

BM1310

GOM2013 processing

1. Seismic geometry quality control. Check and verify locations and the correspondence of recorded data to the navigation data. Plot on a map the shots and receiver positions, verify shot lines. Access aux channels for later use in shot deconvolution.

Use linear or hyperbolic move out on first arrivals to verify offset is correct (all cables flatten within tolerance ) If this does not occur there is an error in positioning.

2. Minor front mute to eliminate system noise in the early shot record.

3. Edits, remove bad channels, shots, spikes, and cables by inspection or field record information

4. De-bias to remove DC Noise

5. Static shift to account for recording delay

6. Shot Signature deconvolution using recorded shot signature.

7. Refined shot signature deconvolution using Burg method.

8. De-ghost using gap deconvolution

9. Repeat mute from step #2

10. Spherical divergence gain

11. Ensemble equalization to remove anomalous variation in the shot records

12. Minimum Entropy Deconvolution

13. Multiple removal using water bottom depth. This area is very shallow and flat. a constant depth was used.

14. Gap Deconvolution for short period multiples

15. Surface Consistent Amplitude compensation

16. Surface Consistent Statics

17. NMO

18. Stack.

