

3D East Pacific Rise
MGL0812

Processing Steps for
Whole Upper Crust Swath Volume and Layer 2A Swath Volume

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Processing sequence	swath
Geometry definition	3D geometry
Editing	Bad channel excluded and interpolated
Pre-stack	<ol style="list-style-type: none">1. Bandpass filtering: 2-7-220-250 Hz2. Suppress swell noise and spherical divergence correction4. f-k -filter5. Resample at 4 ms (with anti-aliasing filter applied) and 8 s trace length6. Edits applied7. Flexible binning (bins=6.25×37.5 m) with maximum fold=398. Surface consistent amplitude correction9. Mute right above the first water multiple
Stacking	<ol style="list-style-type: none">10. Defining 3D velocity function for stacking (V3D)11. NMO and stack CMP gathers using V3D velocity
Post-stack	<ol style="list-style-type: none">12a. Layer 2A: 2D Kirchhoff post-stack time migration using 90%V3D12b. AML: 2D Kirchhoff post-stack time migration using ~80% V3D
Display	<ol style="list-style-type: none">13. Top mute above the seafloor14. Scaling entire 2D swath