Reflection Seismics: Applications and Case Histories

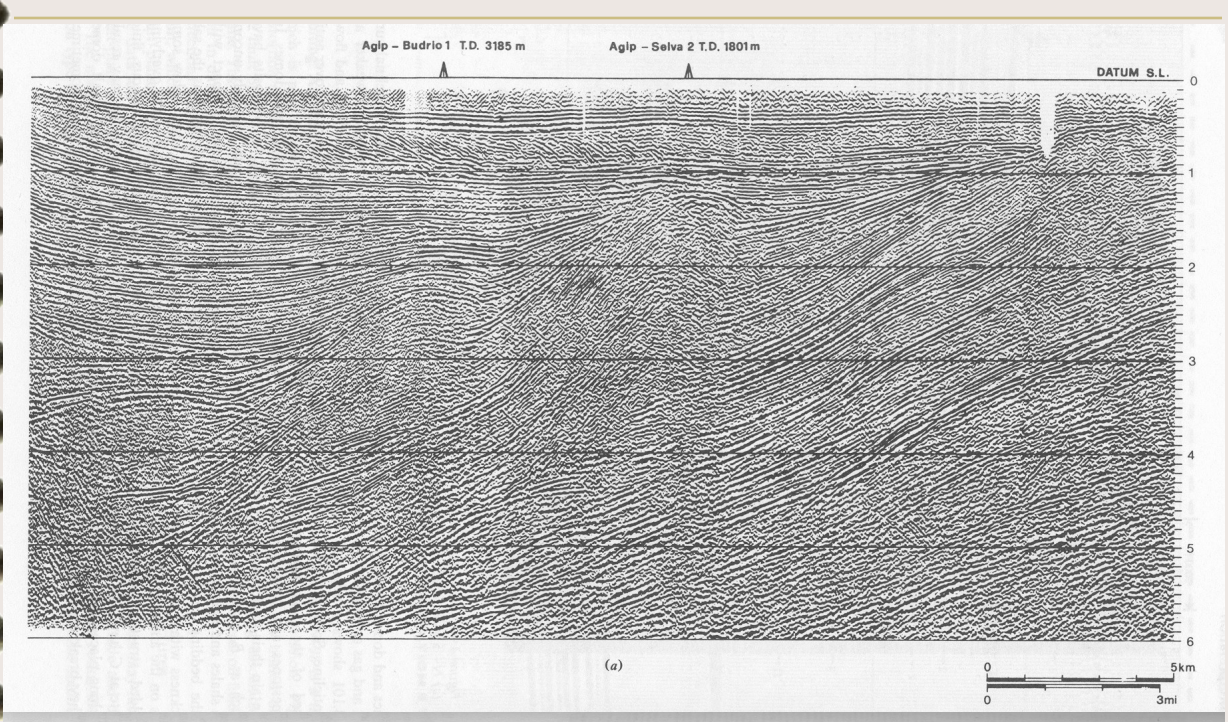
- Folds and faults
- High-resolution seismic profiling on land
- Multiples
- Interpretation pitfalls

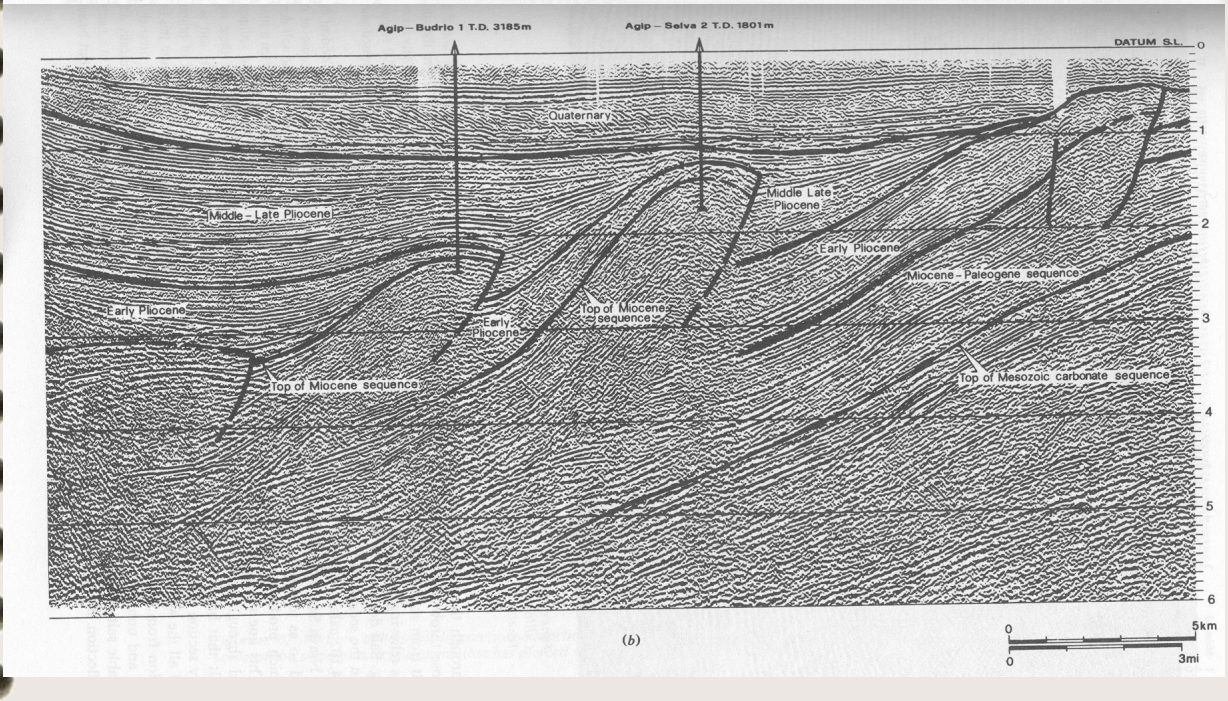
- Reading:
  - Reynolds, Section 6.6
  - Telford *et al.*, Section 4.10

GEOL 335.3

Structural interpretation

Folds and faults

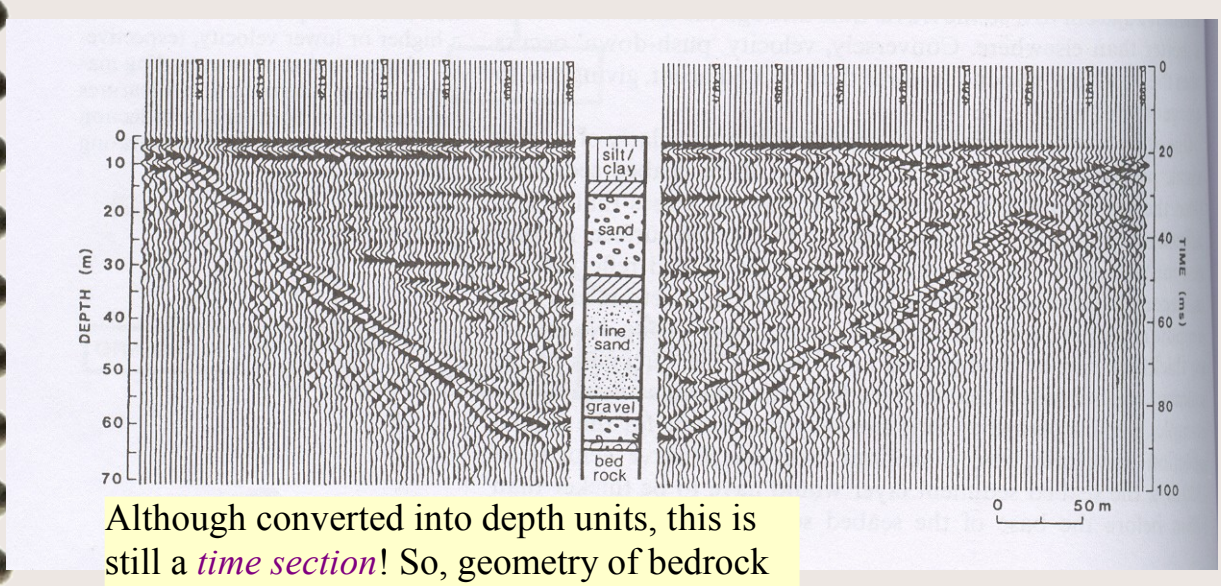




High-Resolution seismics on land

Pullan and Hunter (1990)

- Buried rock valley in Dryden, ON;
  - Groundwater at only 1m;
  - Source fired into finely-grained water-saturated sediments
    - this is ideal for high-red reflection profiling.
- In-hole shotgun source
- 100-Hz geophones;
- single- ('optimum') offset of 15m recording
  - so no NMO or stacking required!
  - only gain (AGC) and bandpass filtering (240-800 Hz)

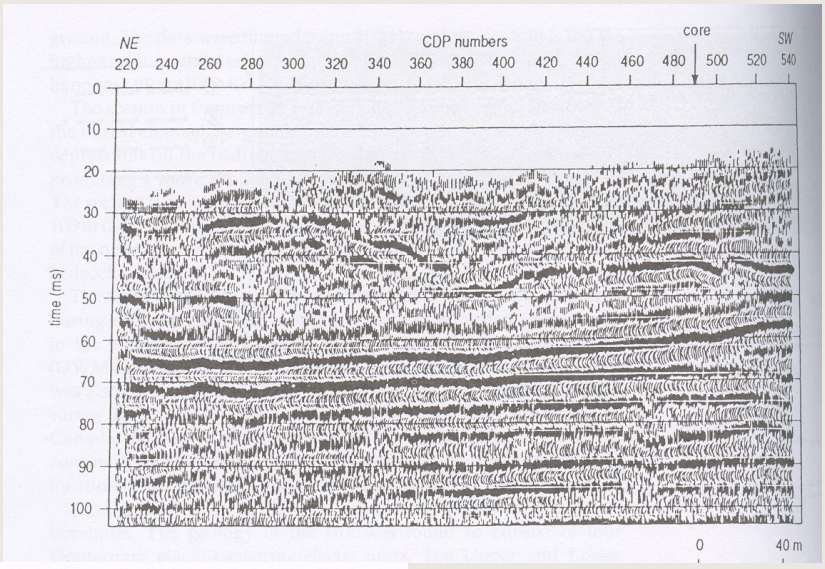


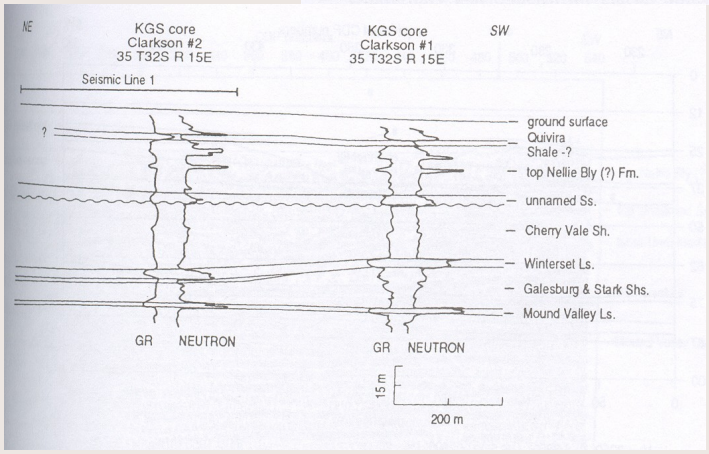
Although converted into depth units, this is still a *time section*! So, geometry of bedrock walls is not accurate...

High-Resolution seismics on land

Miller et al., (1995)

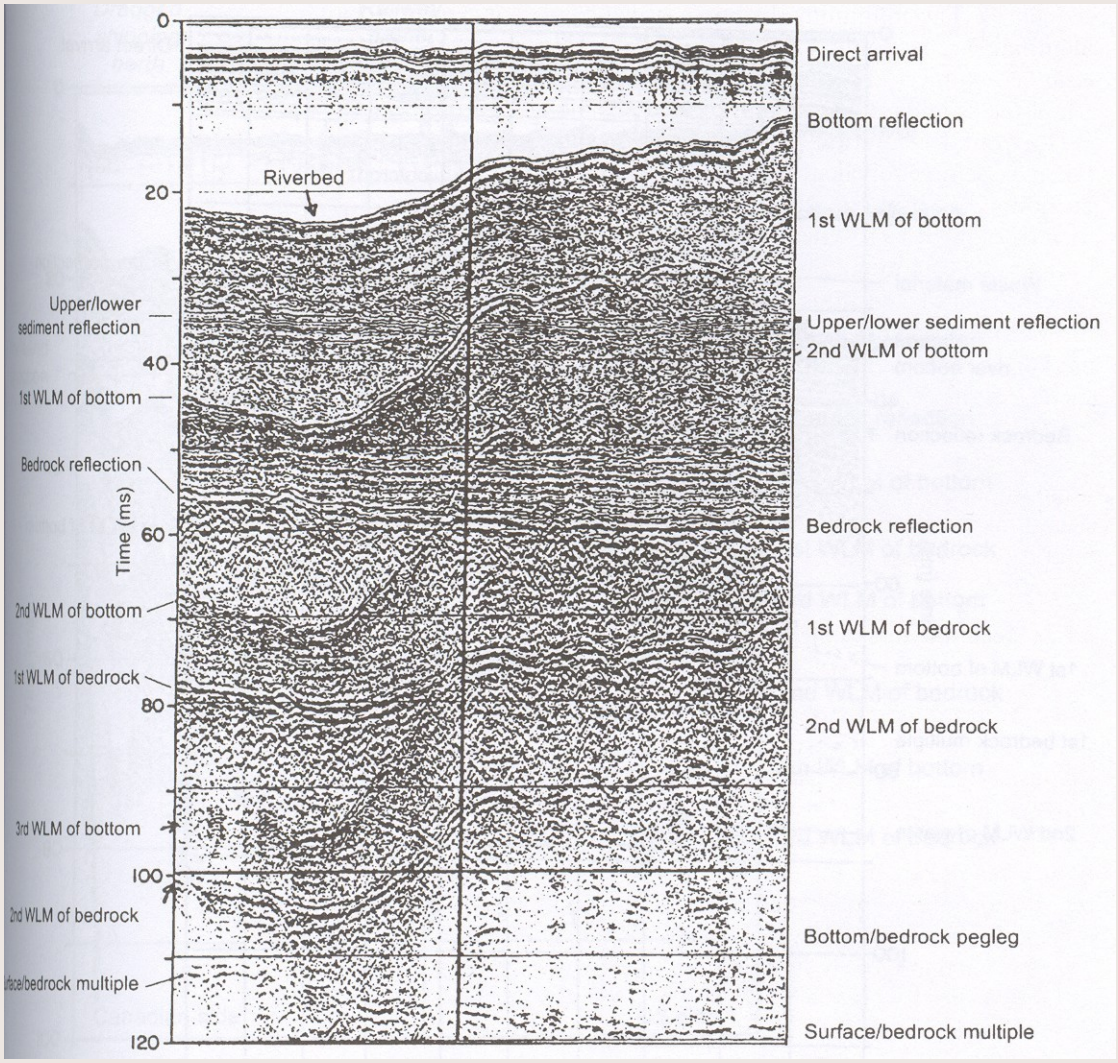
- Study of achievable vertical spatial resolution
- Similar source and recording system as in the previous example
- Note the difference in resolution due to shooting *in the unsaturated zone*





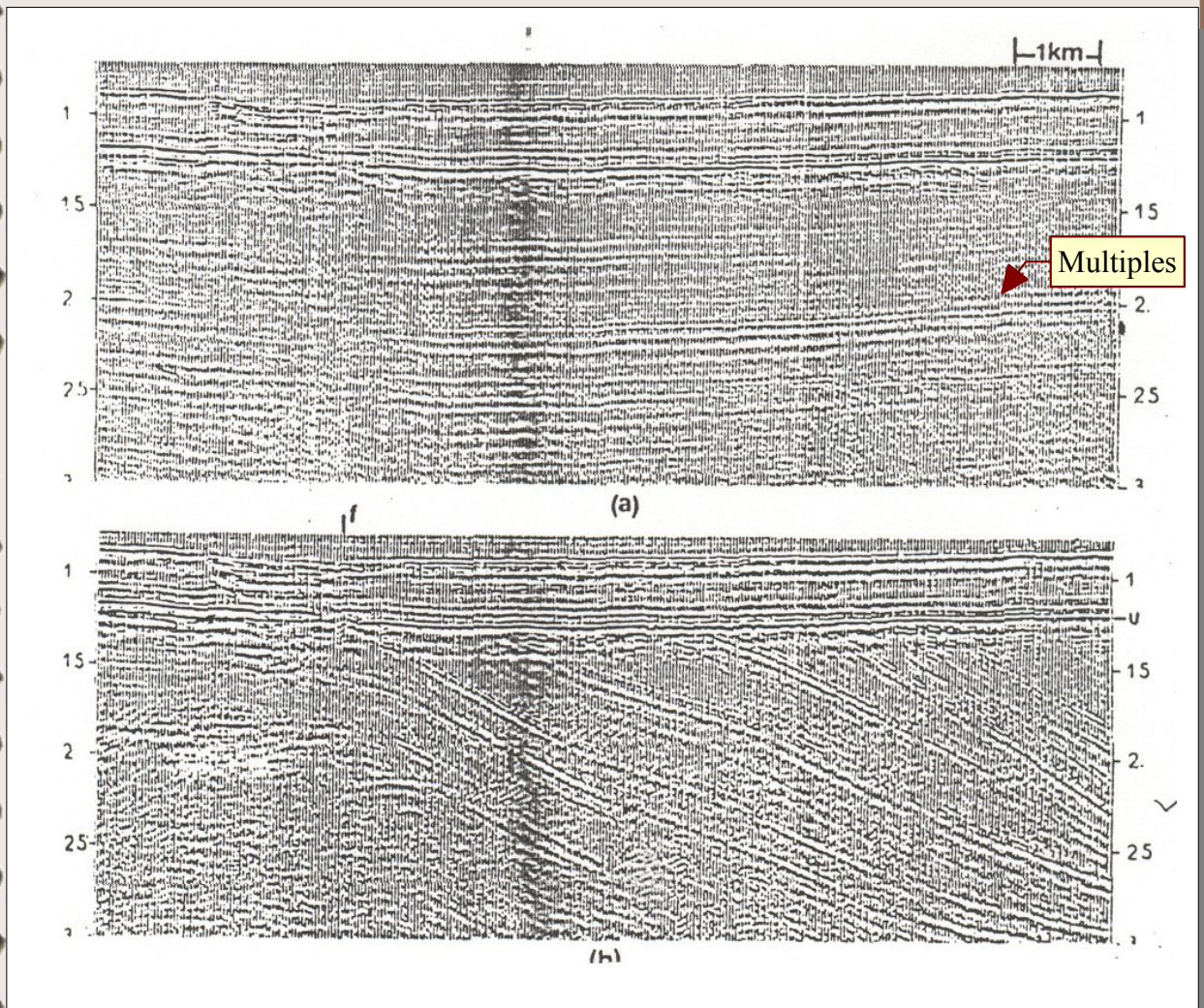
Multiples
(multiple reflections)
Saint Clair River, *McGee, 1990*

- Reflections from the most prominent impedance contrasts:
  - *e.g.*, surface, bedrock, water bottom.
- Usually suppressed by *velocity filtering* before stacking.



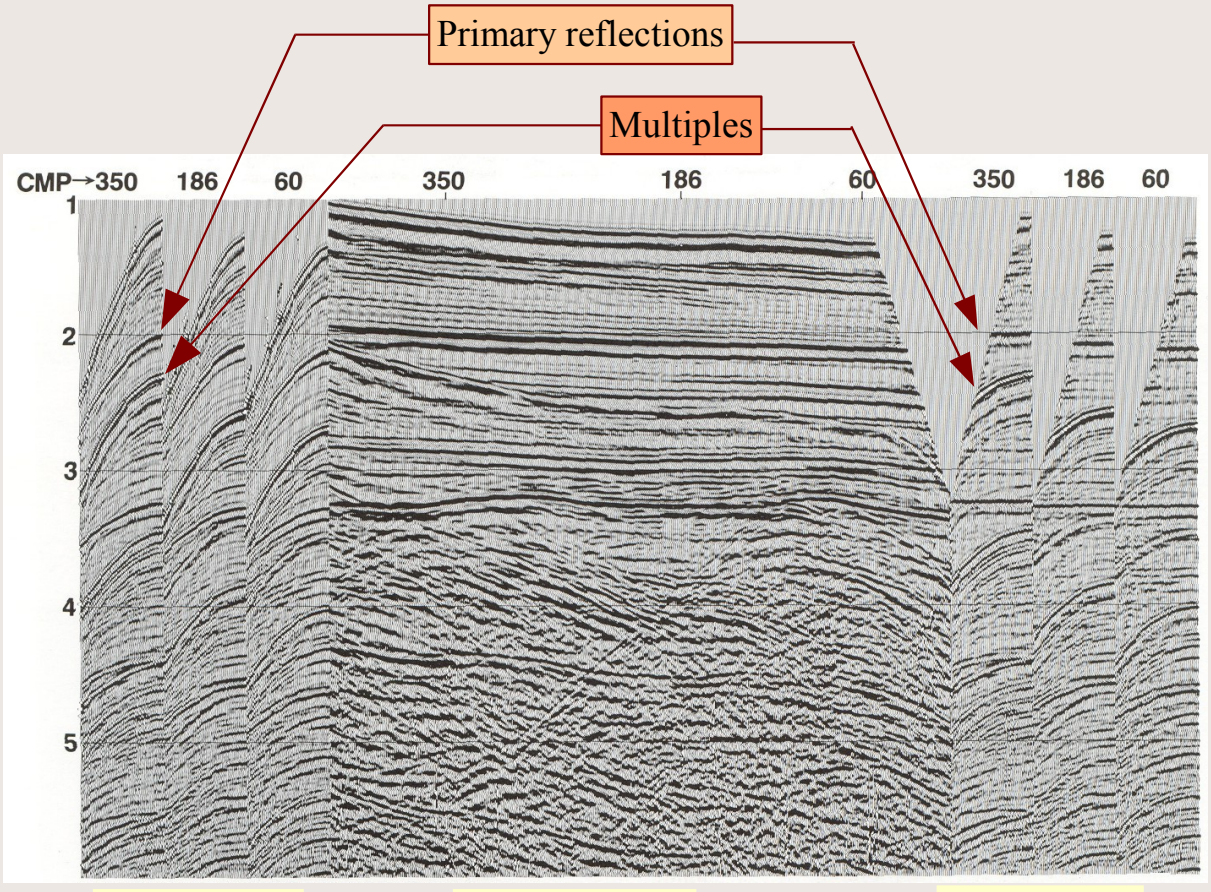
Importance of velocity analysis and suppression of multiples
(an example of a *misinterpretation*)

- These are two images of *the same line*
  - Low stacking velocities (treating multiples as true reflections) in the *upper plot* result in an erroneous interpretation.



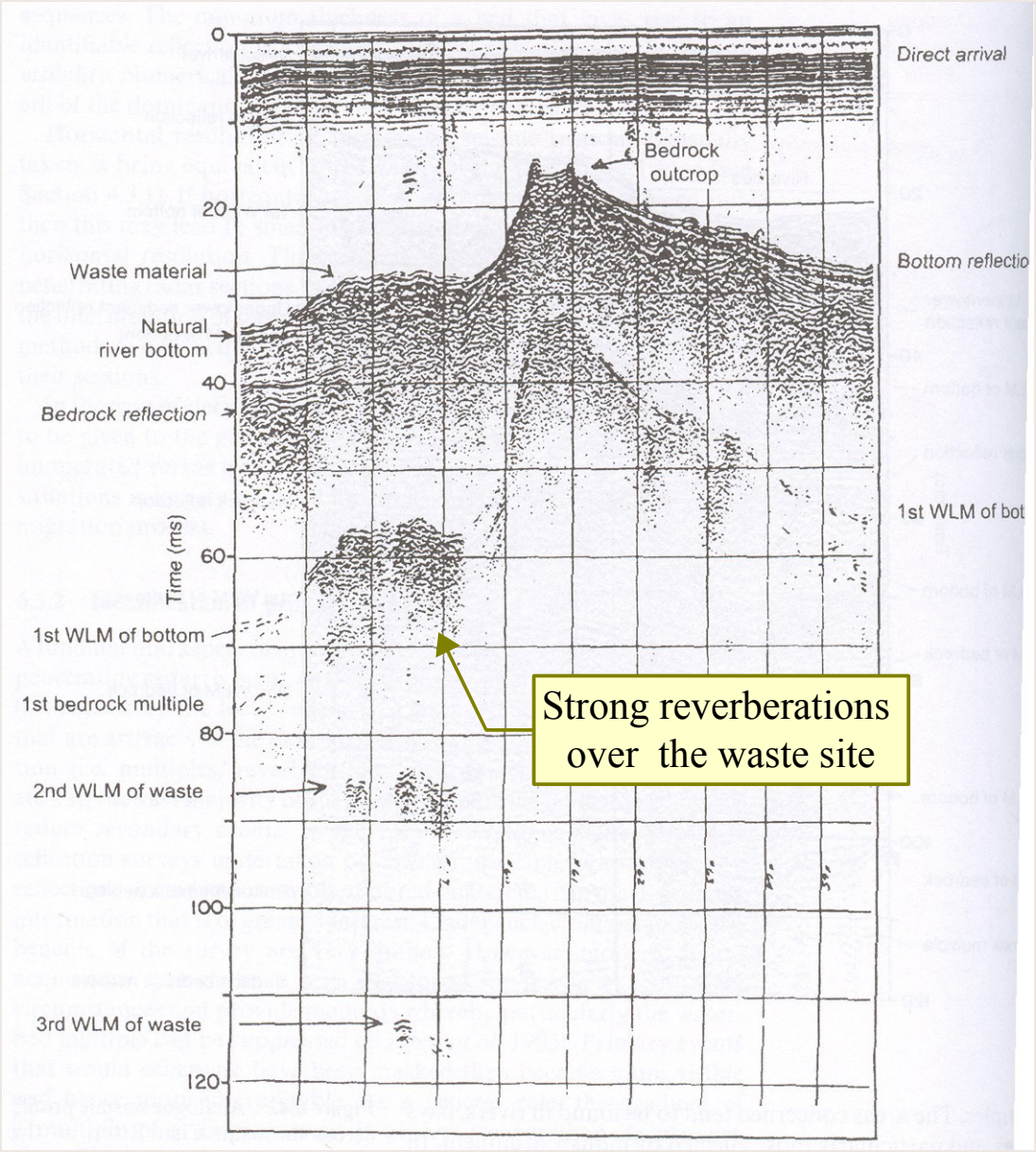
Attenuation of multiples

- Multiples are separable from their primary reflections in *time-velocity* domain
  - Using NMO;
  - Using velocity ('*f-k*' or '*τ-p*') filtering.



The use of multiples
(*McGee, 1990*)

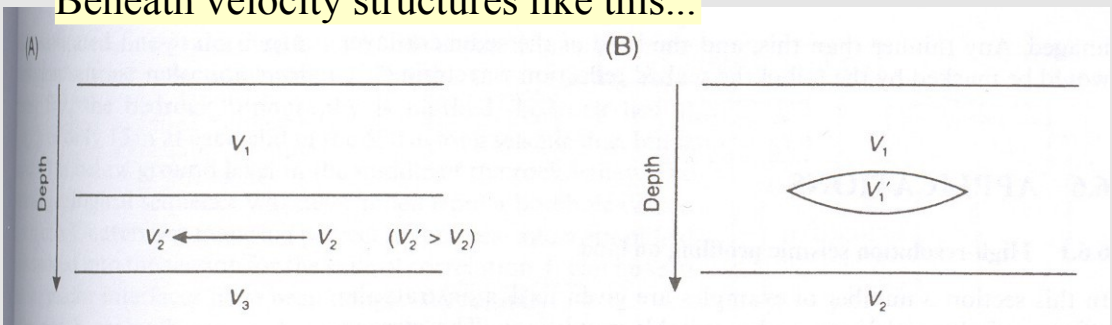
- Strong multipes may indicate areas of anomalous reflectivity



Interpretation pitfalls

- CMP Reflection processing results in *time* sections that have to be converted into *depth*
  - Knowledge of overburden *velocity* is critical.

Beneath velocity structures like this...



...horizontal reflectors may look like this.