



# Joint Deghost & Designature Test

## NZ 3D Processing

*11 November 2020*

[cgg.com](http://cgg.com)



INSTITUTE FOR GEOPHYSICS



Passion for Geoscience

1. Convert to CGG internal format
2. Nav merge / trace edit
3. Low cut filter
4. Time Variant Scaling (TVS) & Resample to 4ms
5. Swell noise attenuation (SNA)
6. Debubble
7. Linear noise attenuation (LNA)
8. Tidal statics correction
9. Water column statics correction
10. Shot & channel scaling
11. Receiver motion correction (RMC)
12. Joint Deghost & Designature

- **Objective:**

To remove source & receiver ghost and process designature concurrently.

- **Procedure:**

CGG's pre-migration 3D de-ghosting technology - ghost wavefield elimination (GWE) done in sparse Tau - p domain. GWE is able to remove both source and receiver ghost to produce ghost free dataset.

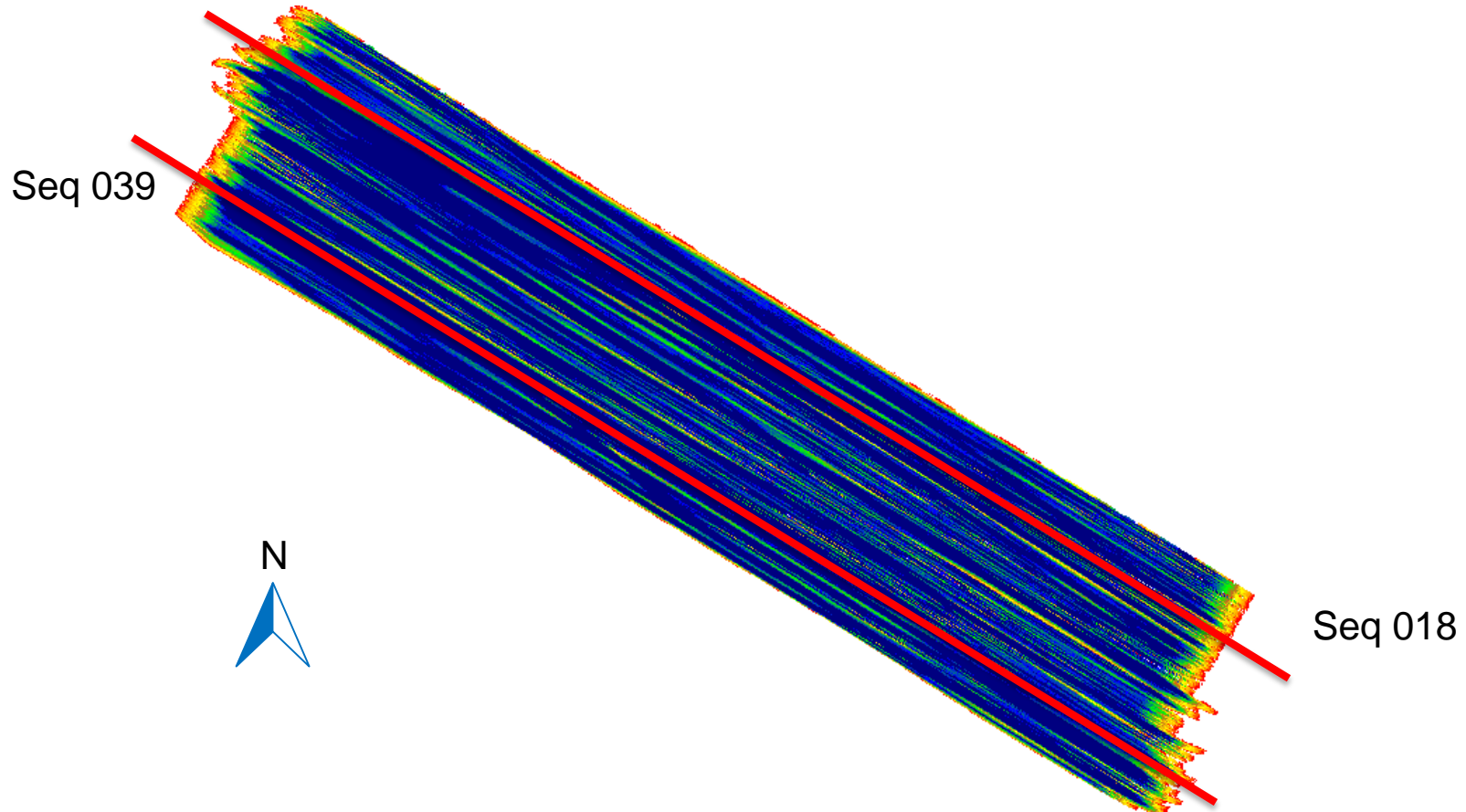
- **Display:**

Stack, amplitude spectra, selected shot gathers, common channel, filter panel.

- **Observation and Recommendation:**

Ghosts are removed from input data and primaries are more visible. The notch frequency is compensated and low frequency is recovered. Phase is well aligned after processing. It's recommended for production.

\* Wang, P., Ray, S. and Nimsaila, K., 2014, 3D joint deghost and crossline interpolation for marine single-component streamer data: 84<sup>th</sup> SEG Annual International Meeting, Expanded Abstracts, 3594-3598.





# Seq 018

Receiver Depth Map

Stack

Shot Gathers

Common Channel

Filter Panel

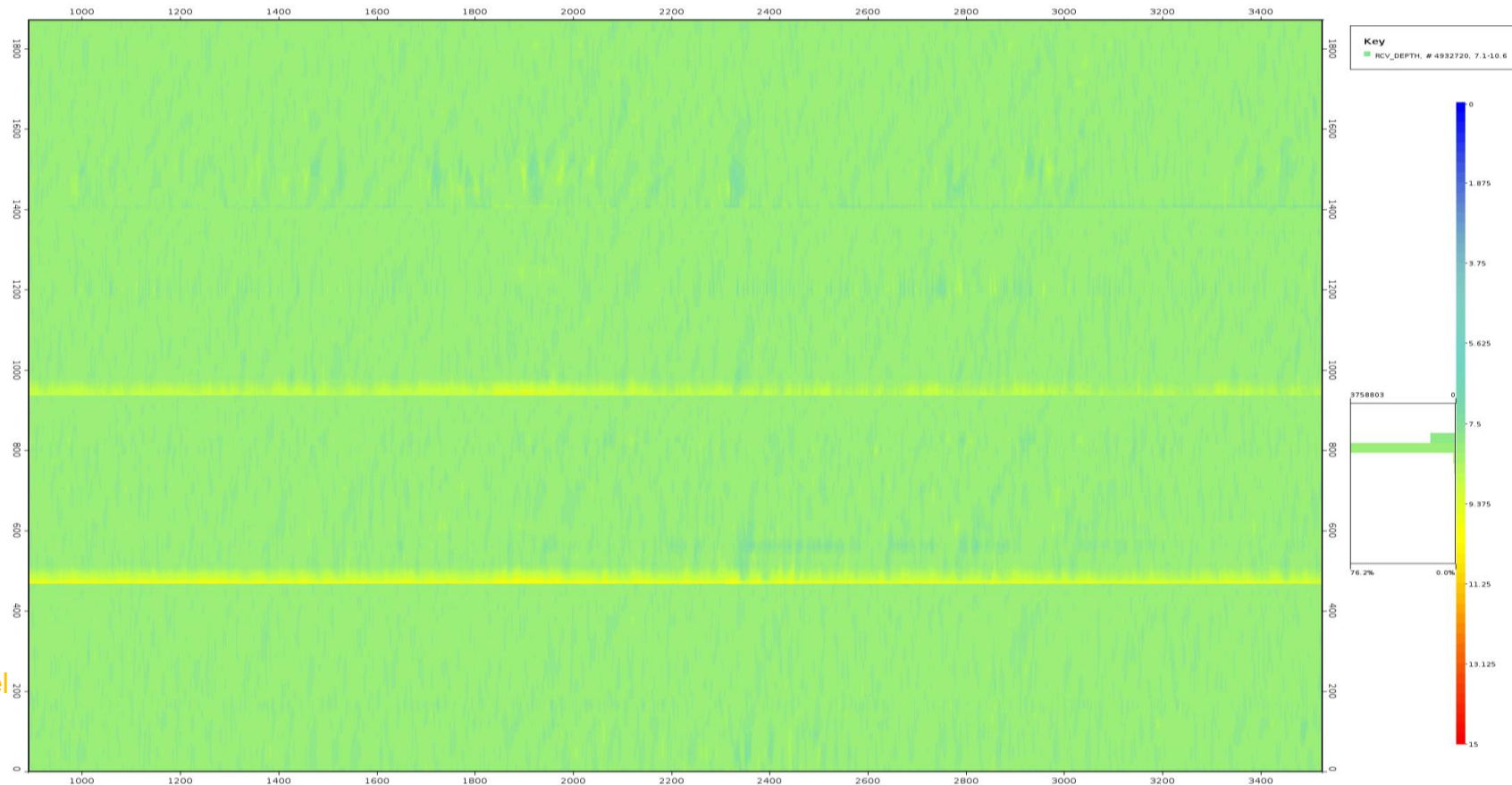


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# Seq018 Receiver Depth Map

6



Channel

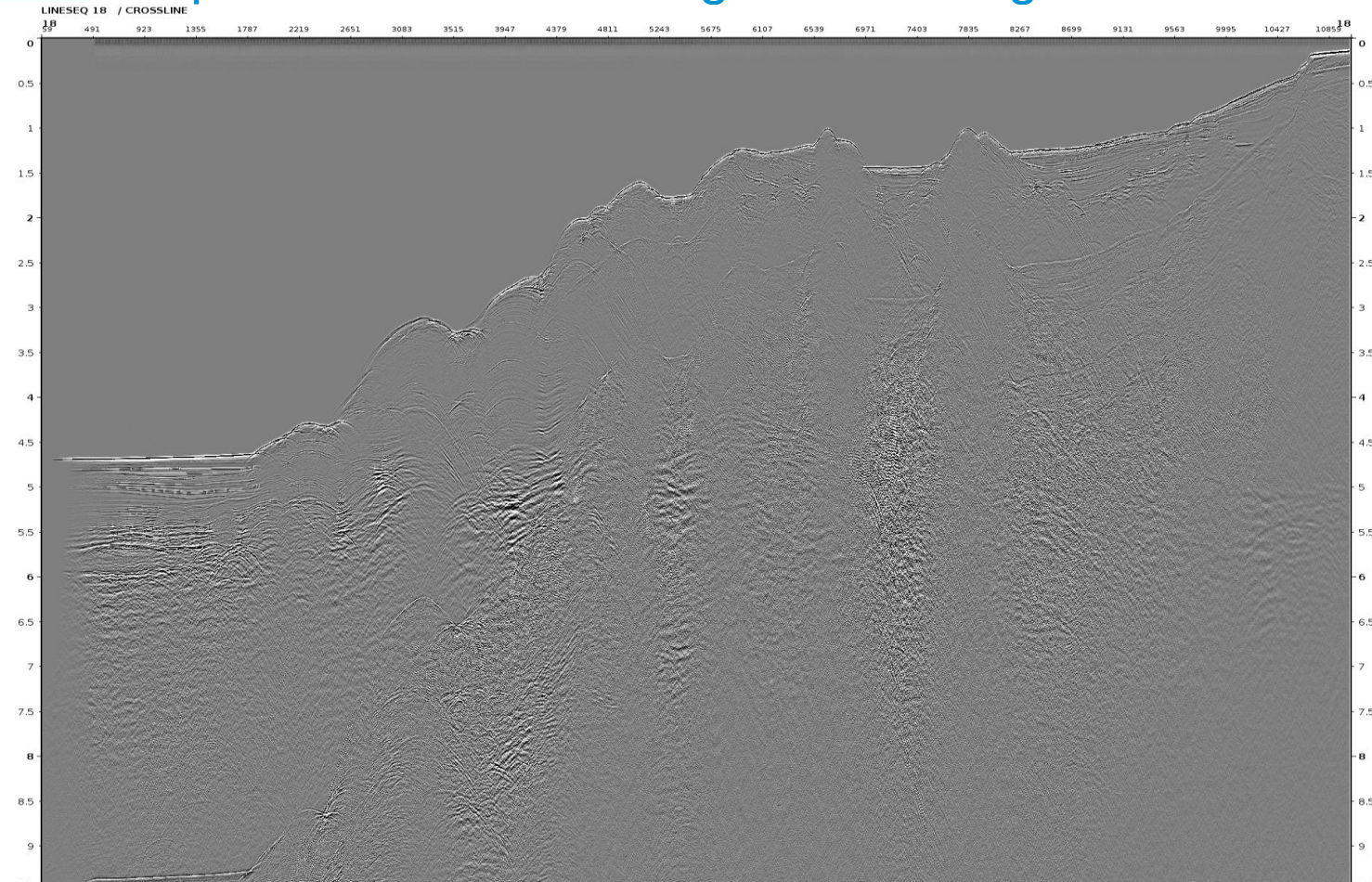
Shot No. Receiver depths vary 7~9m, so receiver side ghost has a notch frequency around 95Hz.

# Full Stack (0 - 35 deg)



# Seq018 Stack before Deghost & Designature

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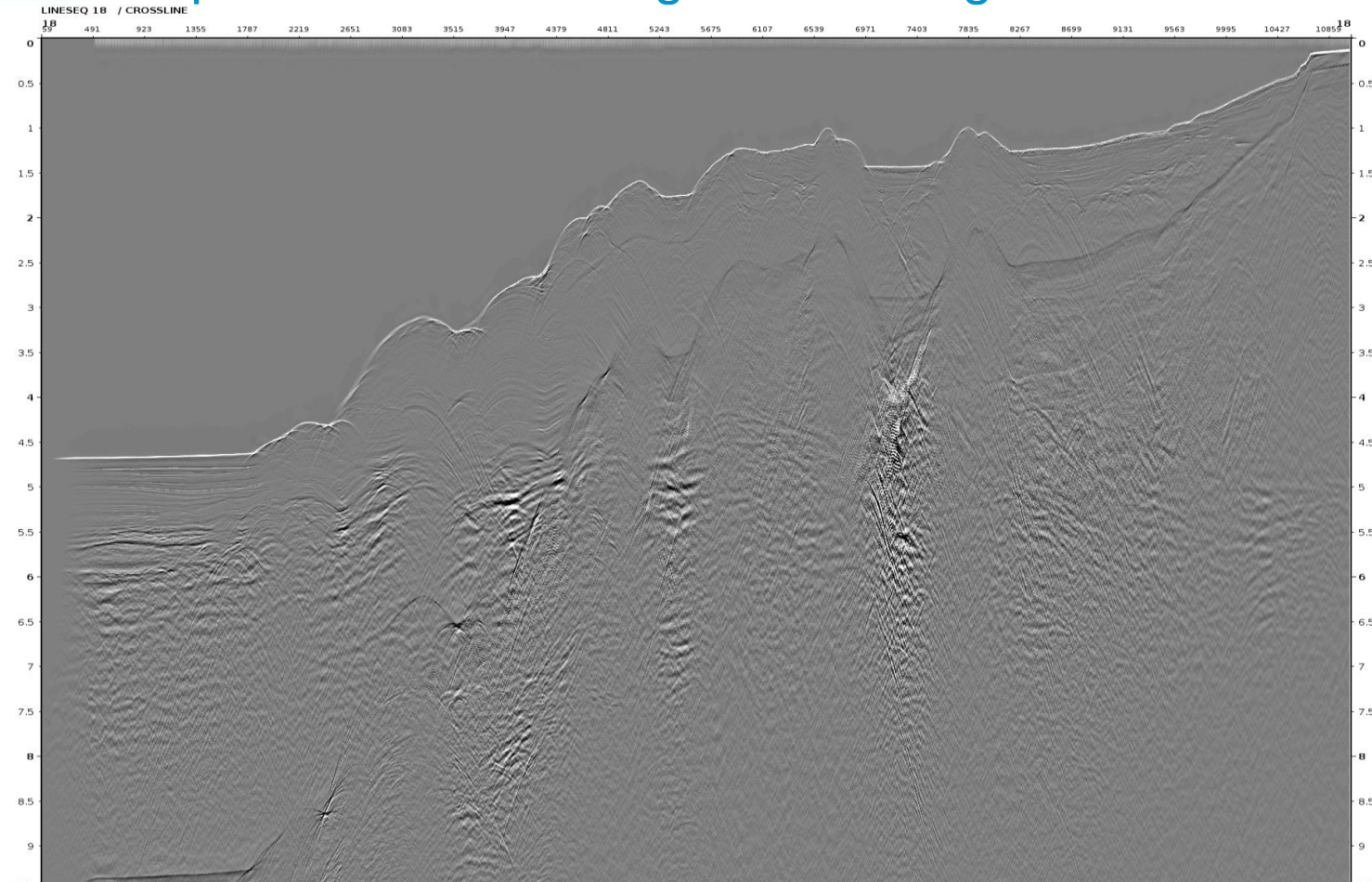
■ Ghost effect was removed.

■ Primaries are more visible.



# Seq018 Stack **after** Deghost & Designature

9

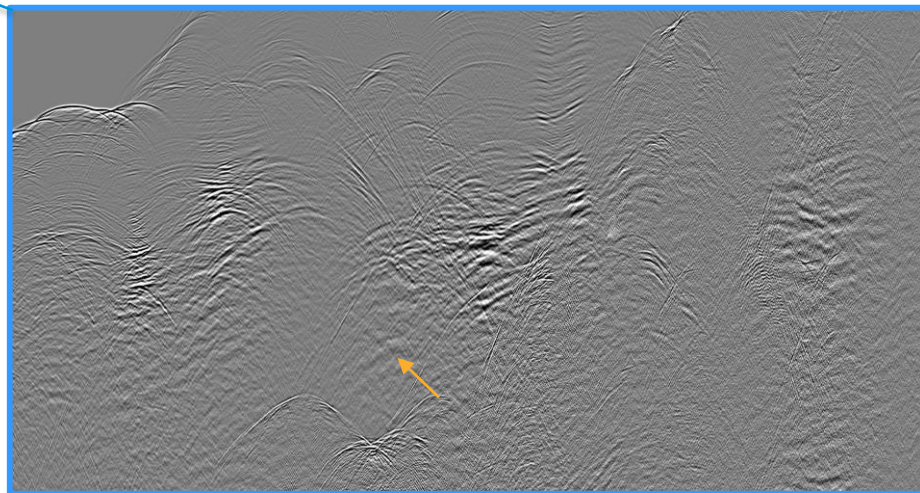
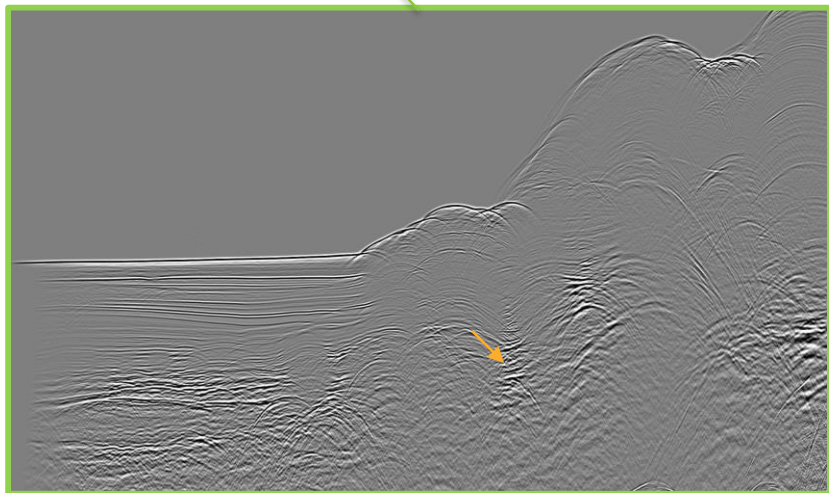
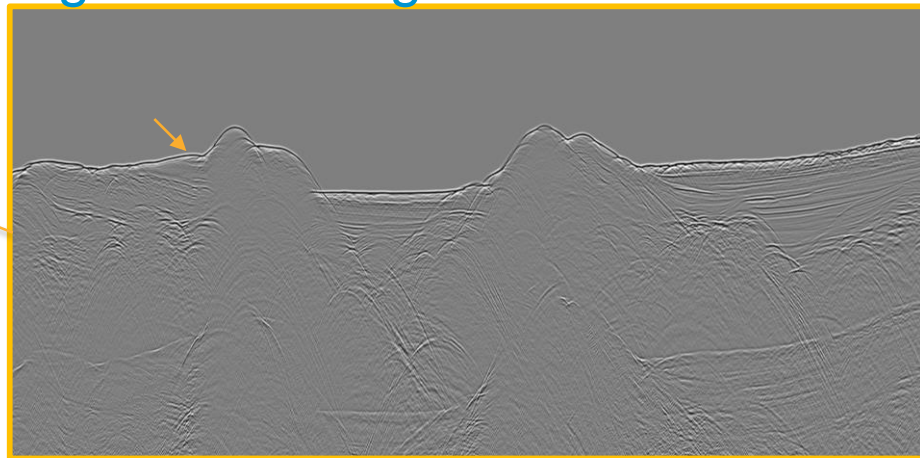
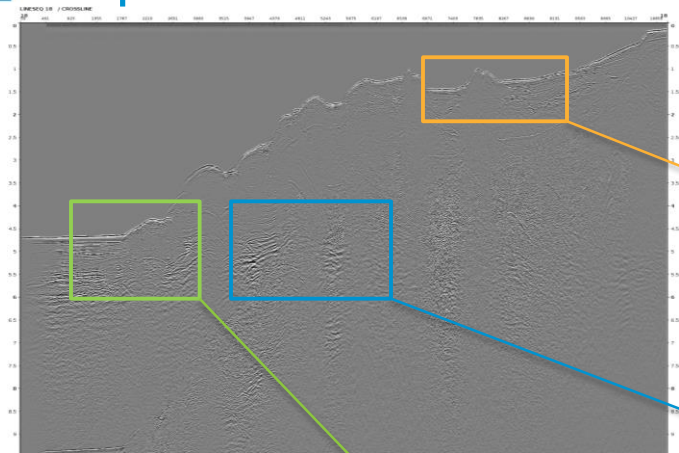


Ghost effect was removed.

Primaries are more visible.

# Seq018 Zoom in Stack before Deghost & Designature

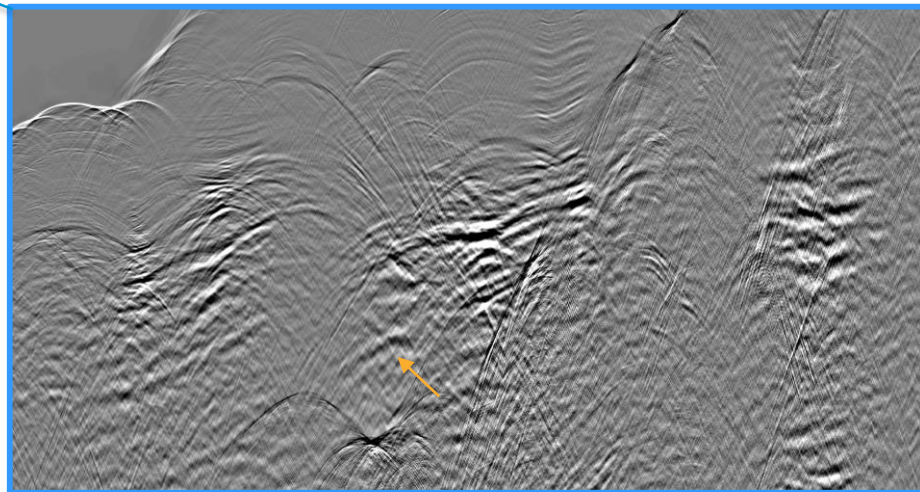
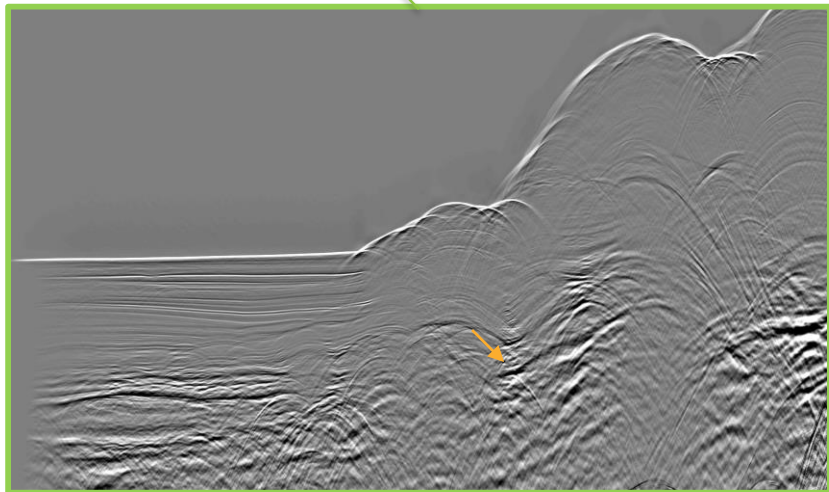
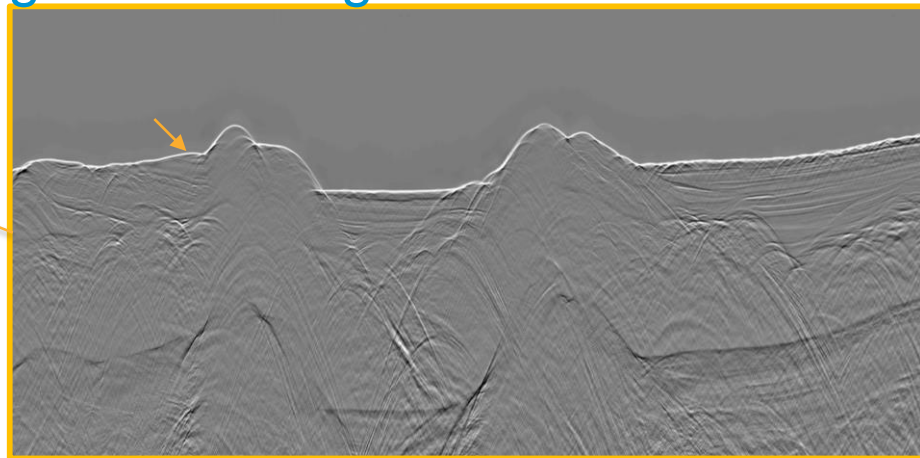
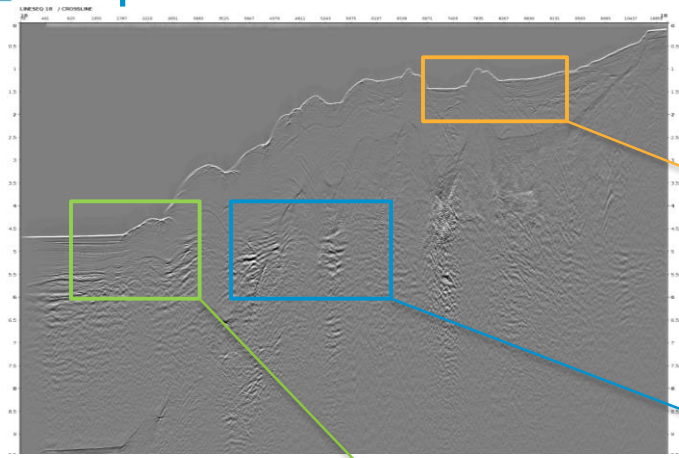
10





# Seq018 Zoom in Stack after Deghost & Designature

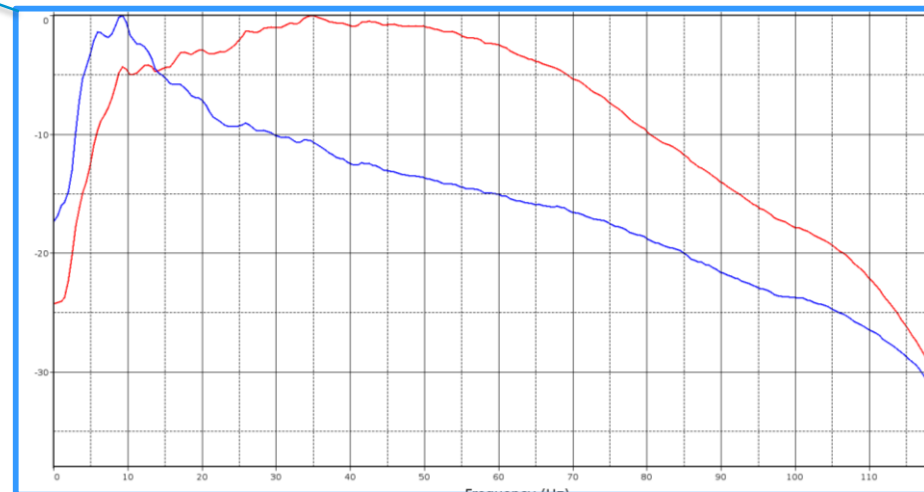
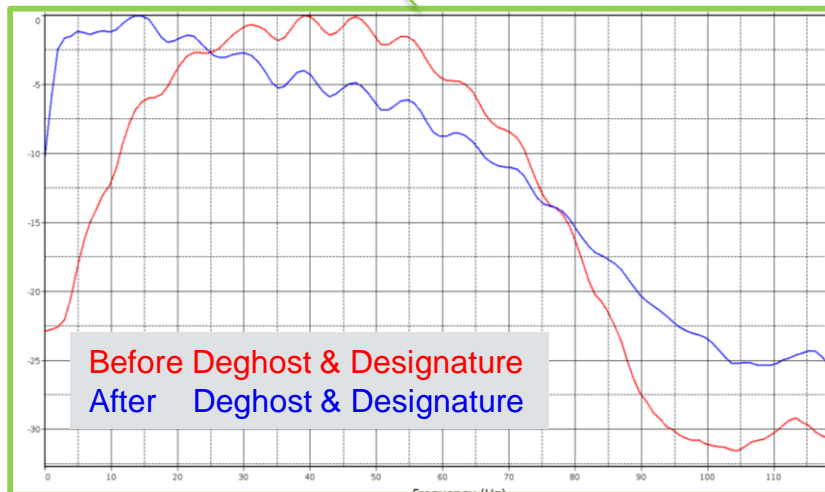
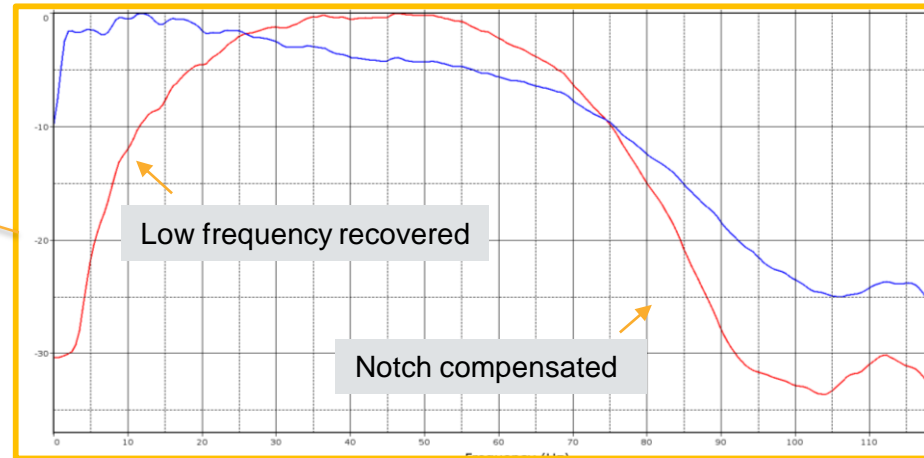
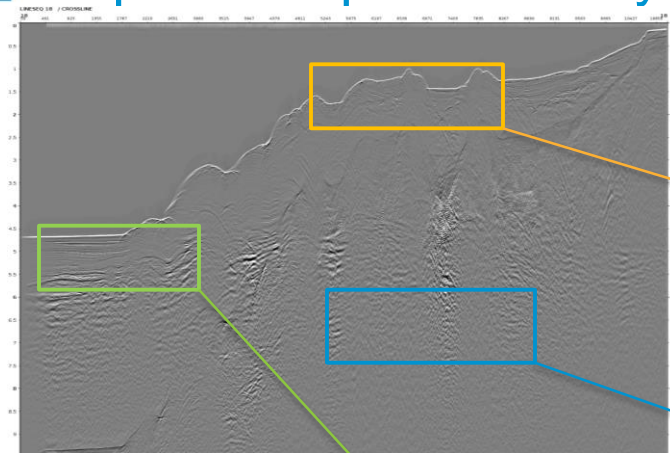
11





# Amplitude Spectra Analysis - Stack

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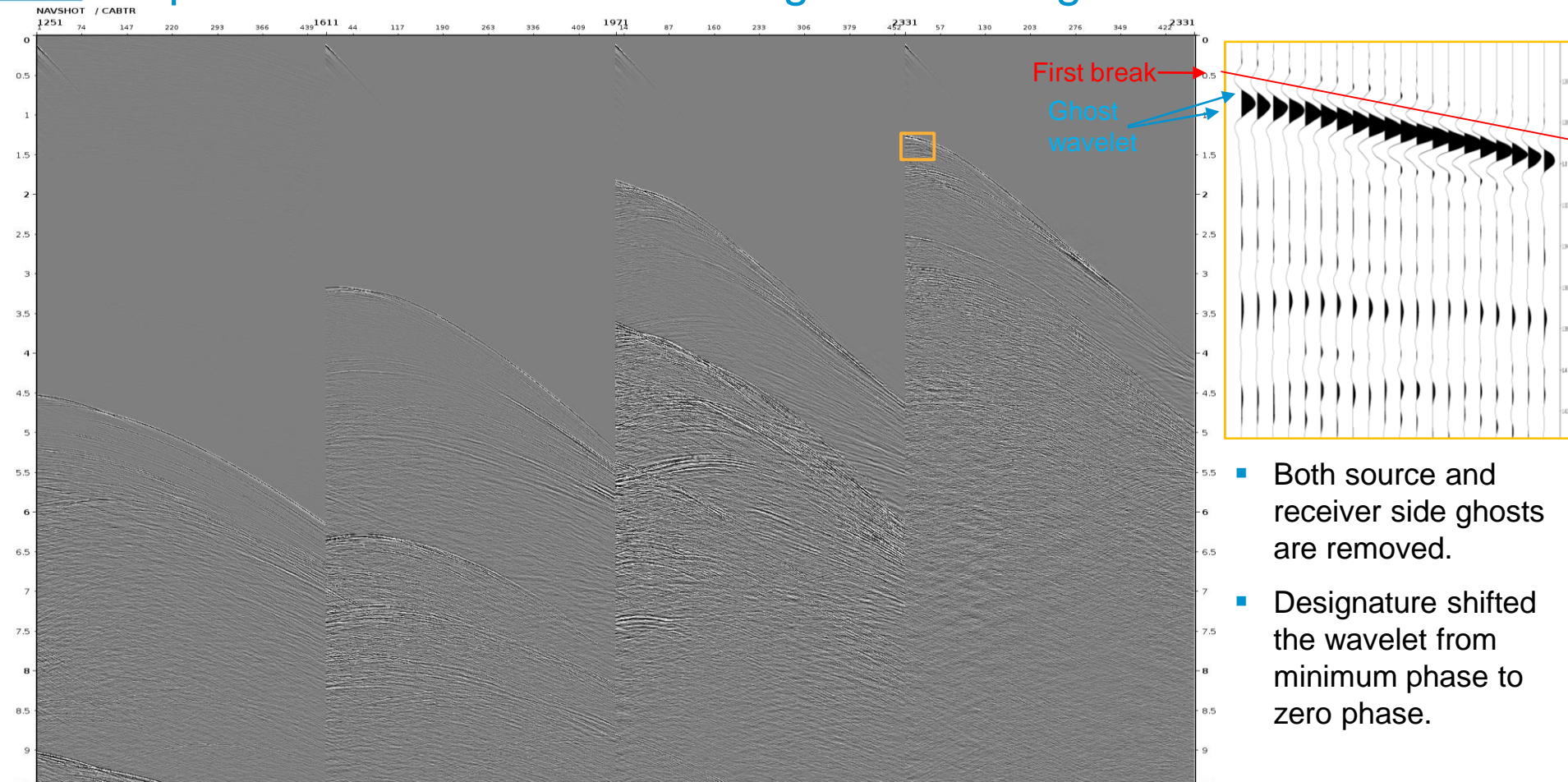


# Shot Gathers



# Seq018 Shot Gathers before Deghost & Designature

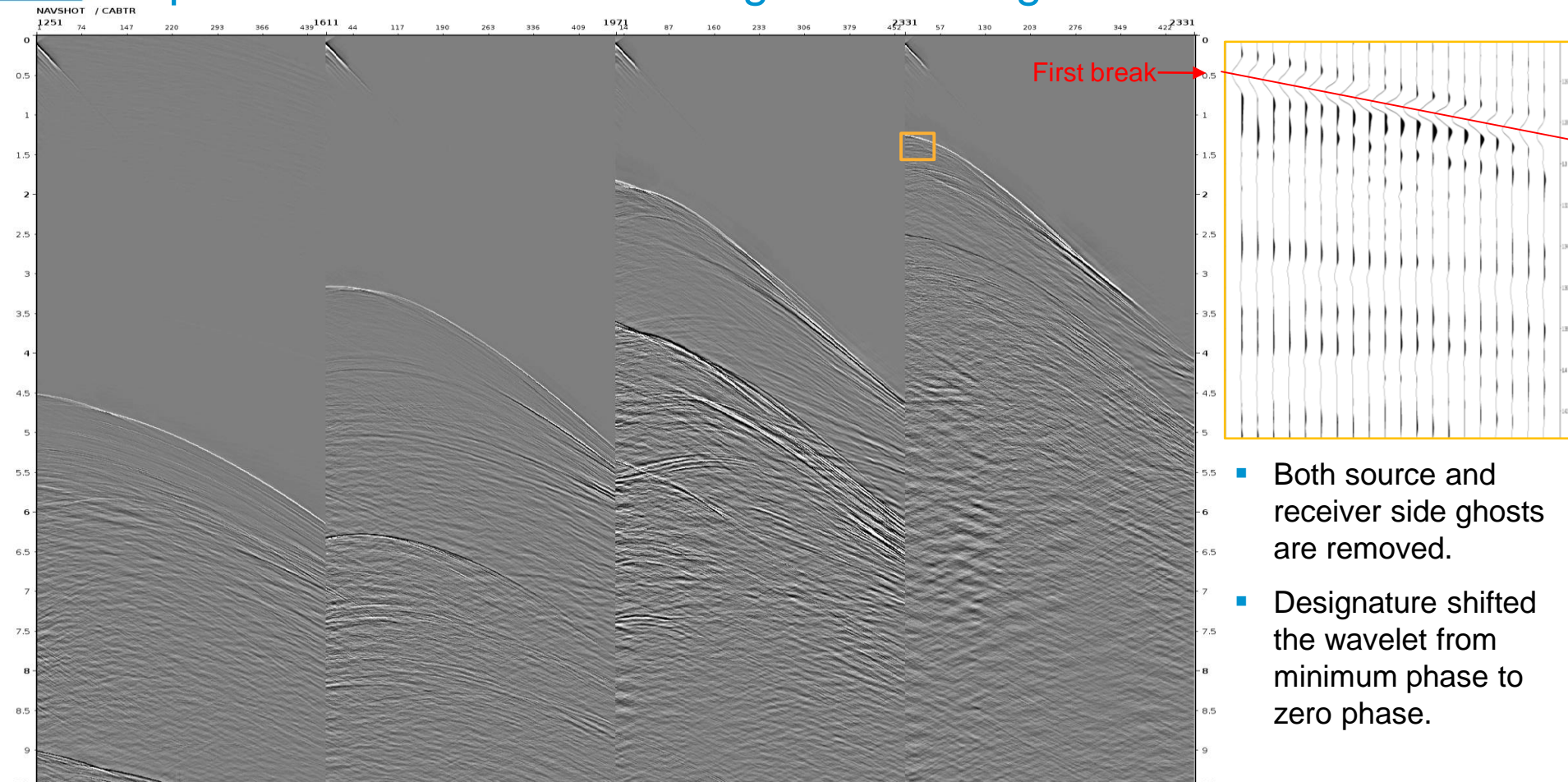
14





# Seq018 Shot Gathers after Deghost & Designature

15



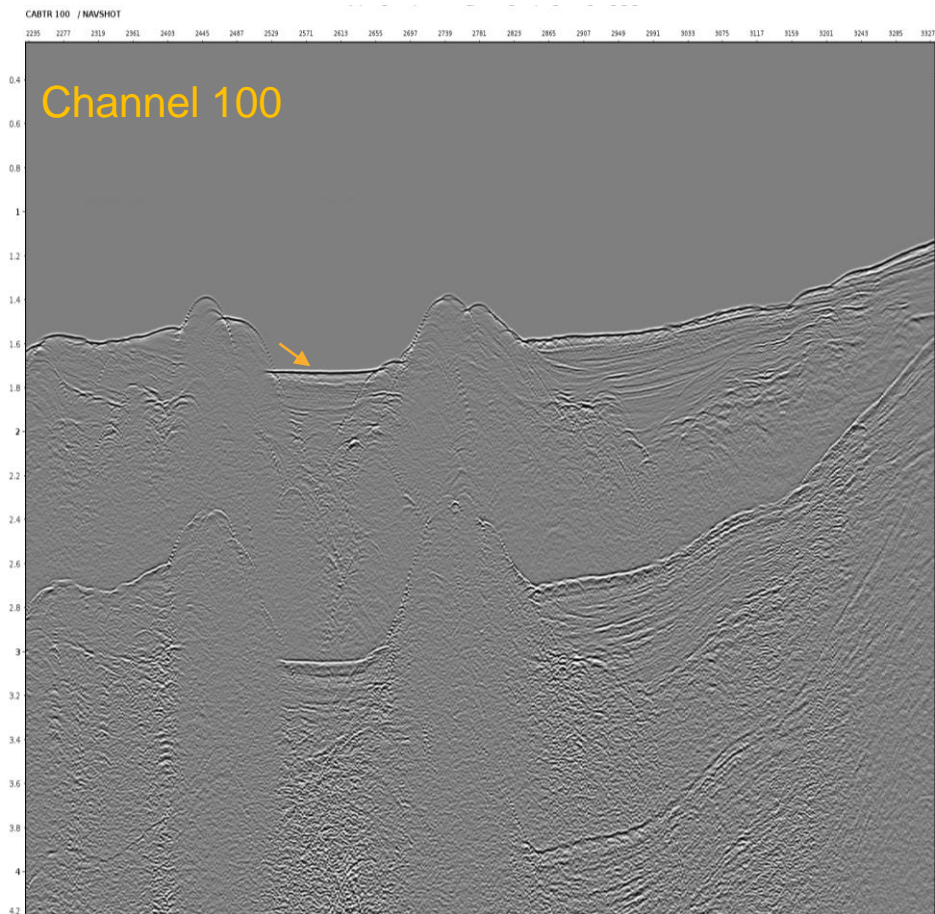
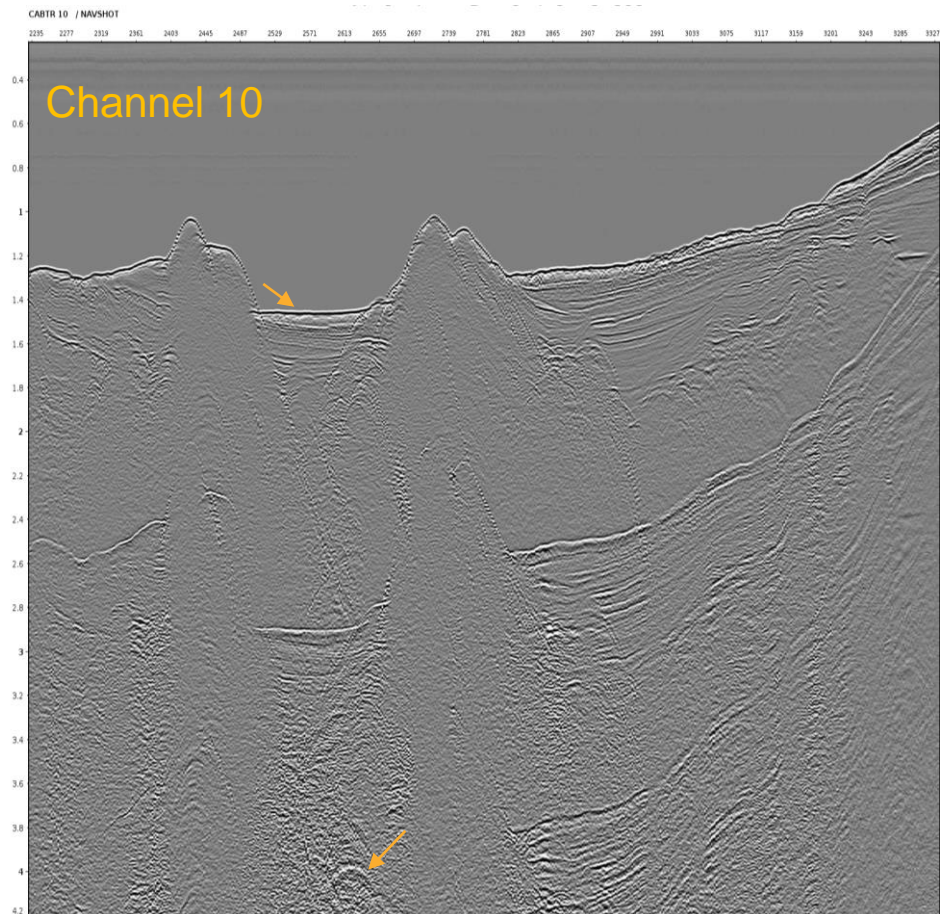


# Common Channel

- channel 10
- channel 100



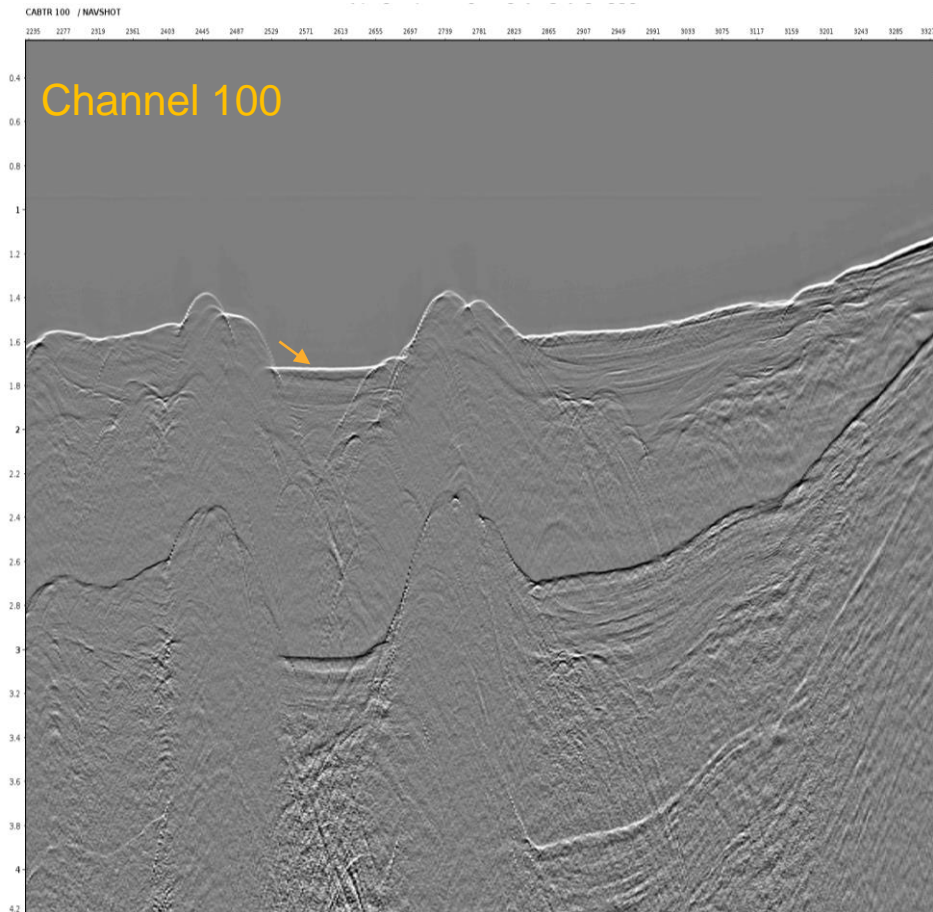
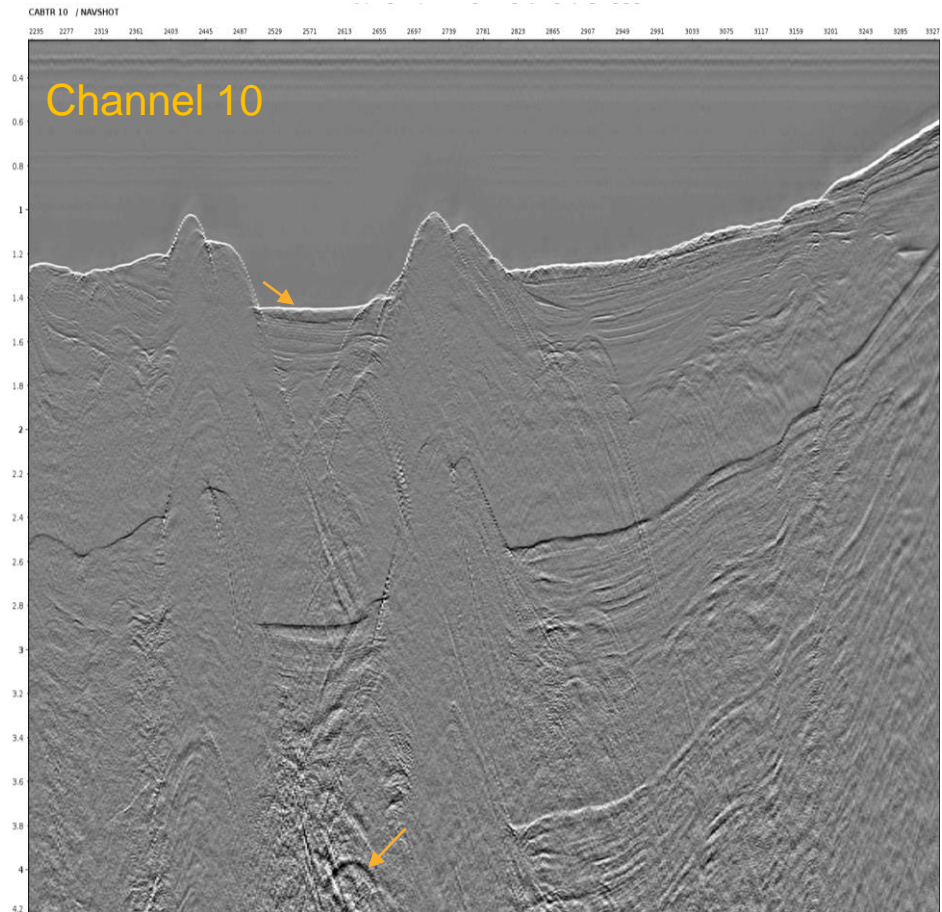
# Seq018 Zoom in Common Channel **before** Deghost & Designature 17





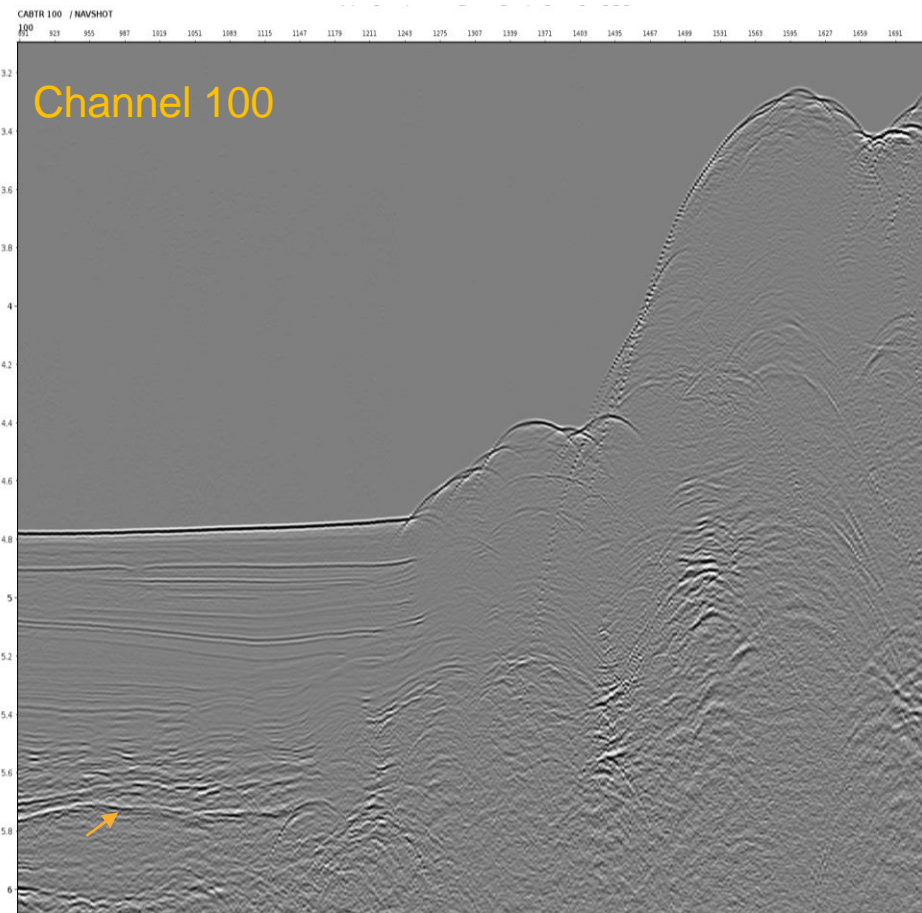
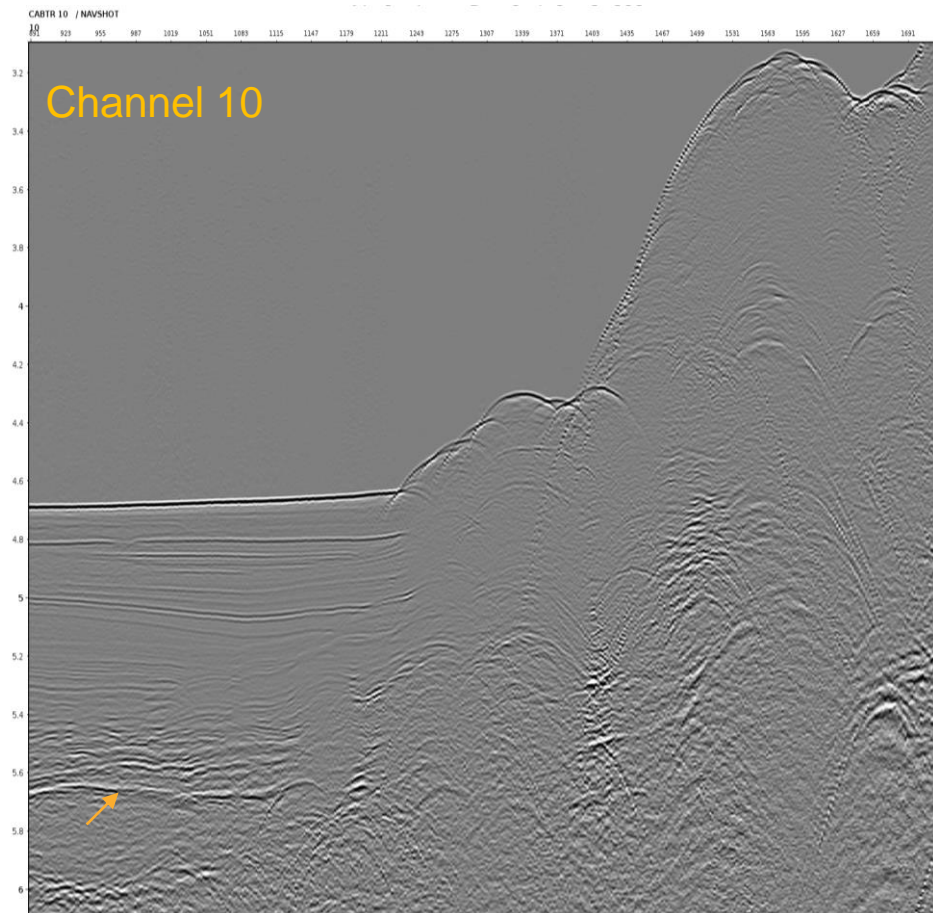
# Seq018 Zoom in Common Channel **after** Deghost & Designature

18





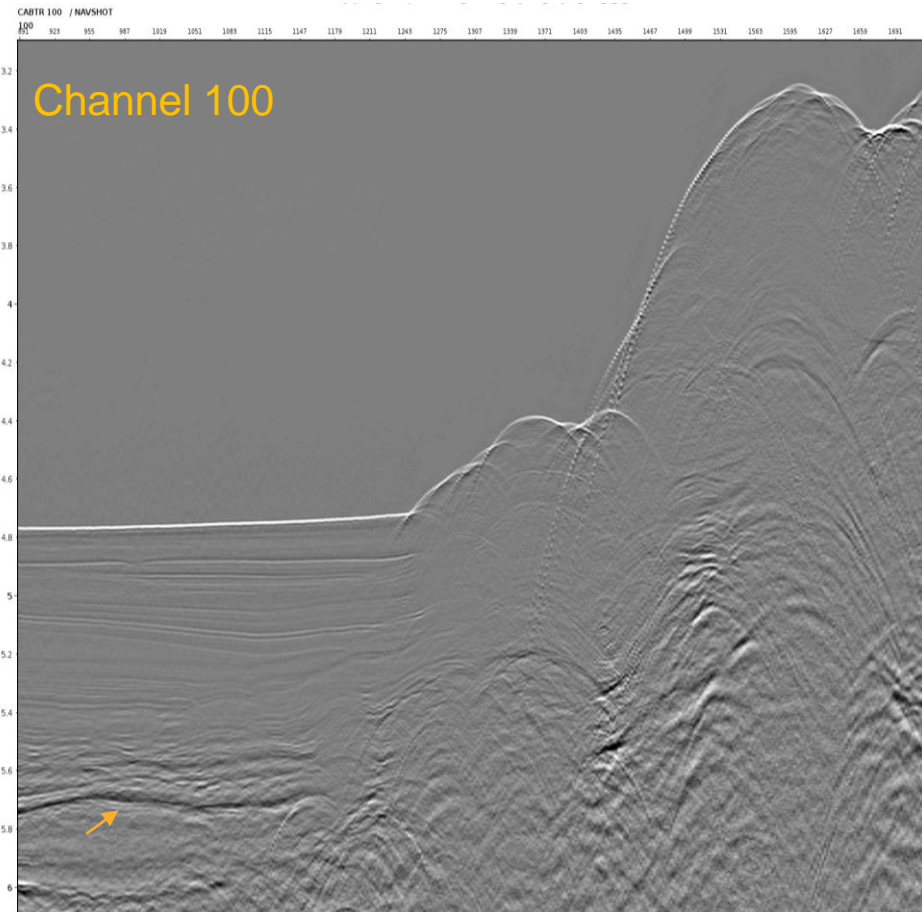
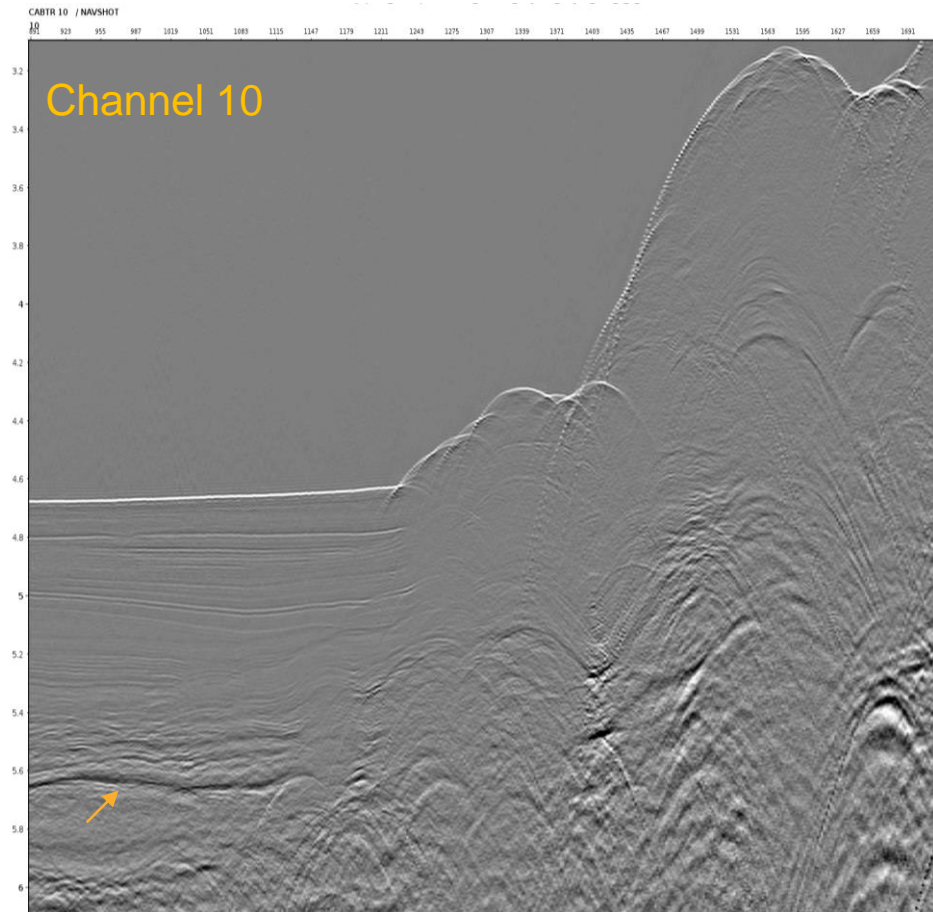
# Seq018 Zoom in Common Channel before Deghost & Designature <sup>19</sup>





# Seq018 Zoom in Common Channel **after** Deghost & Designature

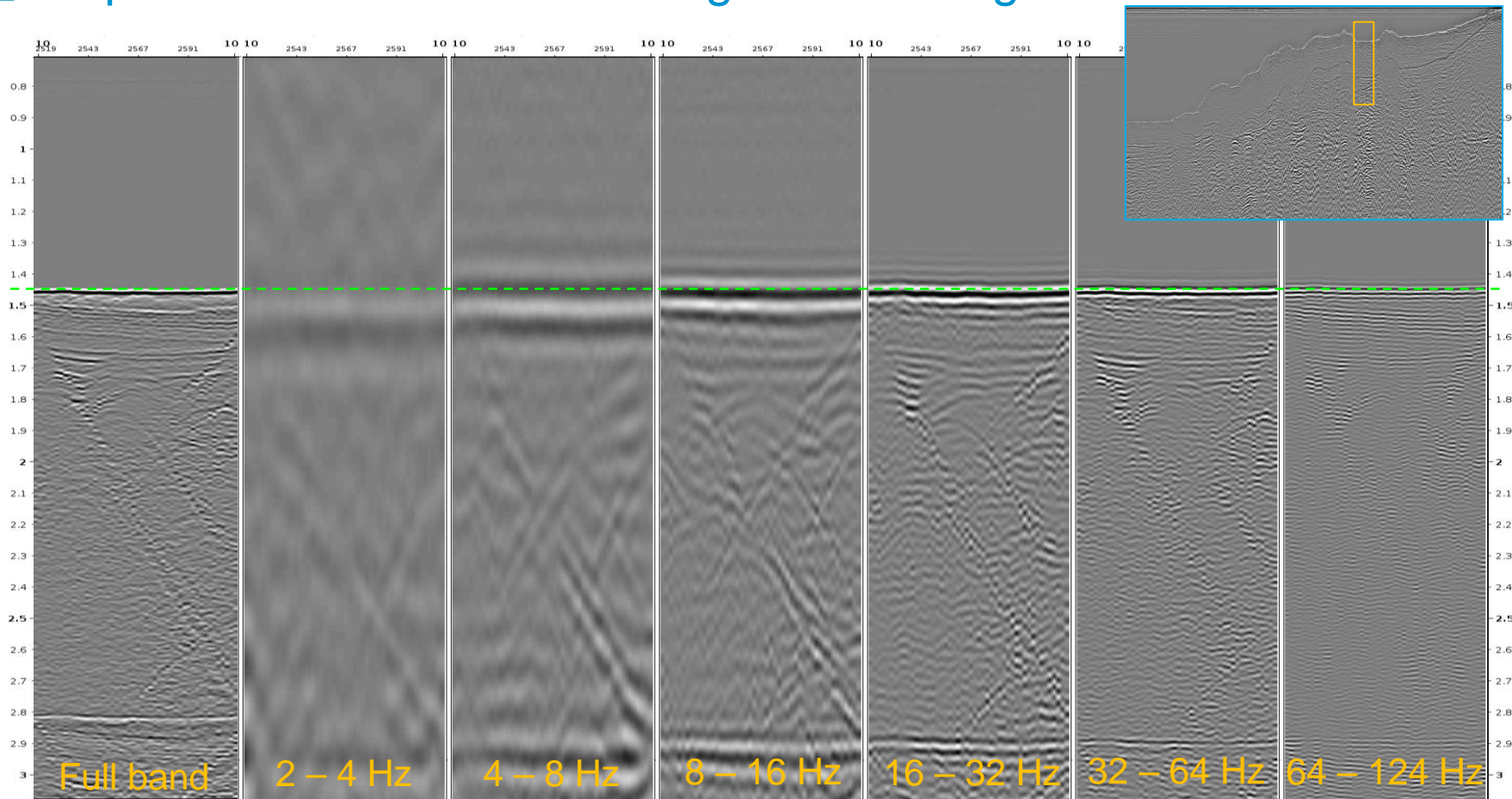
20





# Seq018 Filter Panel before Deghost & Designature

21

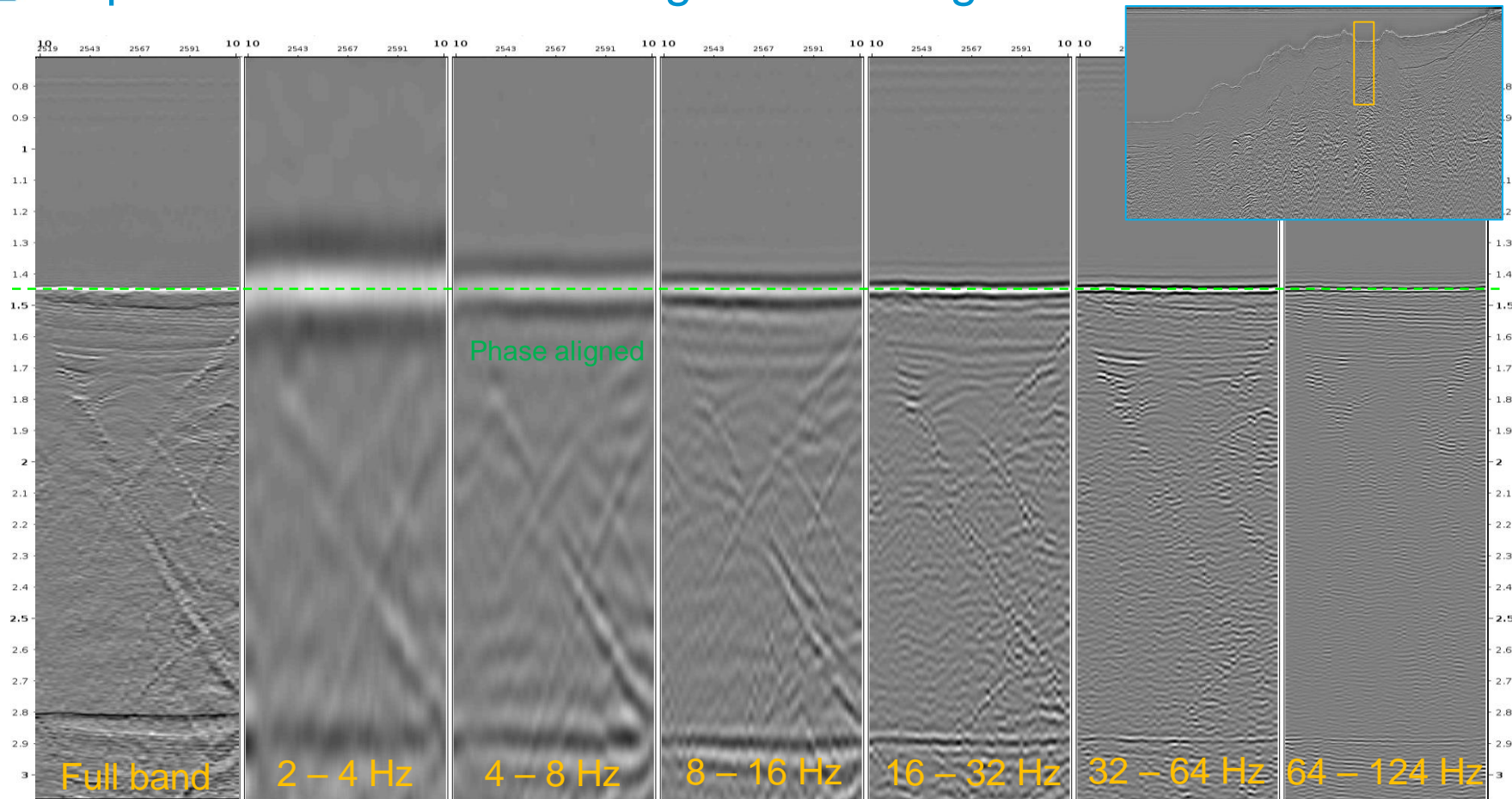






# Seq018 Filter Panel **after** Deghost & Designature

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# Seq 039

Receiver Depth Map

Stack

Shot Gather

Common Channel

Filter Panel

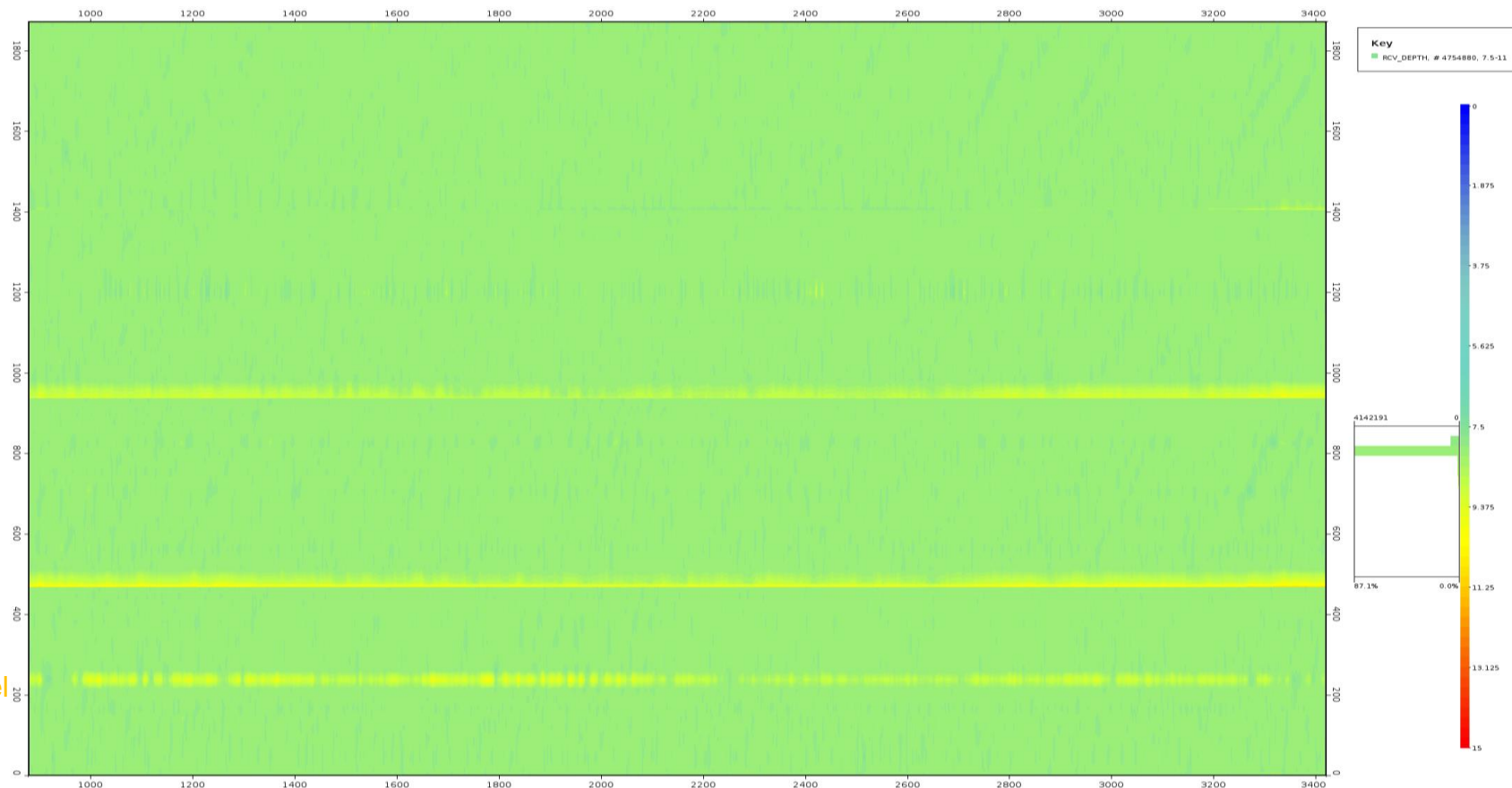


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# Seq039 Receiver Depth Map

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Channel

Shot No. Receiver depths vary 7~9m, so receiver side ghost has a notch frequency around 95Hz.

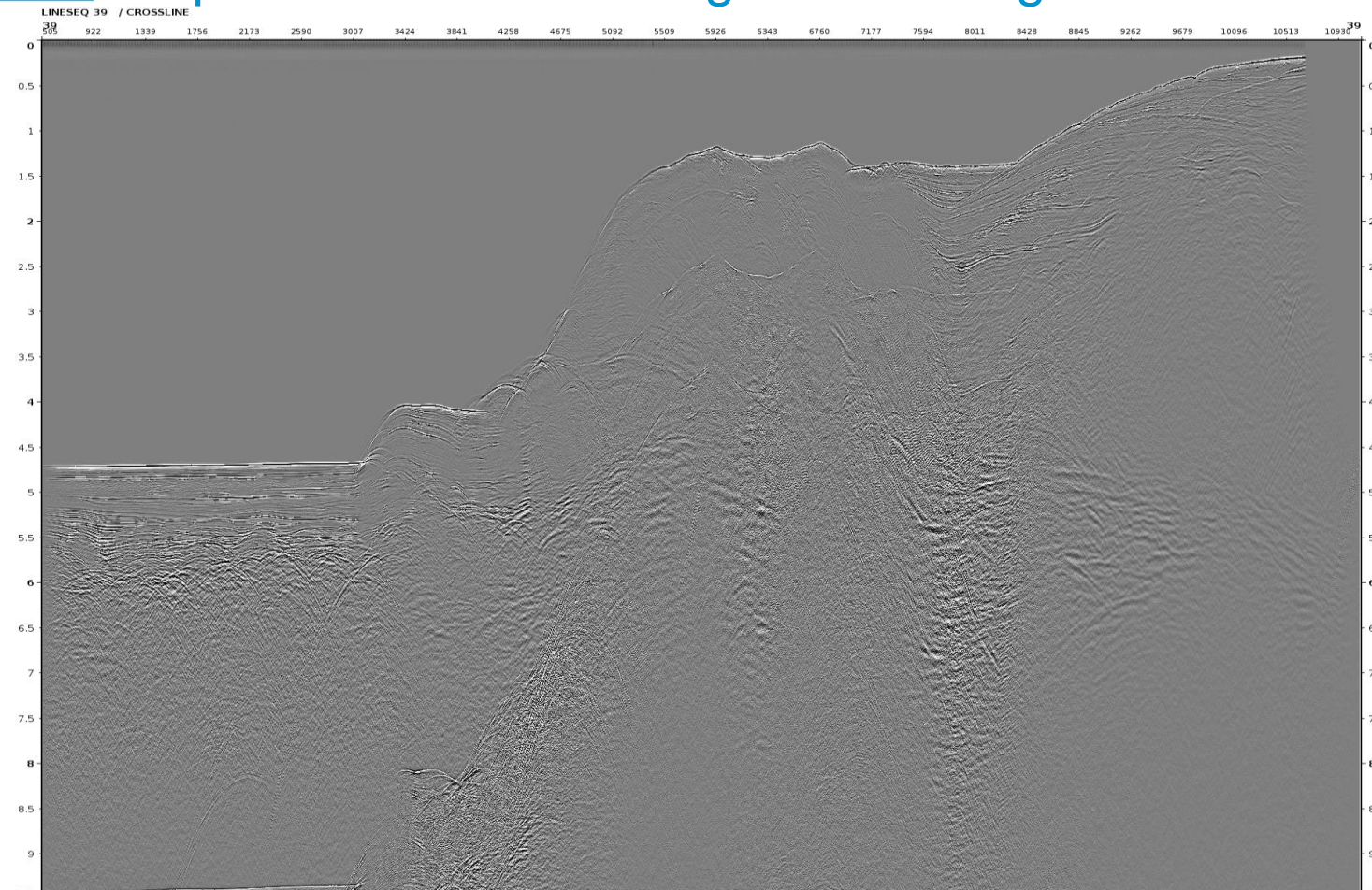
# Full Stack (0 - 35 deg)





# Seq039 Stack before Deghost & Designature

26

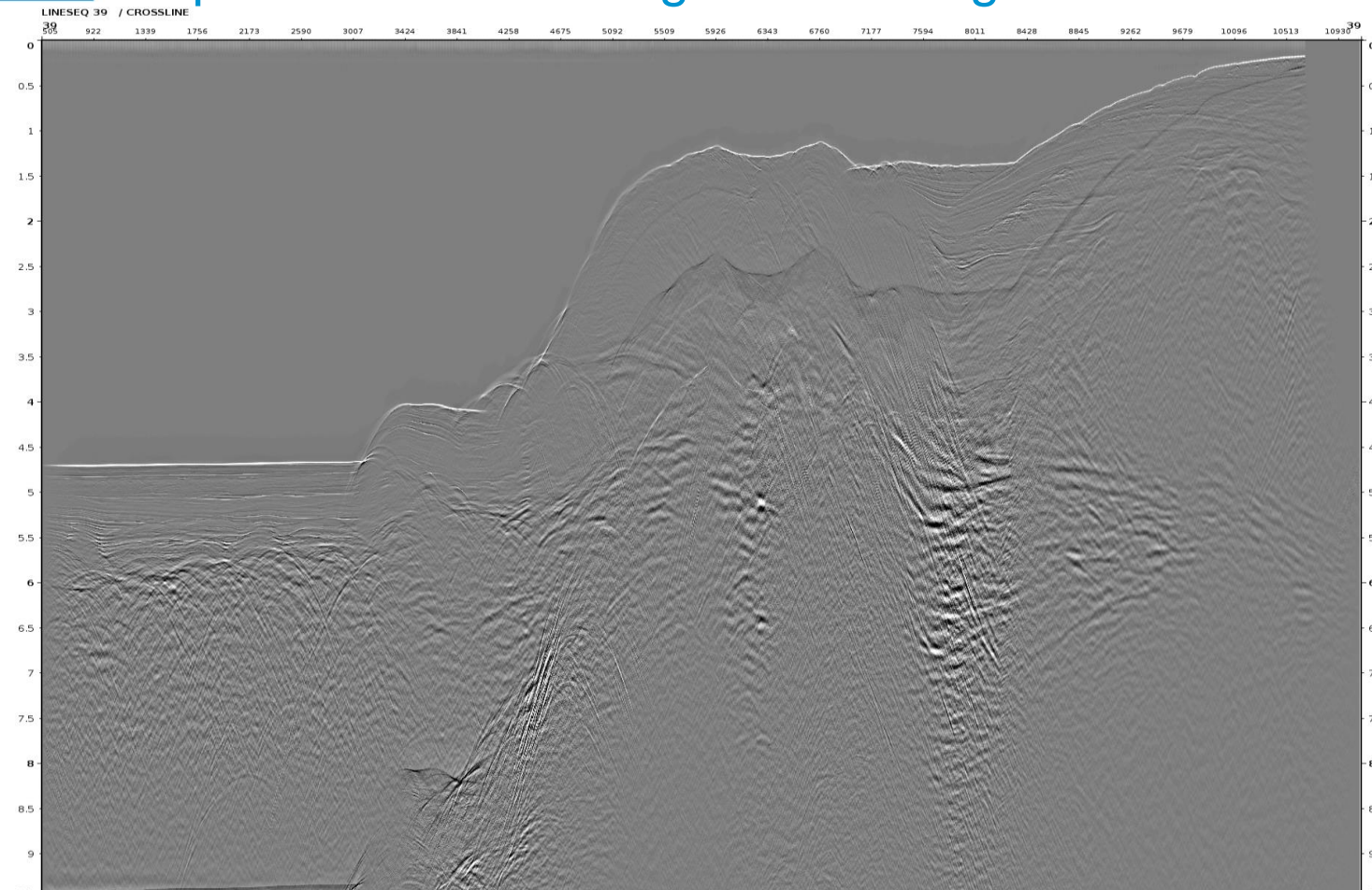


- Ghost effect was removed.
- Primaries are more visible.



# Seq039 Stack **after** Deghost & Designature

27

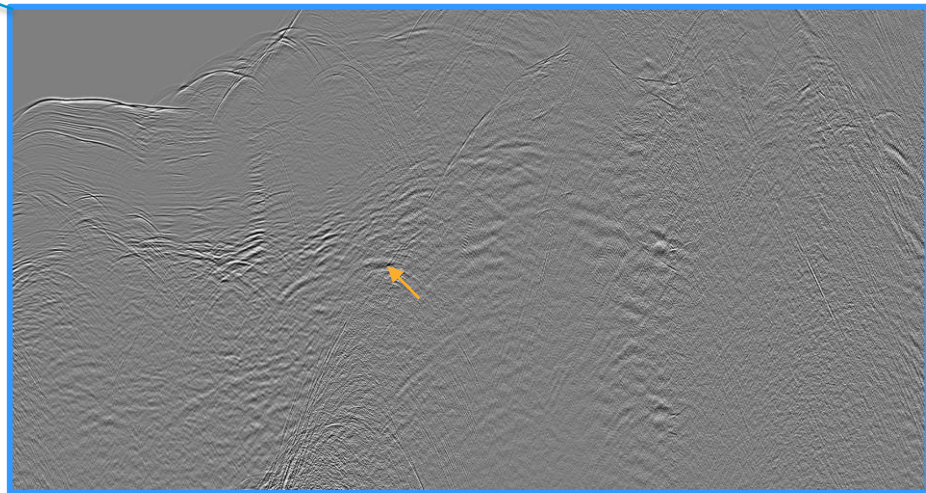
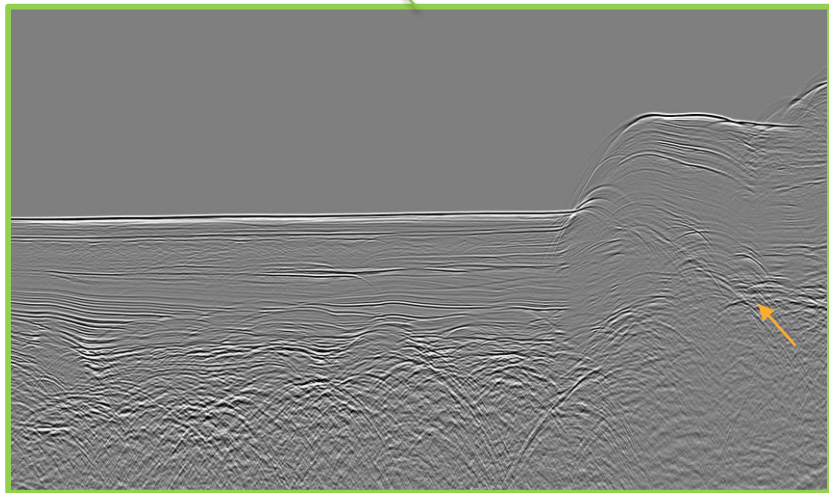
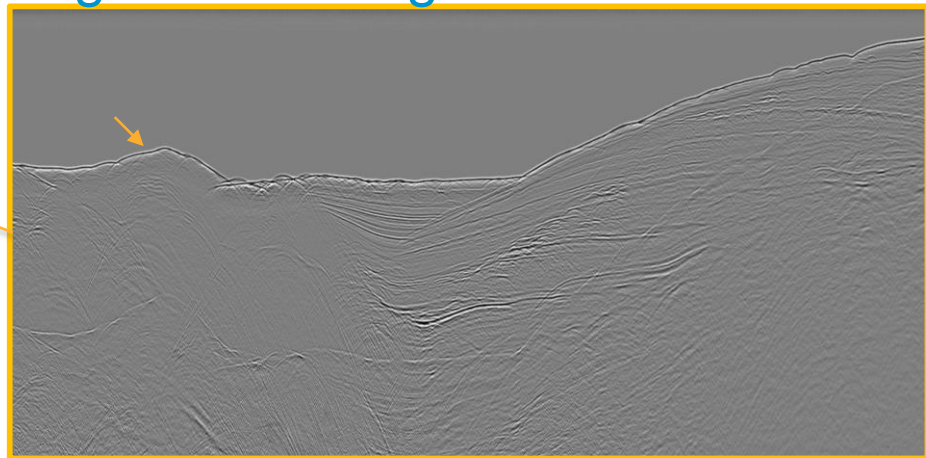
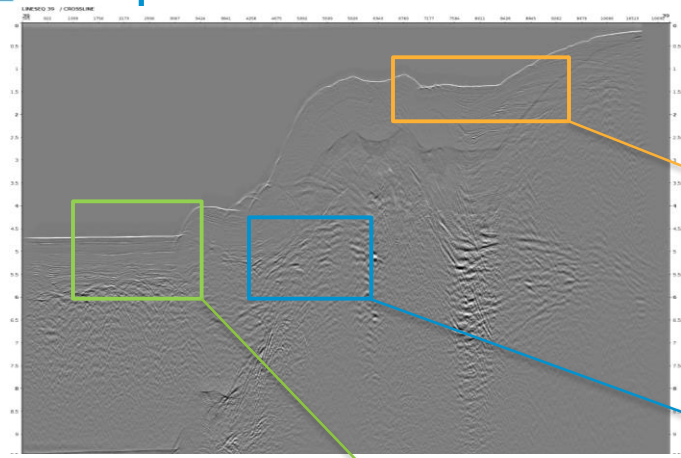


- Ghost effect was removed.
- Primaries are more visible.



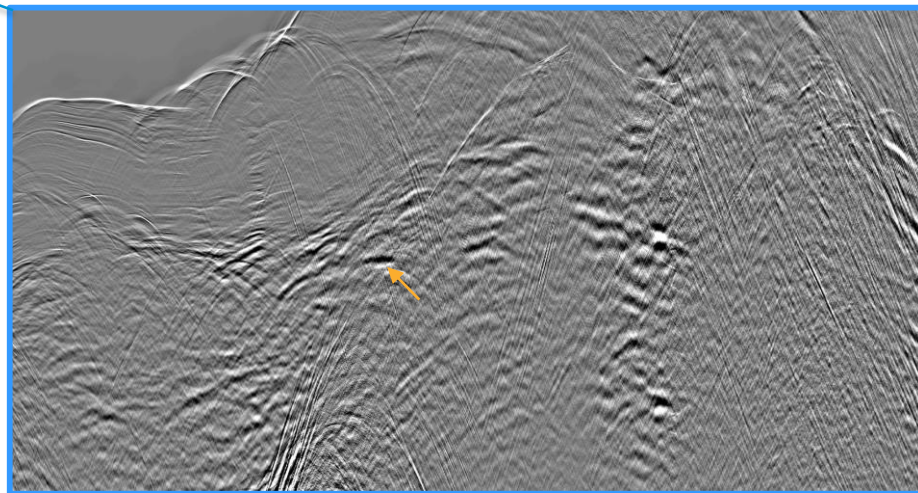
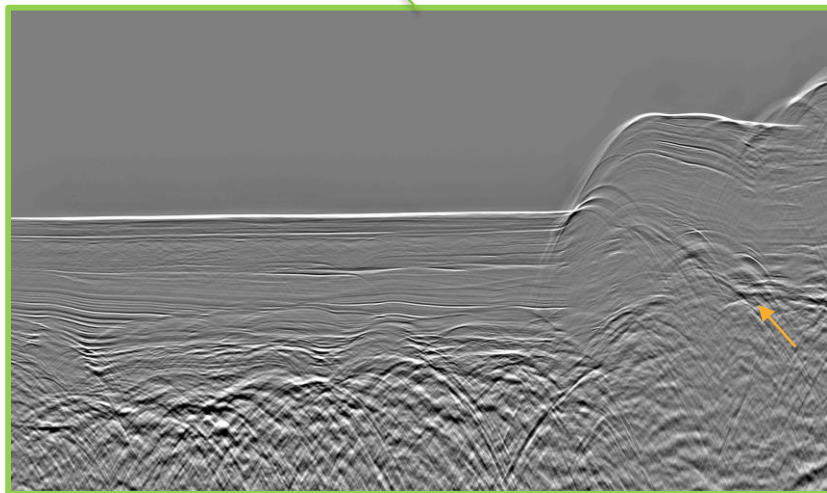
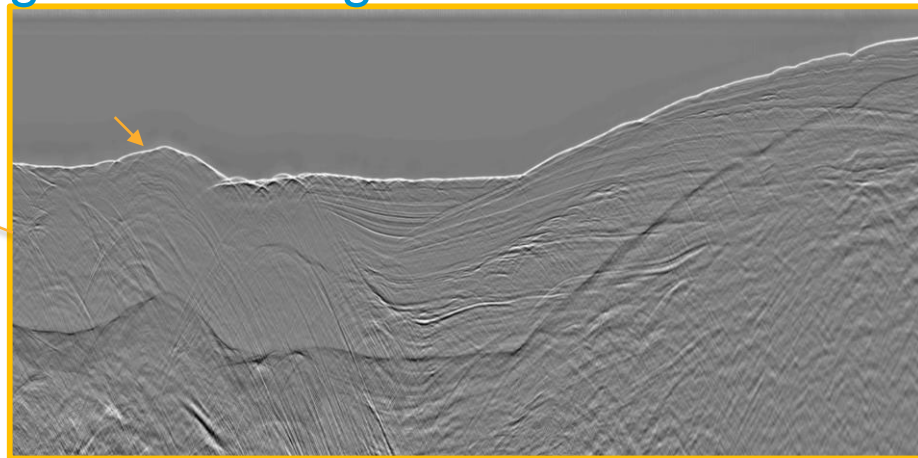
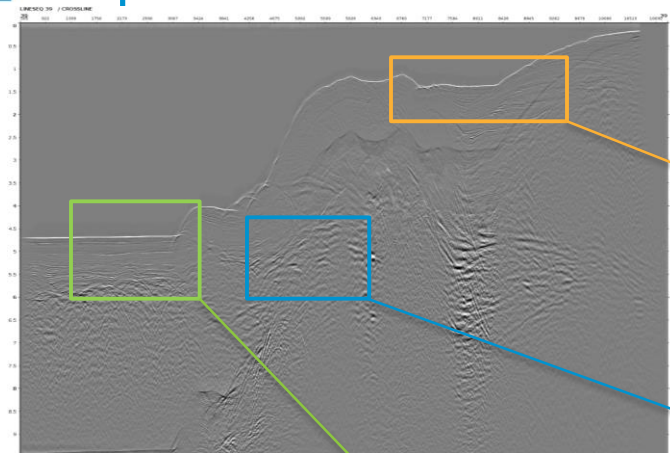
# Seq039 Zoom in Stack before Deghost & Designature

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# Seq039 Zoom in Stack after Deghost & Designature

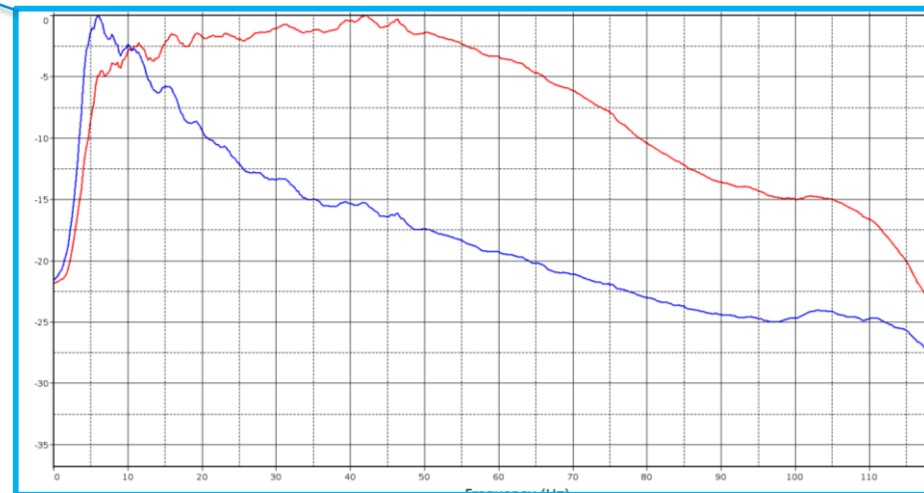
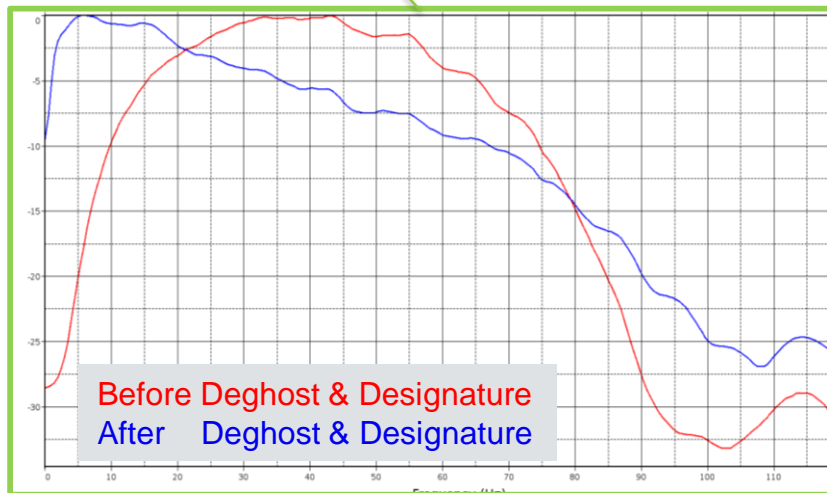
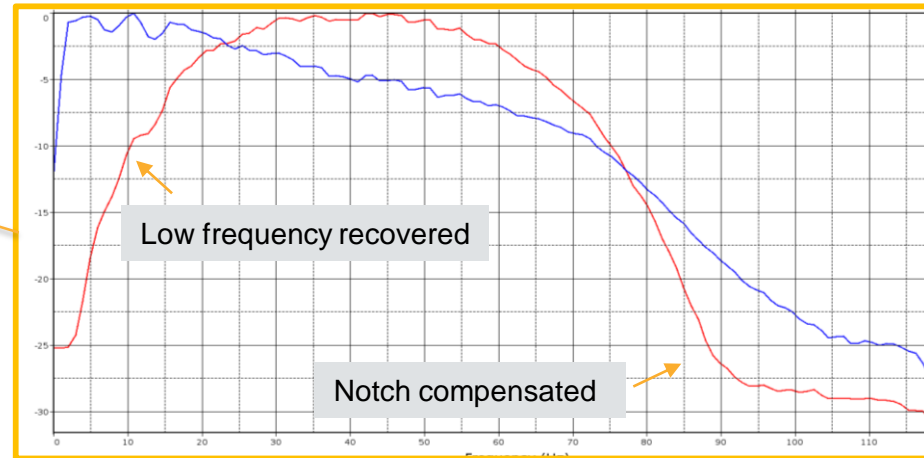
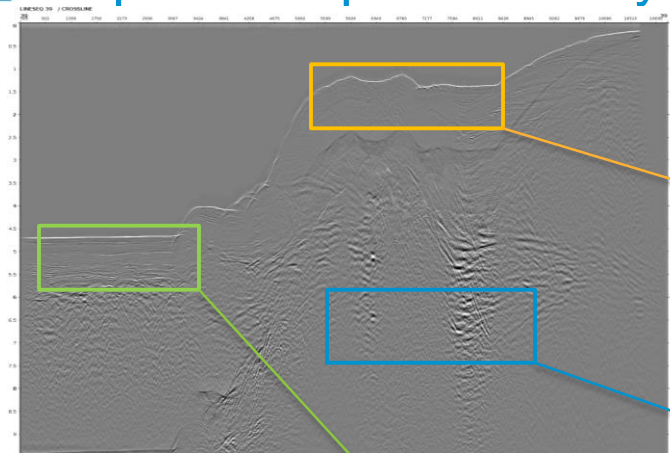
29





# Amplitude Spectra Analysis - Stack

30

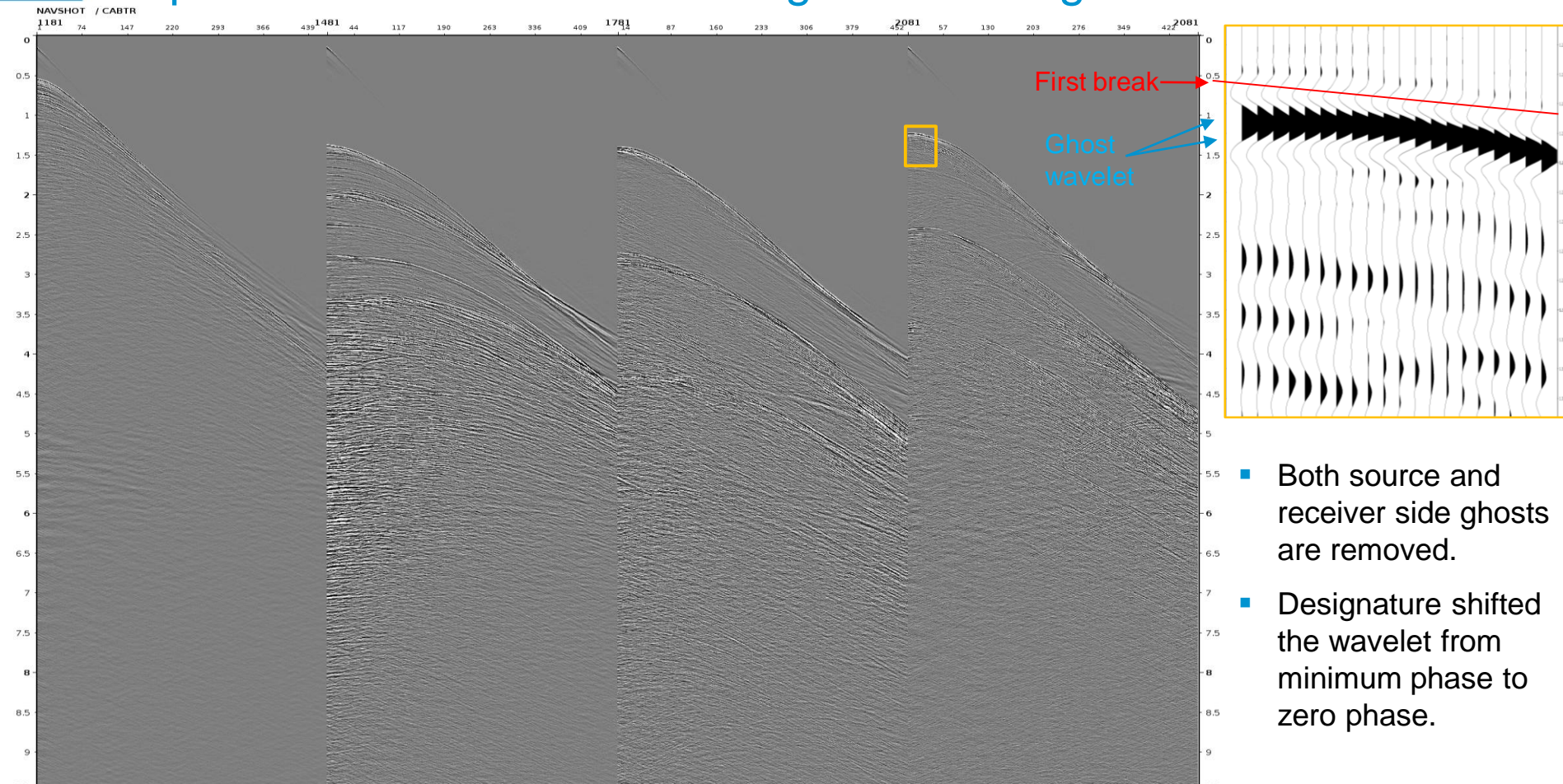


# Shot Gathers



# Seq039 Shot Gathers before Deghost & Designature

32

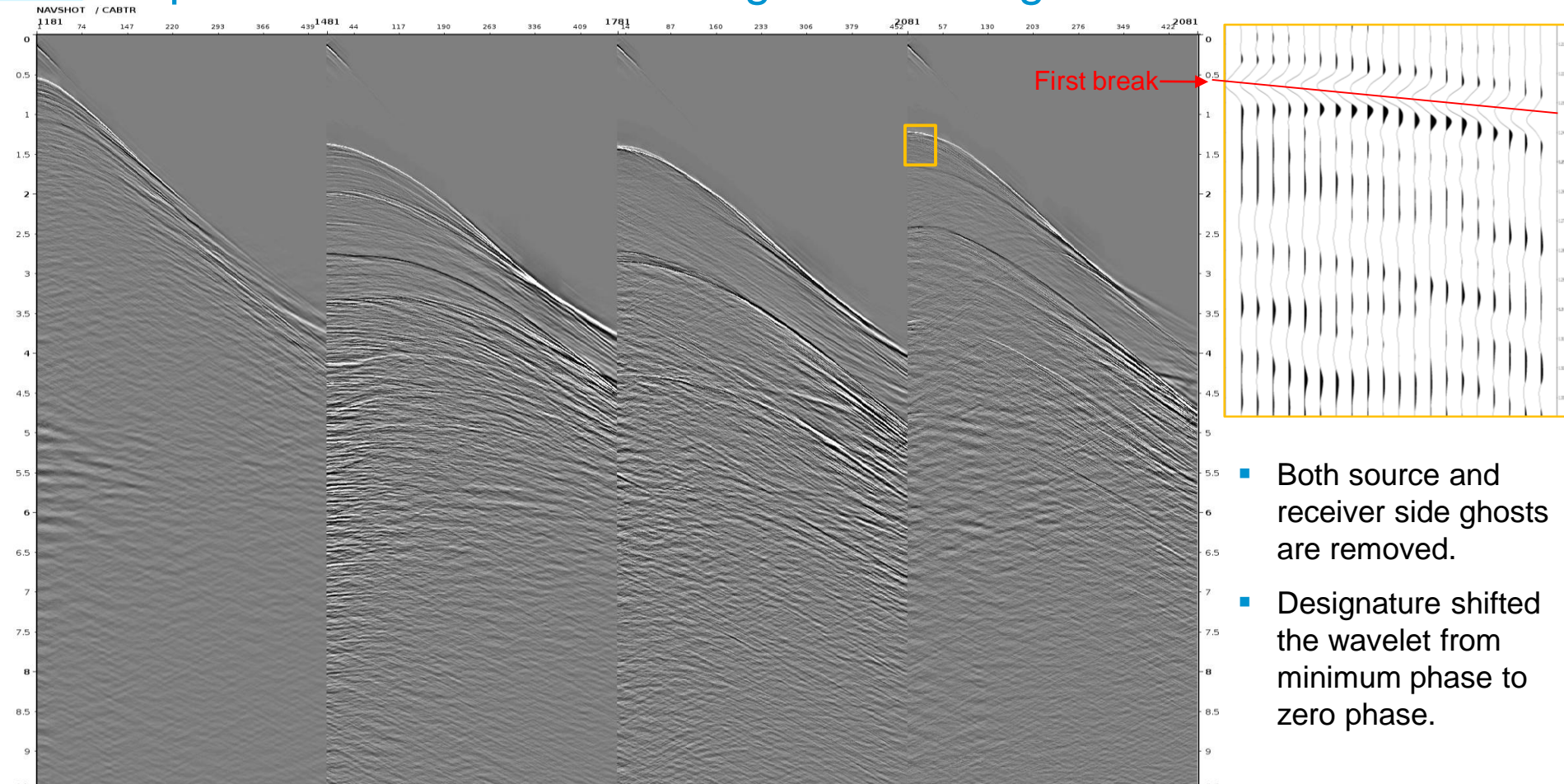






# Seq039 Shot Gathers after Deghost & Designature

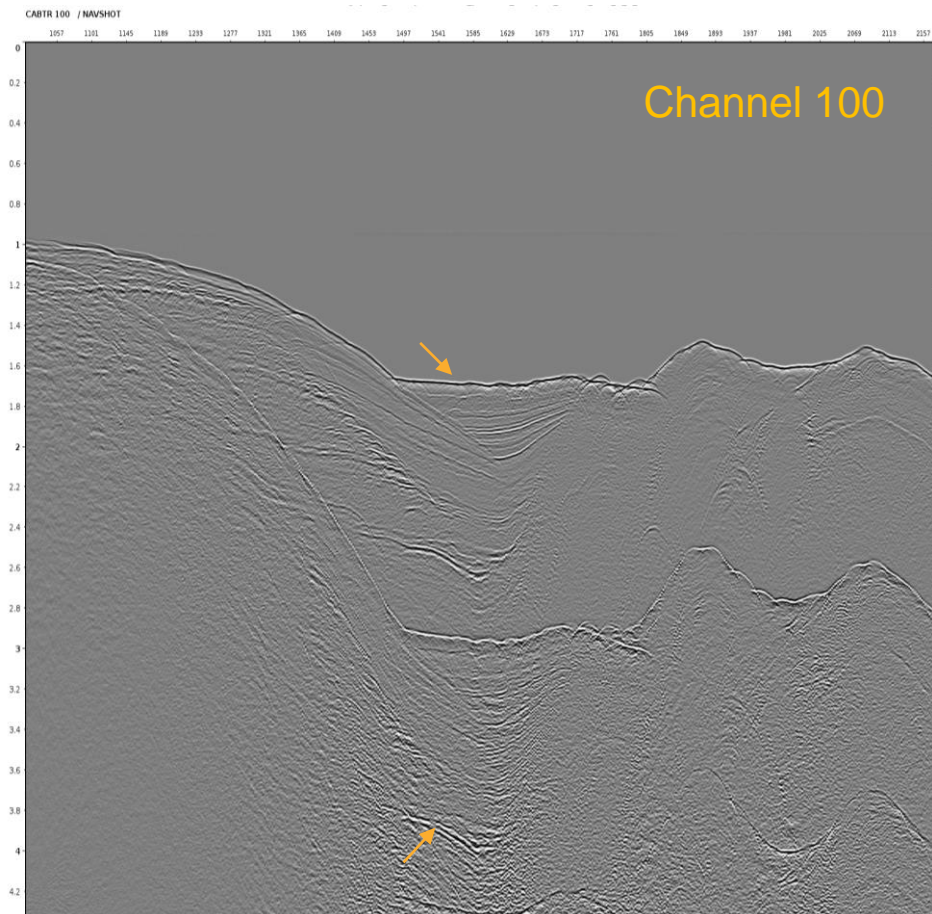
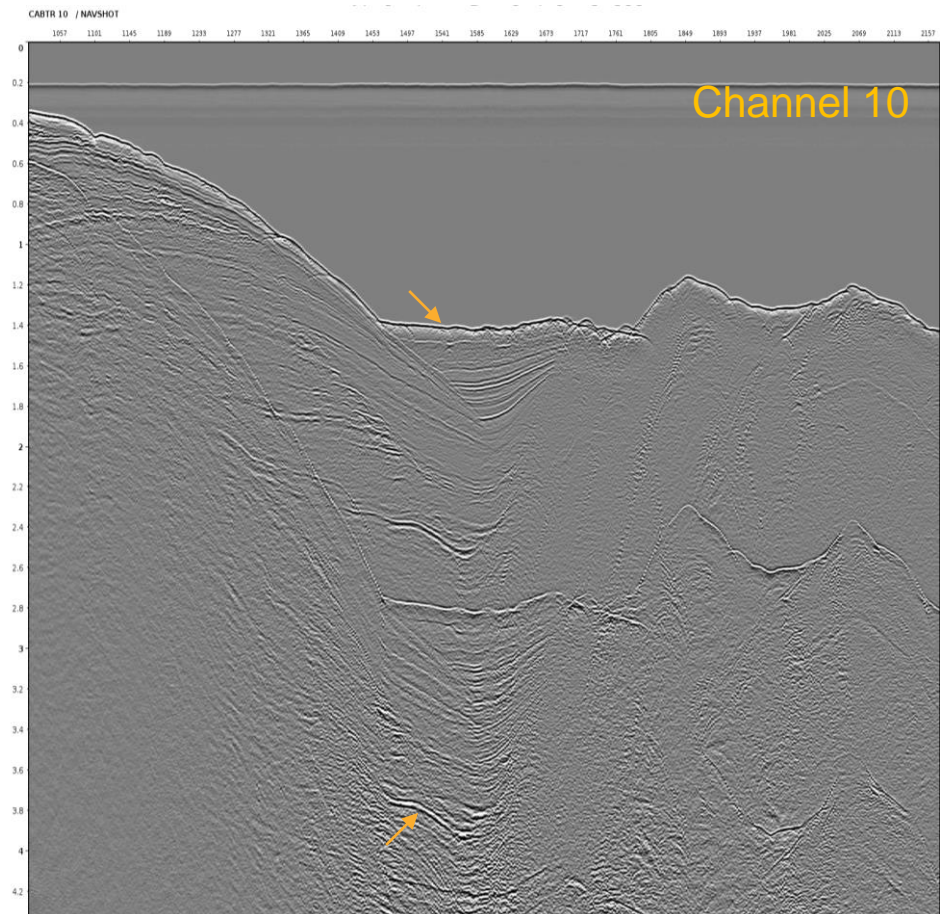
33



# Common Channel

- channel 10
- channel 100

# Seq039 Zoom in Common Channel before Deghost & Designature <sup>35</sup>

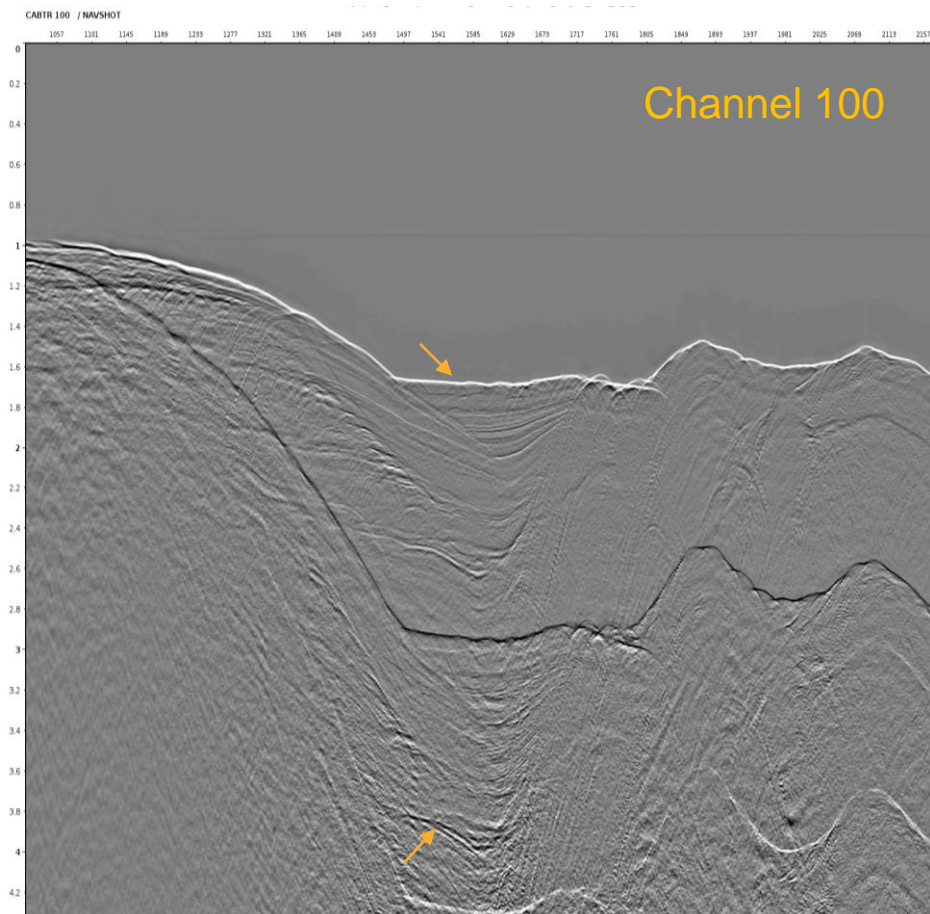
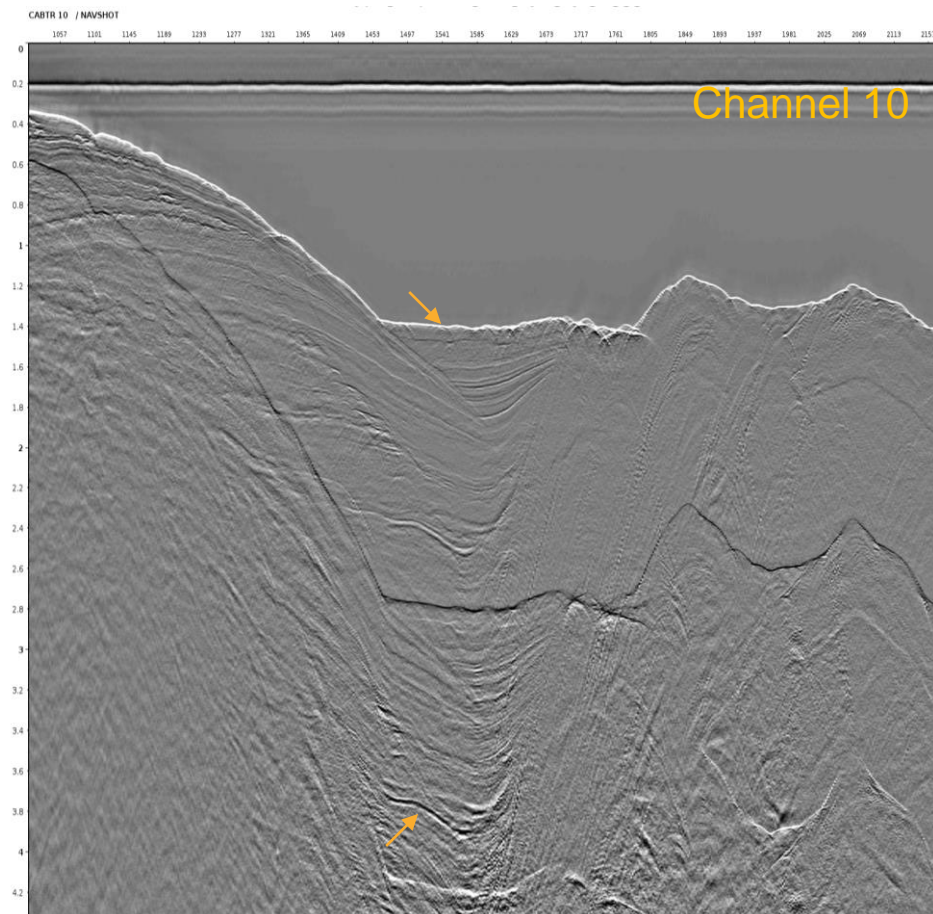






# Seq039 Zoom in Common Channel **after** Deghost & Designature

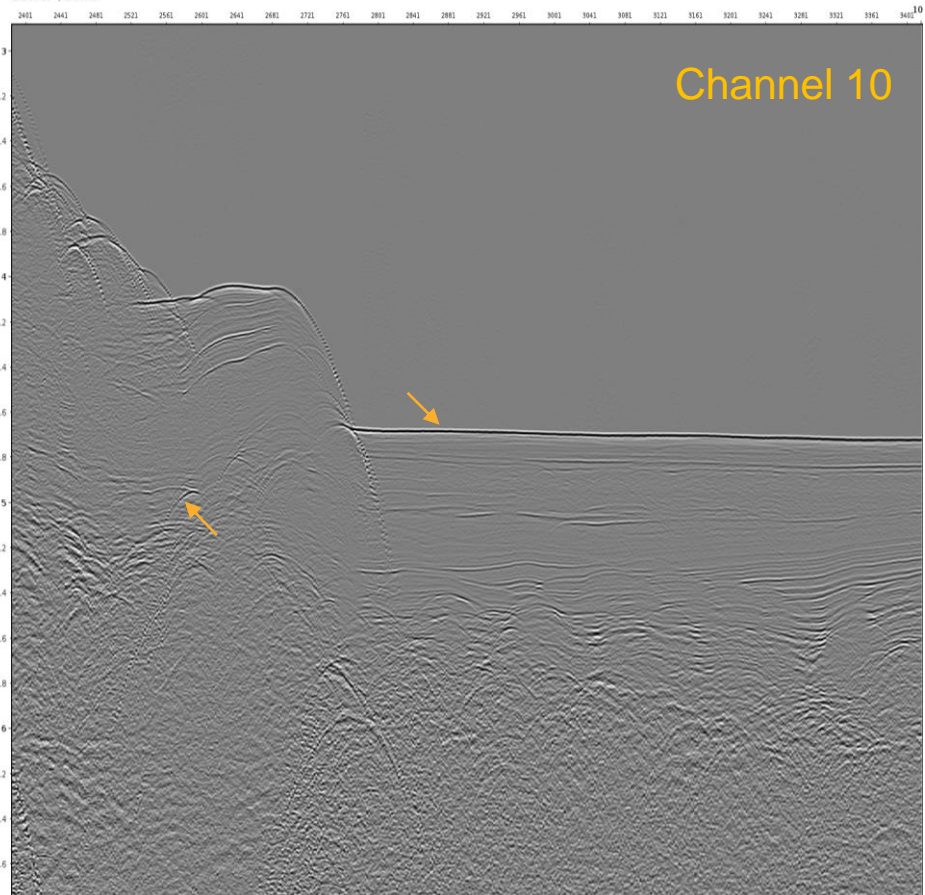
36



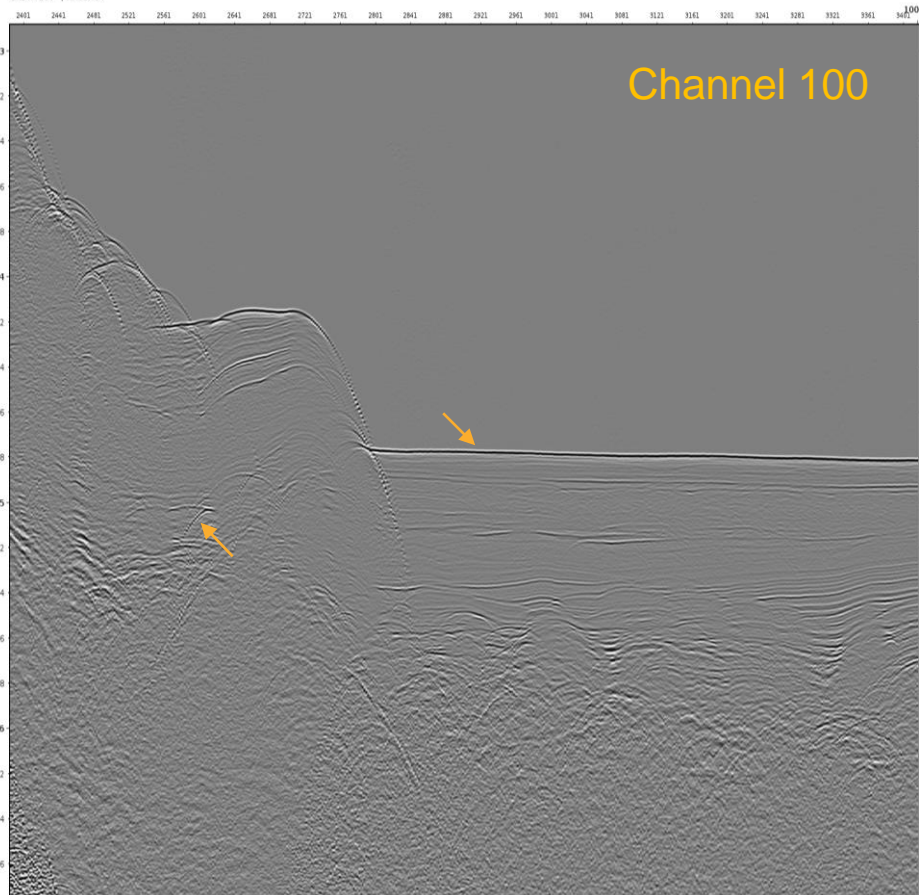


# Seq039 Zoom in Common Channel before Deghost & Designature 37

CABTR 10 / NAVSHOT



CABTR 100 / NAVSHOT

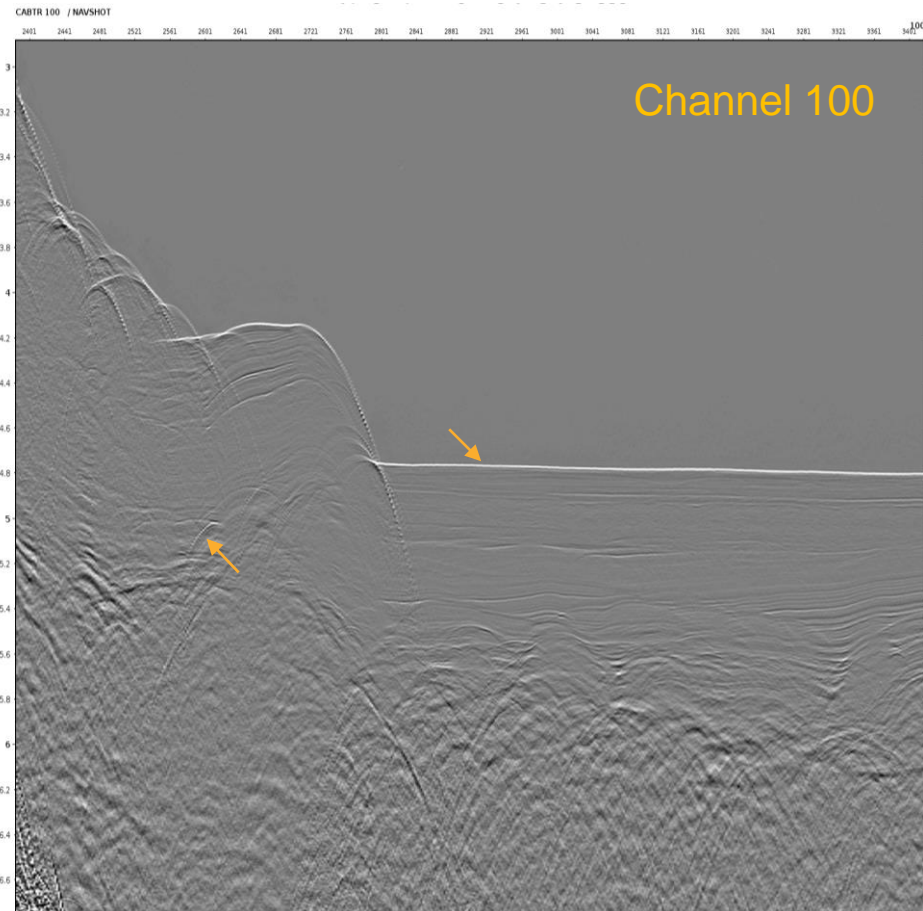
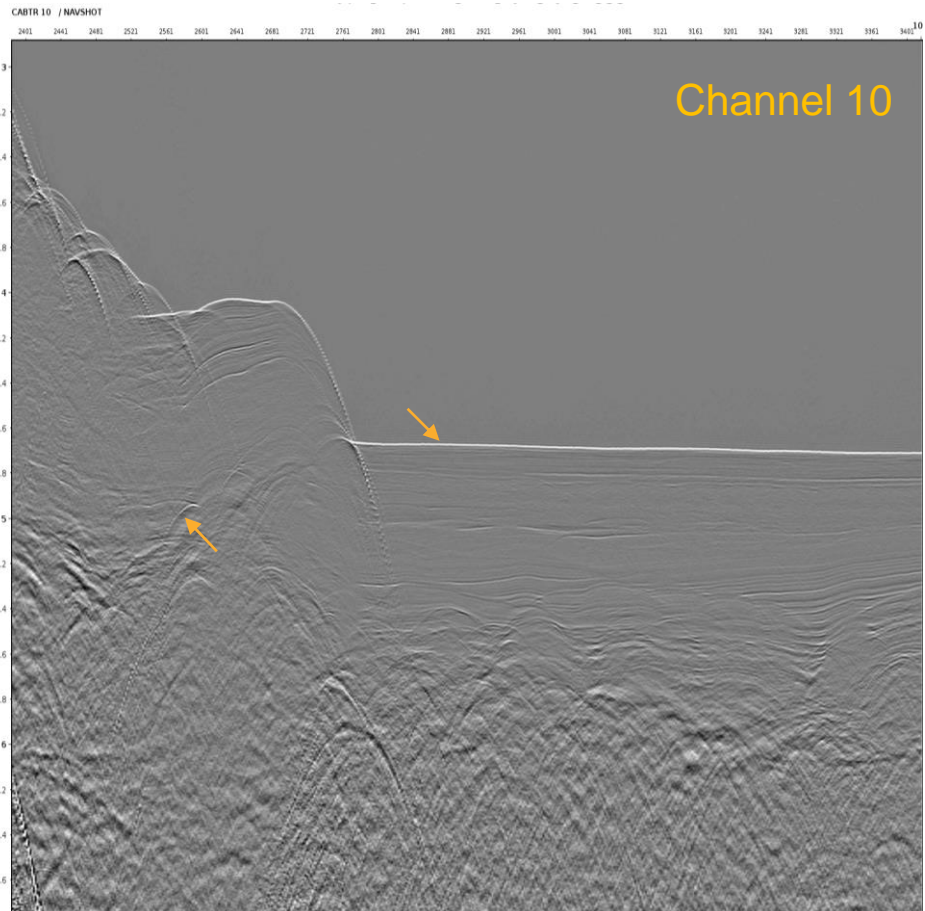






# Seq039 Zoom in Common Channel **after** Deghost & Designature

38

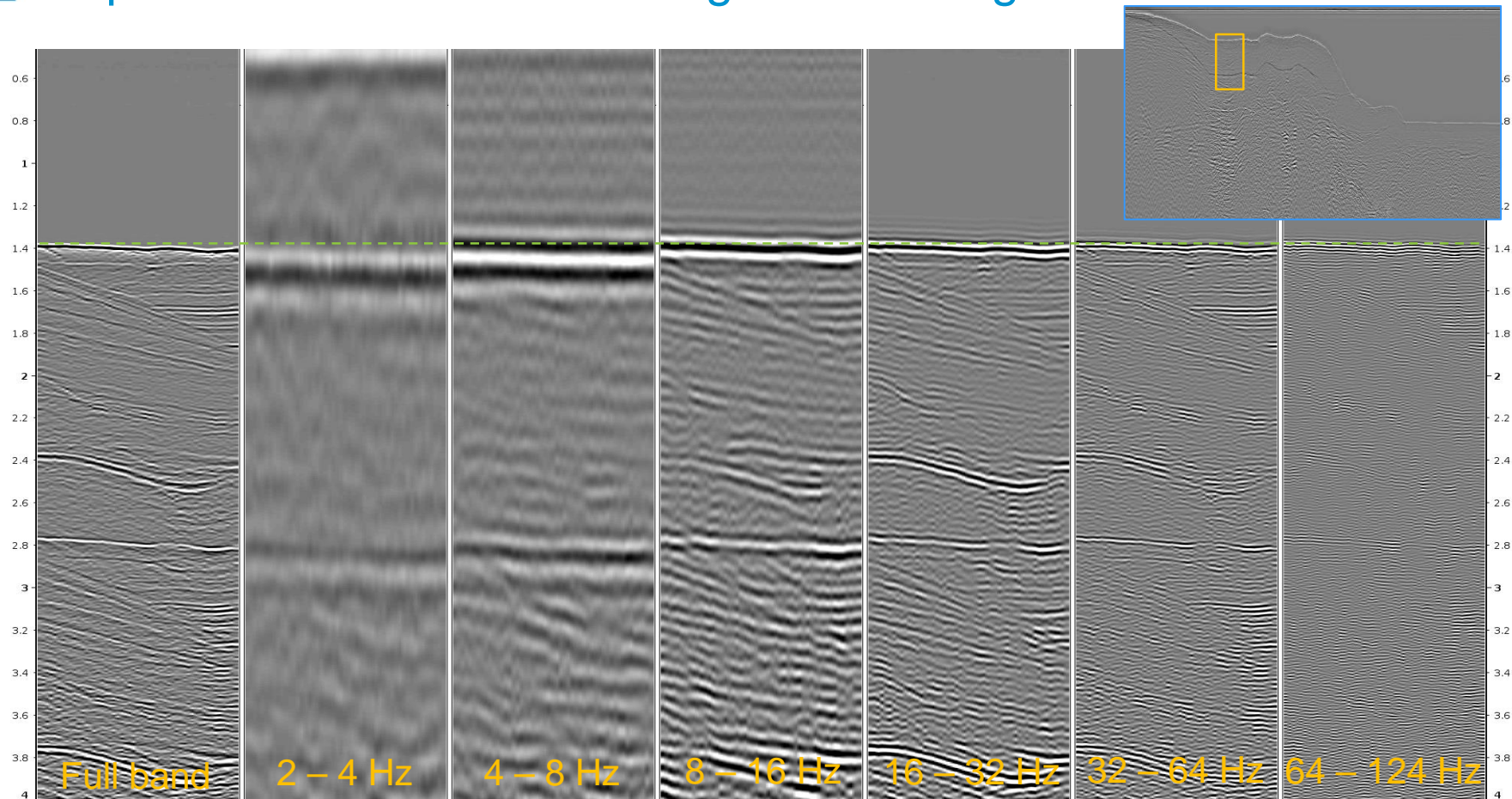






# Seq039 Filter Panel before Deghost & Designature

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# Seq039 Filter Panel **after** Deghost & Designature

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