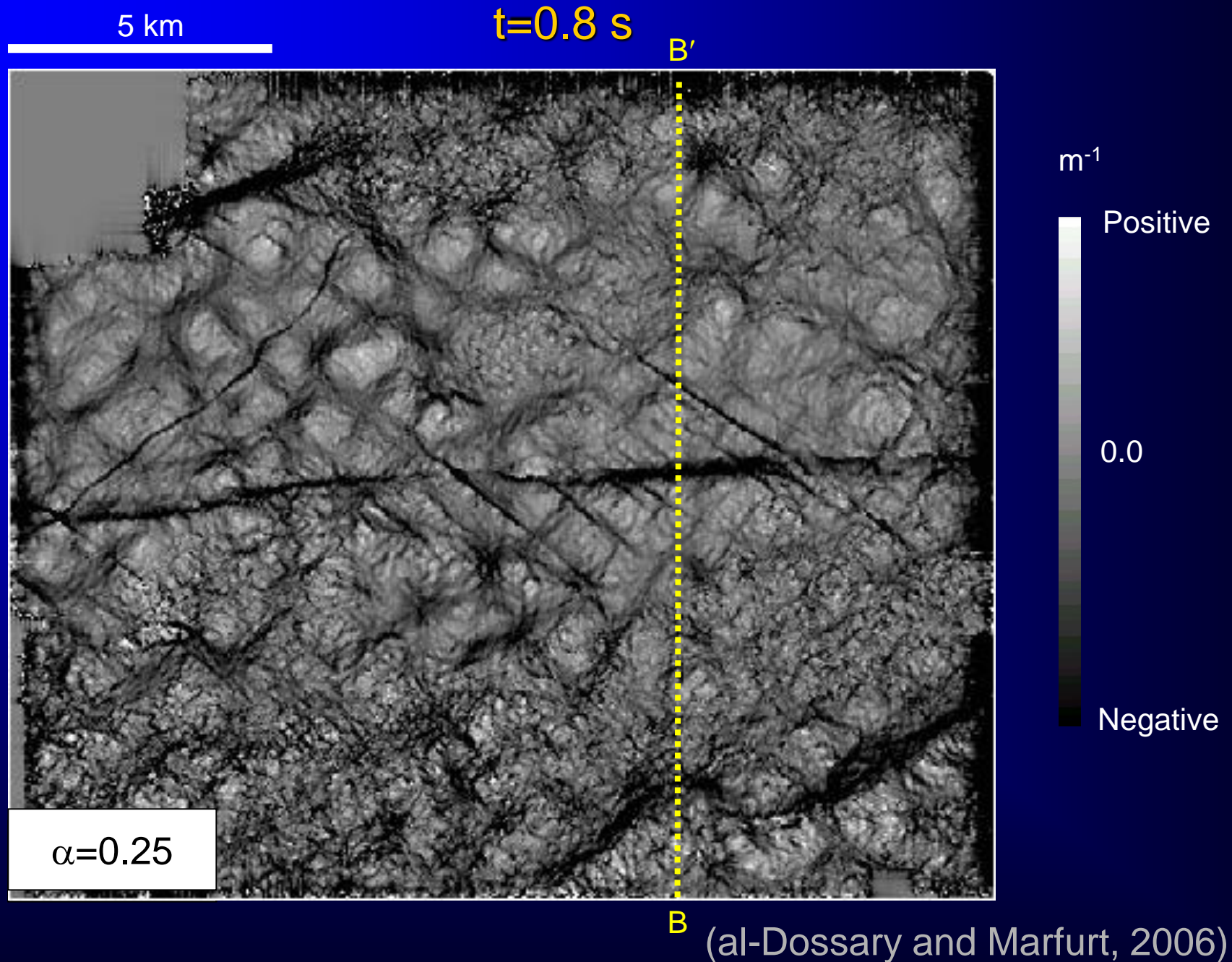
0.9

0.8

B

(al-Dossary and Marfurt, 2006)

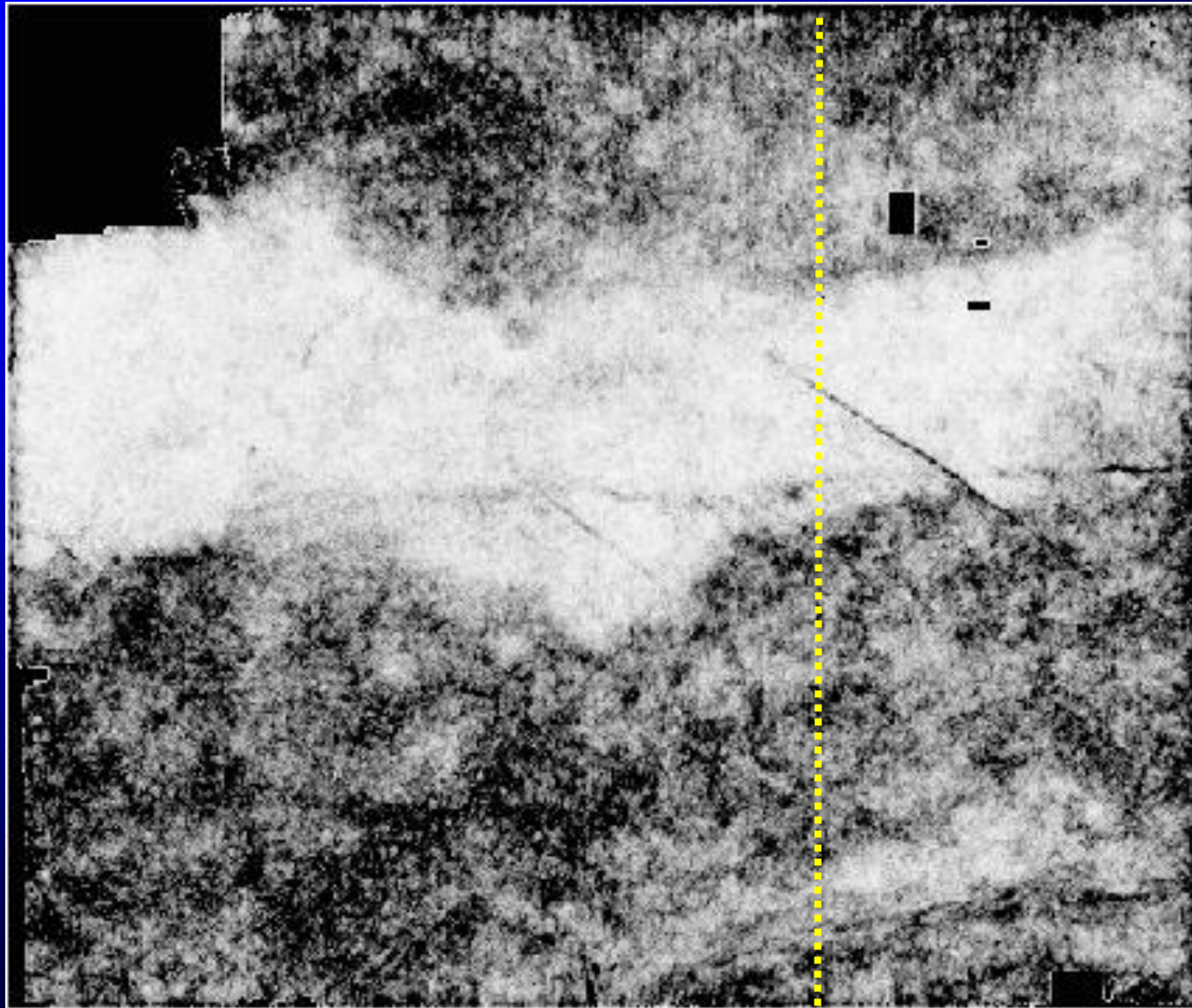
# Most-negative curvature computed at different wavelengths



# Coherence

5 km

$t=0.8$  s  $B'$



1.0

0.9

0.8

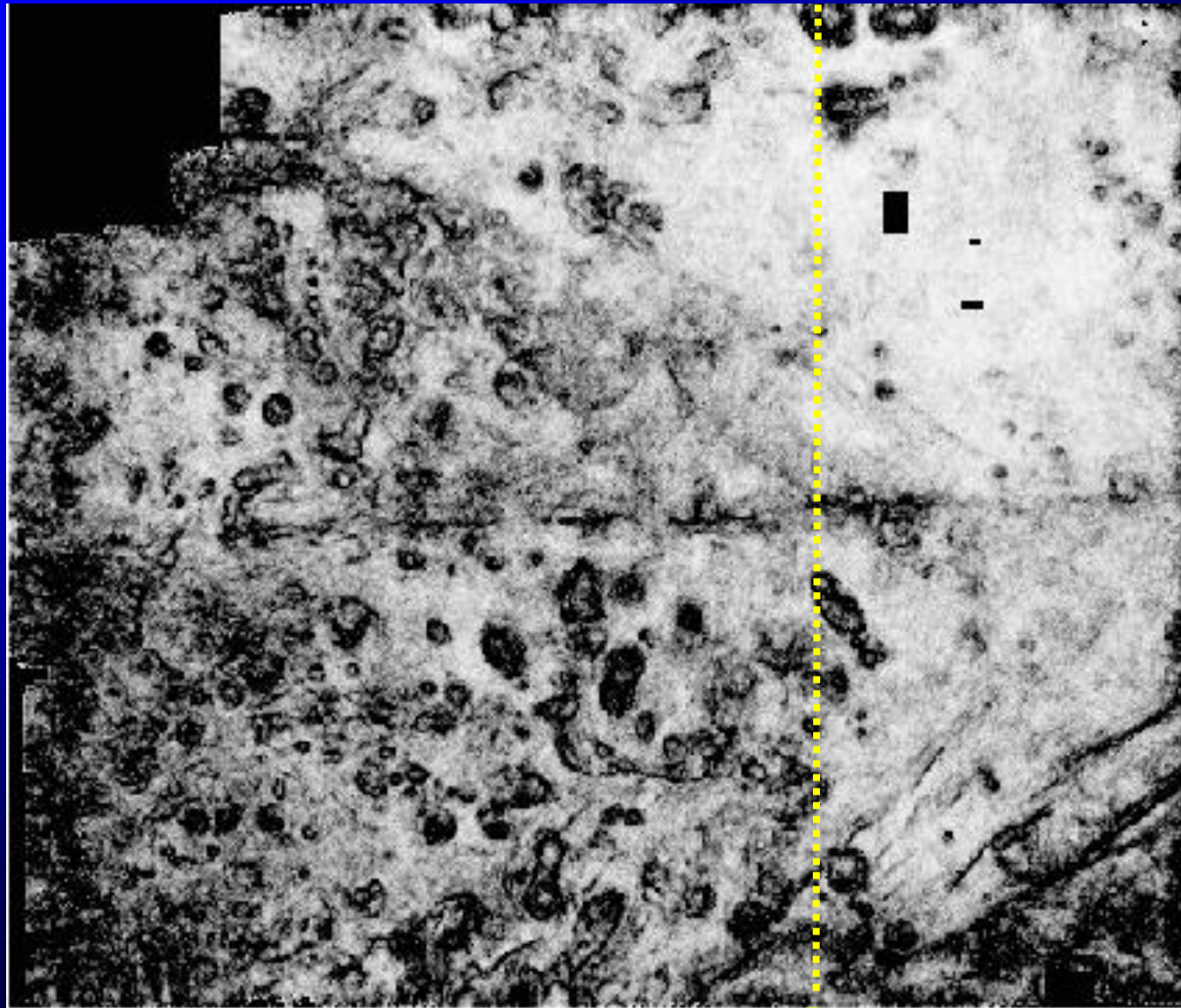
$B$

(al-Dossary and Marfurt, 2006)

# Coherence

$t=1.2$  s  $B'$

5 km



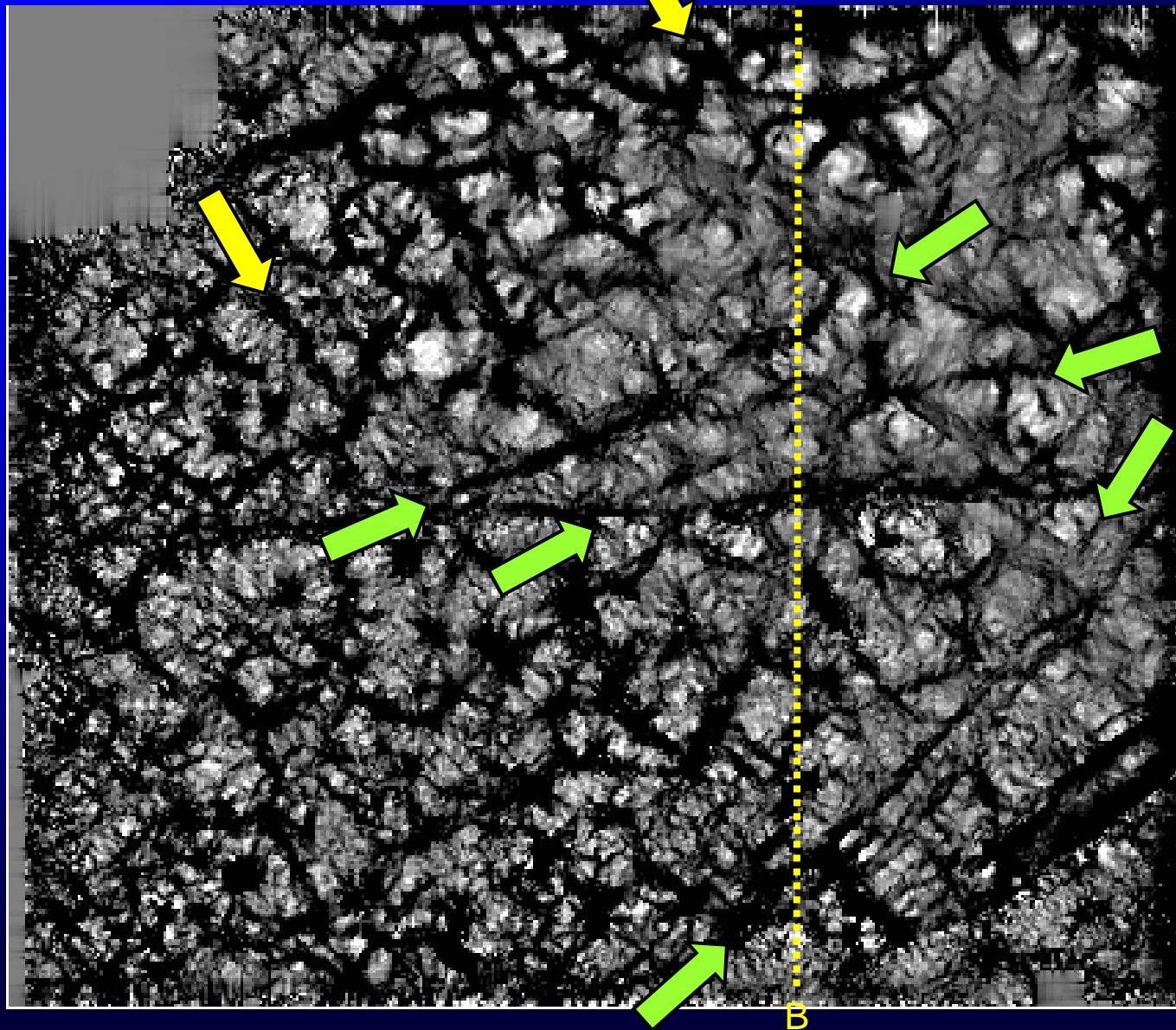
B

(al-Dossary and Marfurt, 2006)

# Most negative curvature ( $\alpha=0.25$ )

5 km

$t=1_B/2$  s



s/m<sup>2</sup>

+0.25

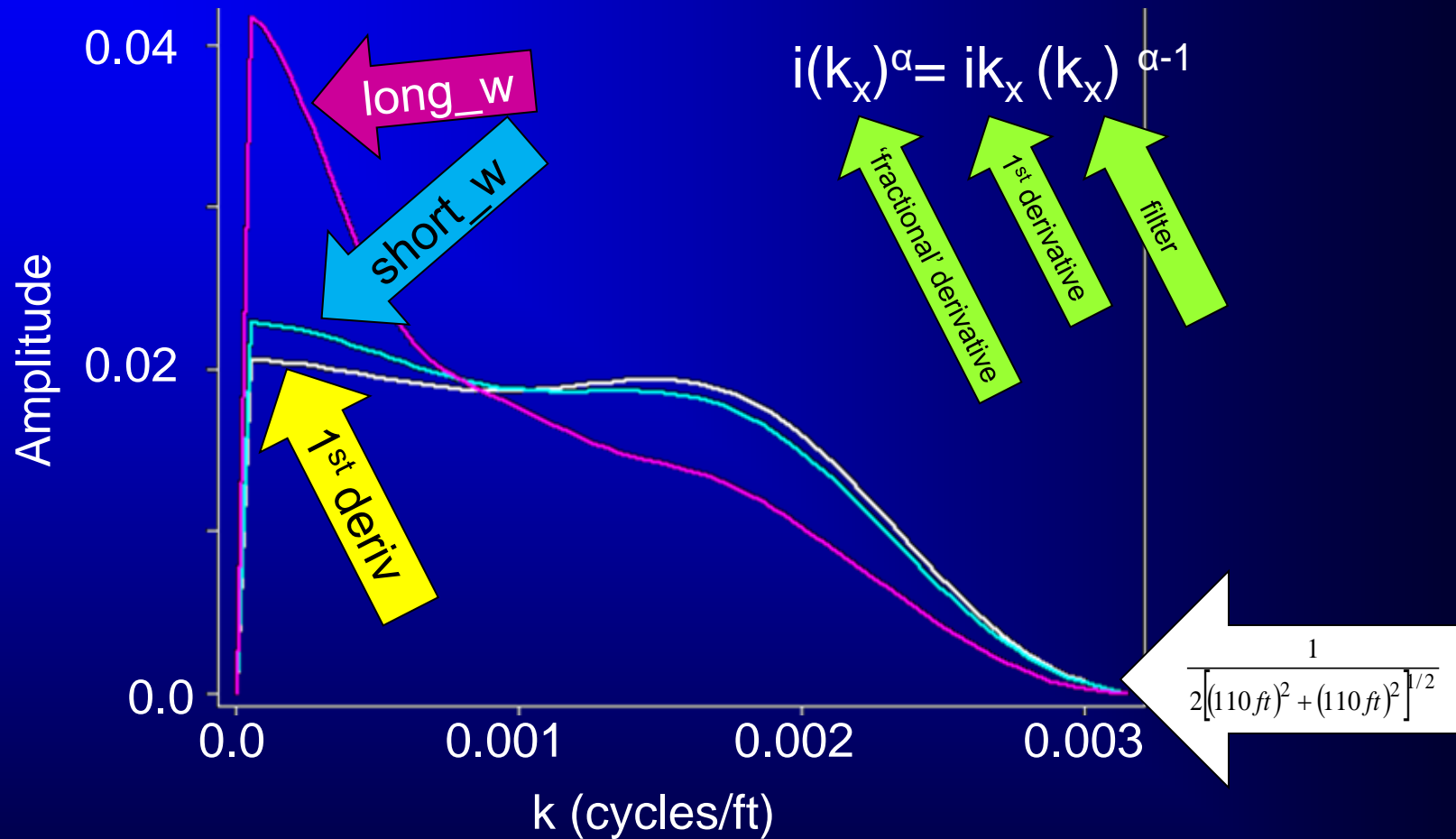
0.0

-0.25

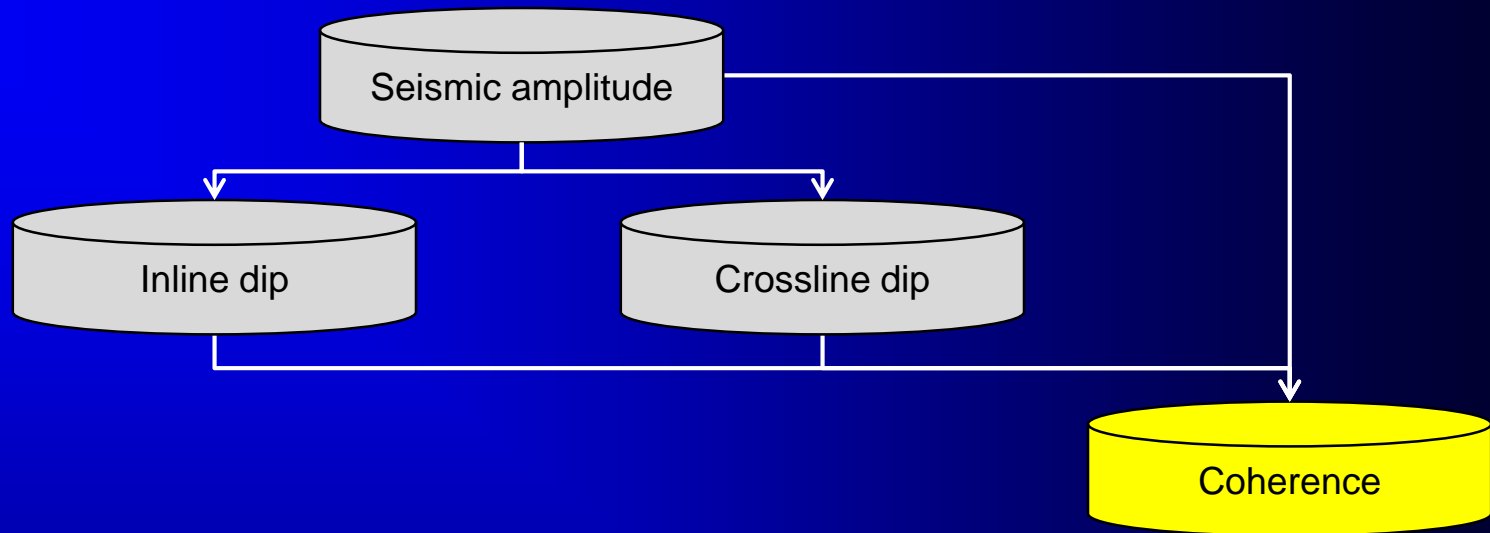
B

(al-Dossary and Marfurt, 2006)

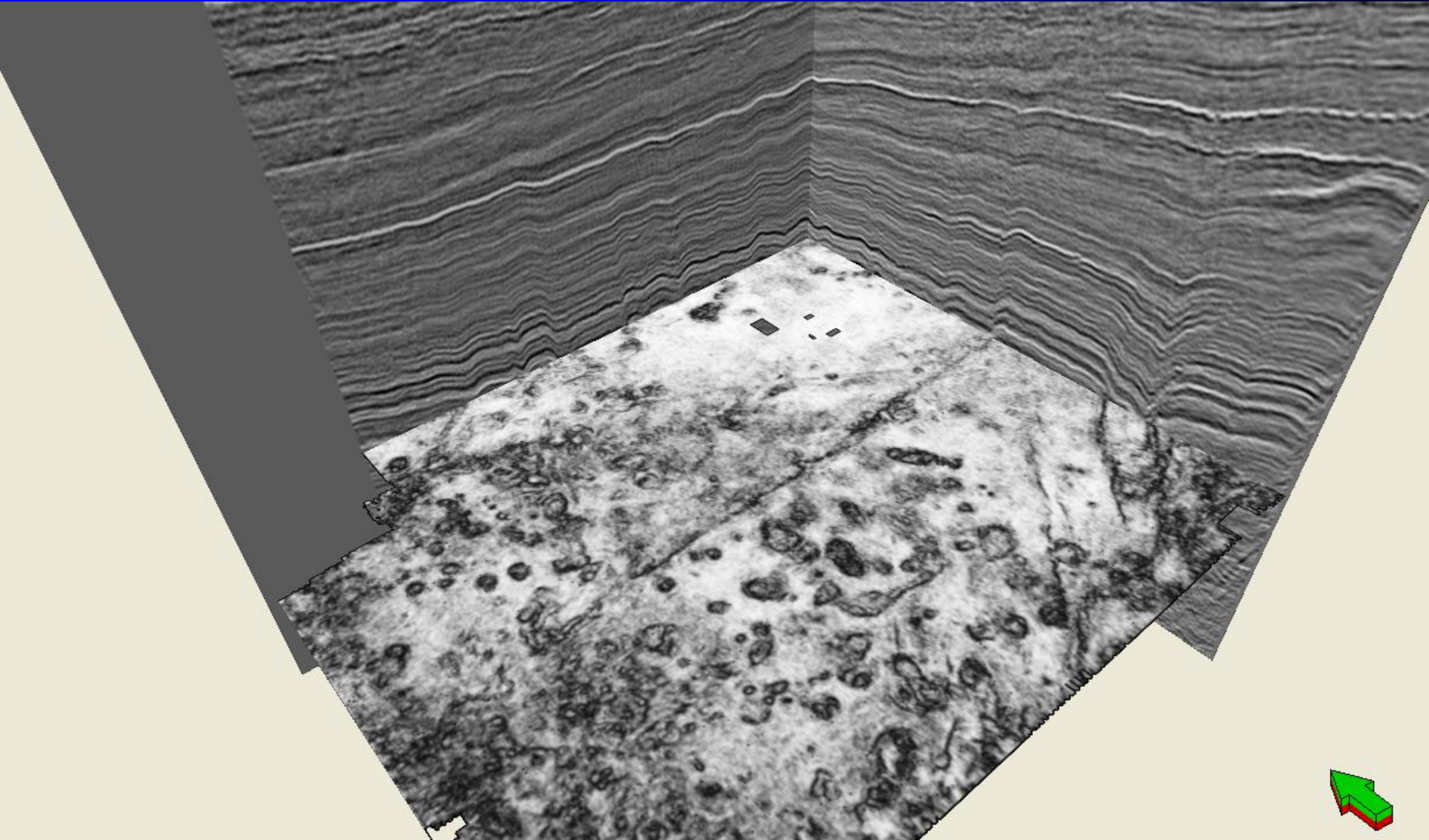
# Filters corresponding to “long-wavelength” and “short-wavelength” curvature computation



# Attributes based on volumetric dip and azimuth

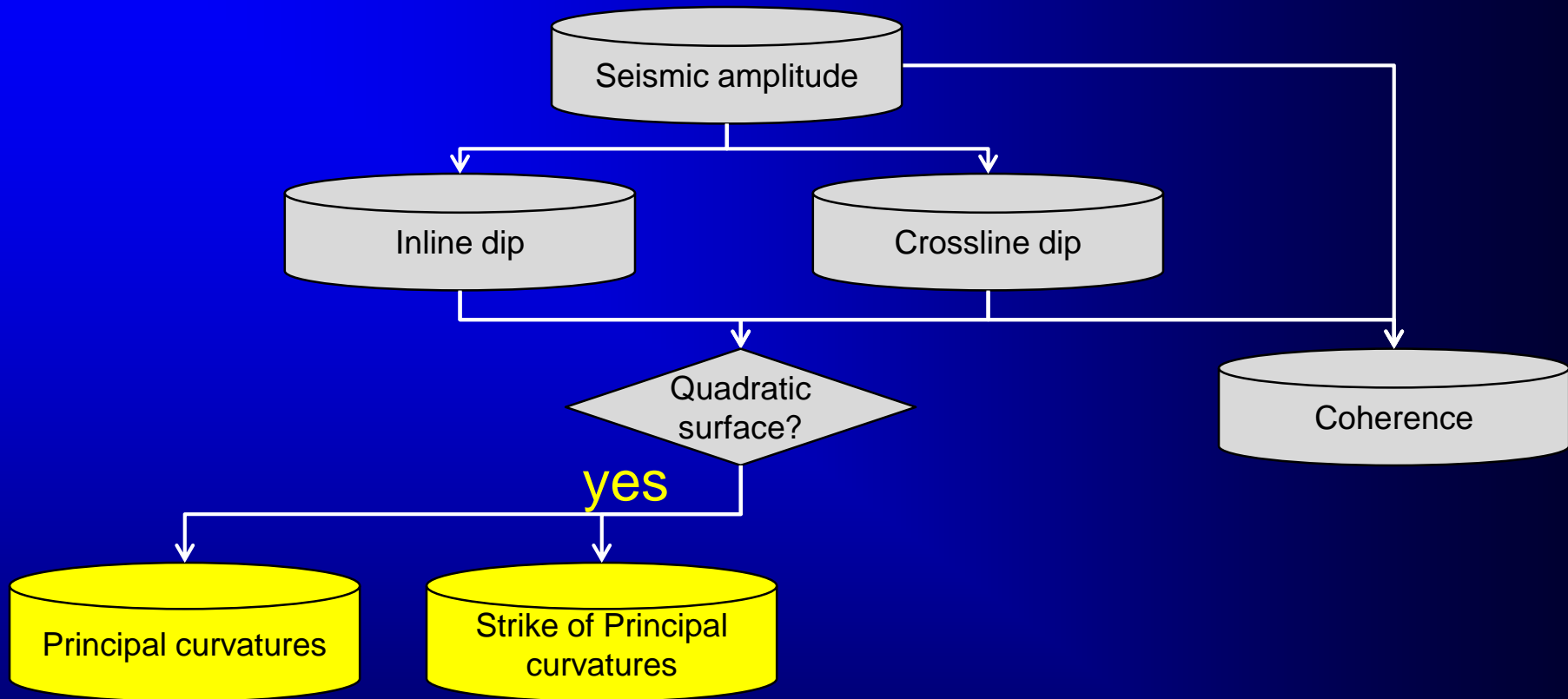


# Coherence

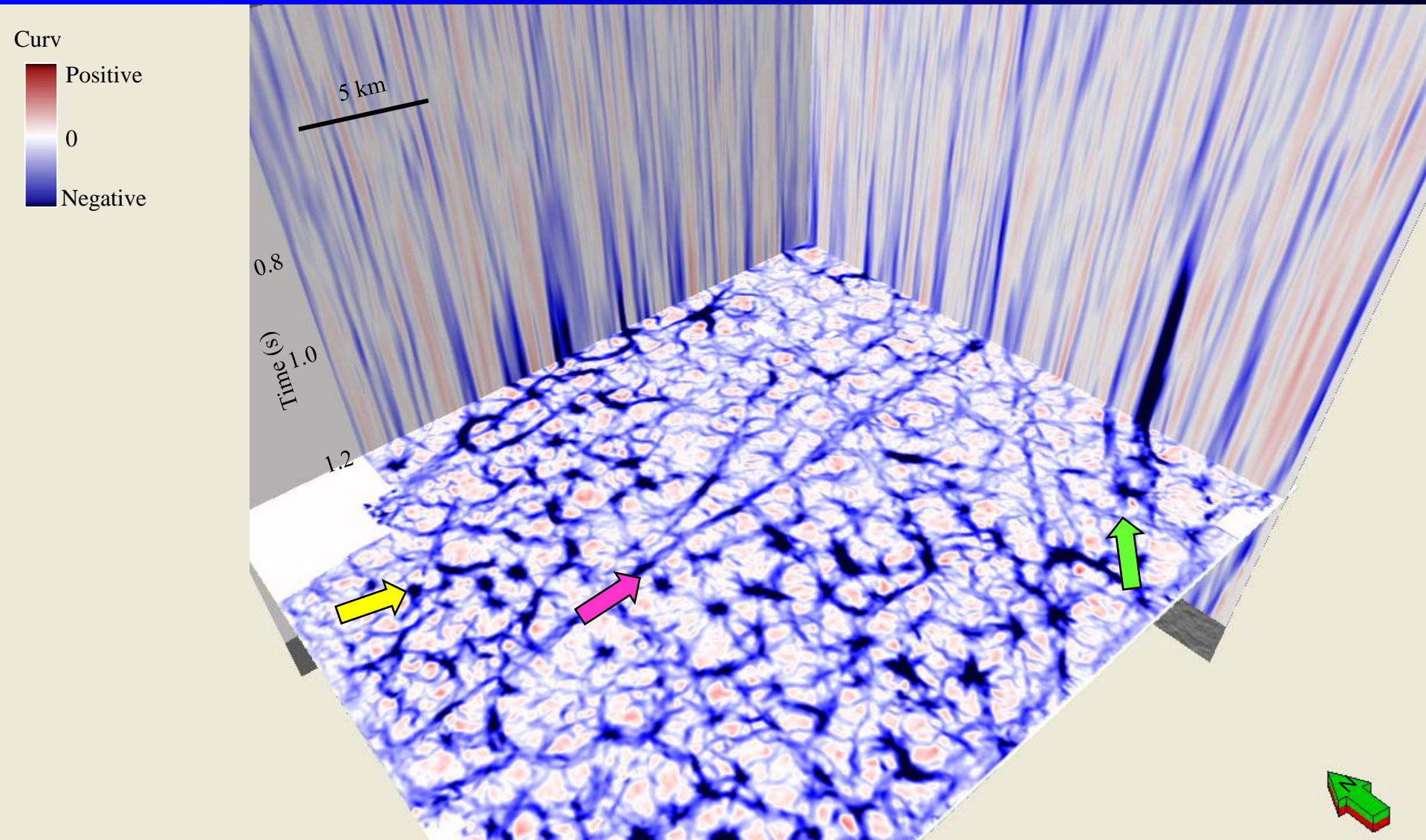




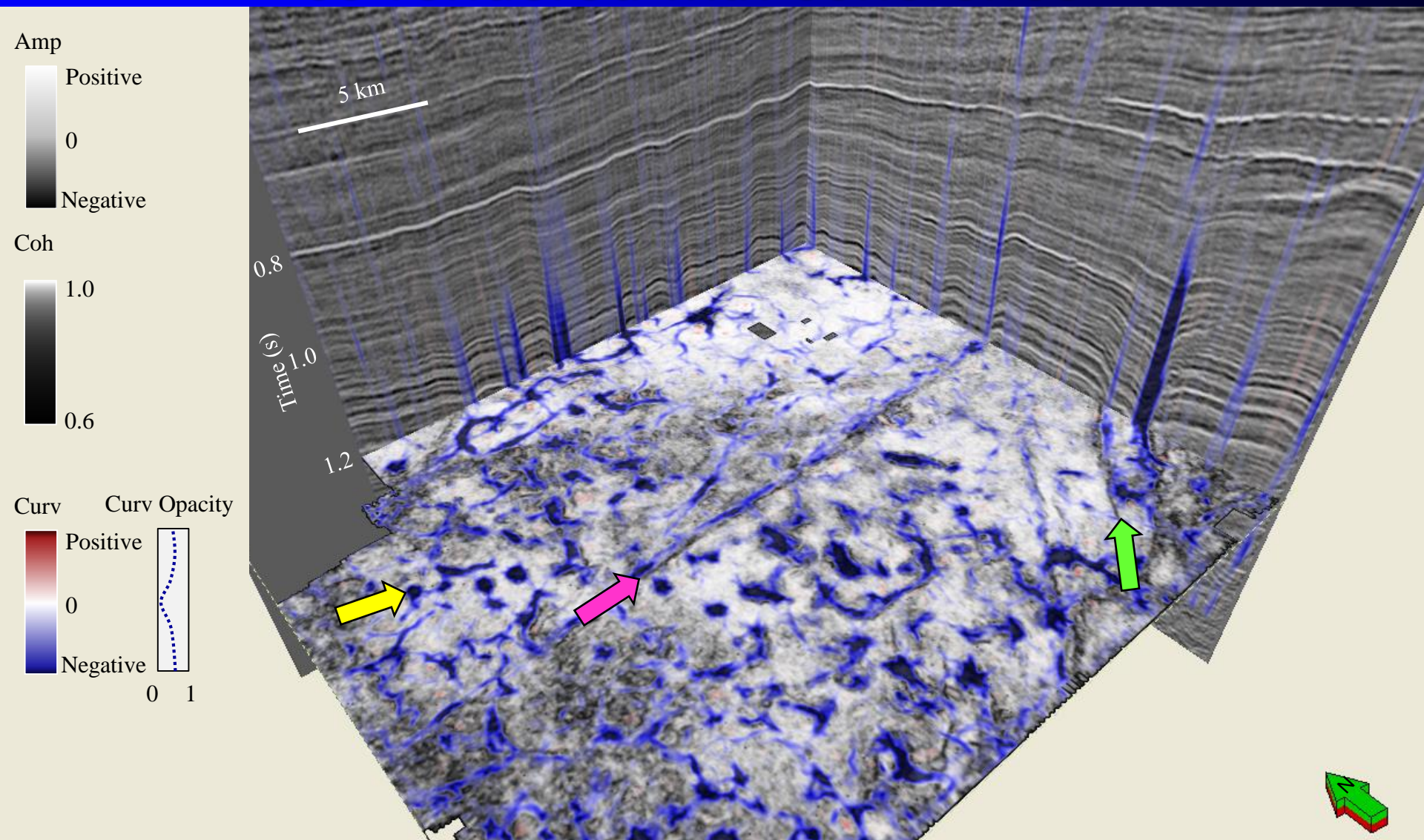
# Attributes based on volumetric dip and azimuth



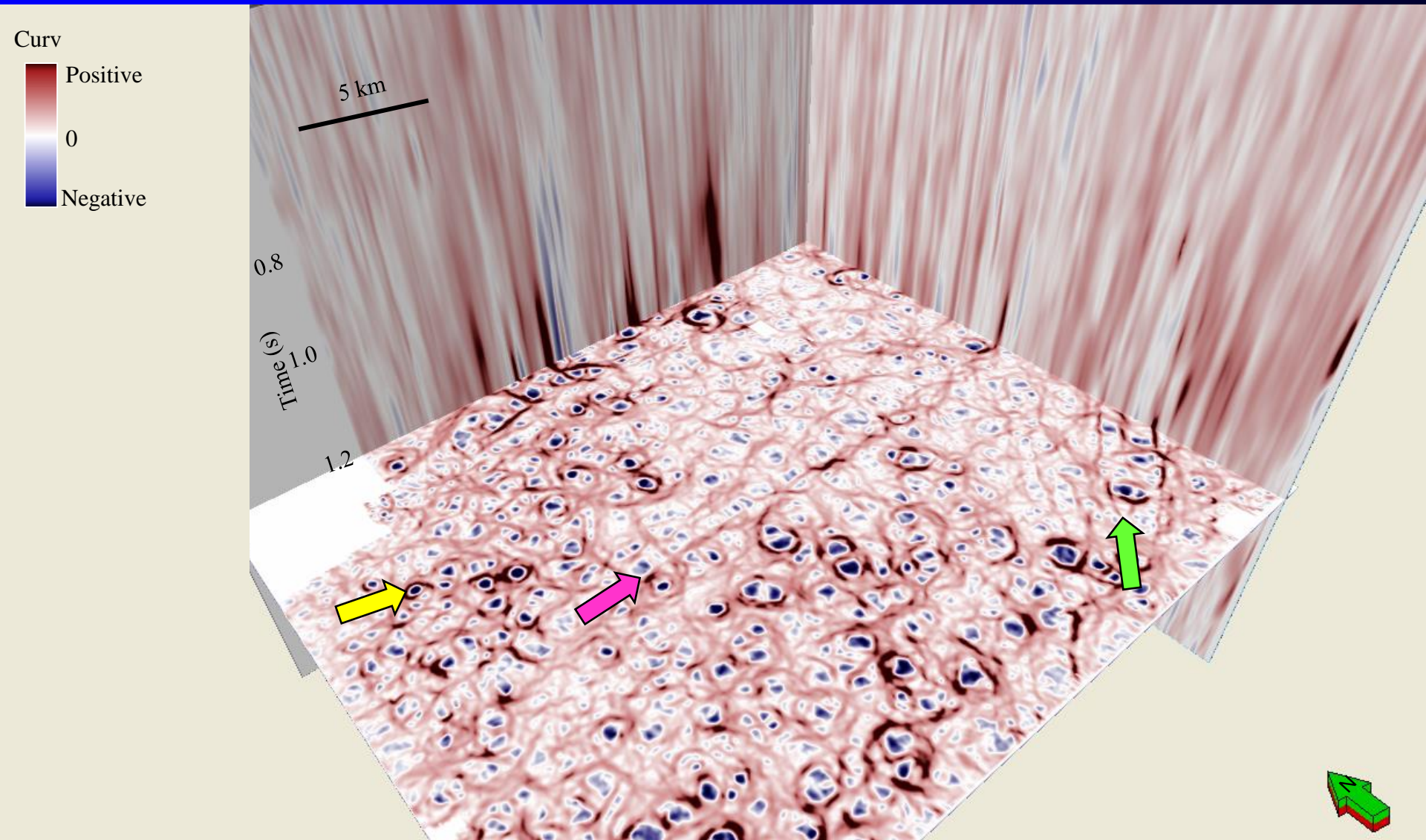
# Most negative principal curvature, $k_2$



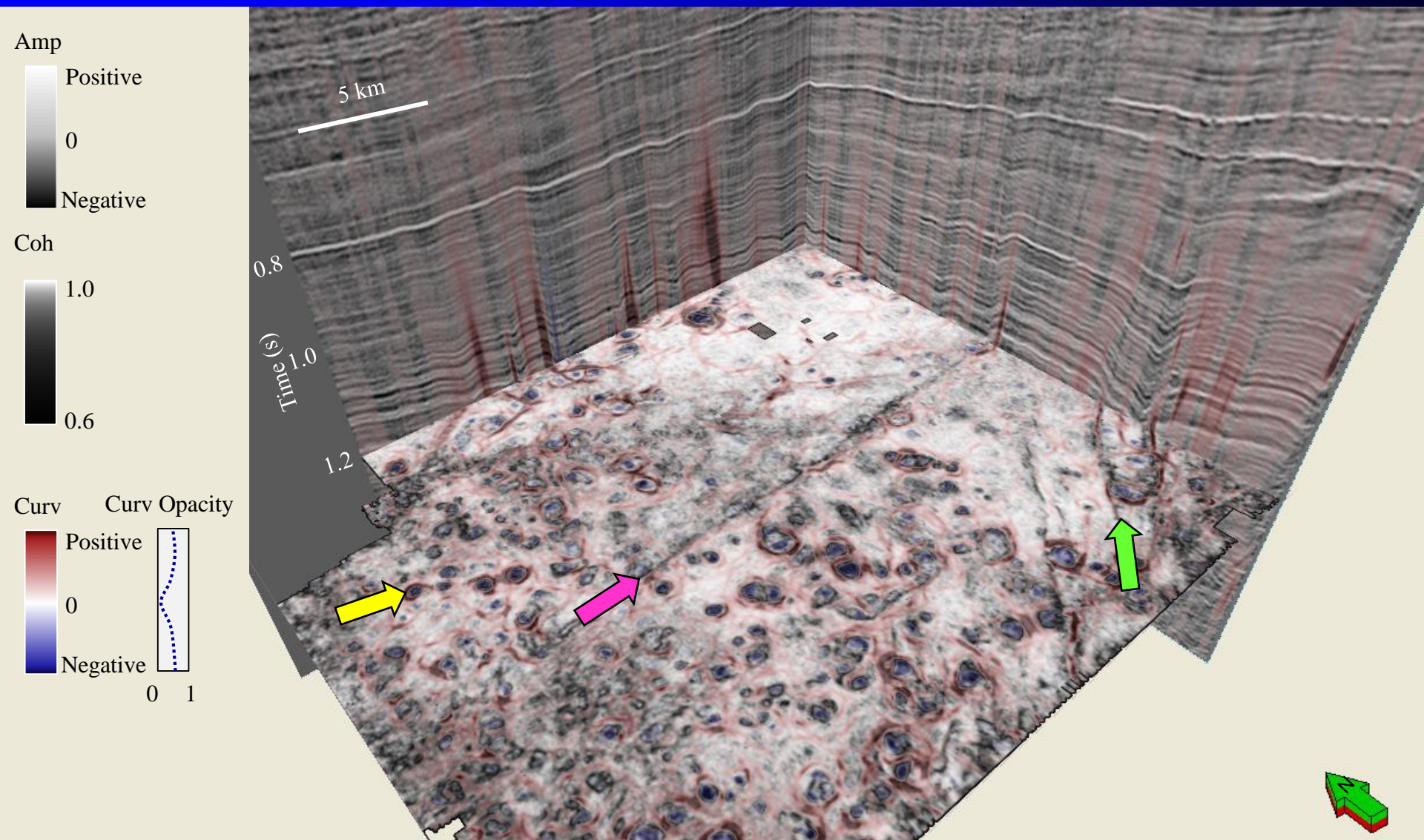
# Most negative principal curvature, $k_2$ , co-rendered with coherence



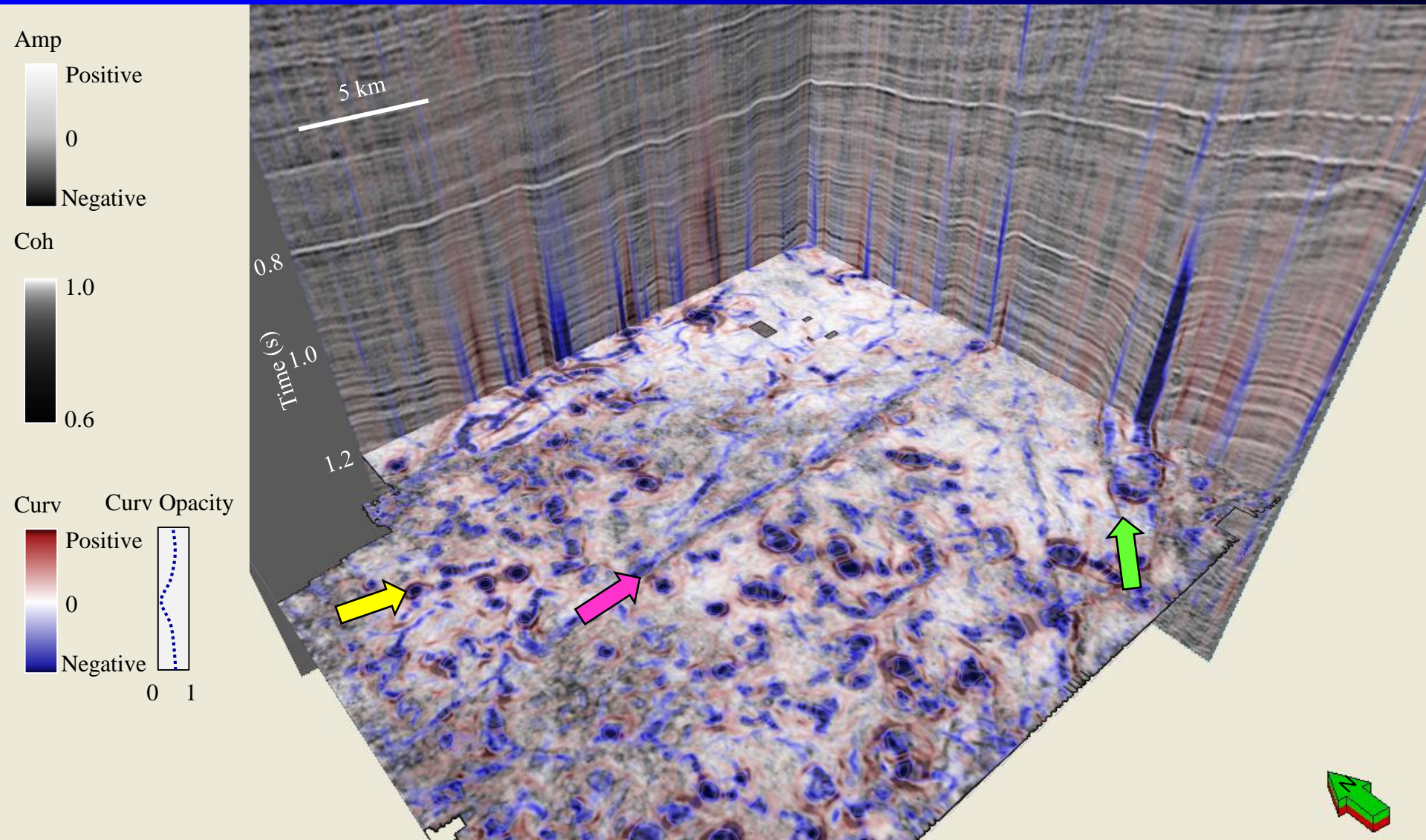
# Most positive principal curvature, $k_1$



# Most positive principal curvature, $k_1$ , co-rendered with coherence

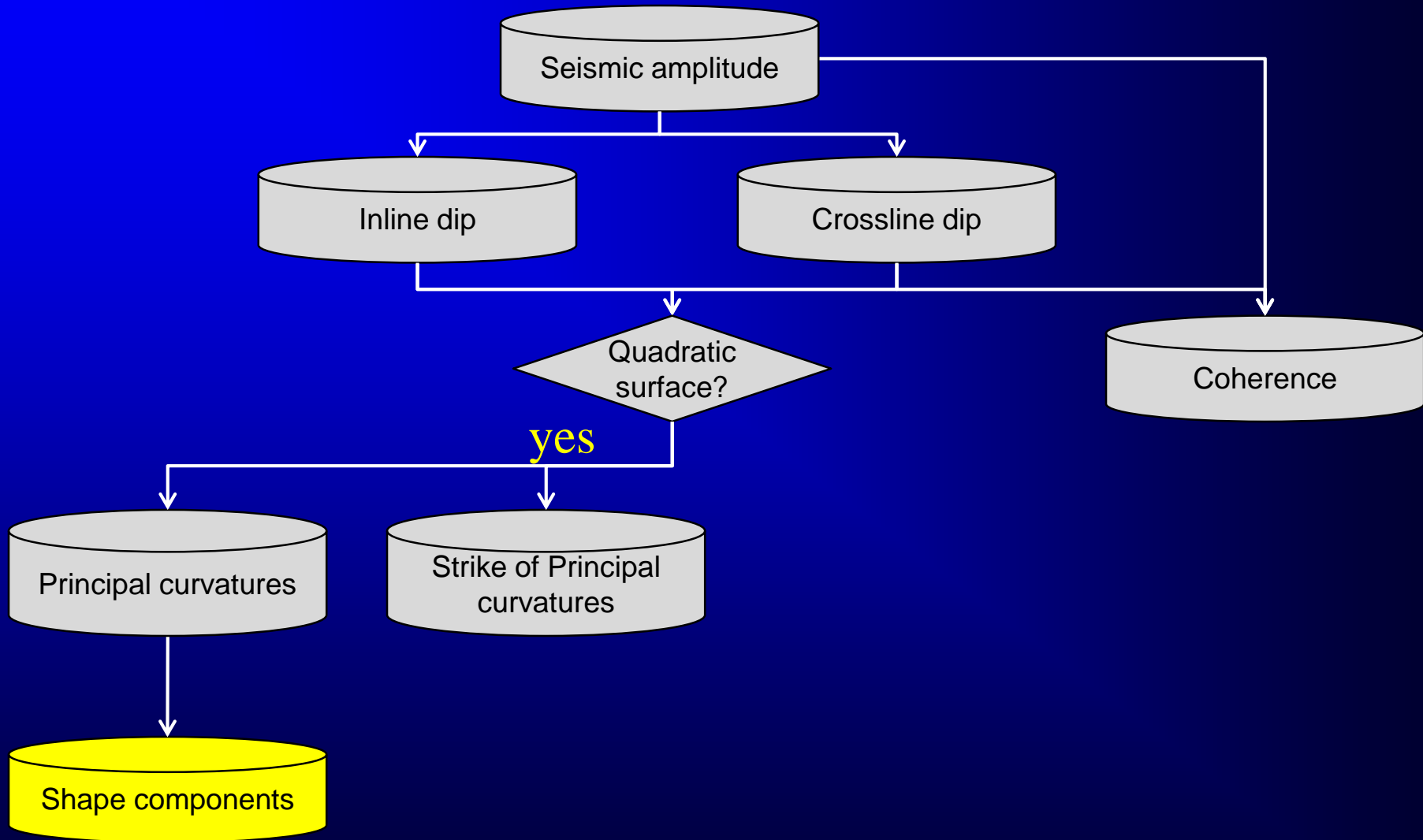


# Both principal curvatures, $k_1$ and $k_2$ , co-rendered with coherence



# Reflector Shape

# Attributes based on volumetric dip and azimuth





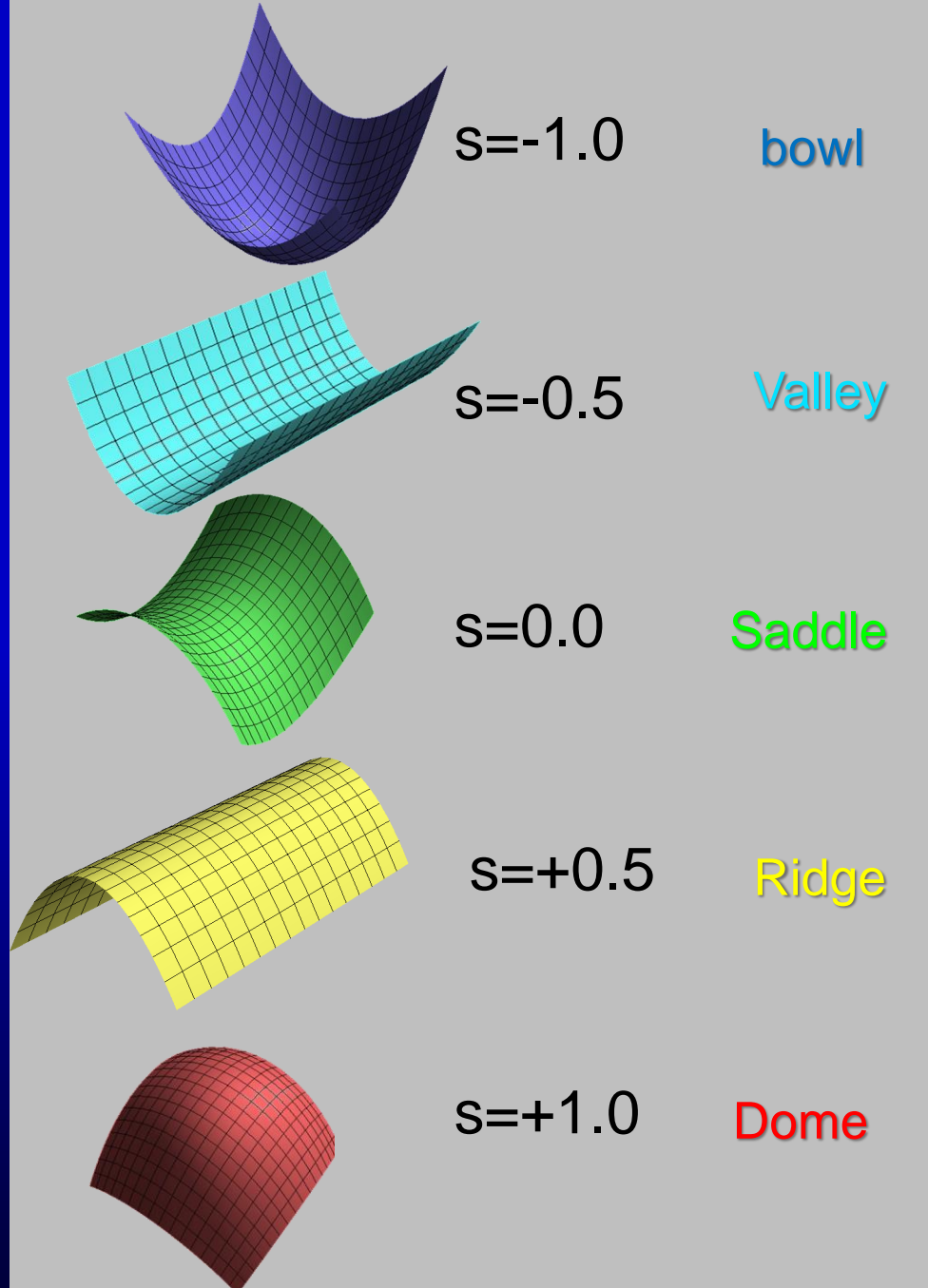
# The shape index, $s$ :

$$s = -\frac{2}{\pi} \mathbf{ATAN}\left(\frac{k_2 + k_1}{k_2 - k_1}\right)$$

$$k_1 \geq k_2$$



Principal curvatures



(Courtesy of Ha Mai)

# Shape index and biometric identification

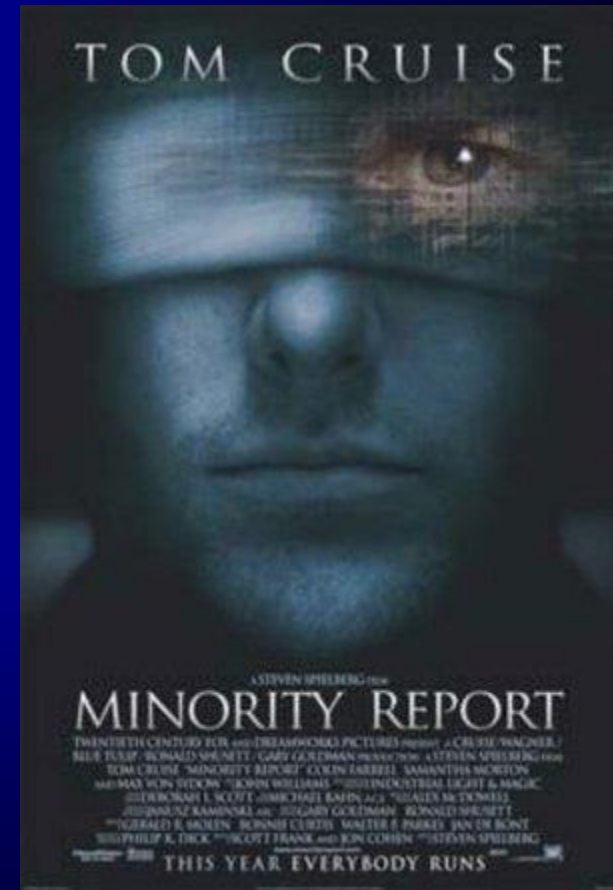
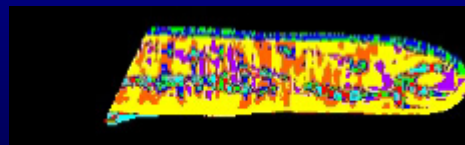
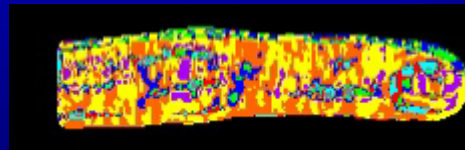
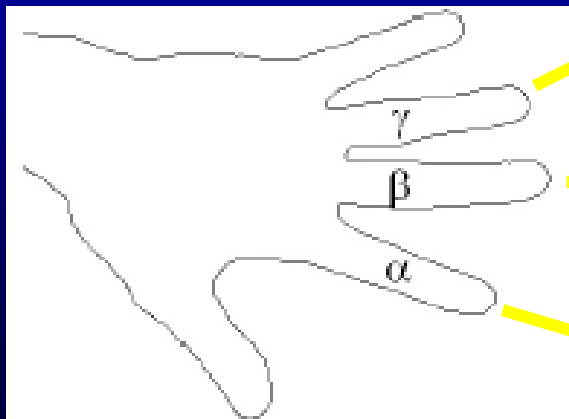
photographic image



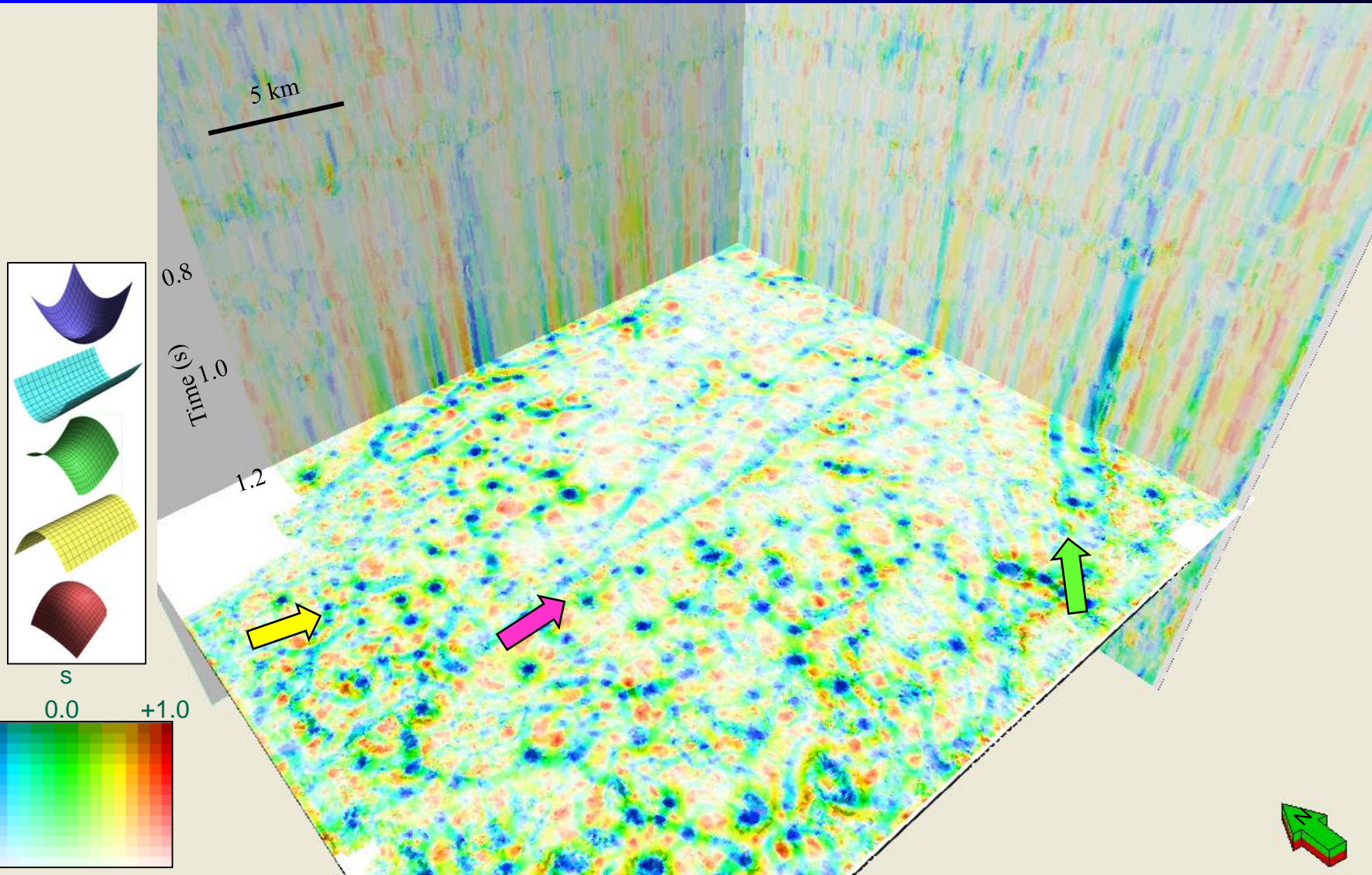
distance scan



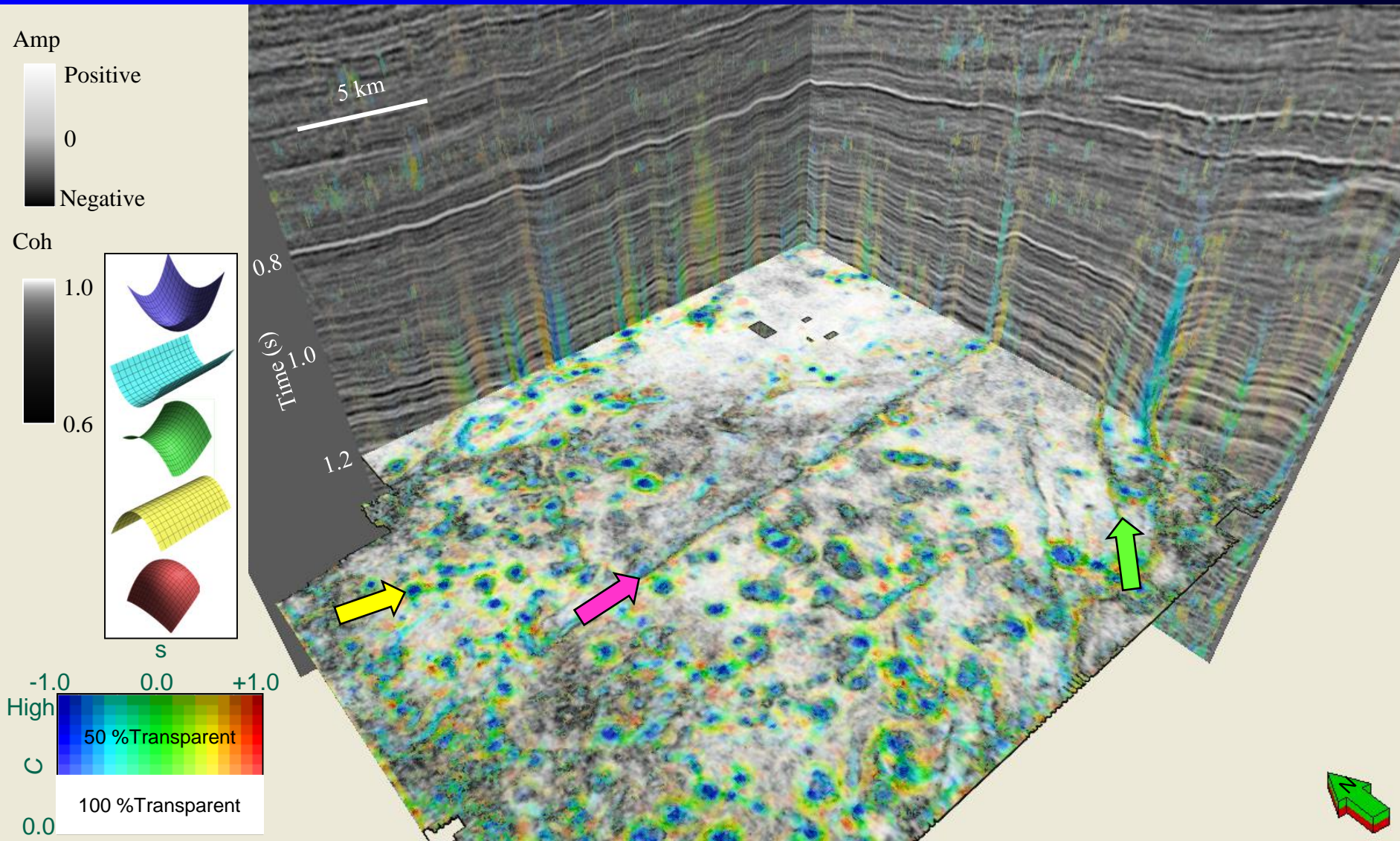
Shape indices



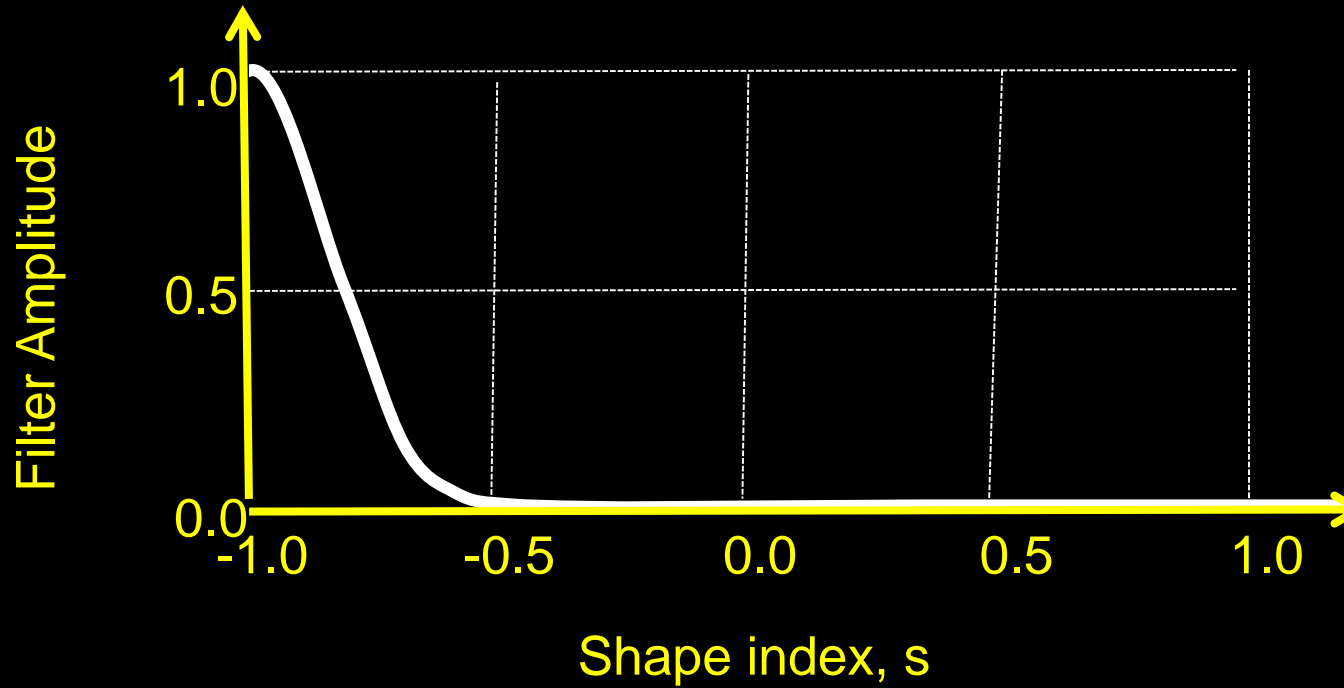
# Shape index modulated by curvedness



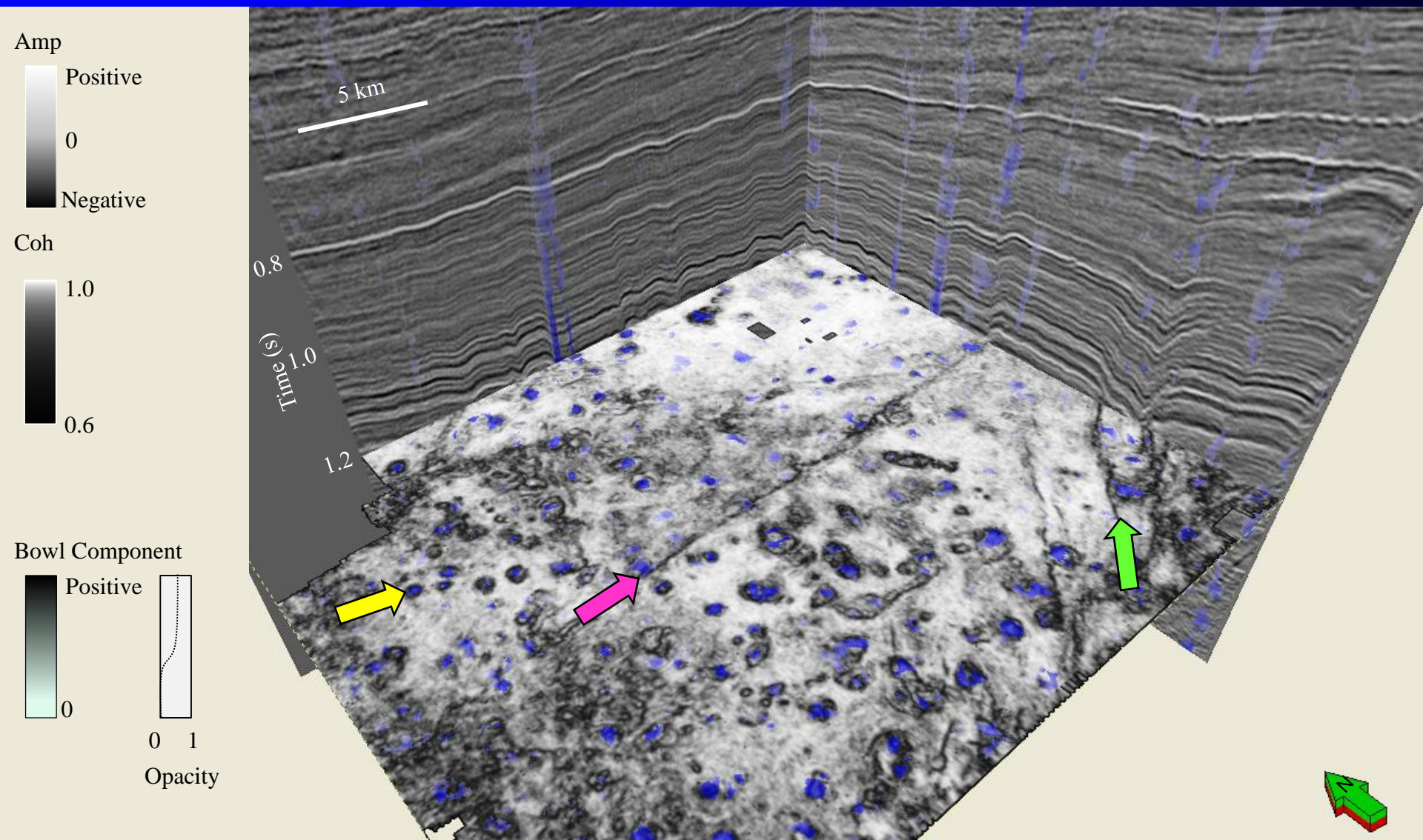
# Shape index modulated by curvedness, co-rendered with coherence



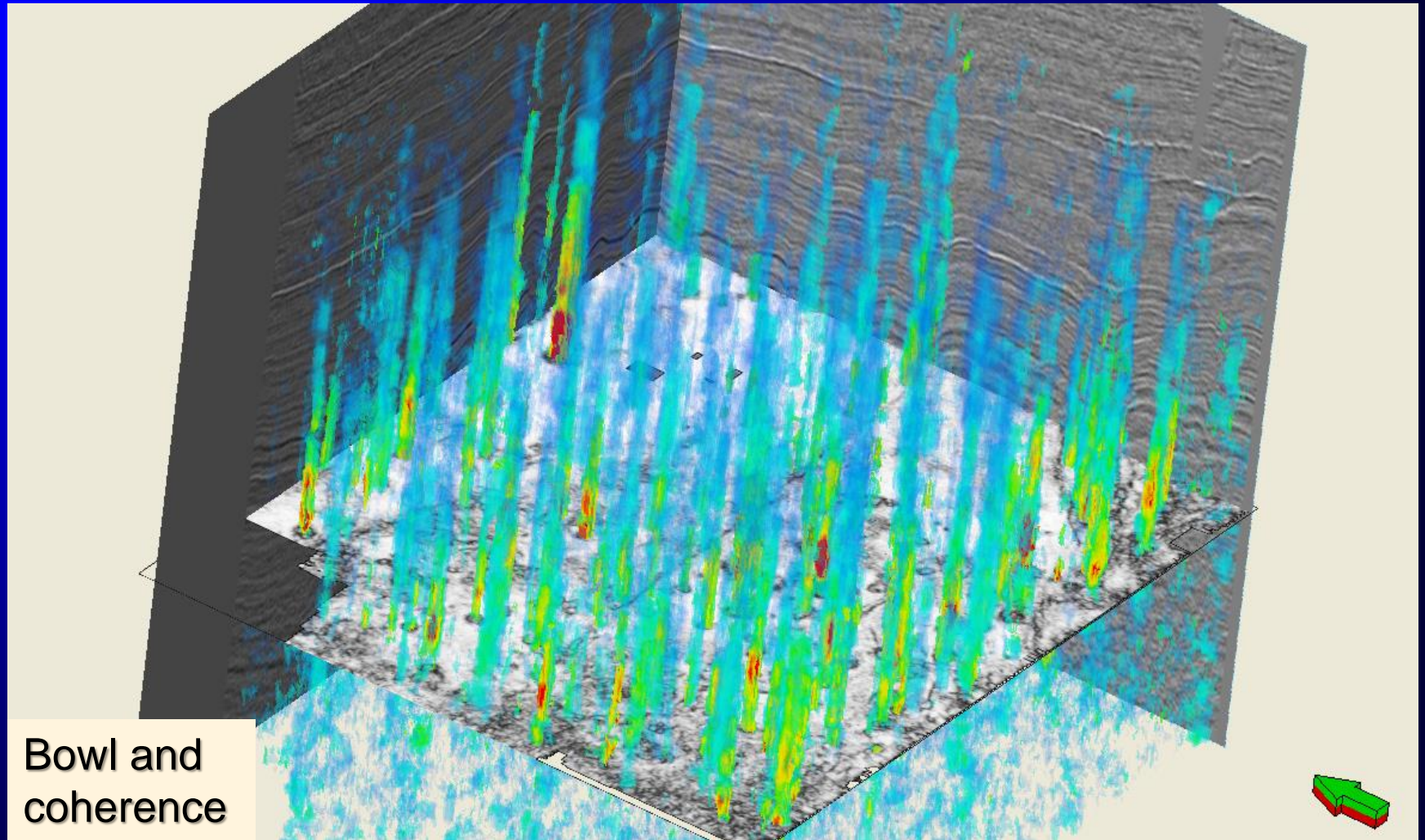
# Filter to enhance bowl-shaped features



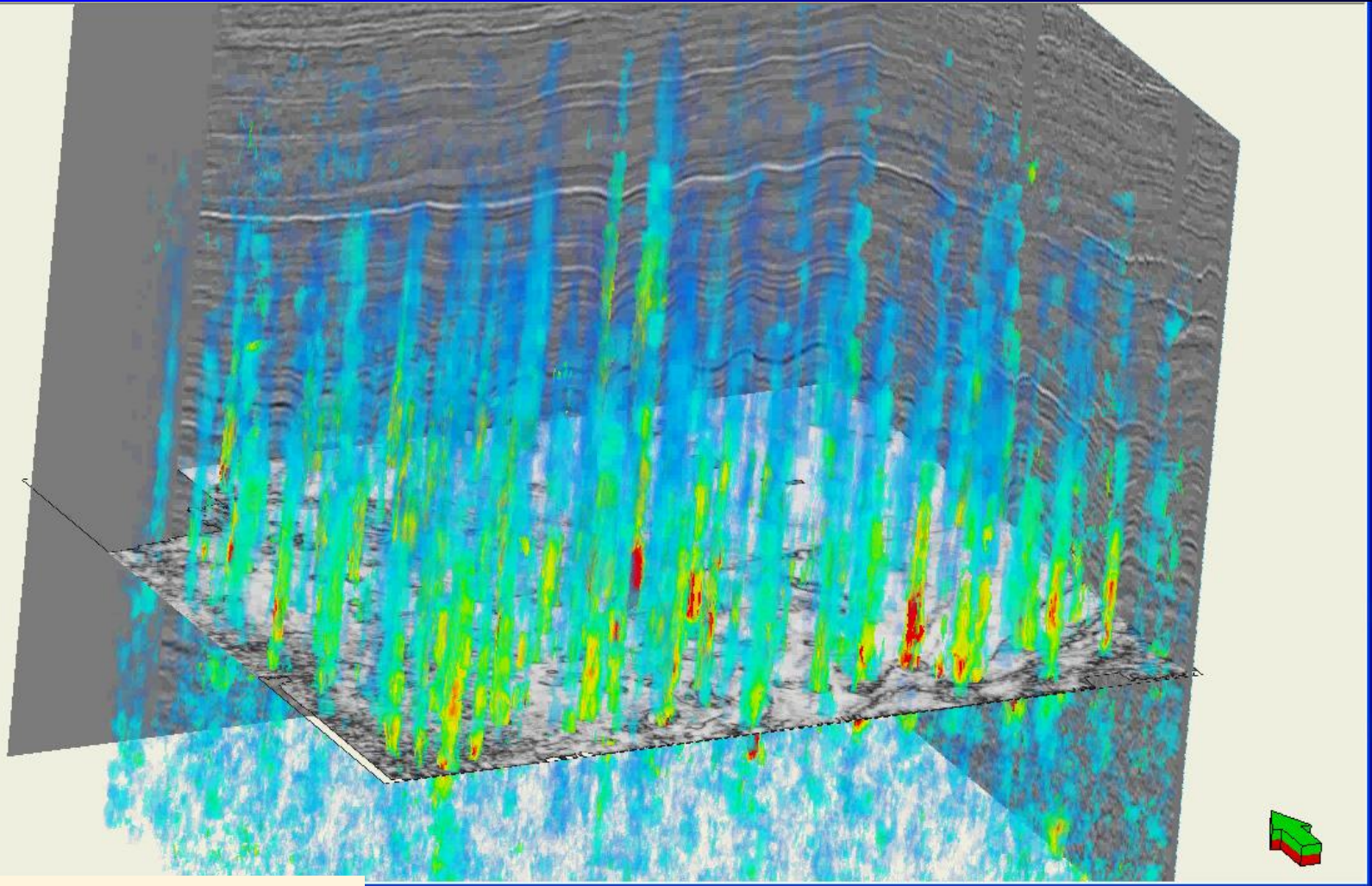
# Bowl component co-rendered with coherence



# Correlation of bowl shape component with collapse features



# Correlation of bowl shape component with collapse features

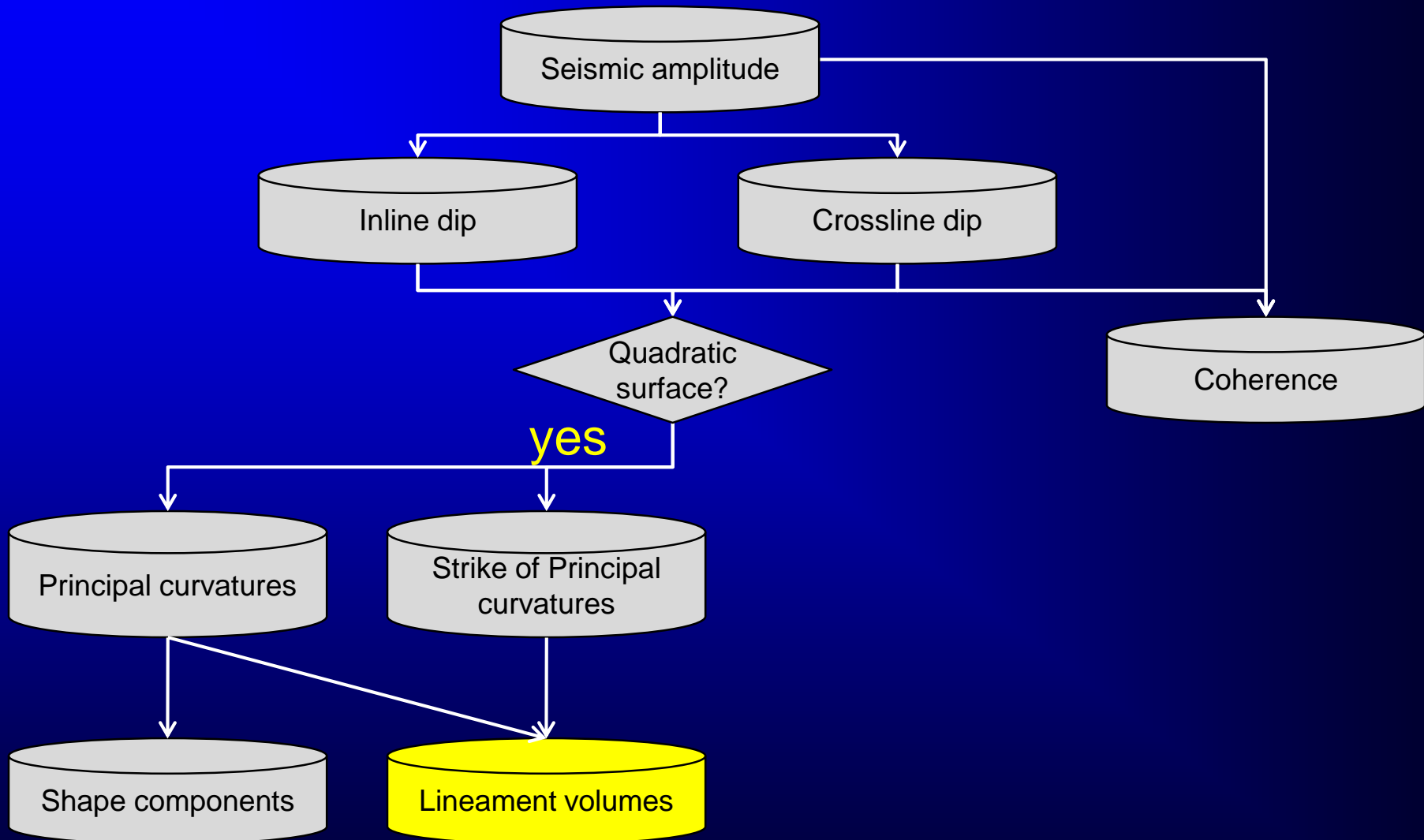


Bowl and coherence

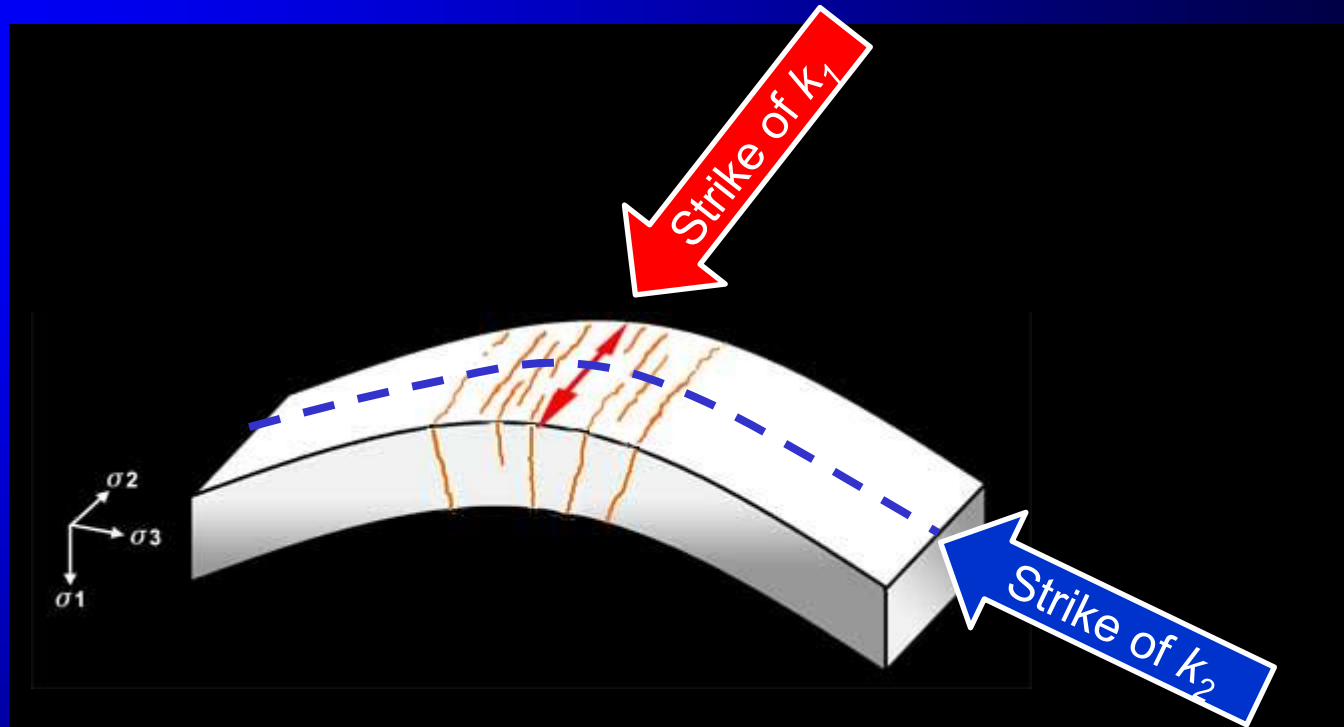


# Structural Lineaments

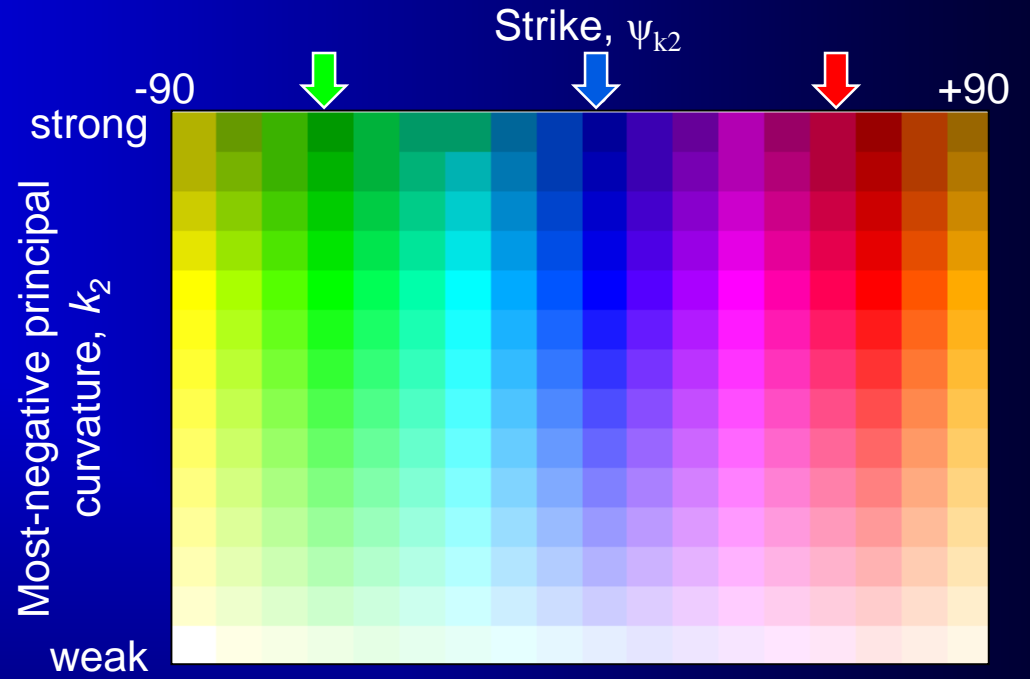
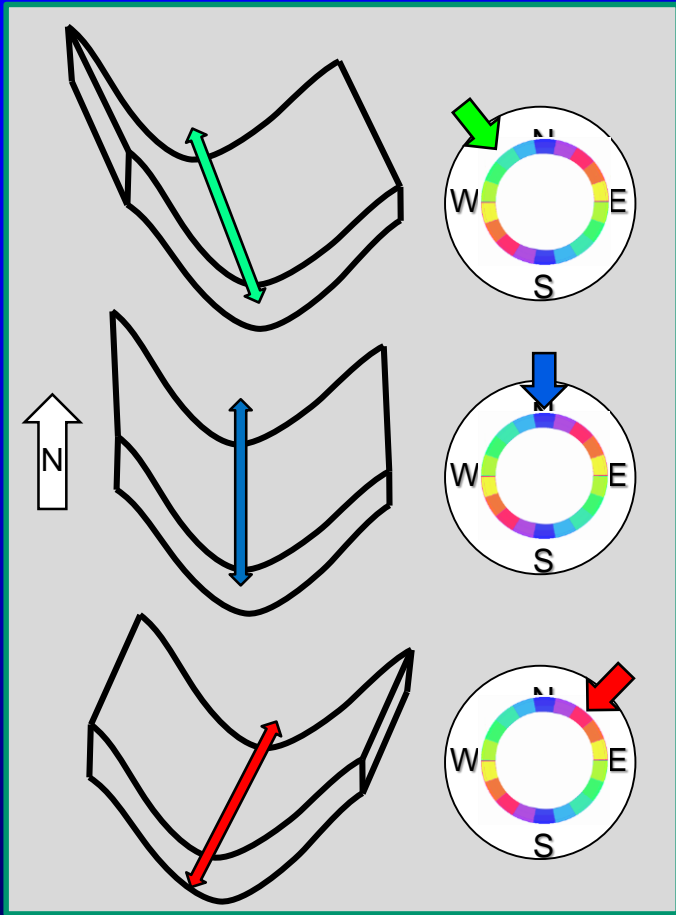
# Attributes based on volumetric dip and azimuth



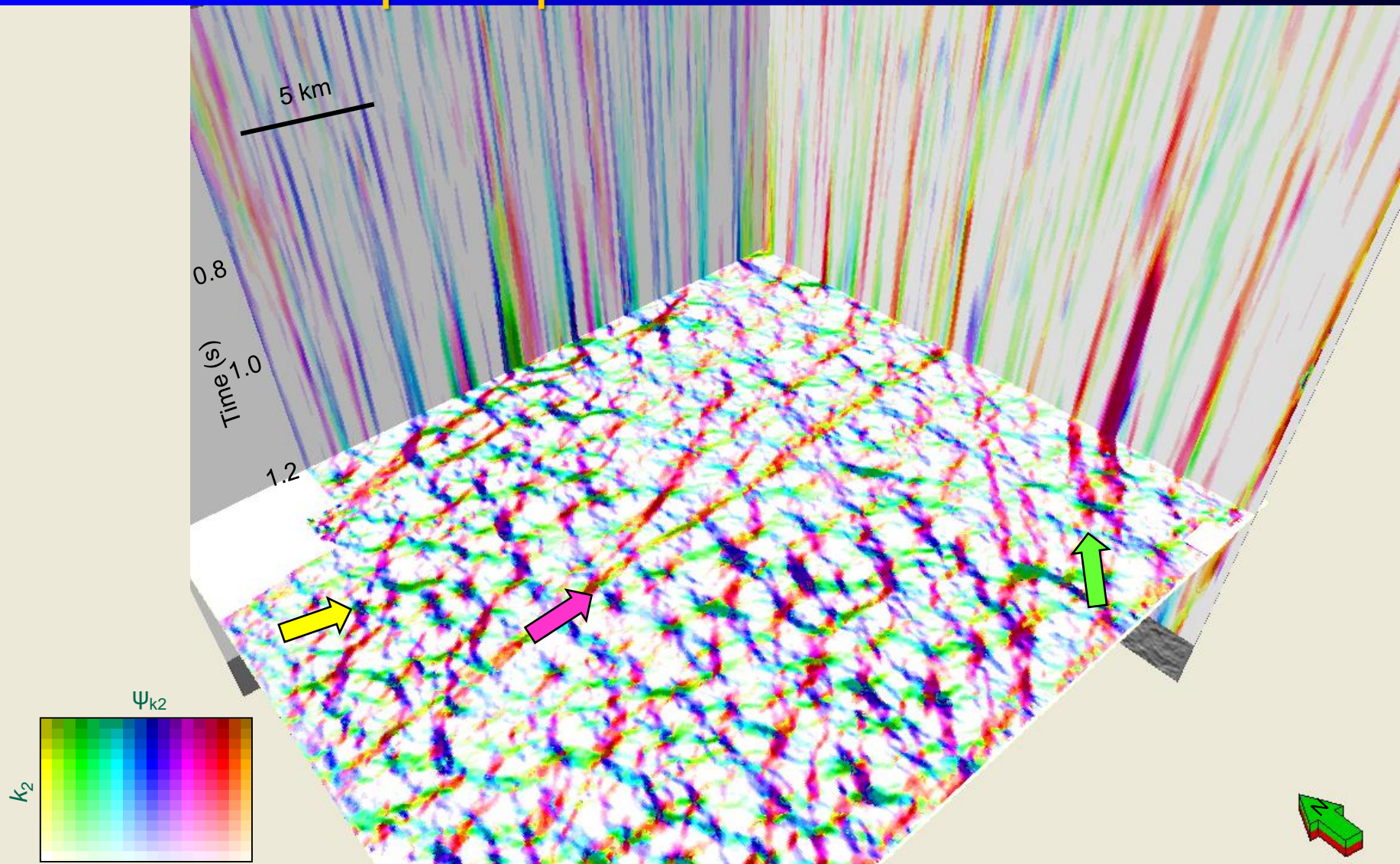
# Orientation of lineaments



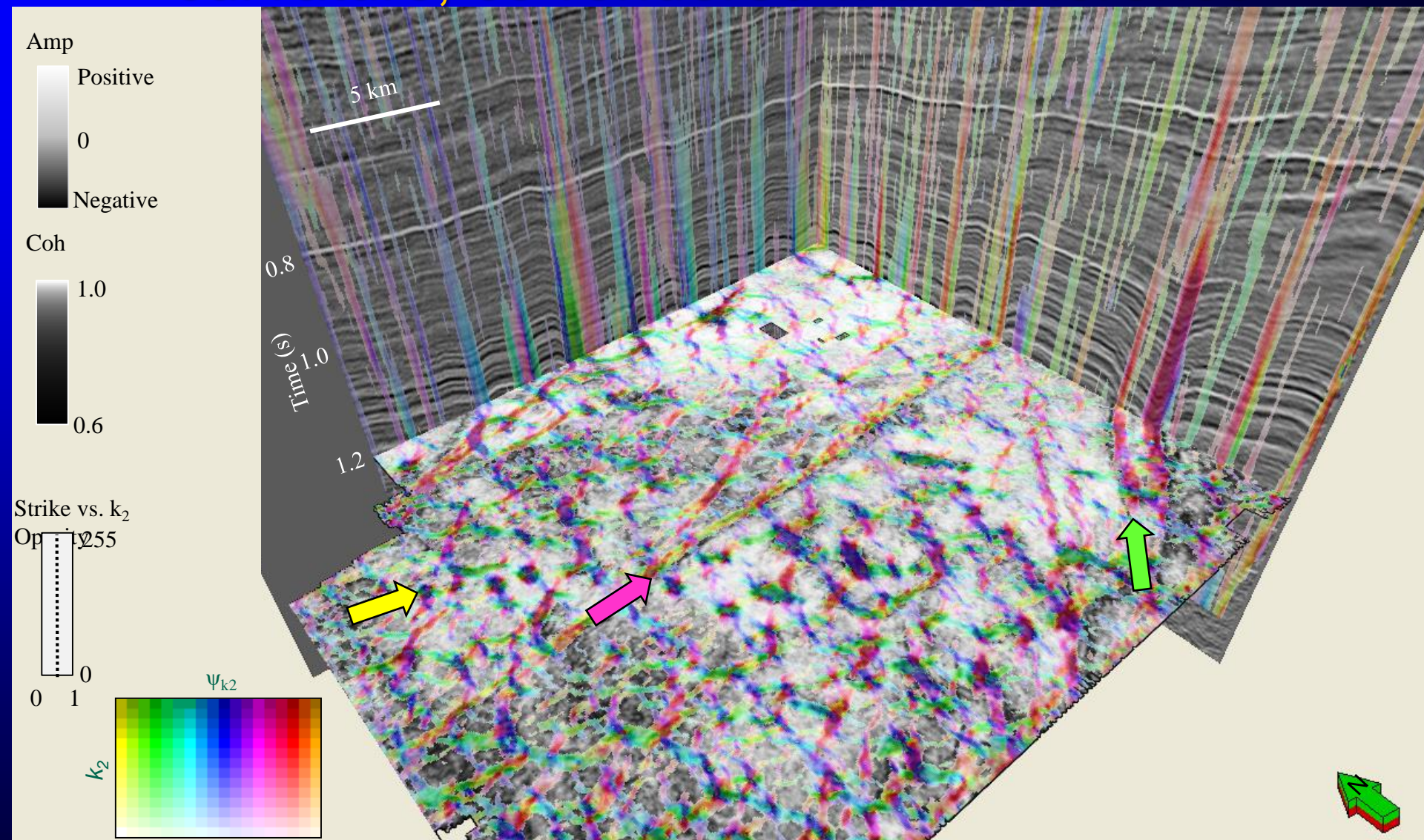
Fractures are often stronger near the fold axis (sometimes parallel, often at an angle associated with Mohr's circle), and hence to the strike of the curvature anomalies



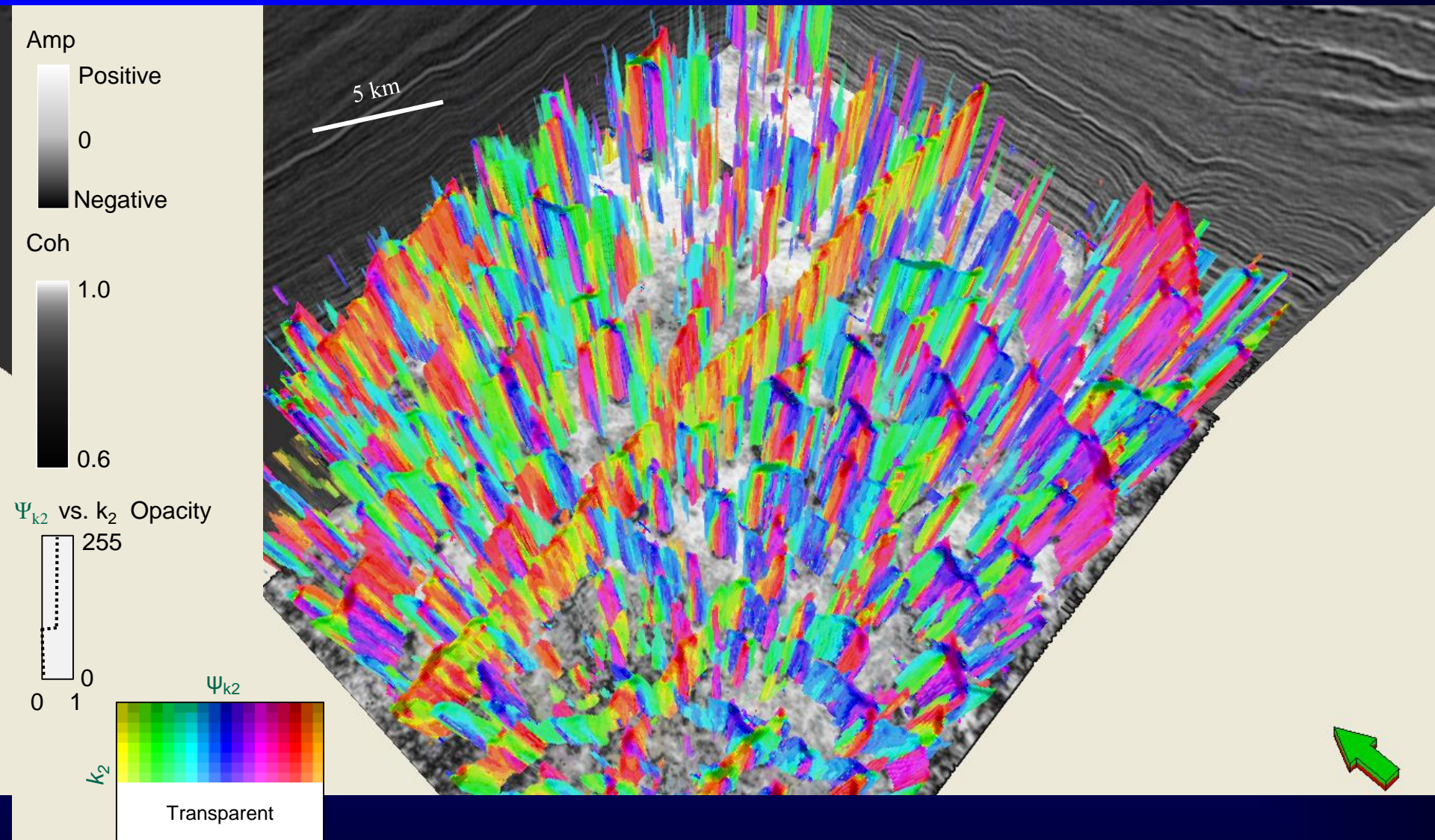
# Strike modulated by most-negative principal curvature



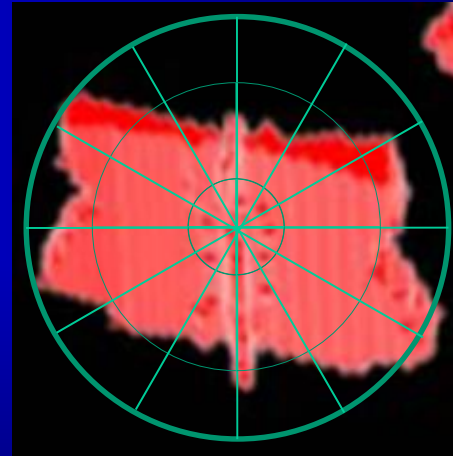
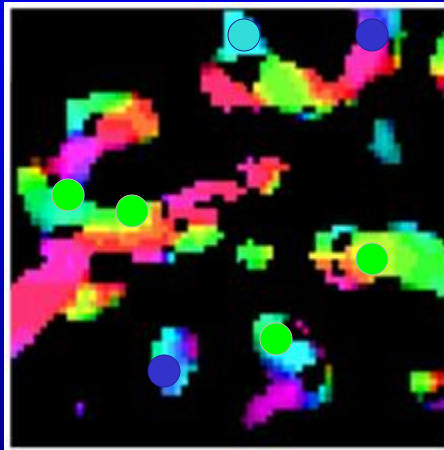
# Strike modulated by most-negative principal curvature, co-rendered with coherence



# Volume visualization of structural lineaments

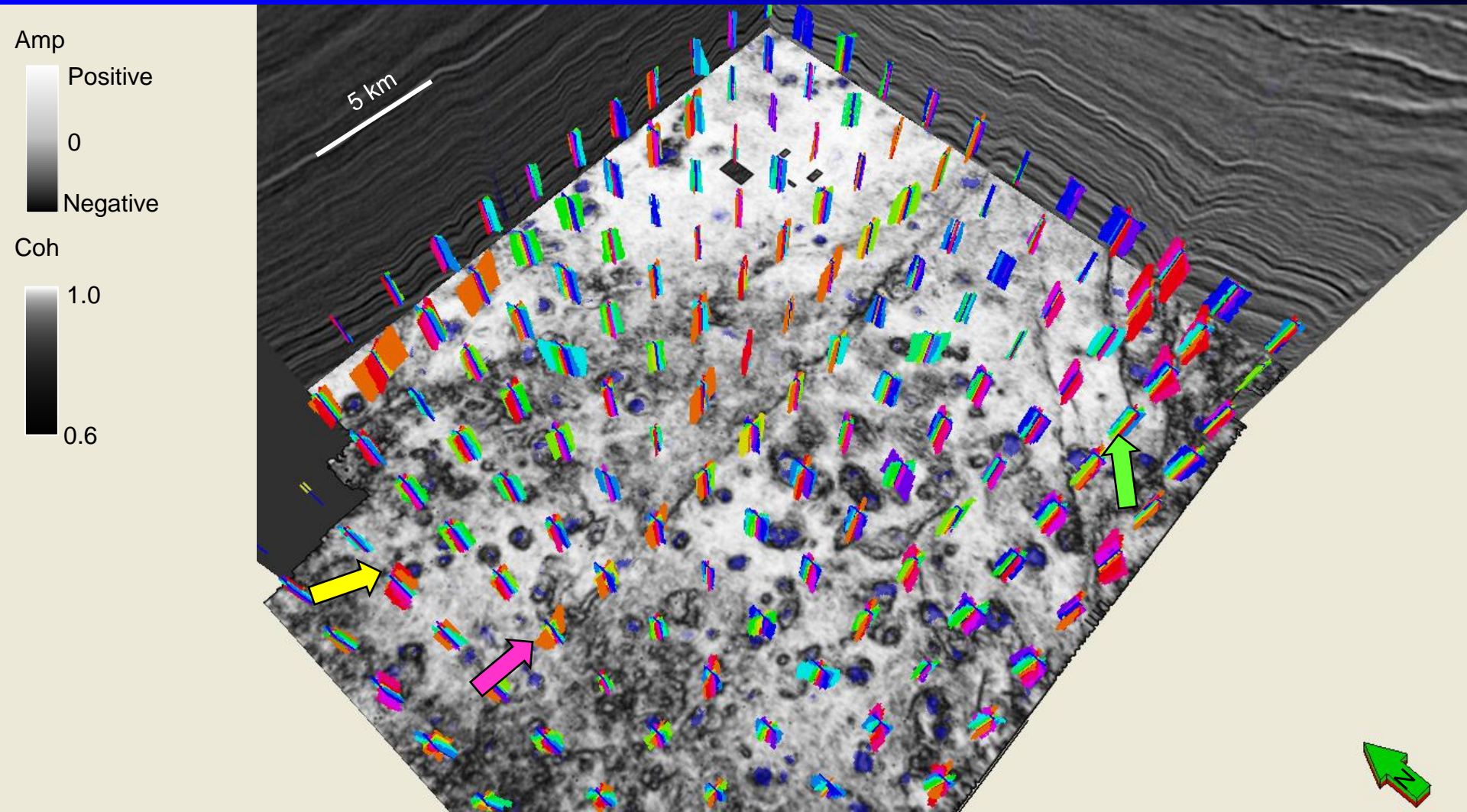


# Generating rose diagrams



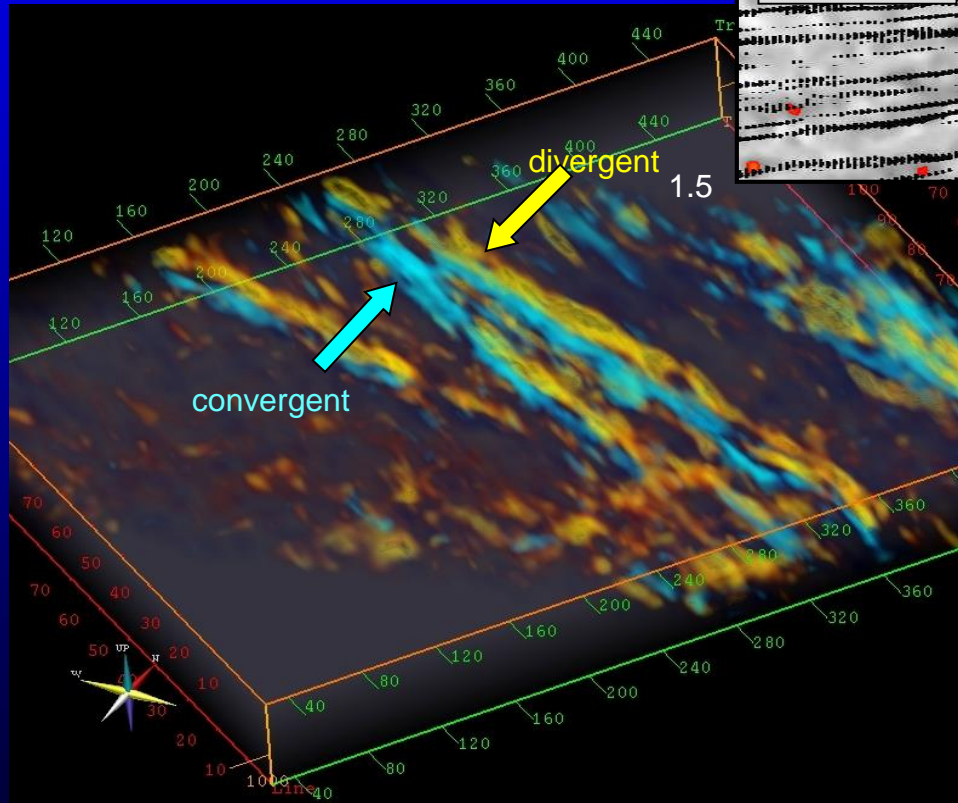
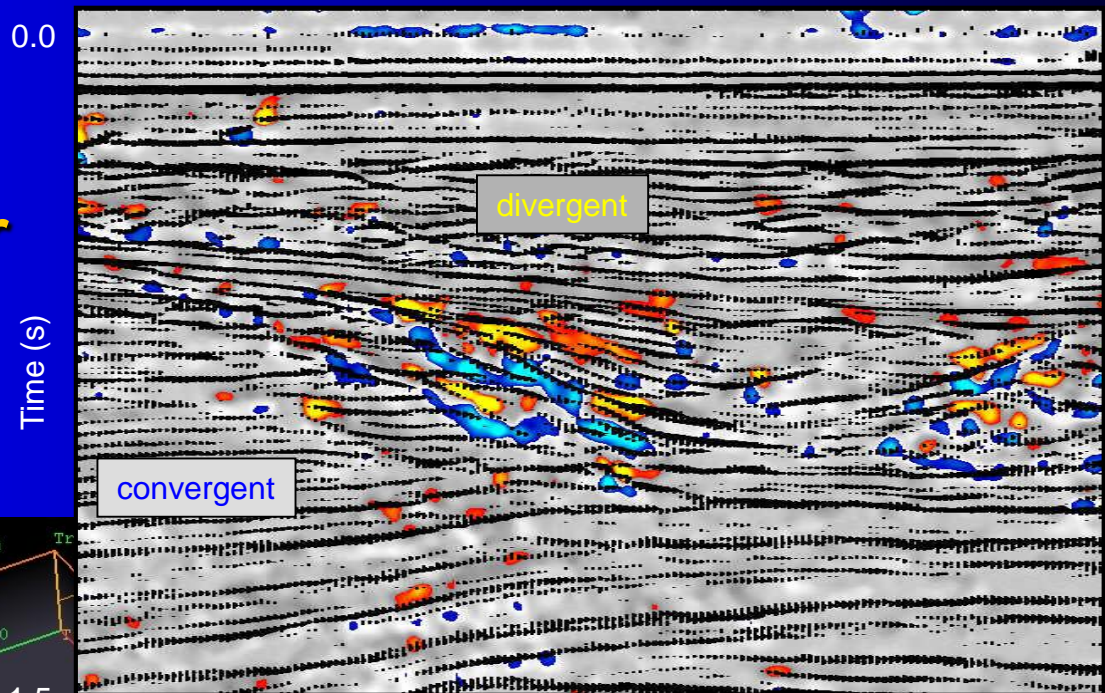


# Structural lineaments displayed as roses

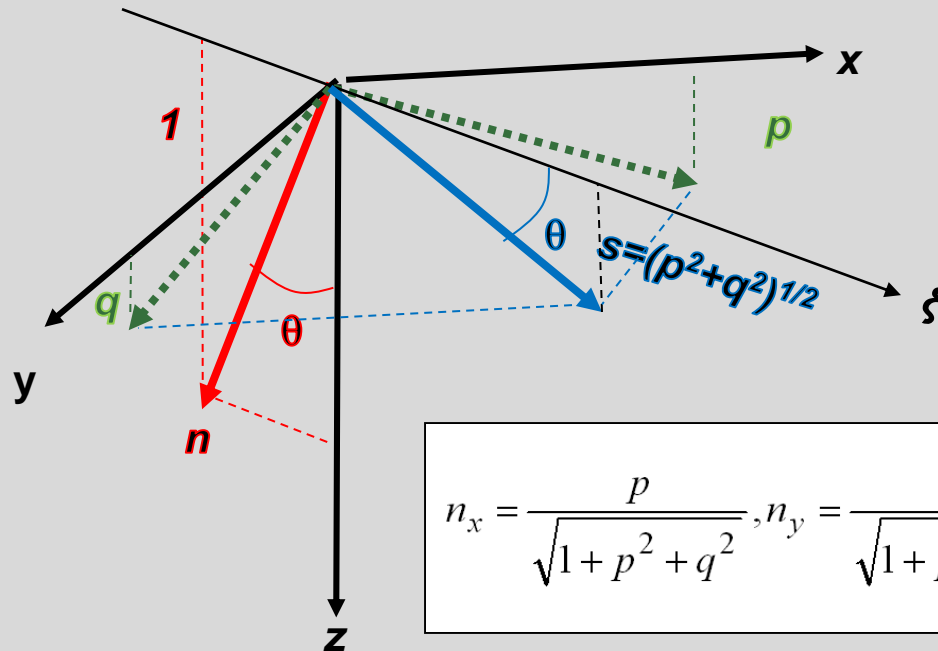


# Reflector Convergence

# Volumetric mapping of angular unconformities



# Computing the normal from apparent dip components



$$n_x = \frac{p}{\sqrt{1+p^2+q^2}}, n_y = \frac{q}{\sqrt{1+p^2+q^2}}, n_z = \frac{1}{\sqrt{1+p^2+q^2}},$$

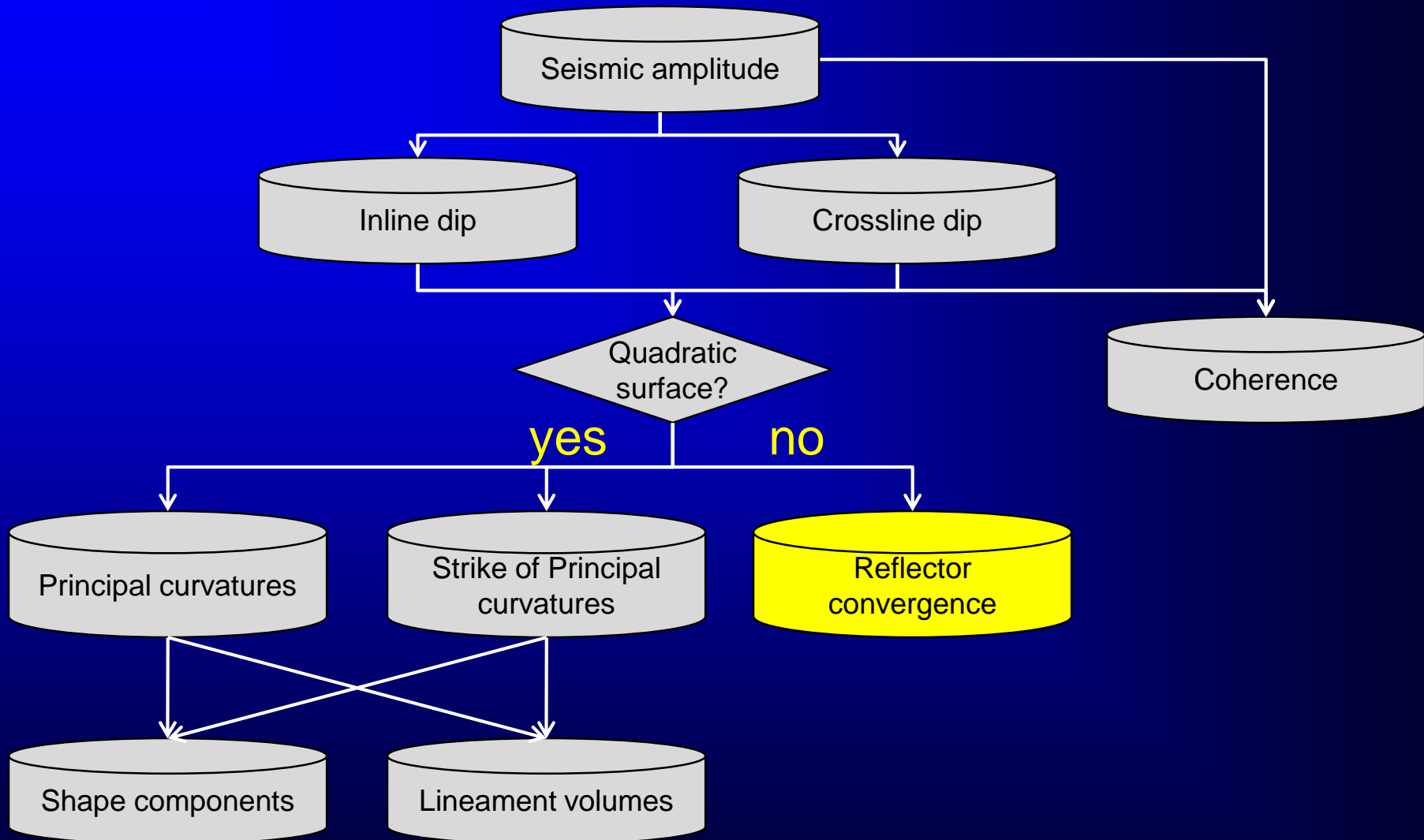
$$\boldsymbol{\psi} = \nabla \times \mathbf{n} = \hat{\mathbf{x}} \left( \frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) + \hat{\mathbf{y}} \left( \frac{\partial n_z}{\partial x} - \frac{\partial n_x}{\partial z} \right) + \hat{\mathbf{z}} \left( \frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right),$$

## Arithmetic for mapping angular unconformities

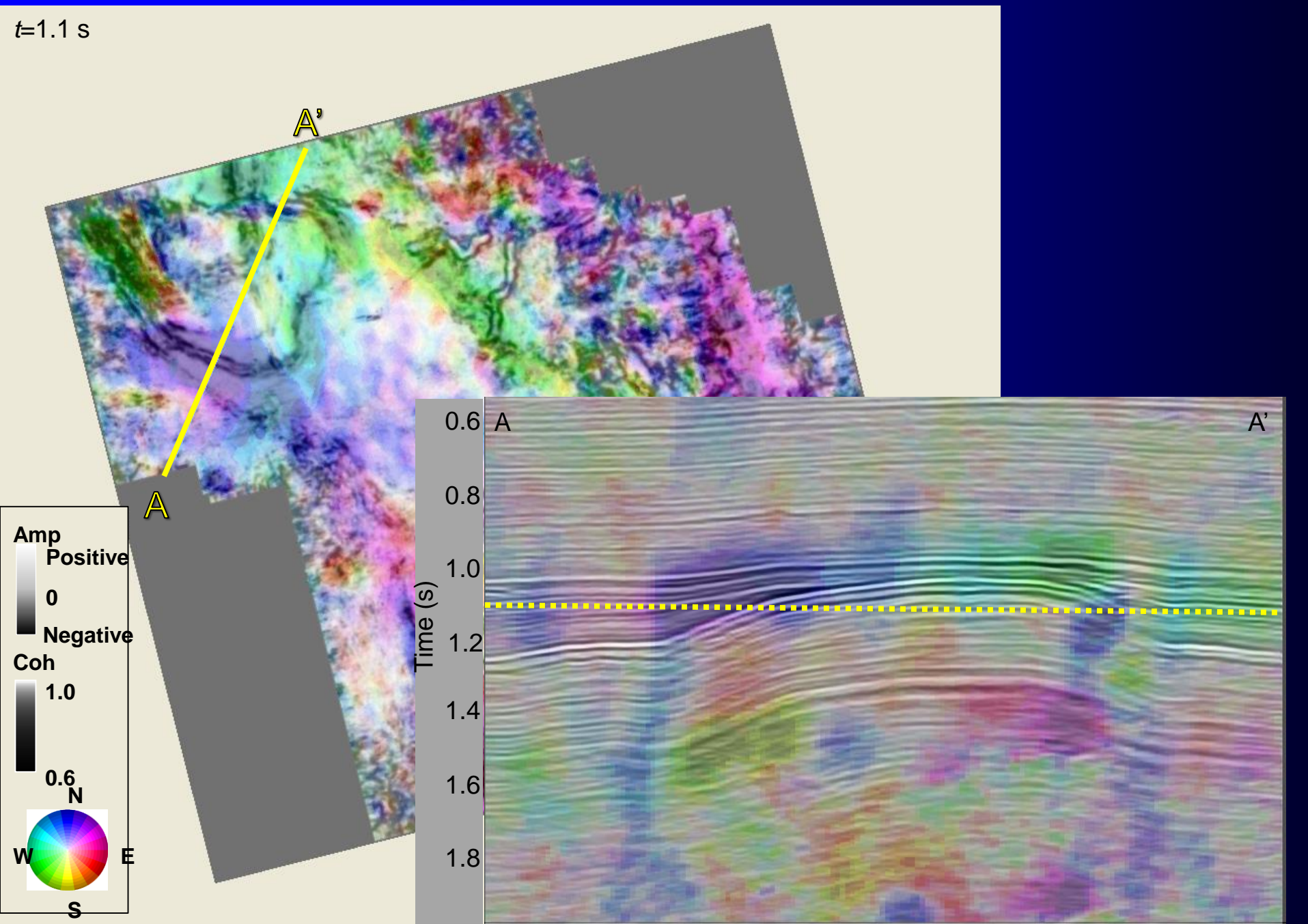
$$\begin{aligned} \mathbf{c} = \mathbf{n} \times \boldsymbol{\psi} = & \hat{\mathbf{x}} \left[ n_y \left( \frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right) - n_z \left( \frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) \right] \\ & + \hat{\mathbf{y}} \left[ n_z \left( \frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) - n_x \left( \frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right) \right] \\ & + \hat{\mathbf{z}} \left[ n_x \left( \frac{\partial n_z}{\partial x} - \frac{\partial n_x}{\partial z} \right) - n_y \left( \frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) \right] \end{aligned}$$

Rotation about the each axis (reflector convergence)

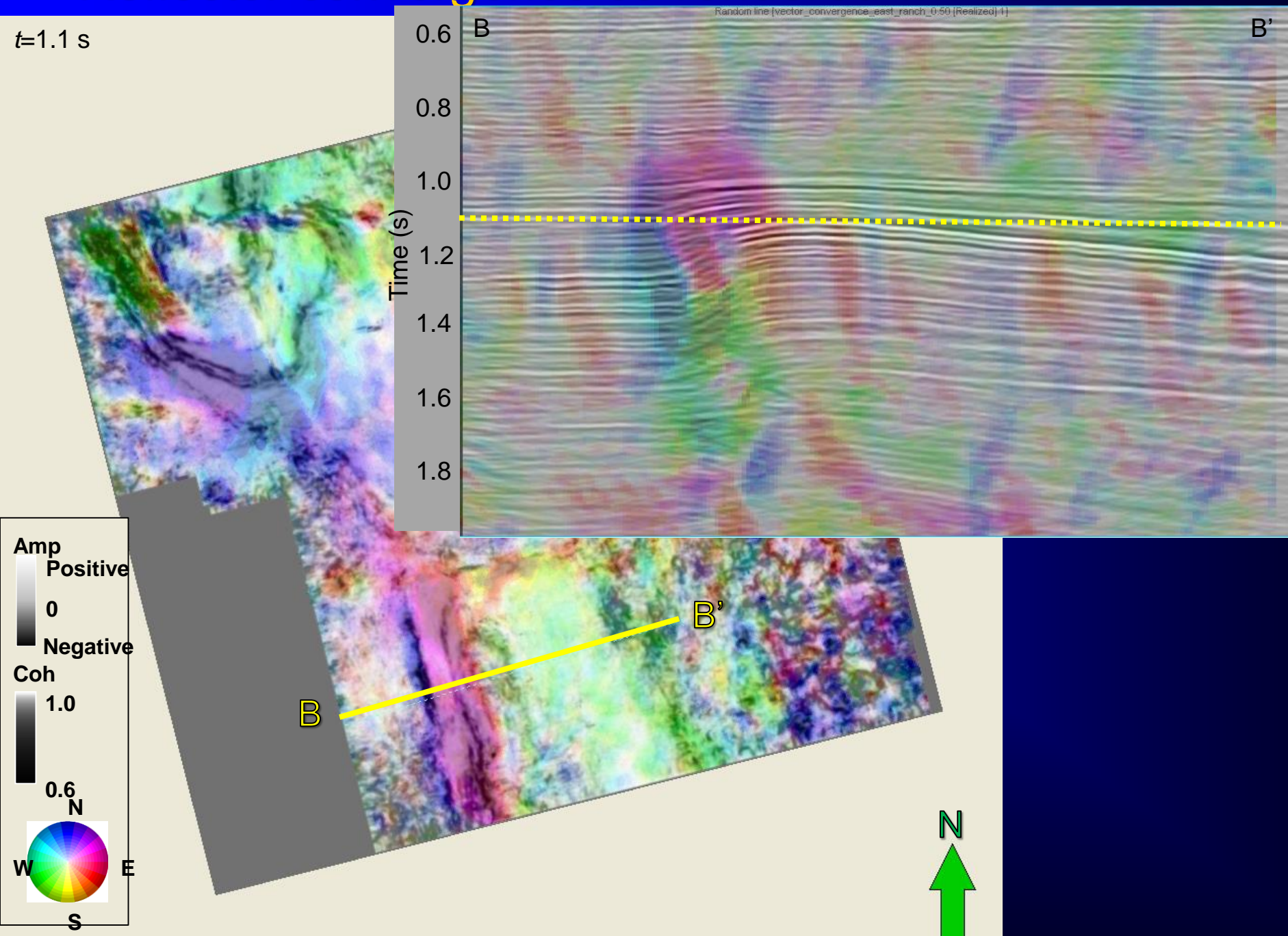
# Attributes based on volumetric dip and azimuth



# Reflector convergence co-rendered with coherence

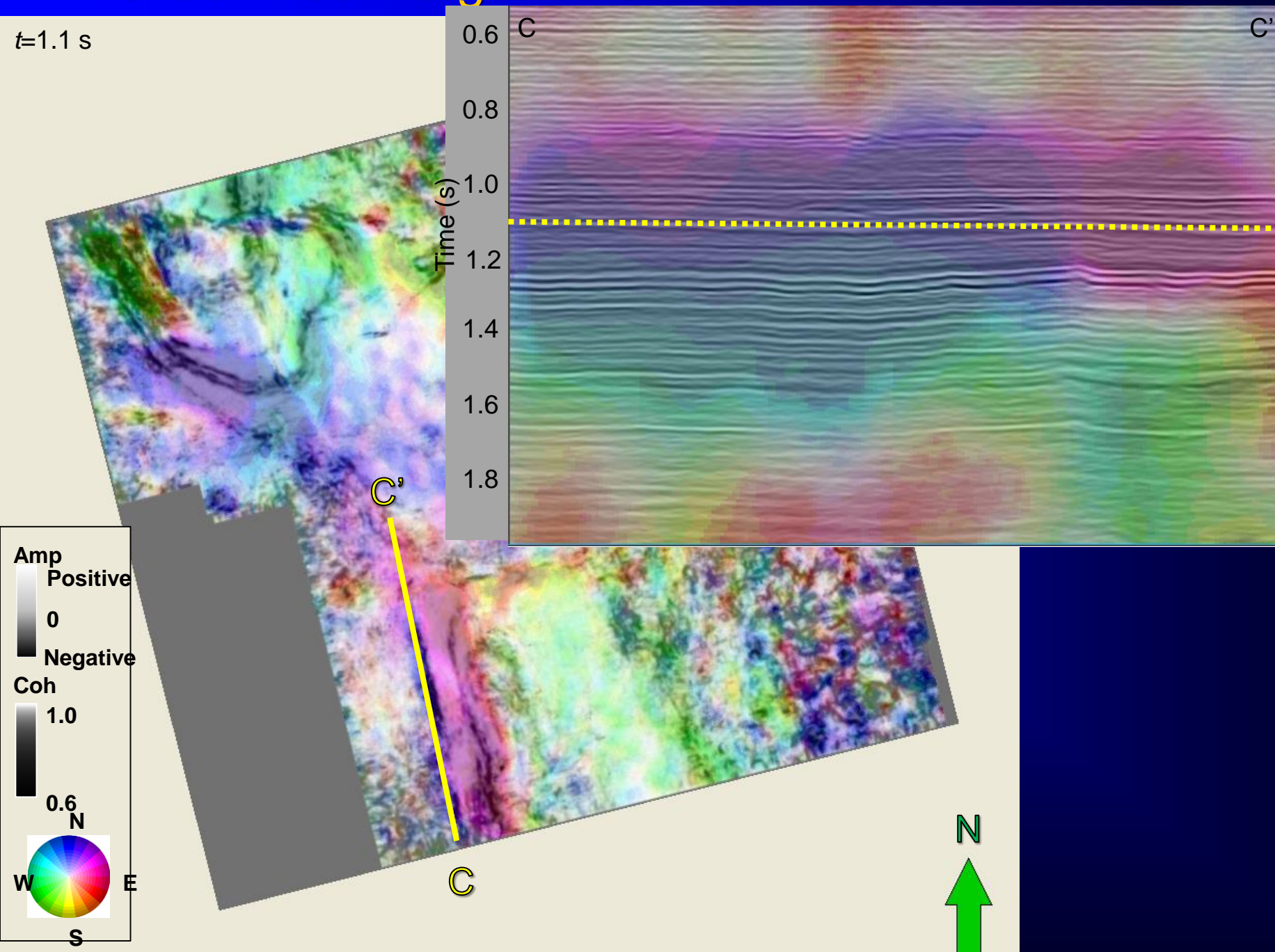


# Reflector convergence co-rendered with coherence



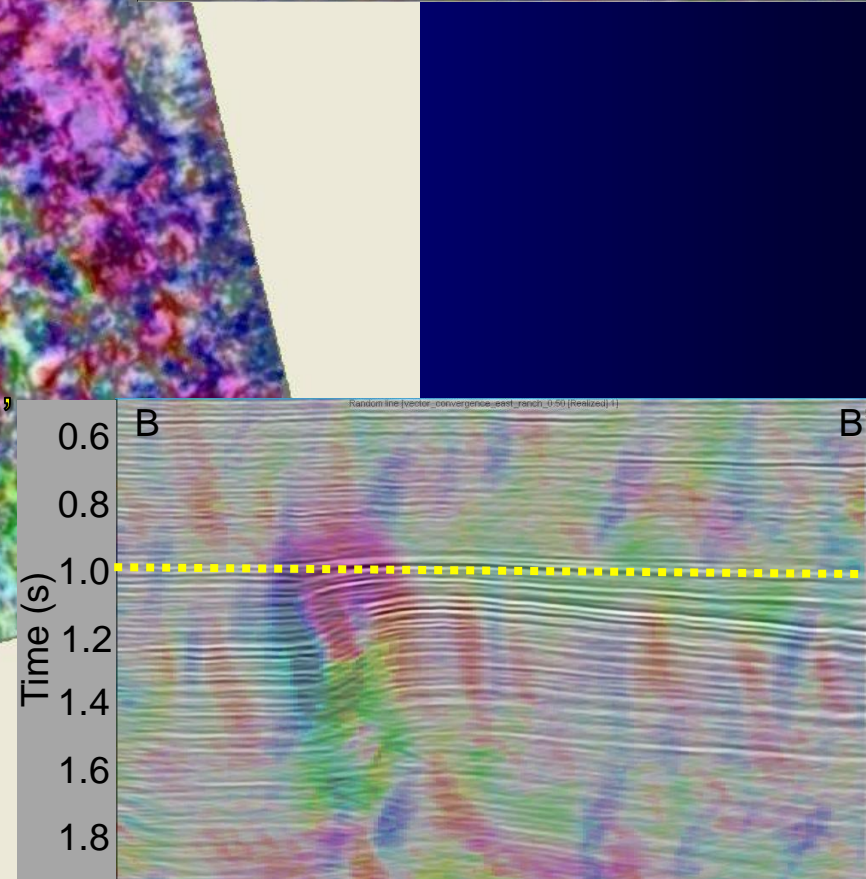
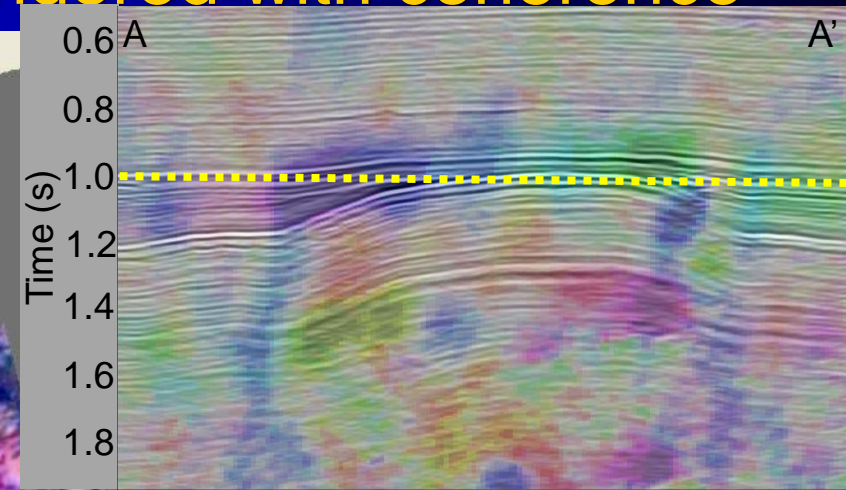
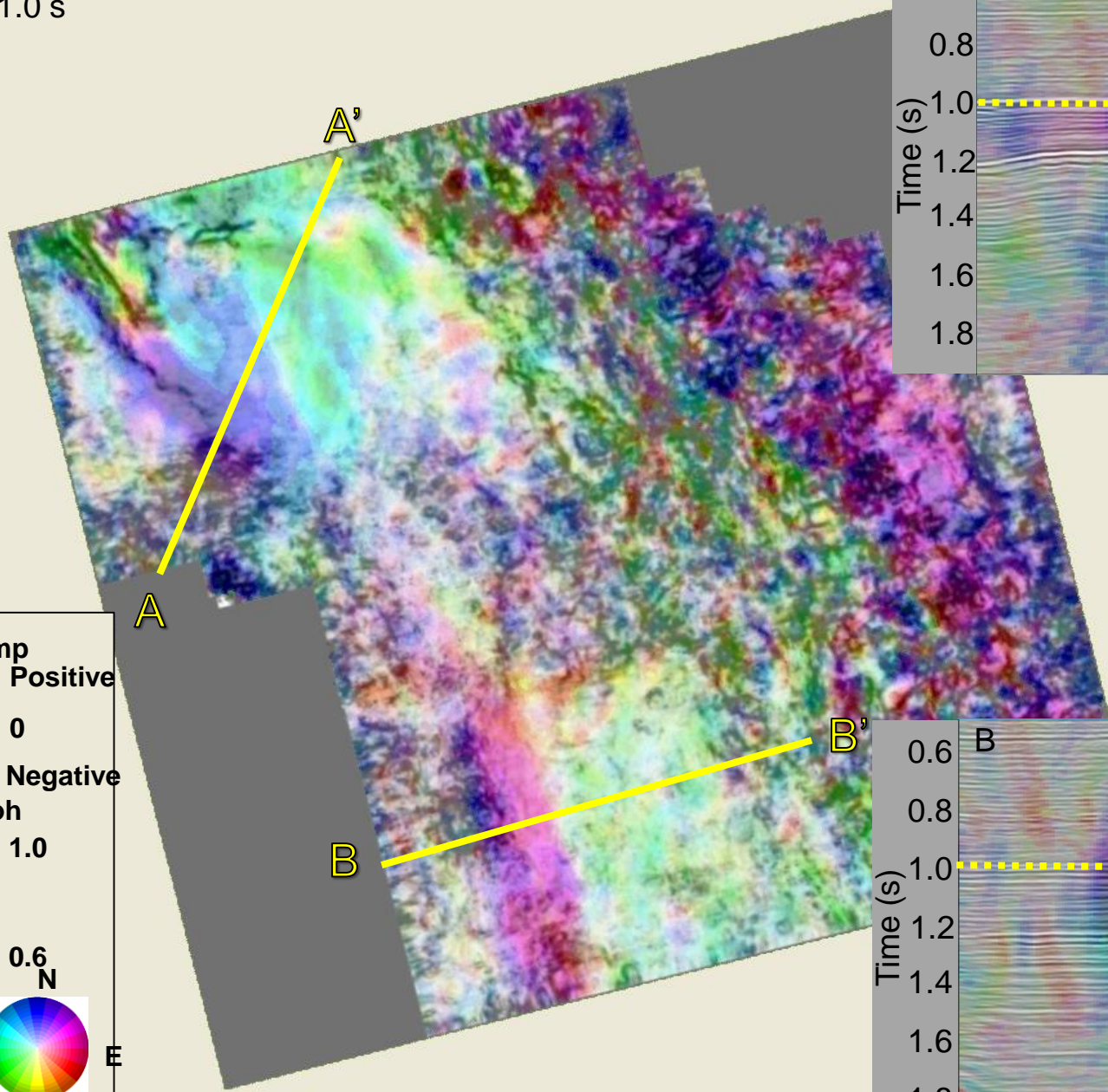
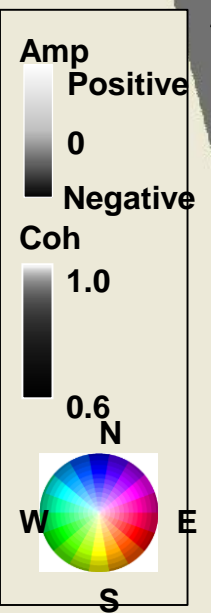


# Reflector convergence co-rendered with coherence

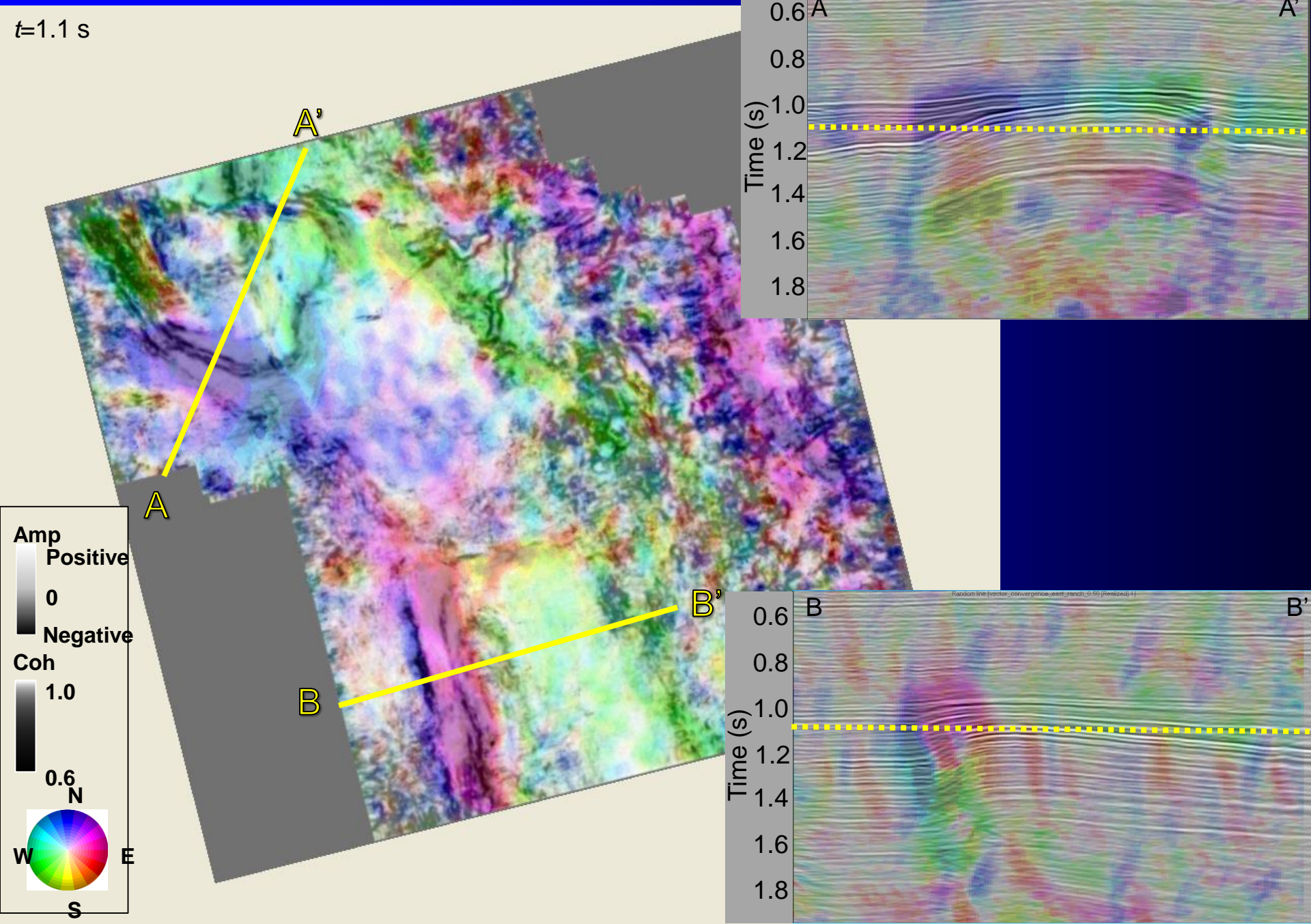


# Reflector convergence co-rendered with coherence

$t=1.0$  s

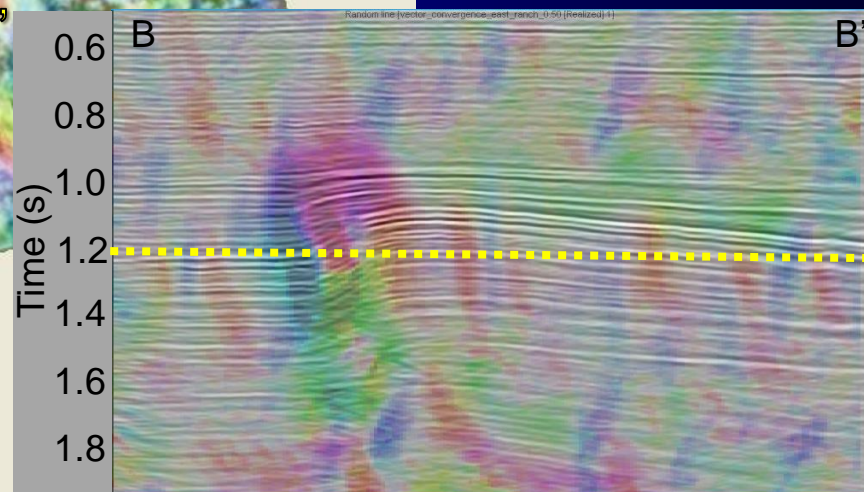
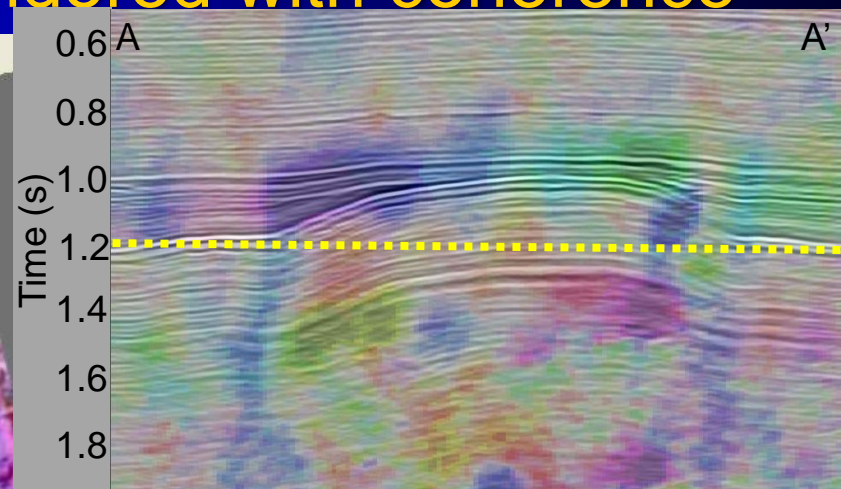
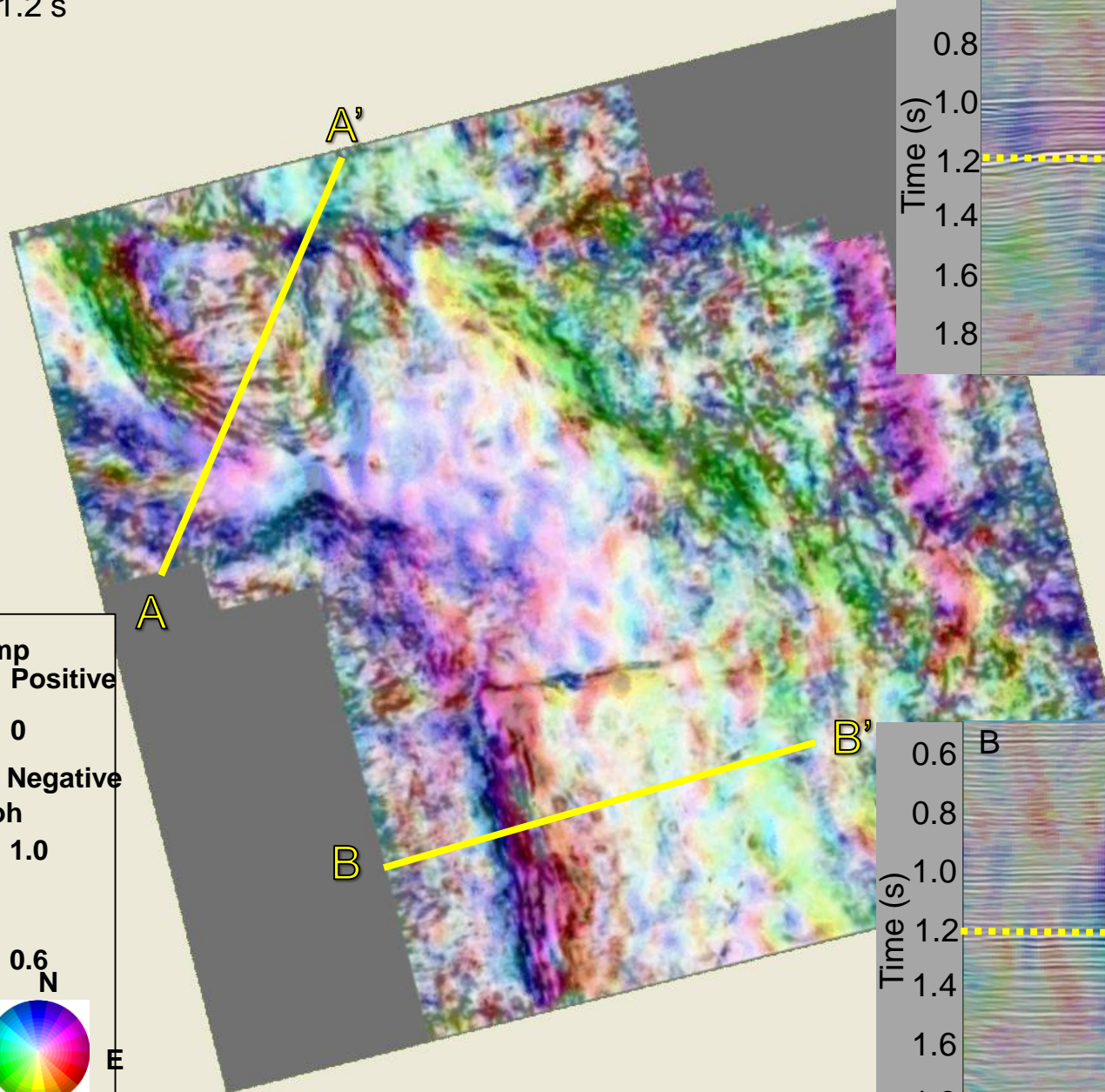
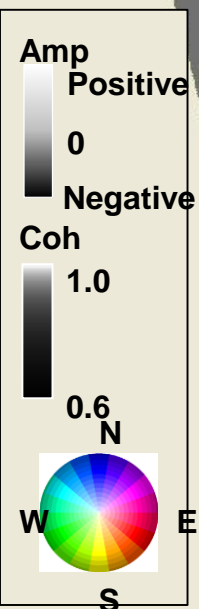


# Reflector convergence co-rendered with coherence



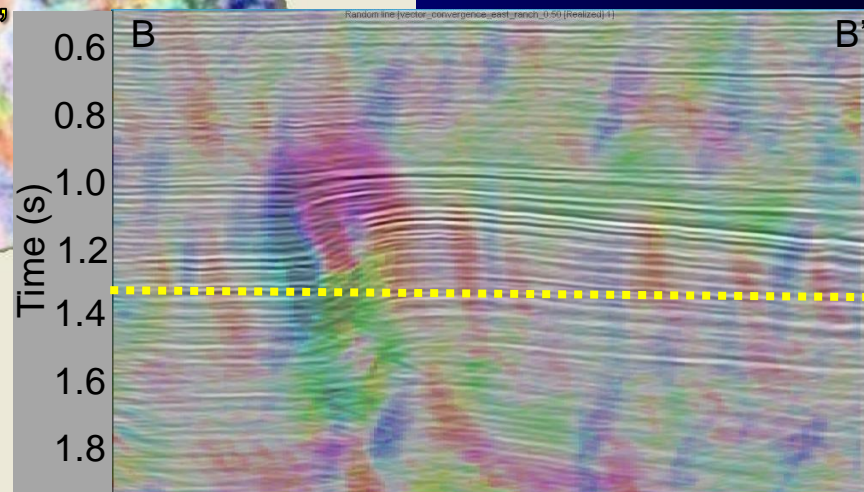
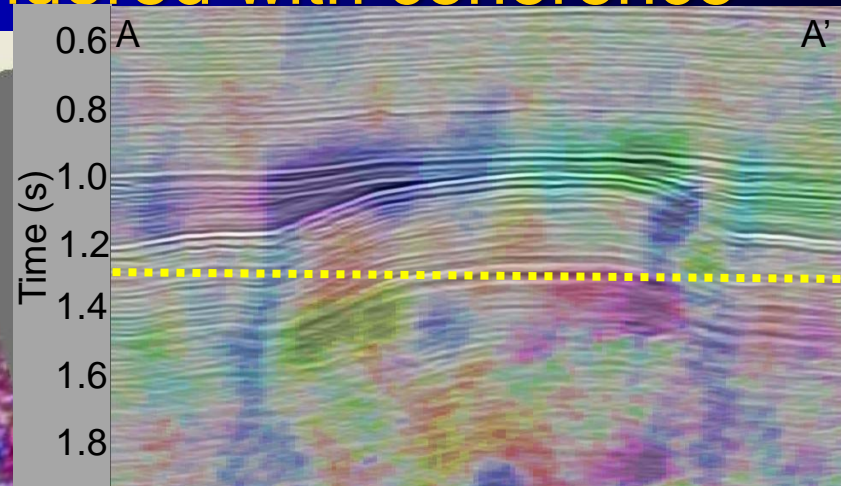
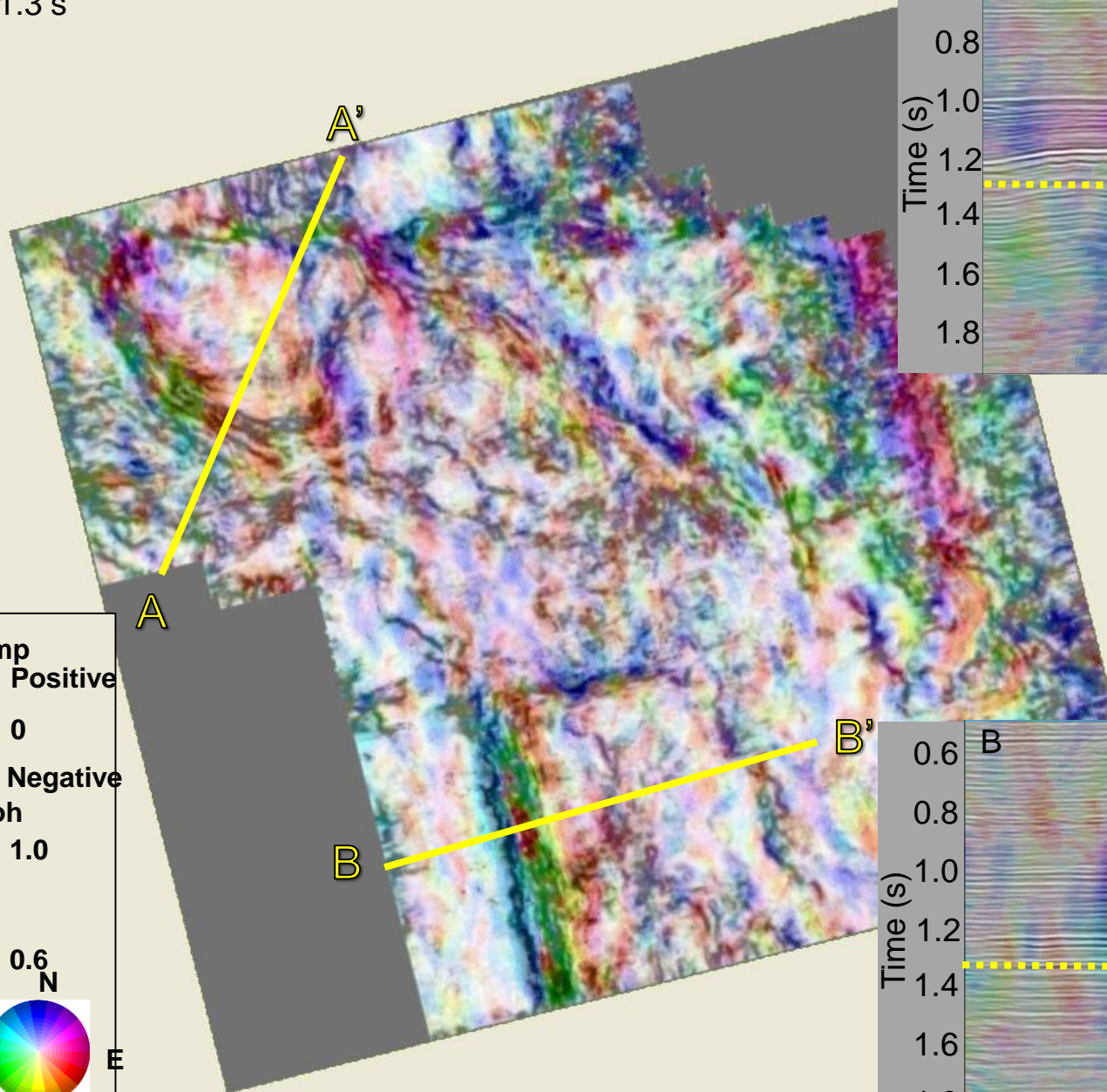
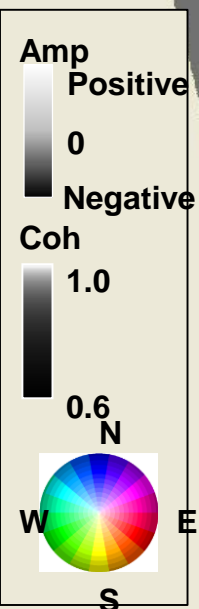
# Reflector convergence co-rendered with coherence

$t=1.2$  s



# Reflector convergence co-rendered with coherence

$t=1.3$  s

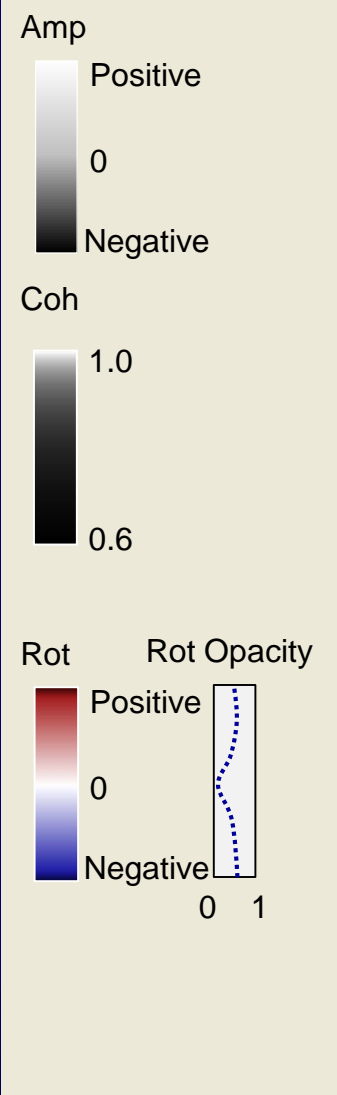
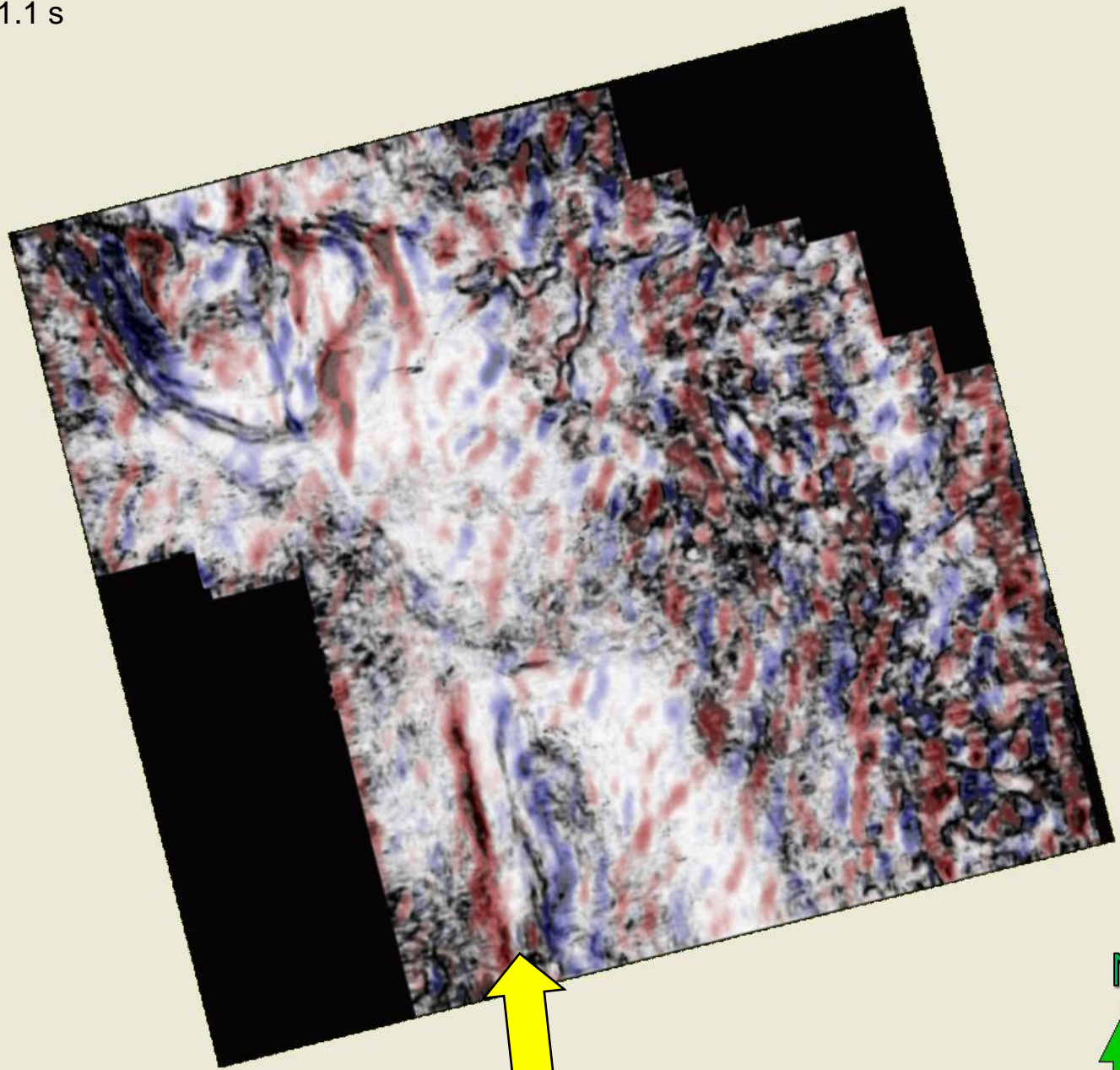


## Rotation about the normal to the reflector

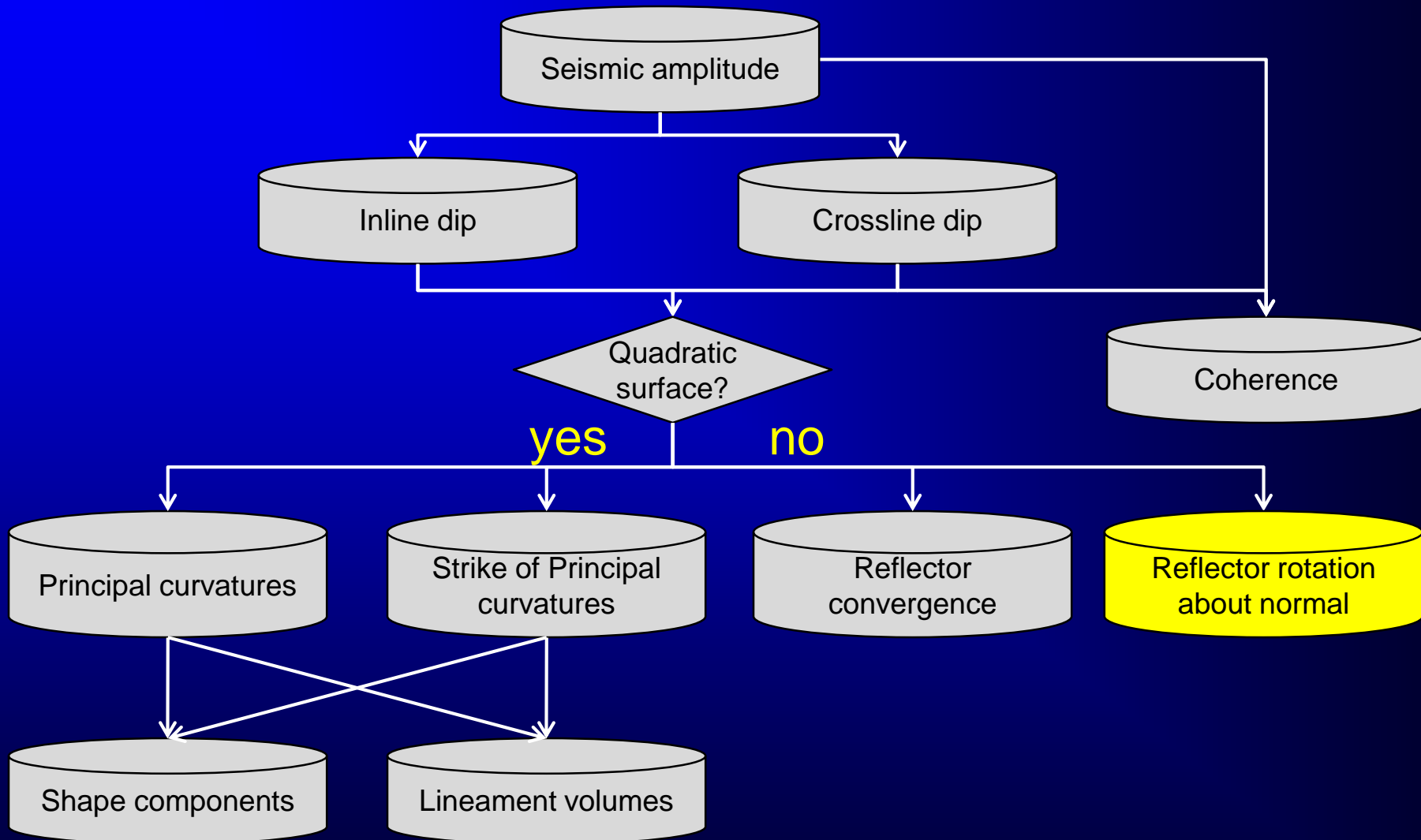
$$r = \mathbf{n} \bullet \boldsymbol{\psi} = n_x \left( \frac{\partial n_y}{\partial z} - \frac{\partial n_z}{\partial y} \right) + n_y \left( \frac{\partial n_z}{\partial x} - \frac{\partial n_x}{\partial z} \right) + n_z \left( \frac{\partial n_x}{\partial y} - \frac{\partial n_y}{\partial x} \right)$$

# Reflector rotation co-rendered with coherence

$t=1.1$  s

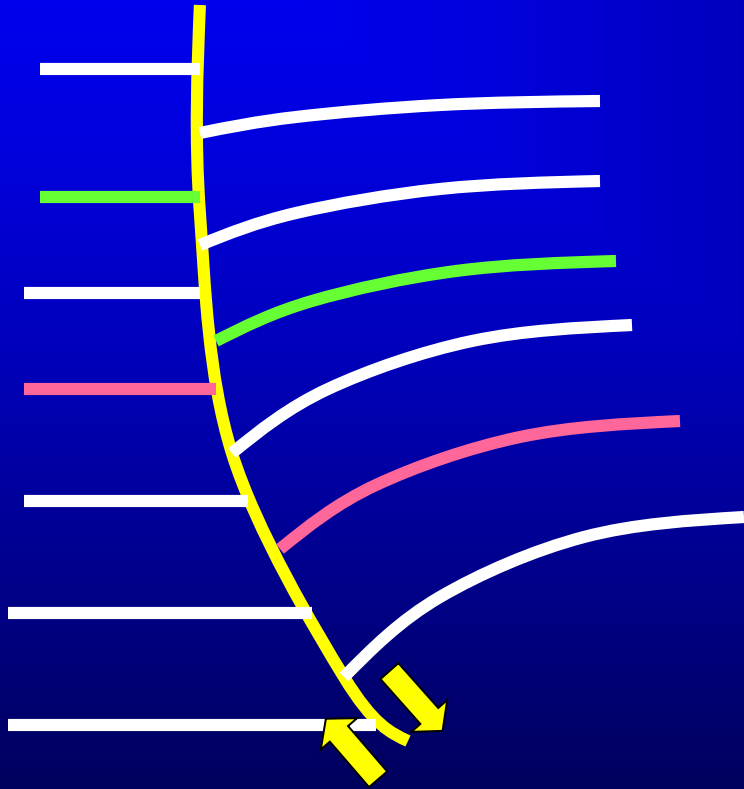


# Attributes based on volumetric dip and azimuth

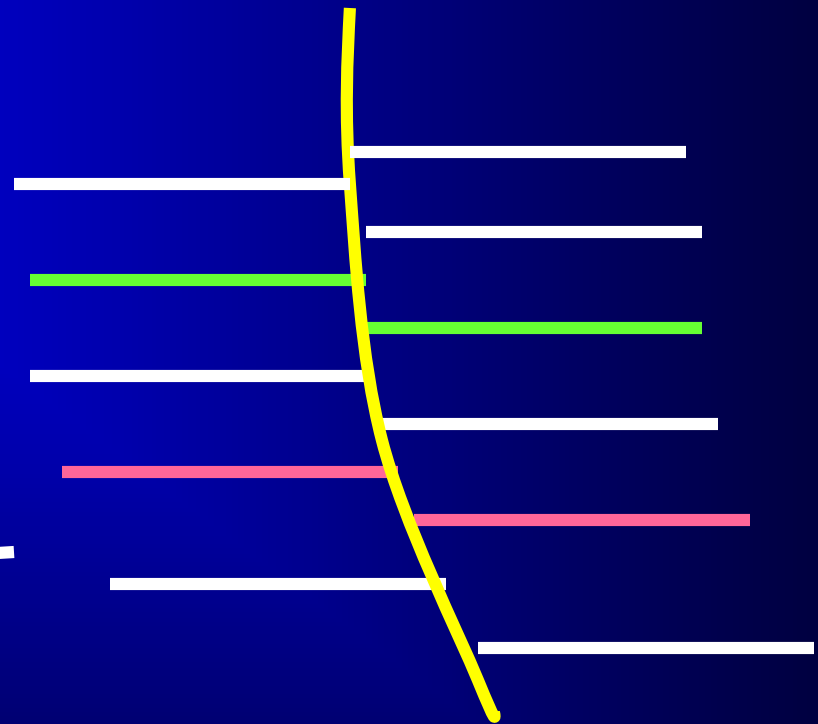




# Computational vs. Interpretational curvature

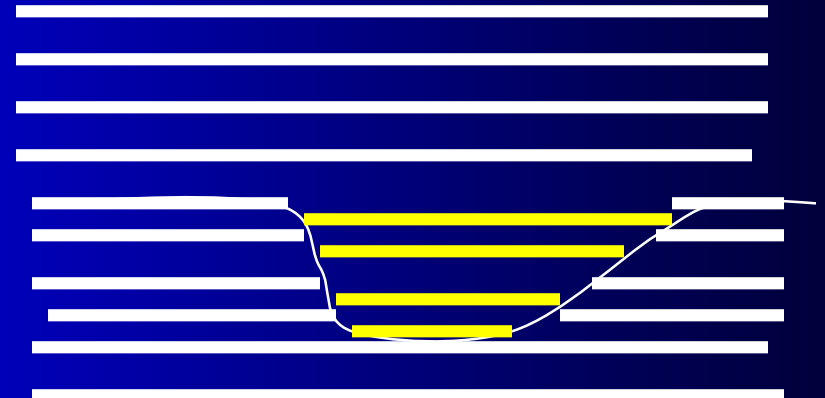
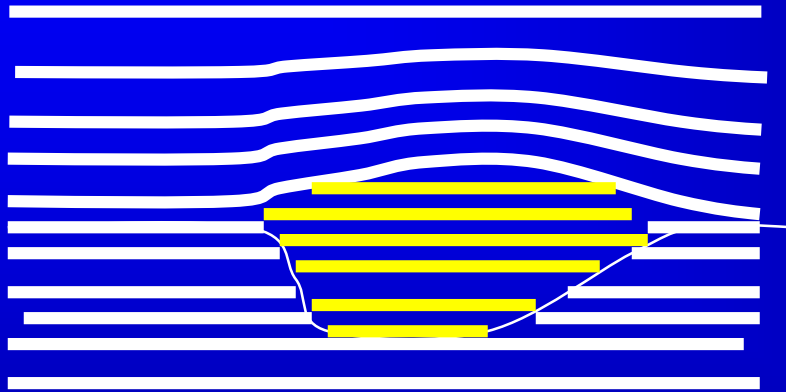


Normal fault seen by  
curvature

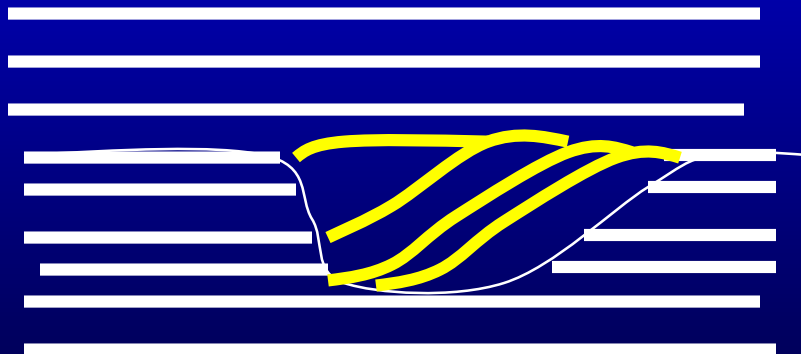


Strike slip fault not seen  
by curvature

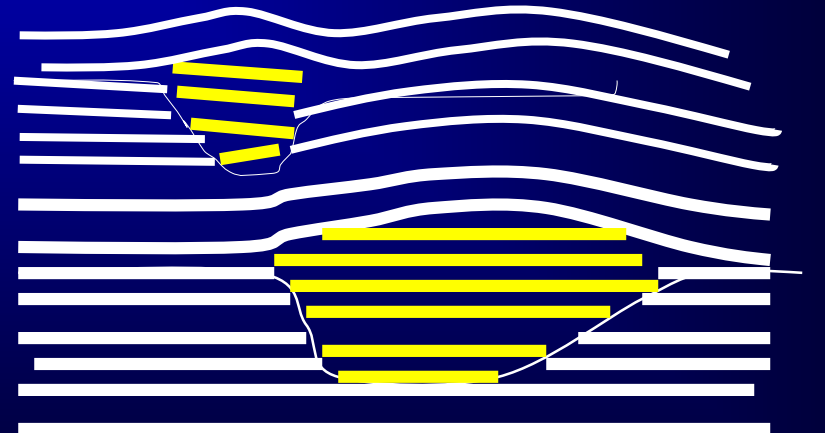
# Computational vs. Interpretational curvature



Channel *not* seen by curvature



Channels seen by curvature



Stacked channels giving composite curvature anomaly

# Curvature, Reflector Rotation, and Reflector Convergence

## In Summary:

- Volumetric curvature extends a suite of attributes previously limited to interpreted horizons to the entire uninterpreted cube of seismic data.
- The most negative and most positive principal curvatures appear to be the most unambiguous of the curvature images in illuminating folds and flexures.
- Curvature attributes are a good indicator of paleo rather than present-day stress regimes.
- Open fractures are a function of the strike of curvature lineaments and the azimuth of minimum horizontal stress.
- Channels appear in curvature images if there is differential compaction.
- Faults appear in curvature images if there is a change in reflector dip across the fault, reflector drag, if the fault displacement is below seismic resolution, or if the fault edge is over- or under-migrated.