



Joint Deghost & Designature Test

NZ 3D Processing

11 November 2020

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.

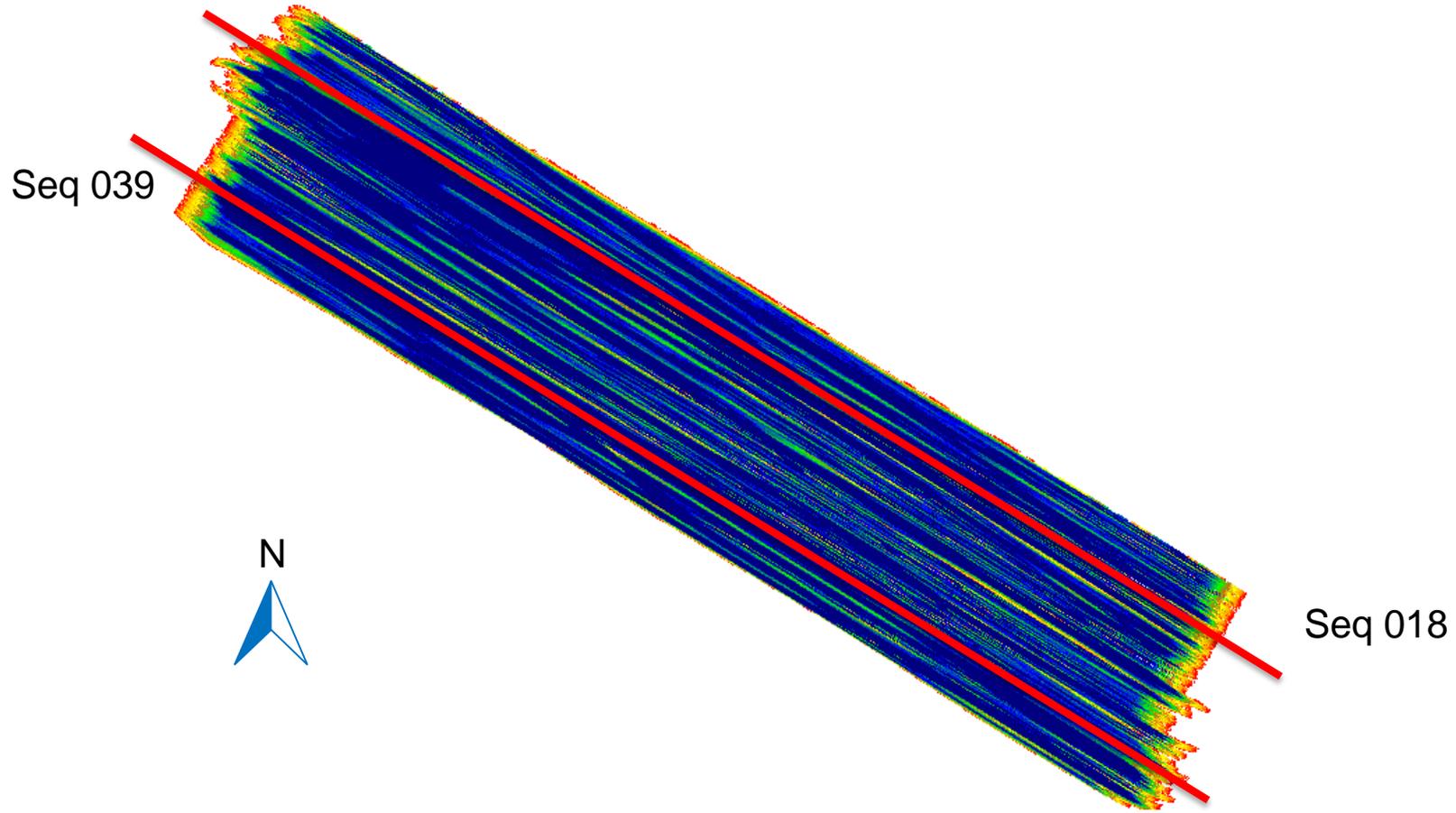
- **Observation and Recommendation:**

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: 84th SEG Annual International Meeting, Expanded Abstracts, 3594-3598.



Test Line Location



Seq 018

Receiver Depth Map

Stack

Shot Gathers

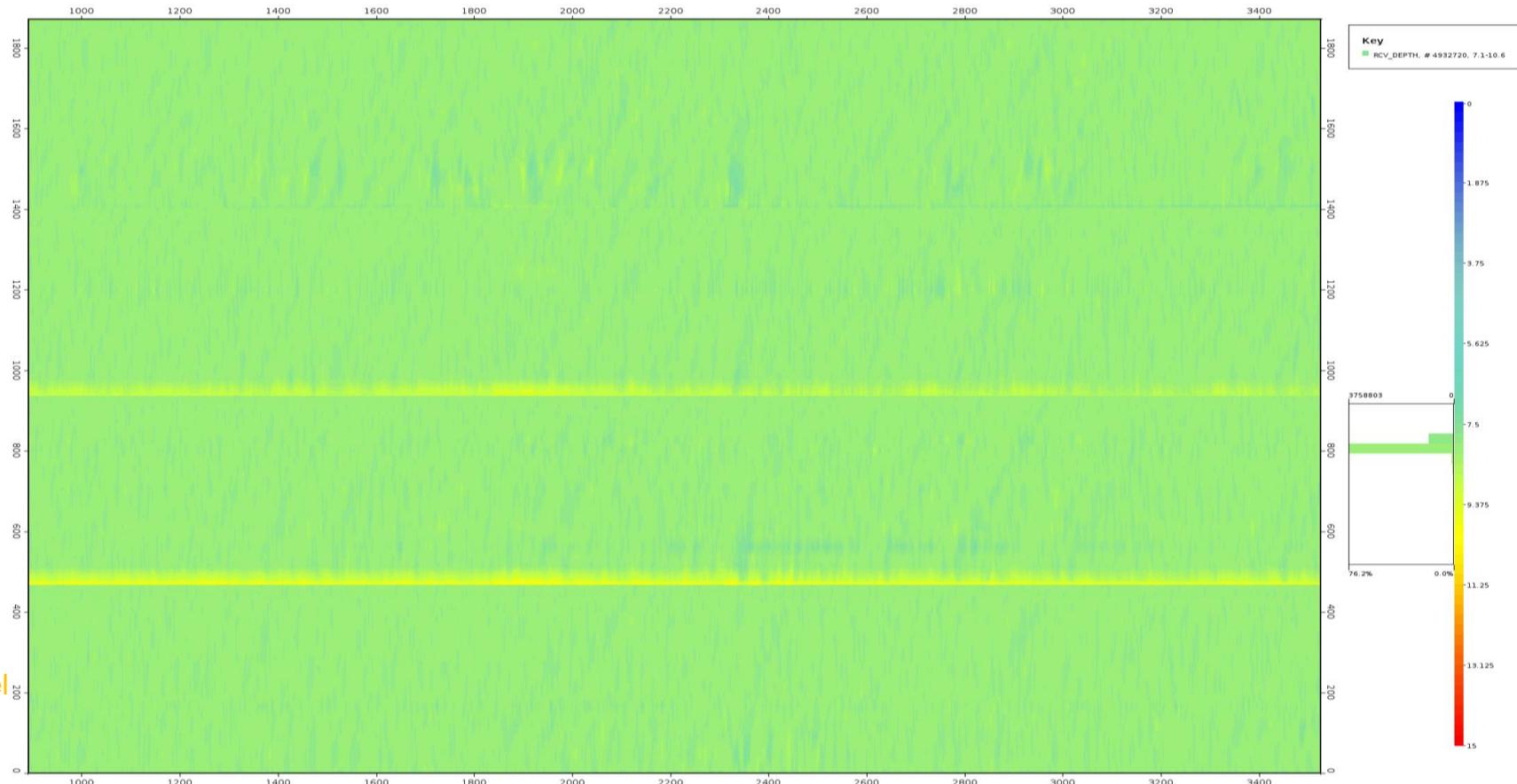
Common Channel

Filter Panel



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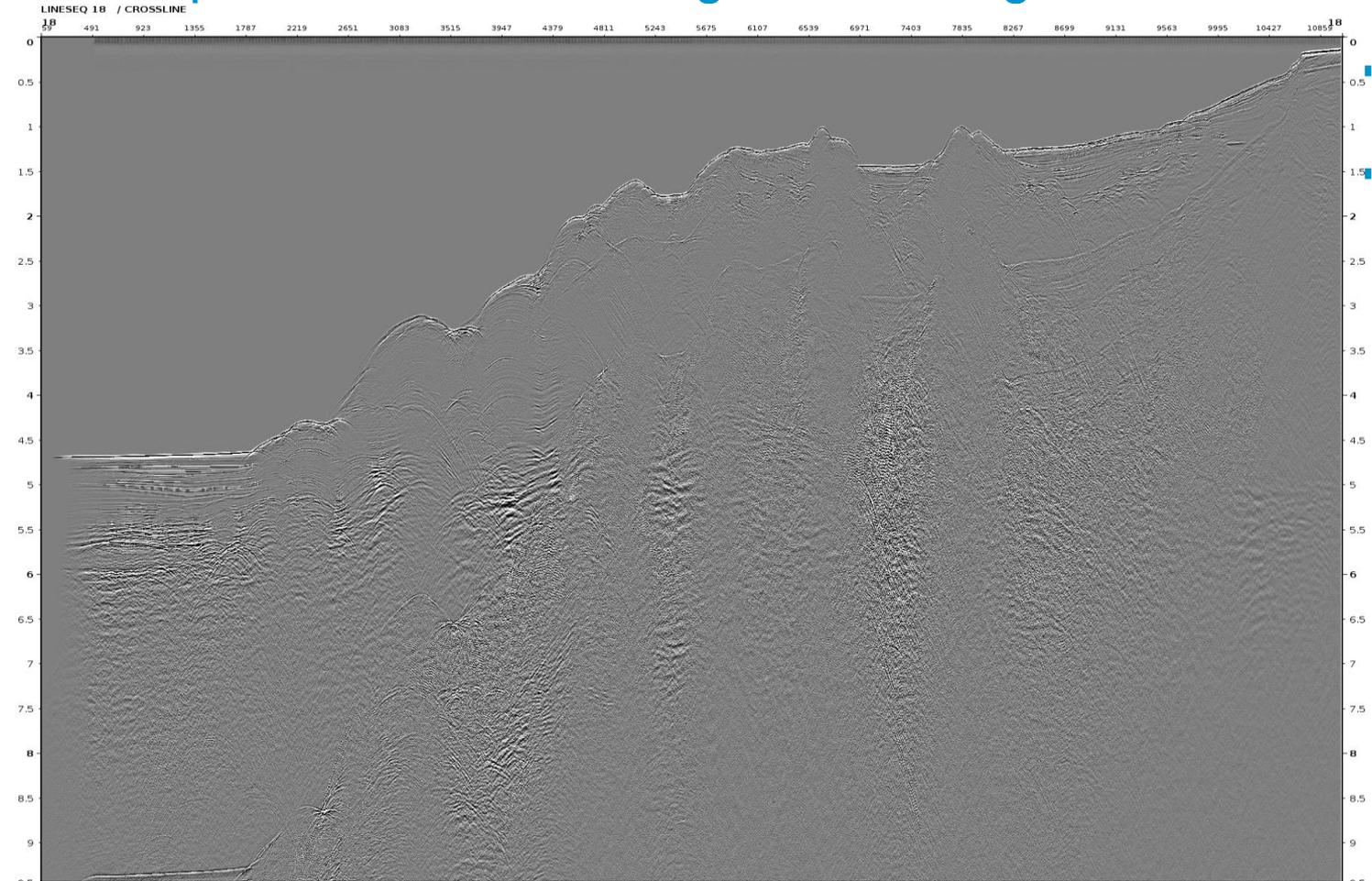
Seq018 Receiver Depth Map



Full Stack (0 - 35 deg)

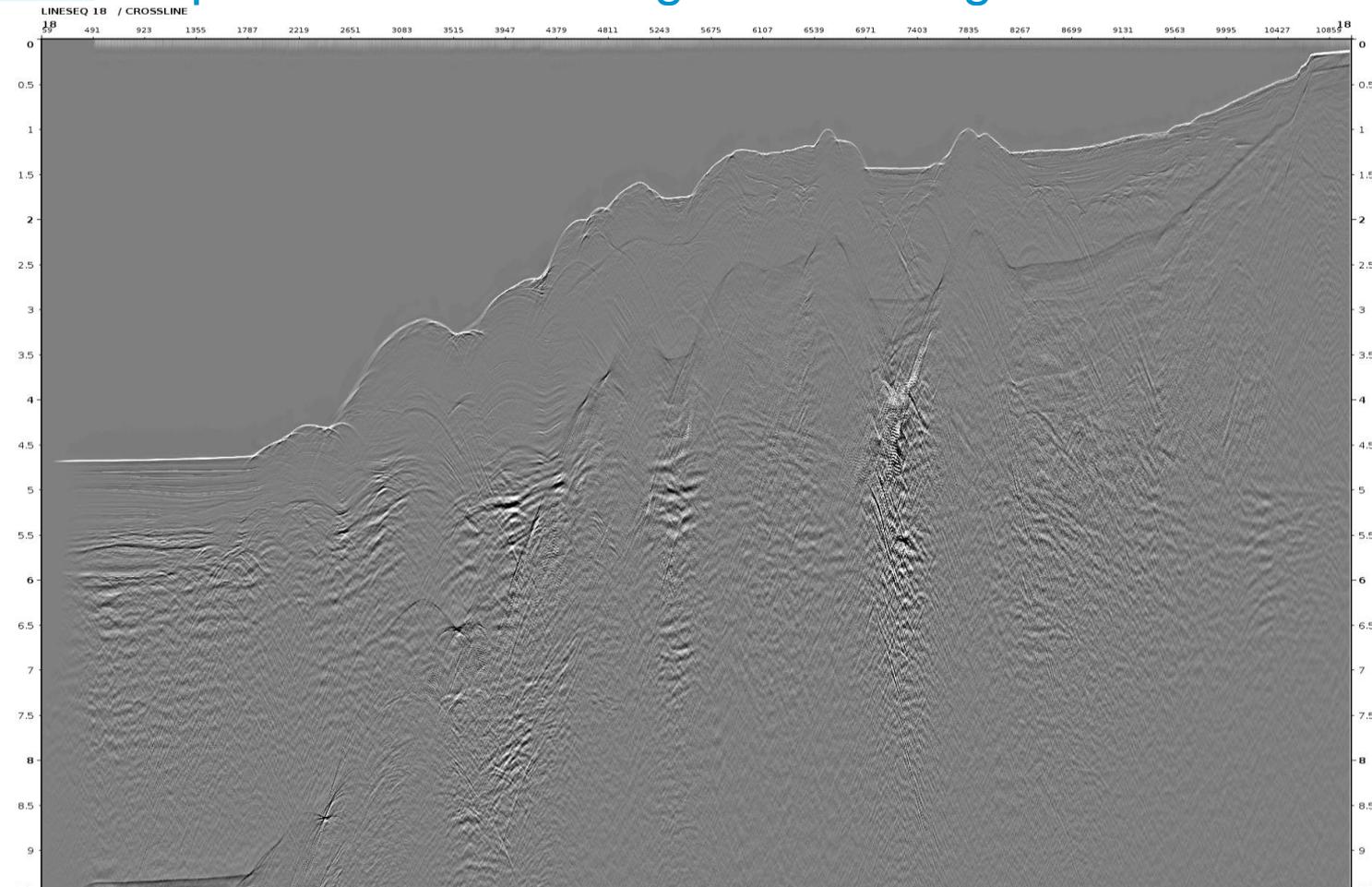


Seq018 Stack before Deghost & Designature



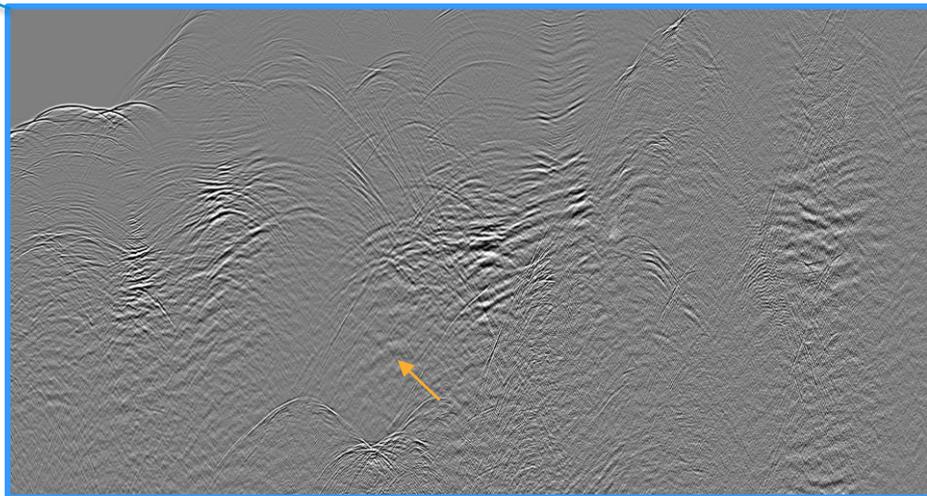
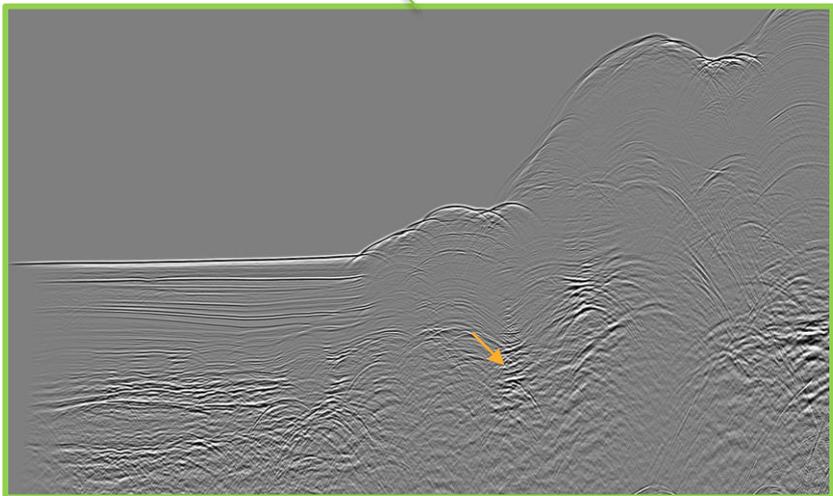
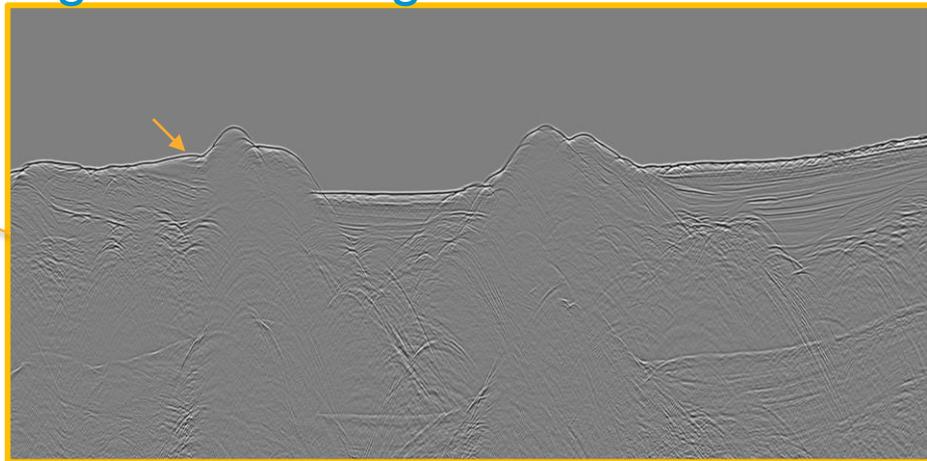
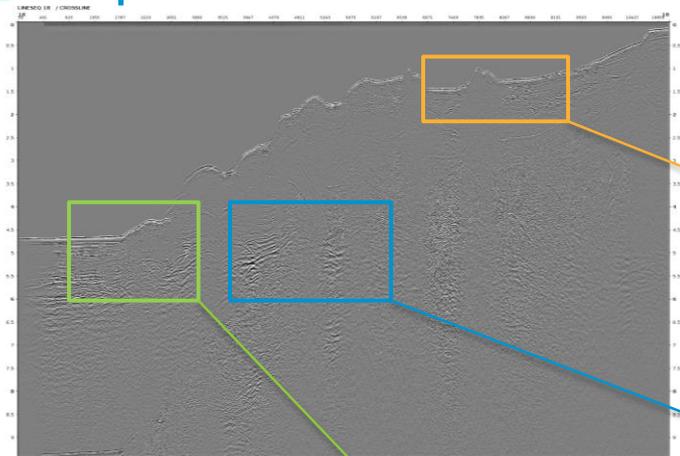
- Ghost effect was removed.
- Primaries are more visible.

Seq018 Stack after Deghost & Designature

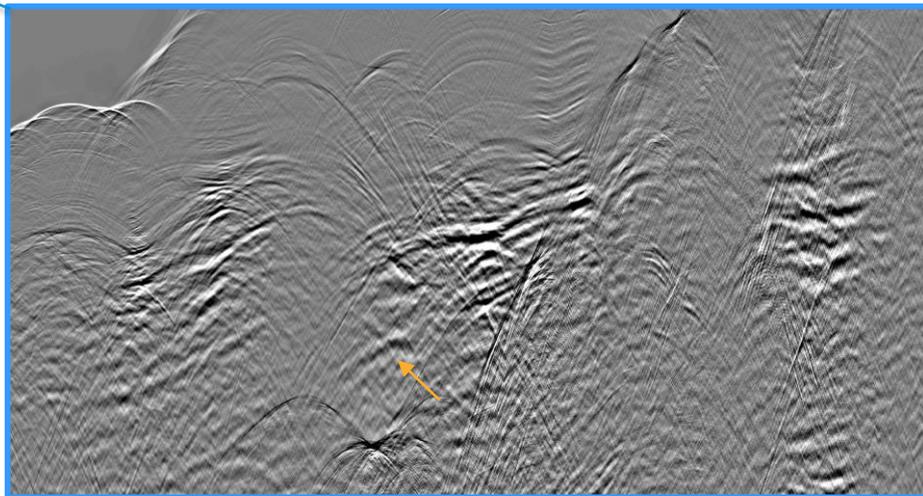
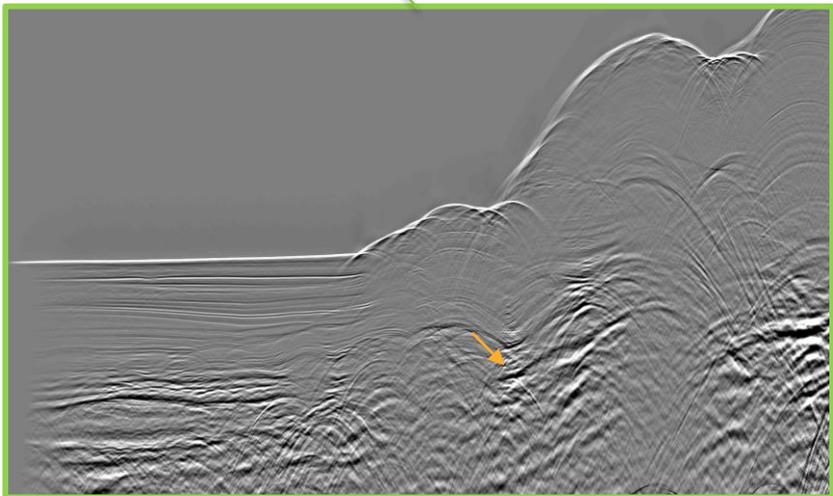
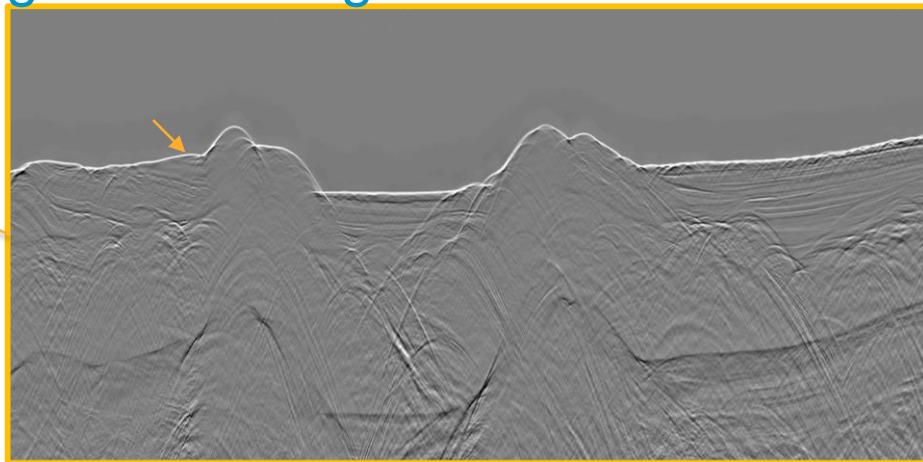
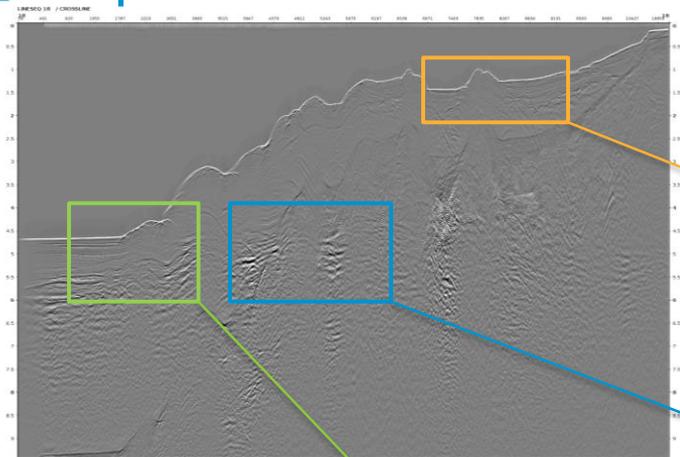


- Ghost effect was removed.
- Primaries are more visible.

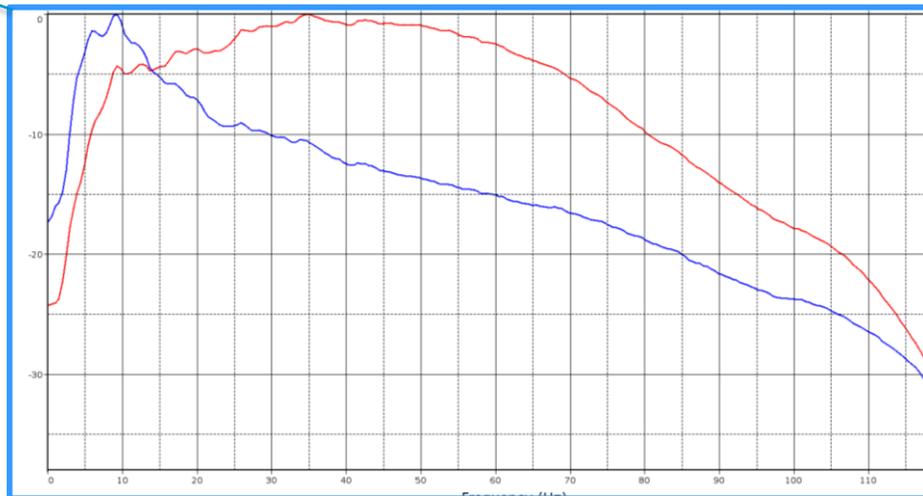
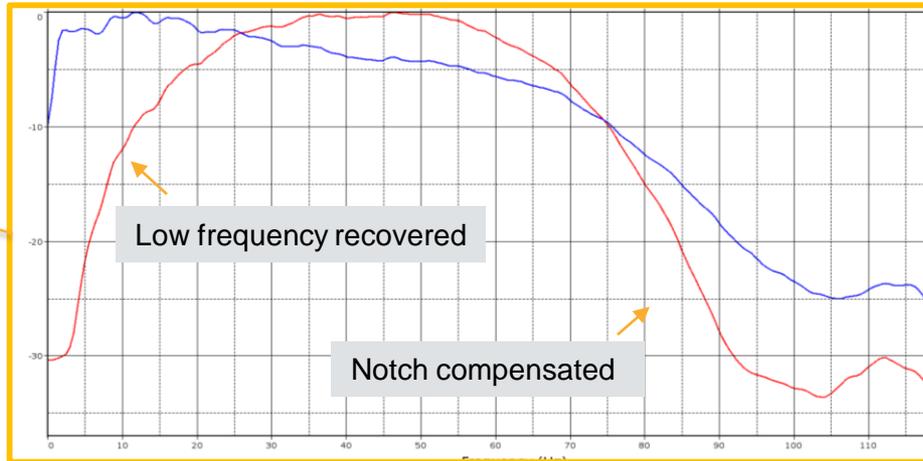
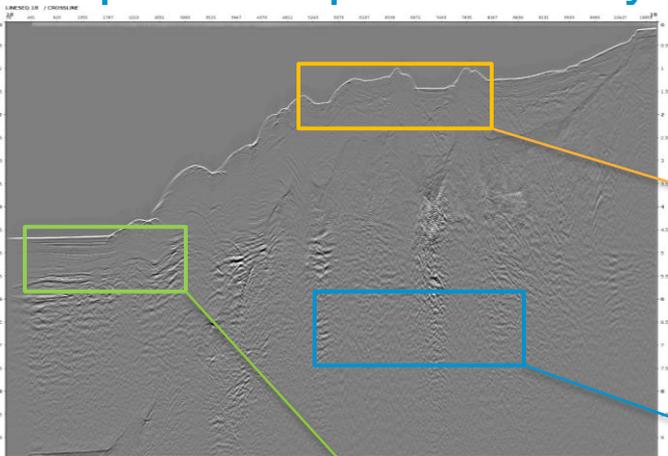
Seq018 Zoom in Stack before Deghost & Designature



Seq018 Zoom in Stack after Deghost & Designature



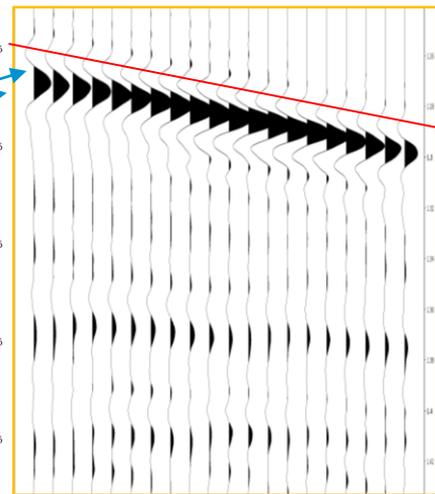
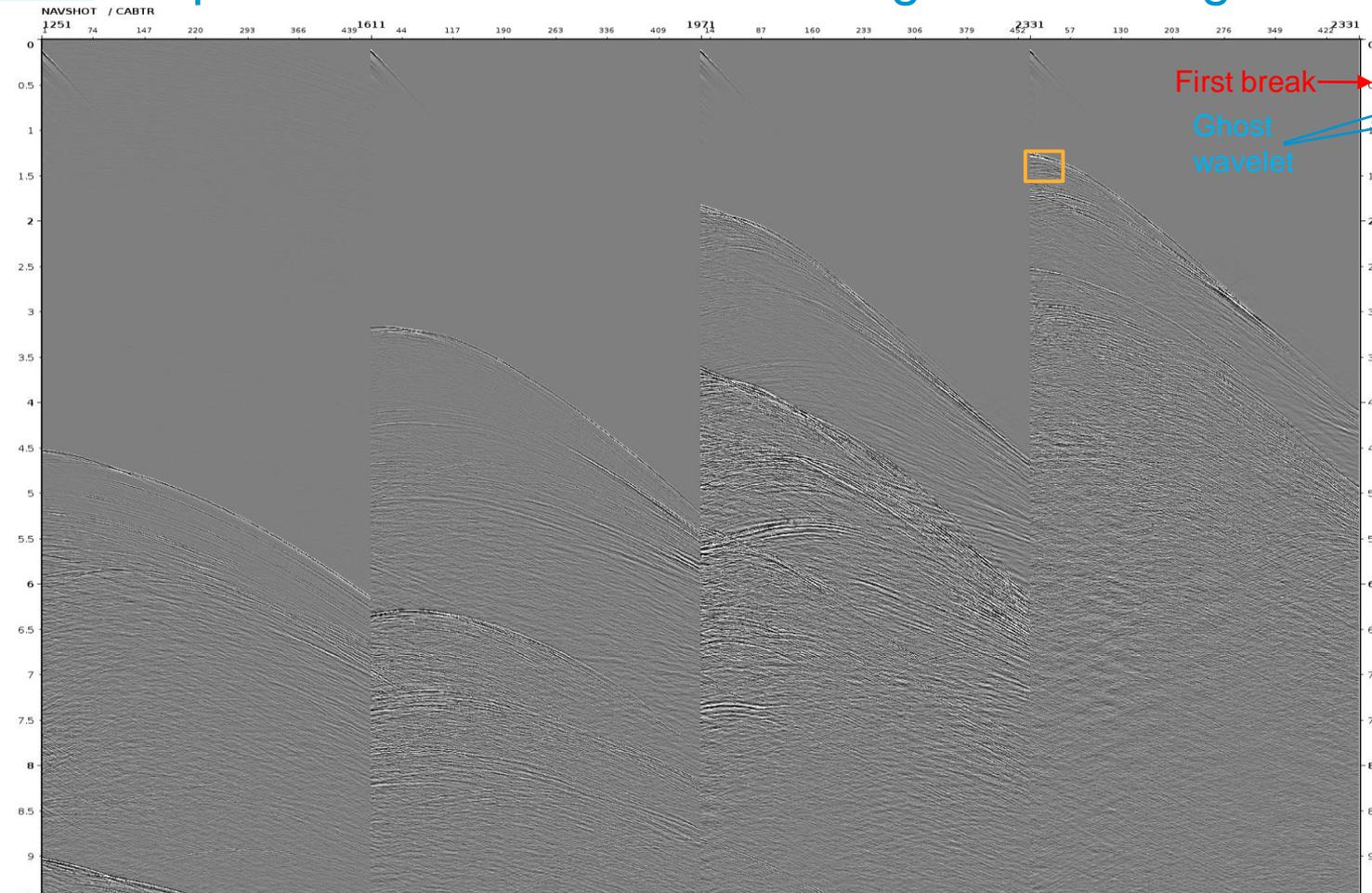
Amplitude Spectra Analysis - Stack



Shot Gathers

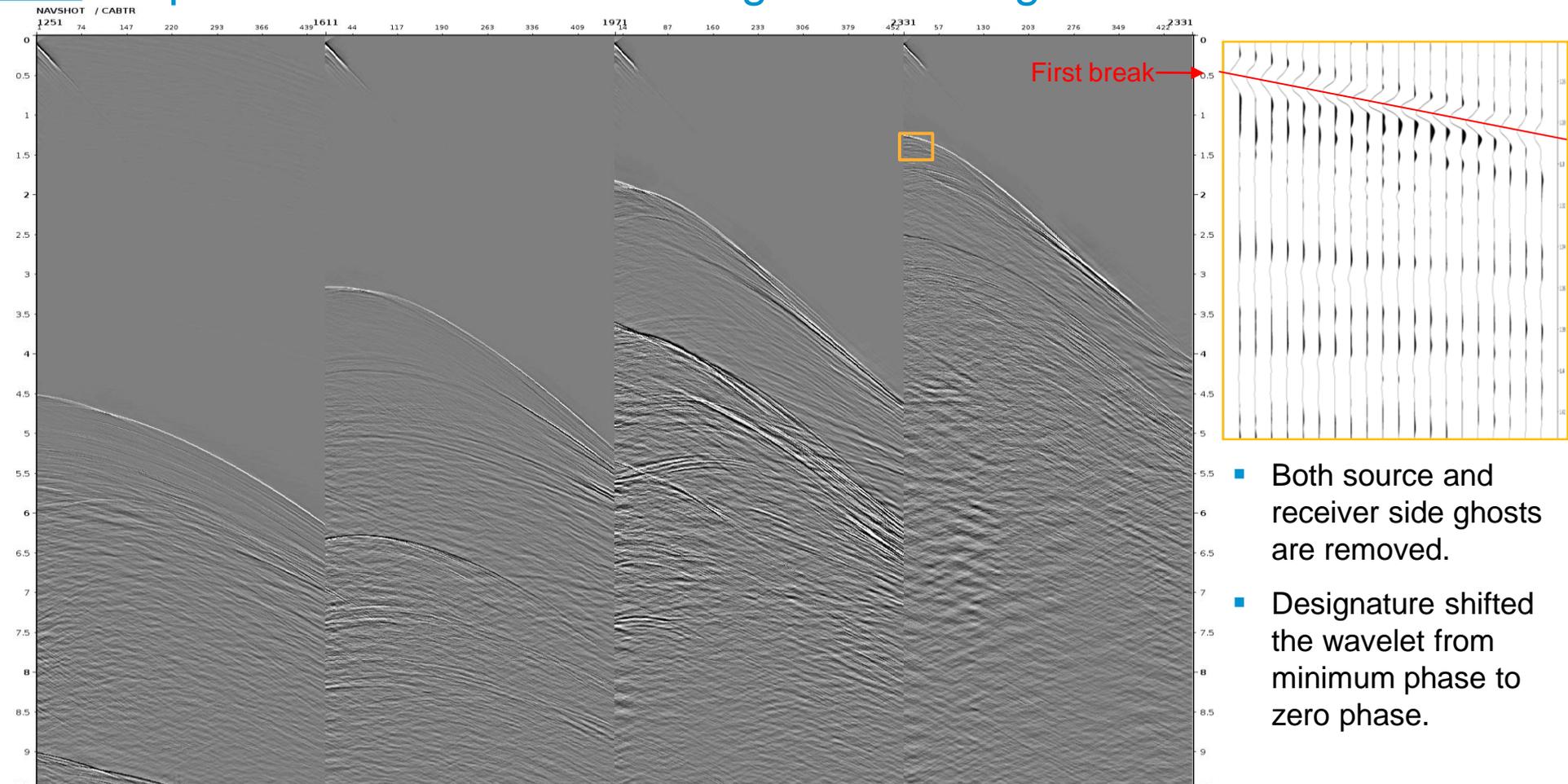


Seq018 Shot Gathers before Deghost & Designature



- Both source and receiver side ghosts are removed.
- Designature shifted the wavelet from minimum phase to zero phase.

Seq018 Shot Gathers after Deghost & Designature

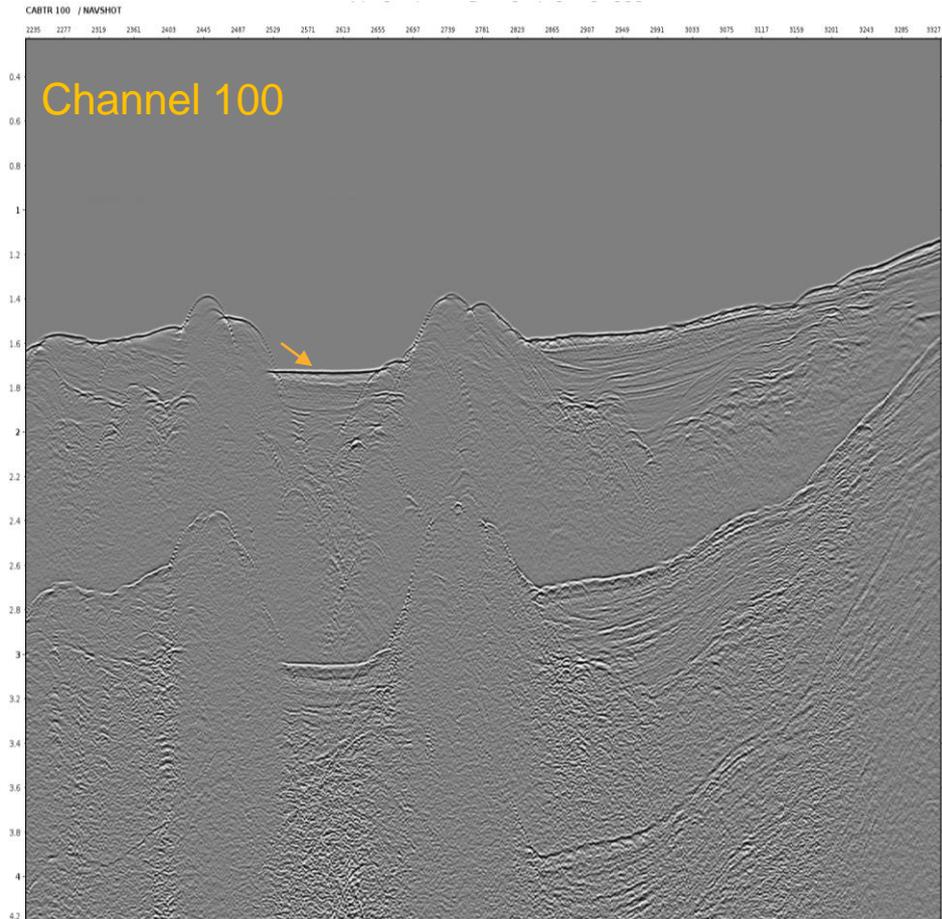
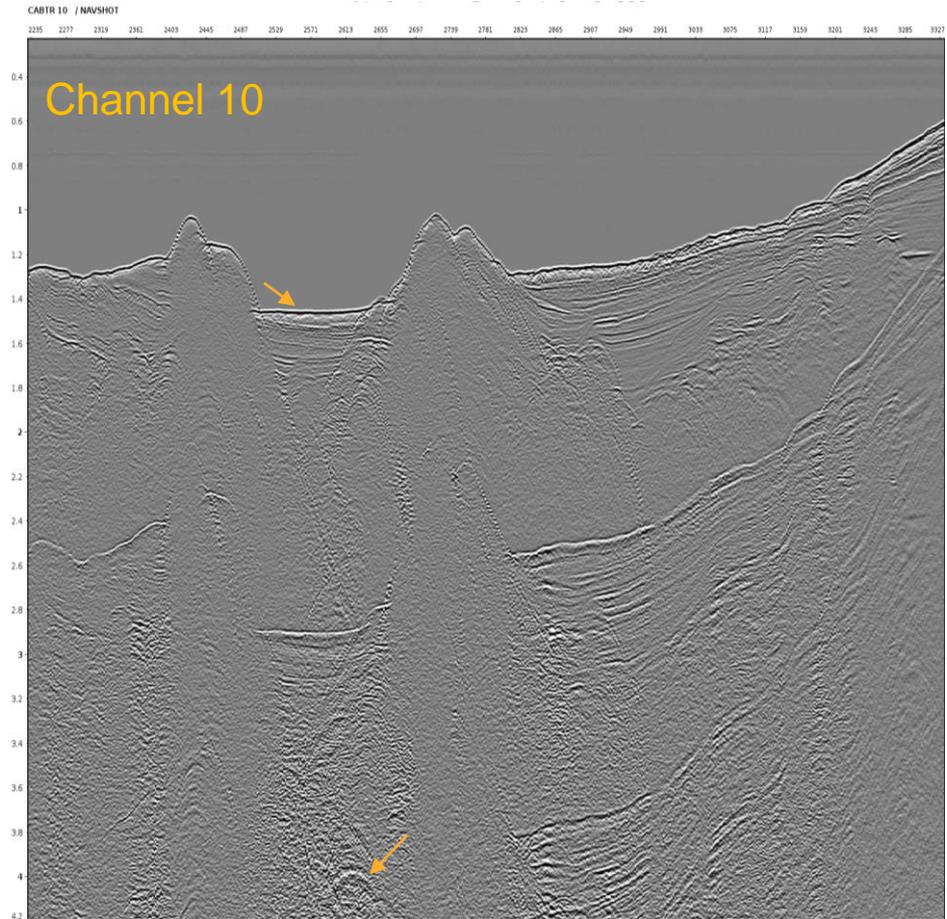


Common Channel

- channel 10
- channel 100

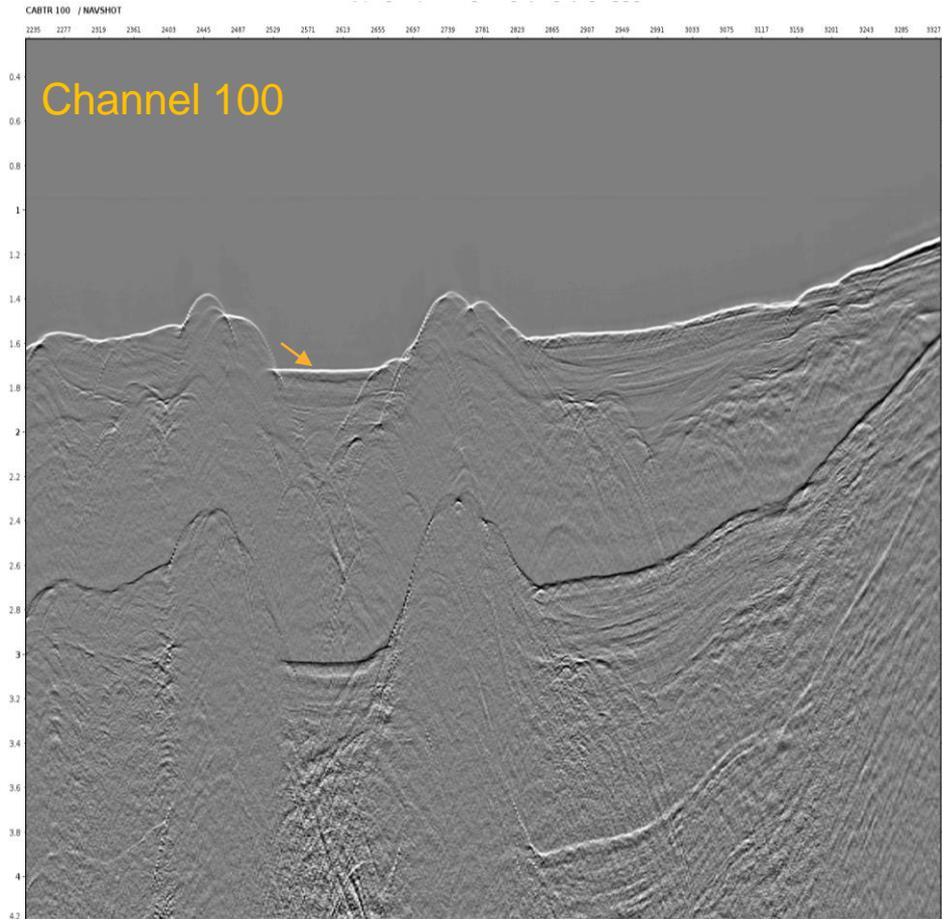
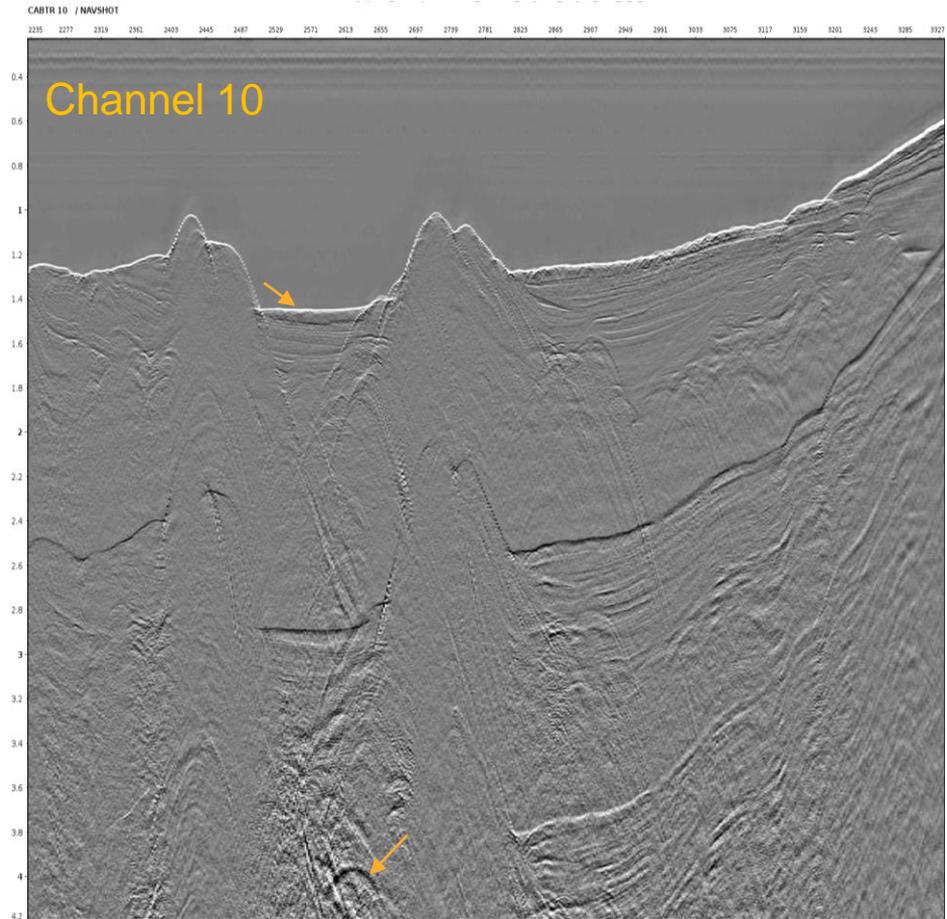


Seq018 Zoom in Common Channel before Deghost & Designature 17



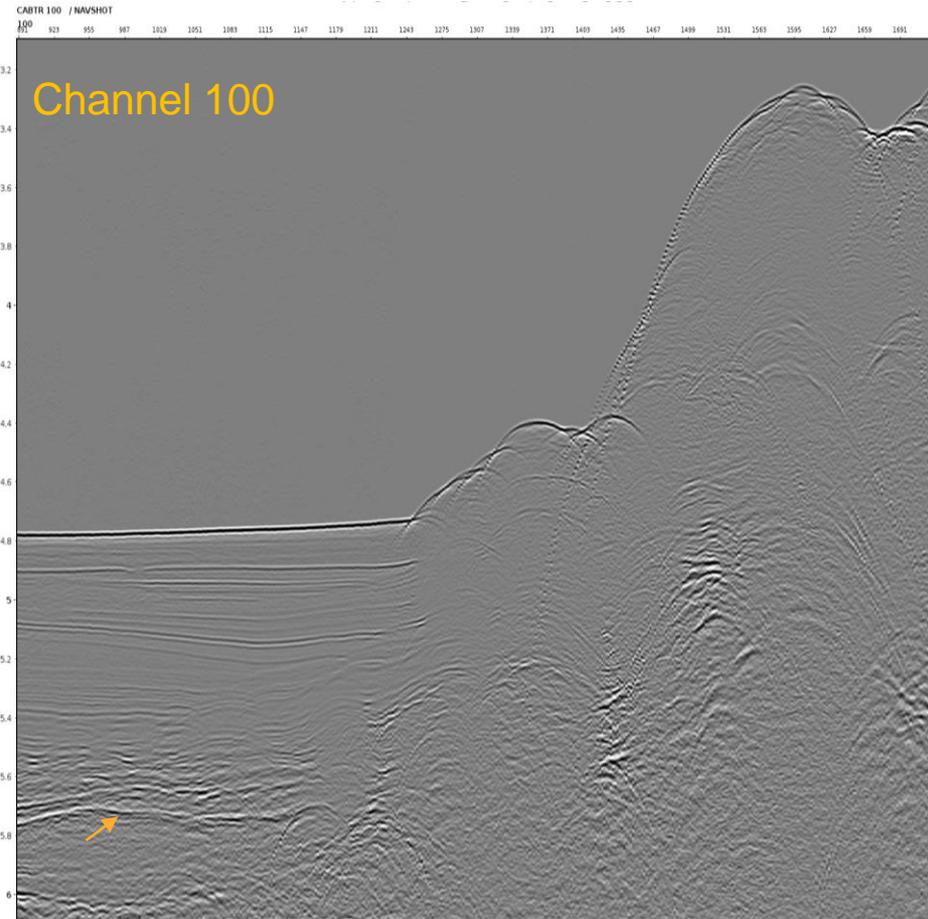
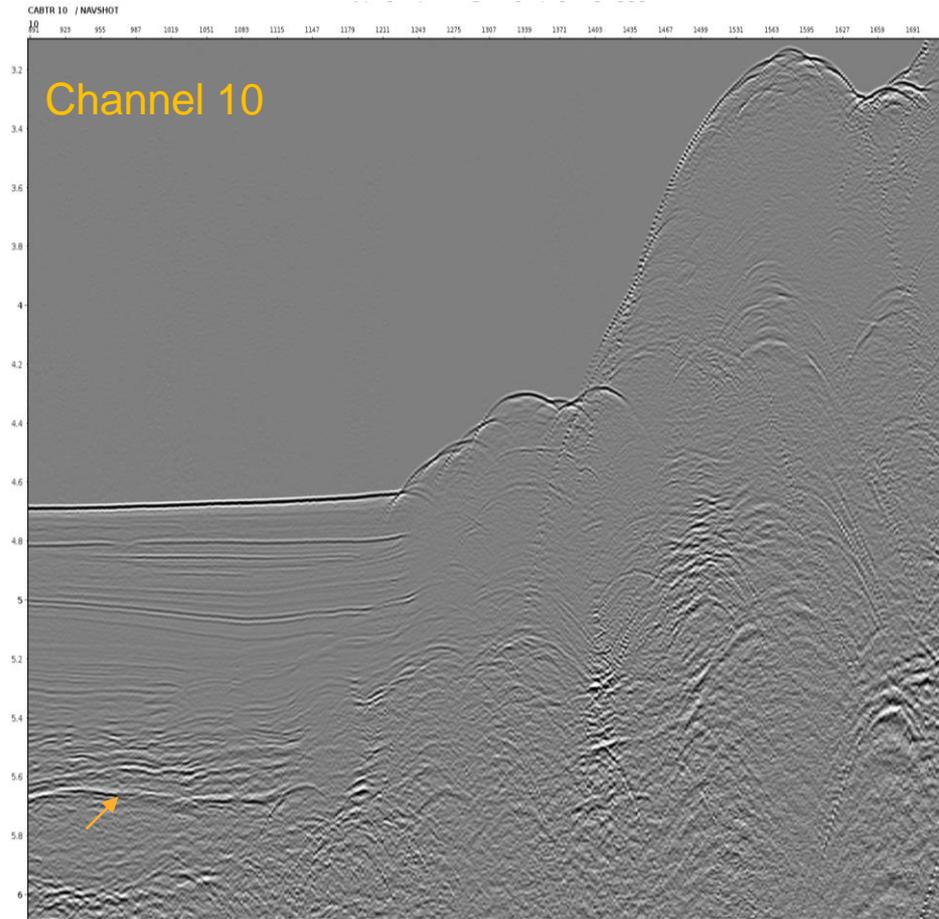


Seq018 Zoom in Common Channel **after** Deghost & Designature



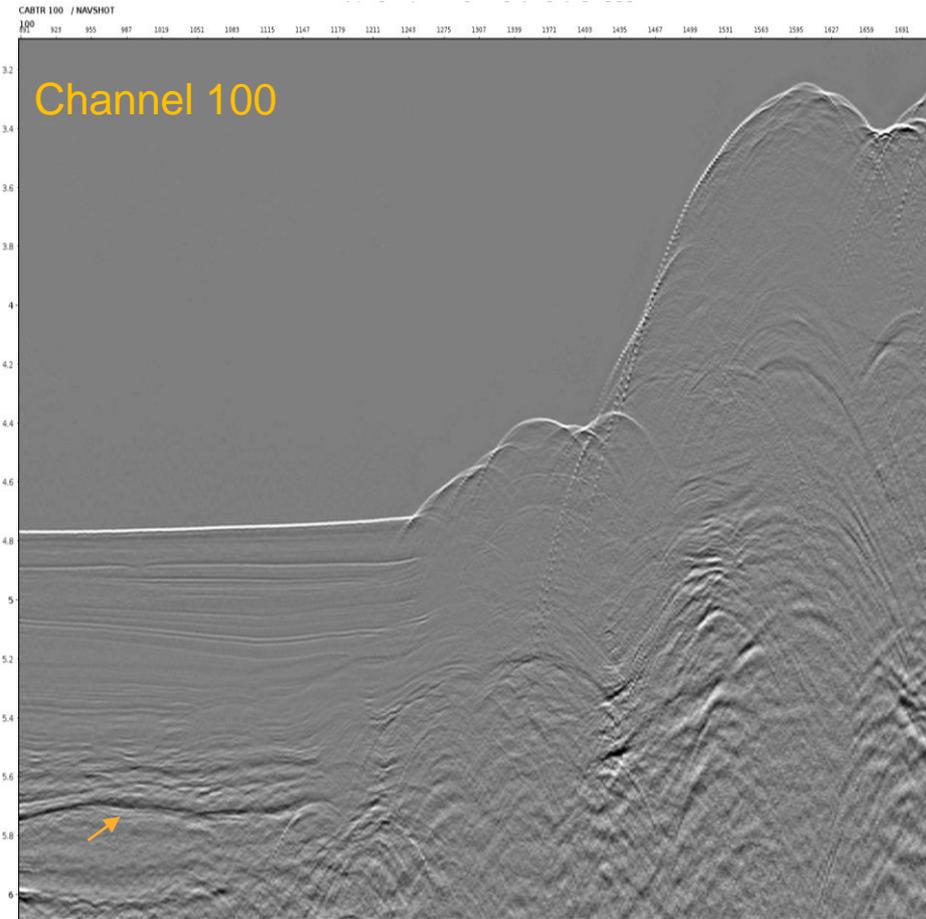
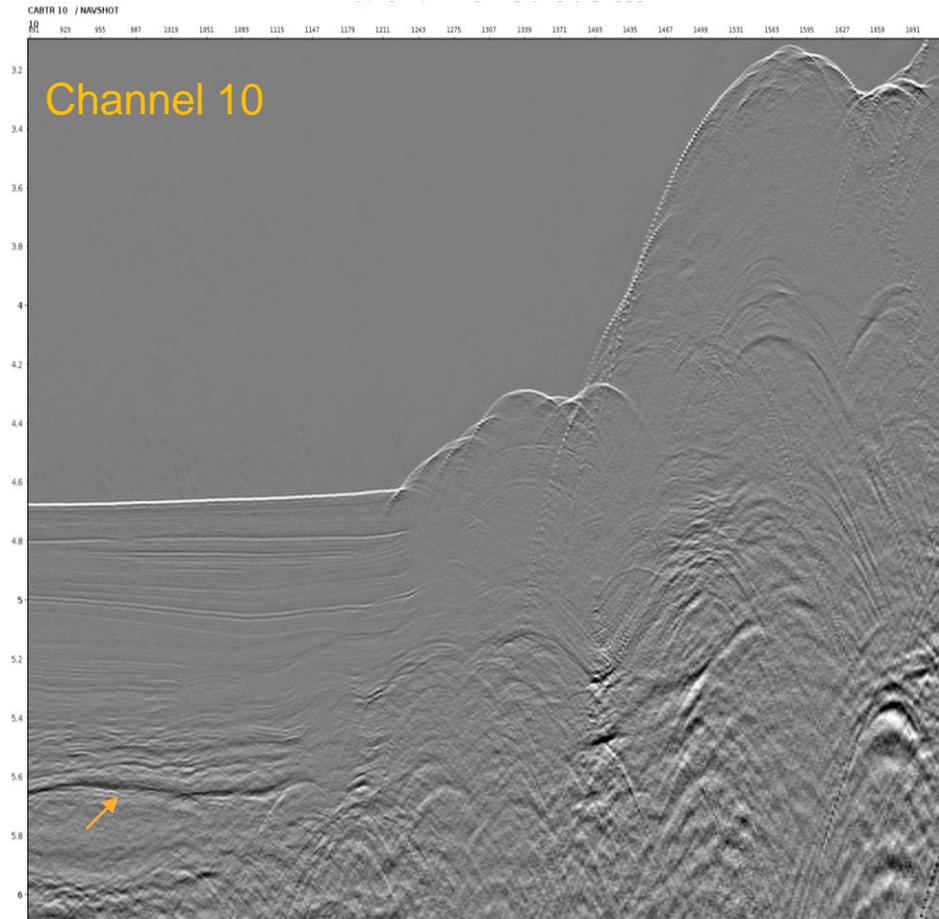


Seq018 Zoom in Common Channel before Deghost & Designature 19



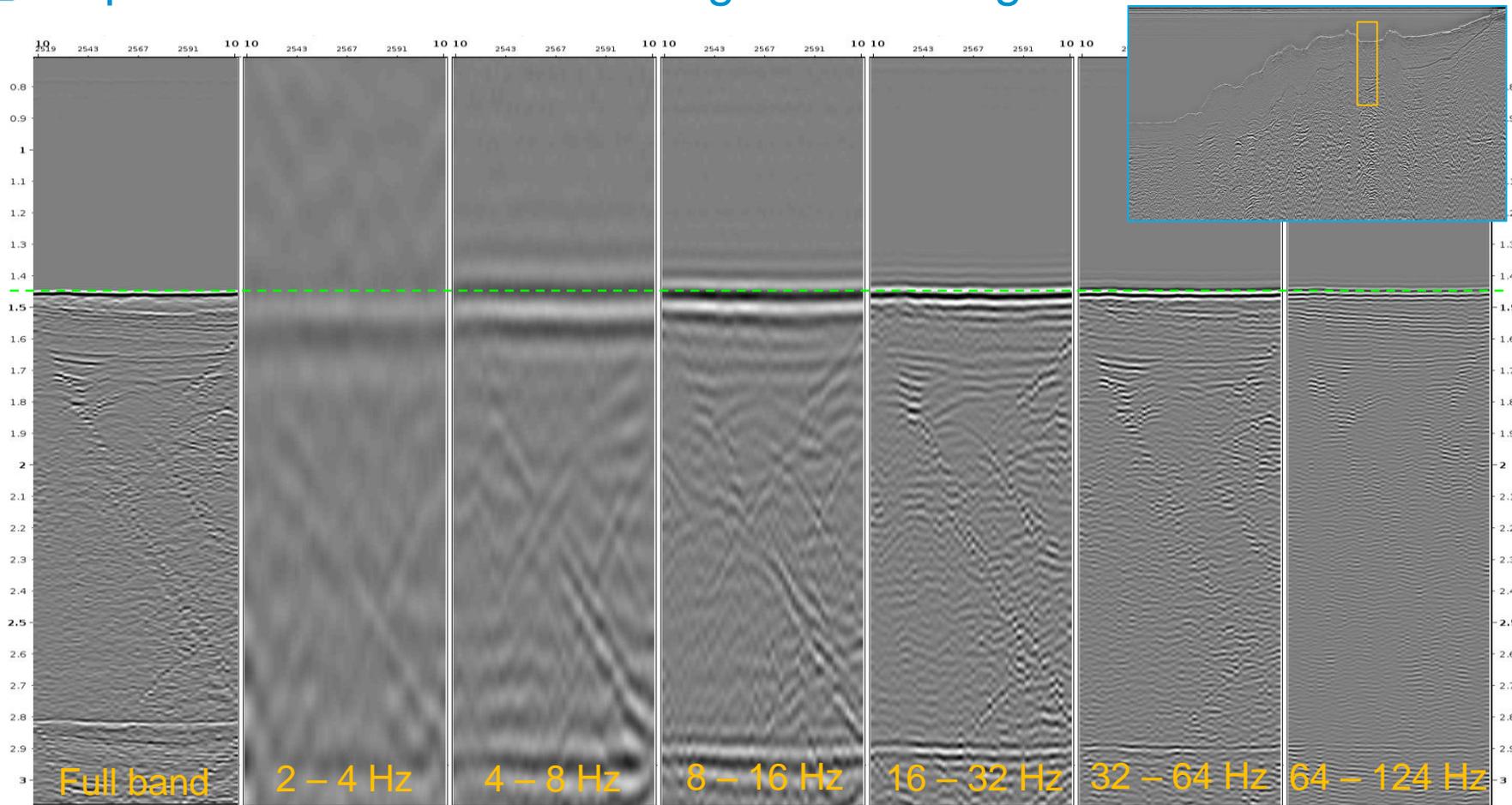


Seq018 Zoom in Common Channel **after** Deghost & Designature



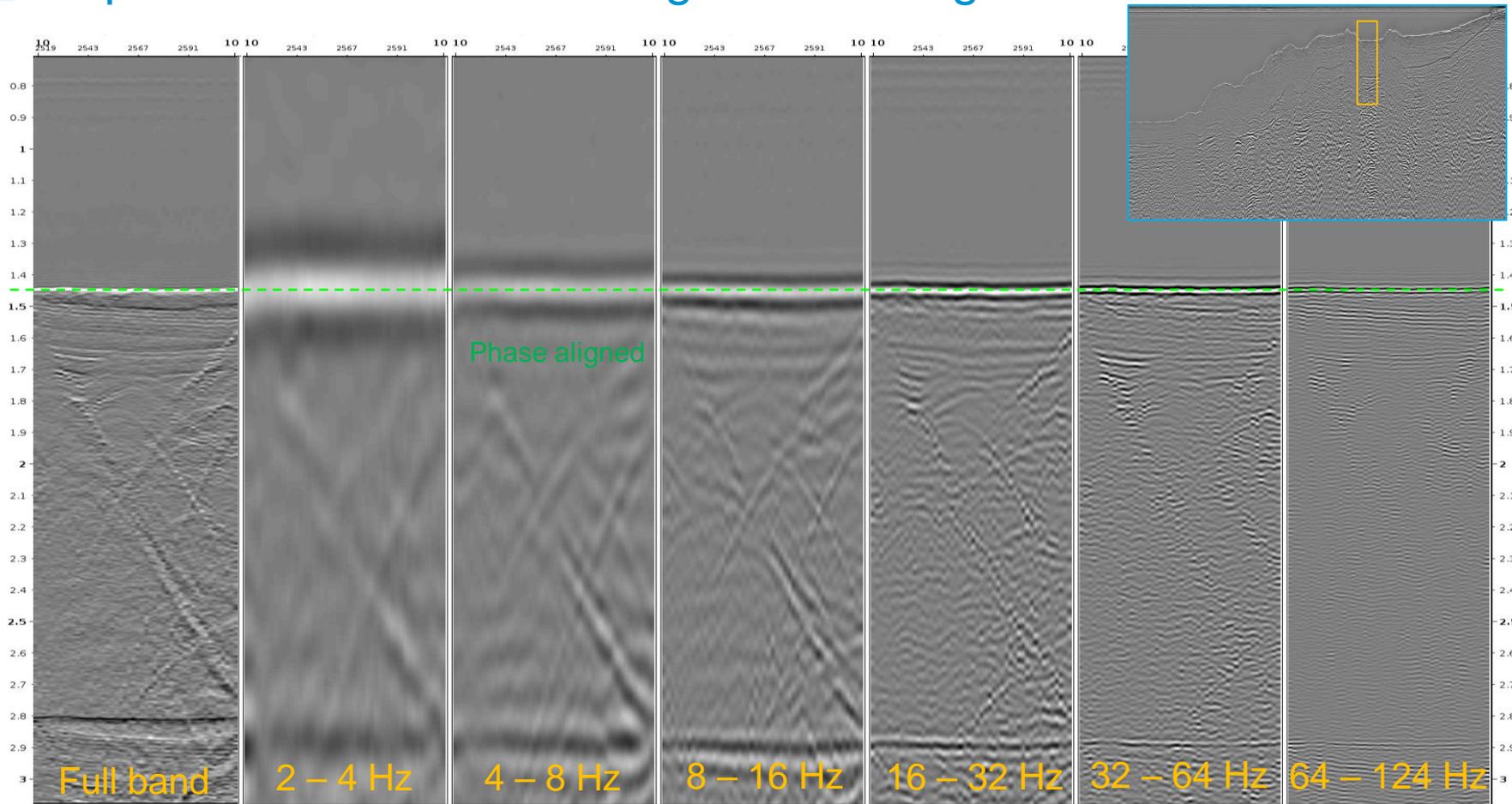


Seq018 Filter Panel before Deghost & Designature





Seq018 Filter Panel **after** Deghost & Designature



Seq 039

Receiver Depth Map

Stack

Shot Gather

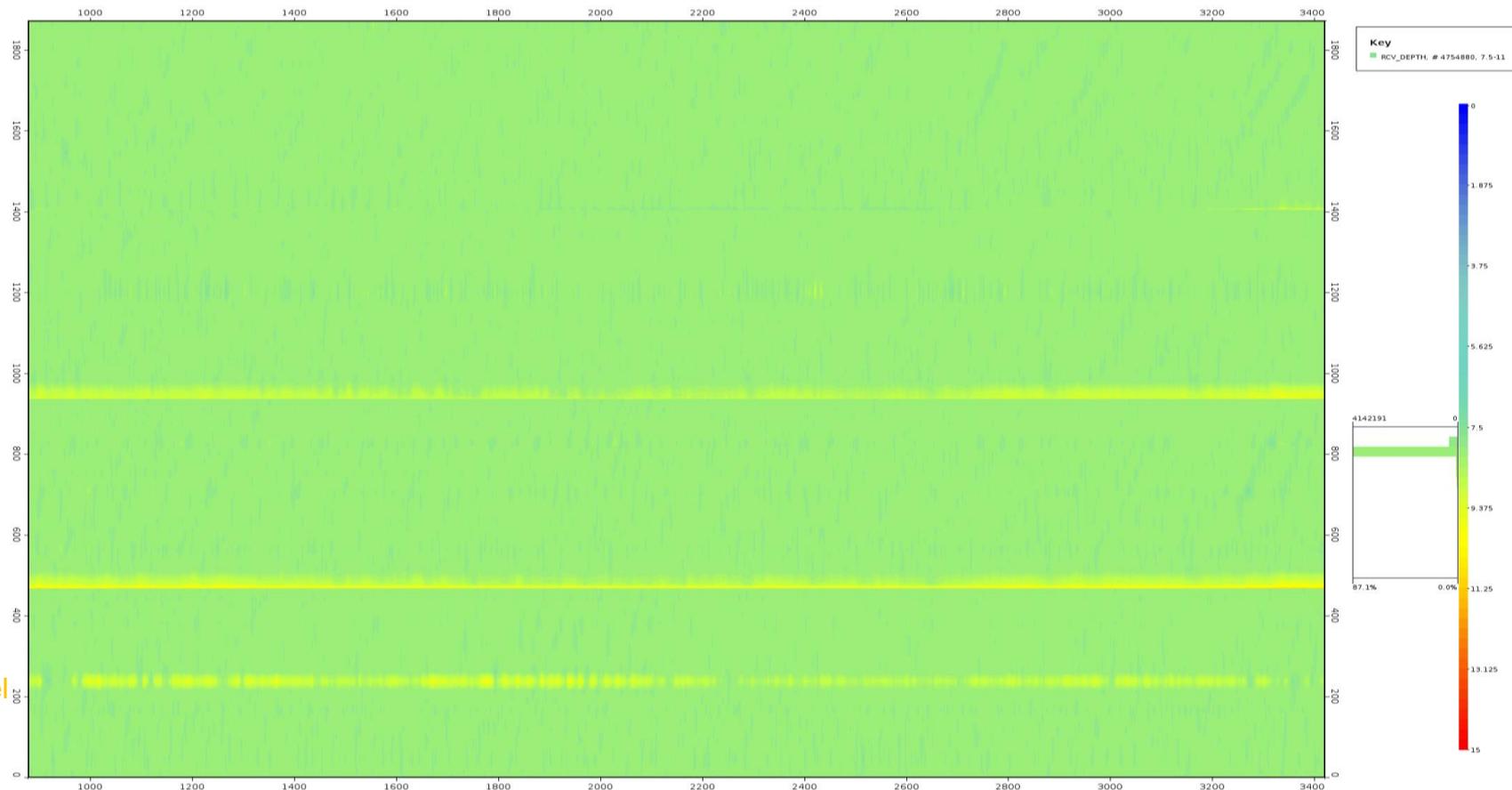
Common Channel

Filter Panel



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Seq039 Receiver Depth Map

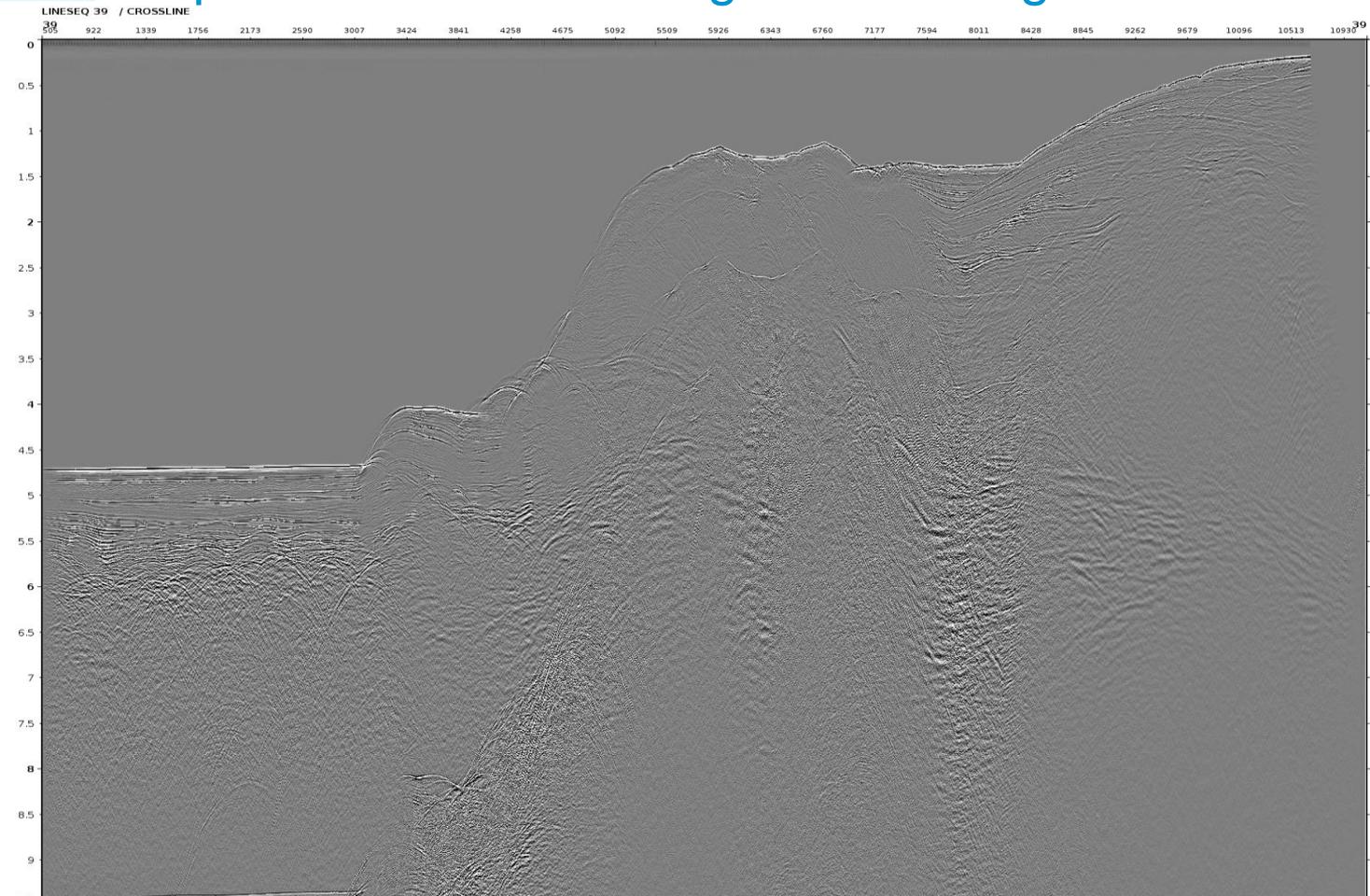


Channel

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

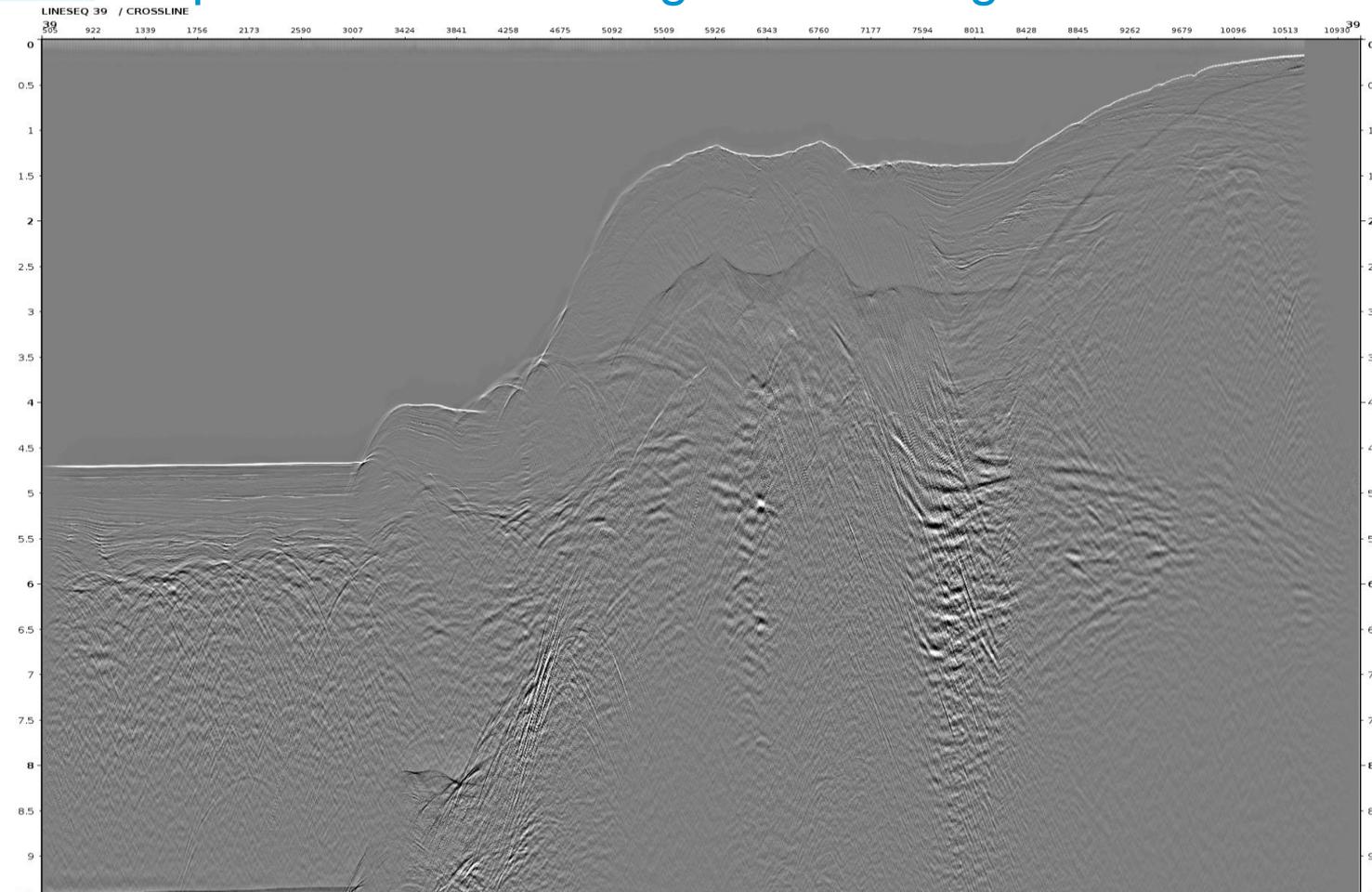
Full Stack (0 - 35 deg)

Seq039 Stack before Deghost & Designature



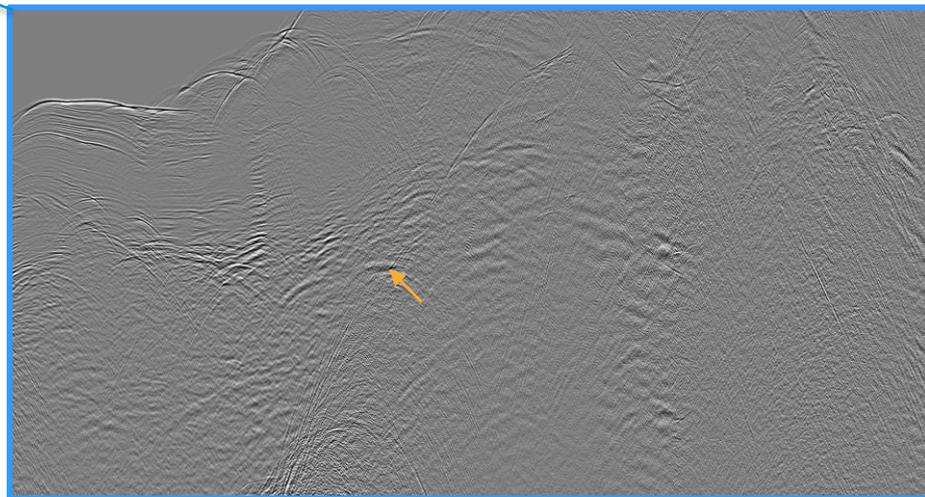
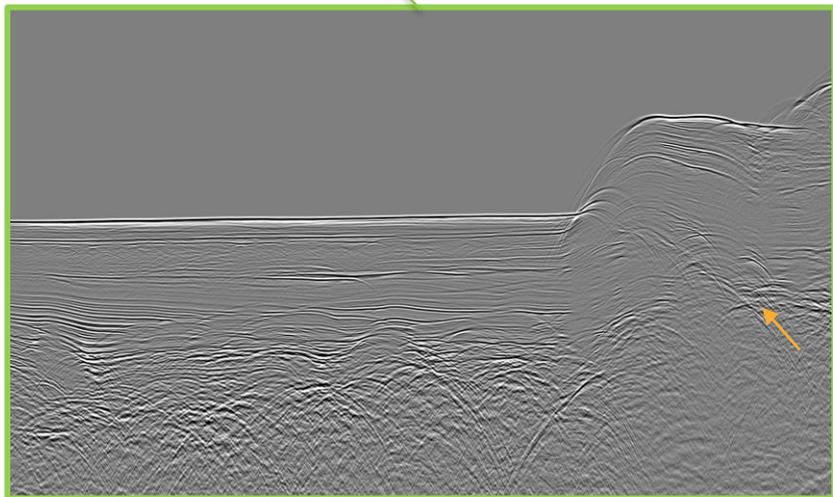
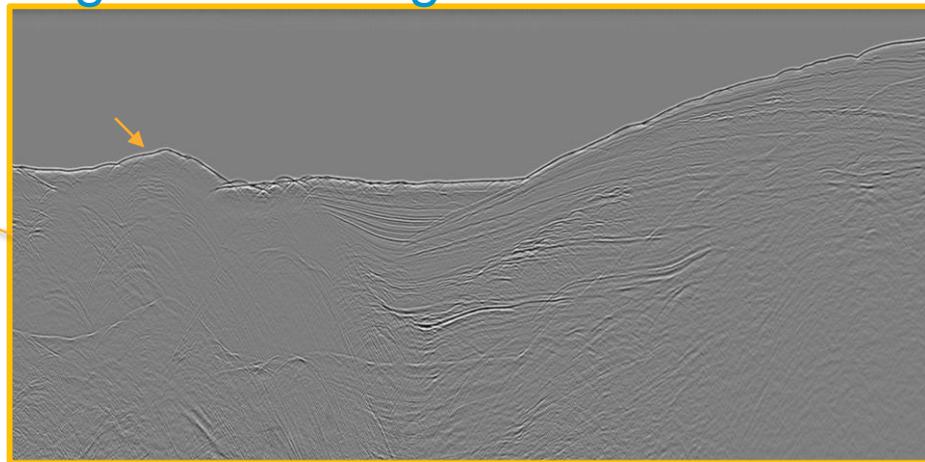
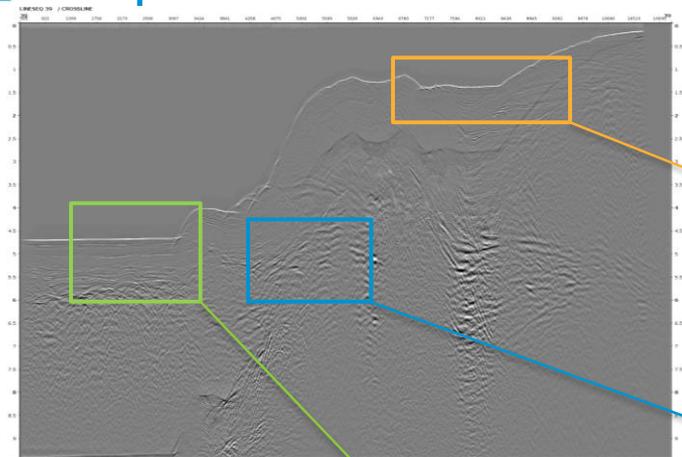
- Ghost effect was removed.
- Primaries are more visible.

Seq039 Stack after Deghost & Designature

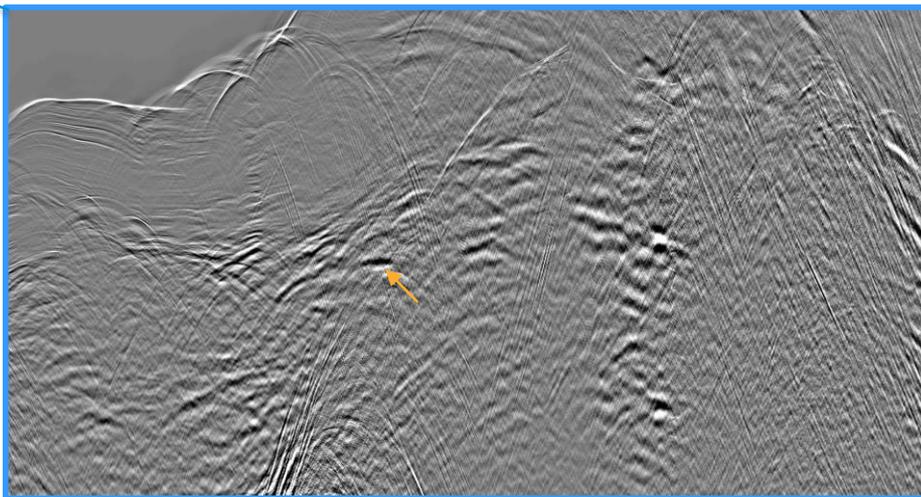
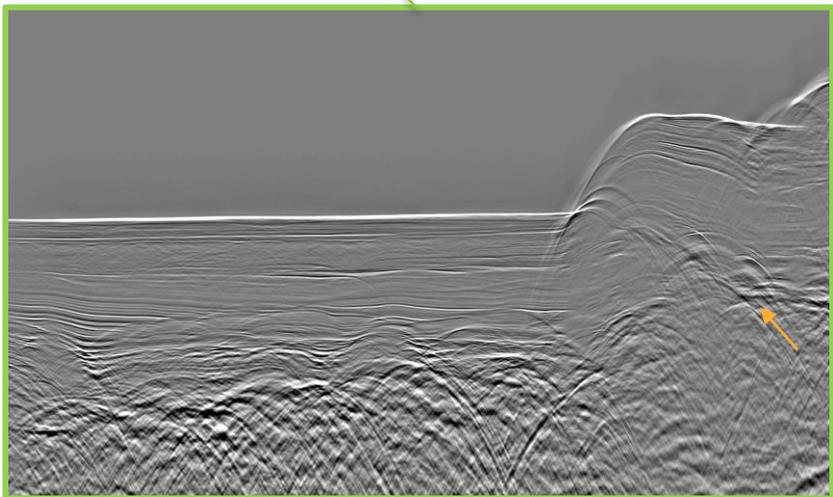
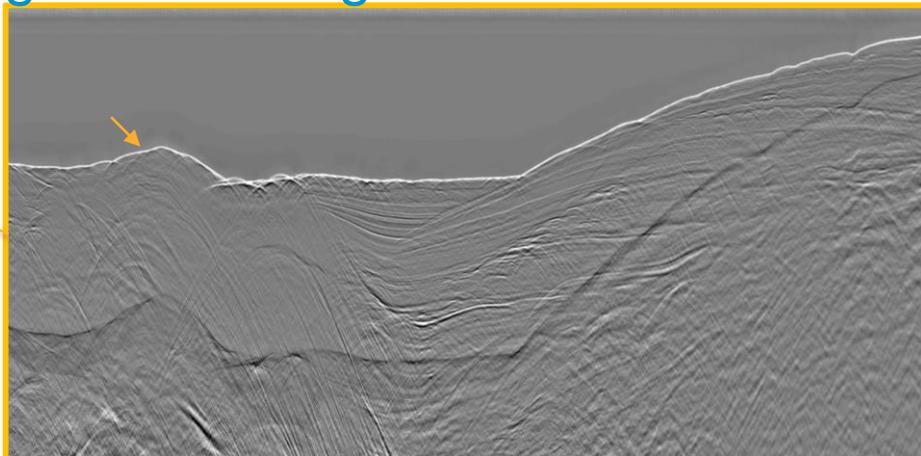
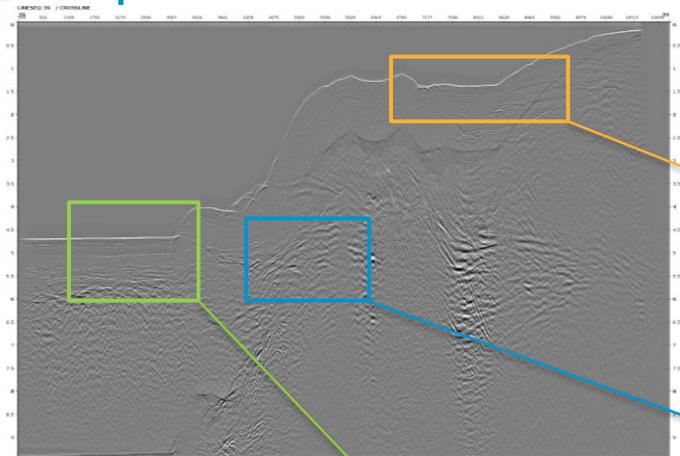


- Ghost effect was removed.
- Primaries are more visible.

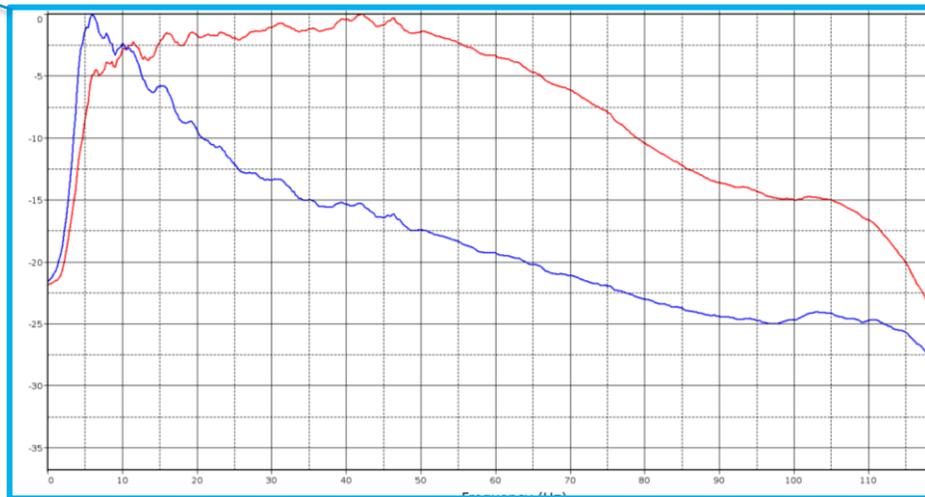
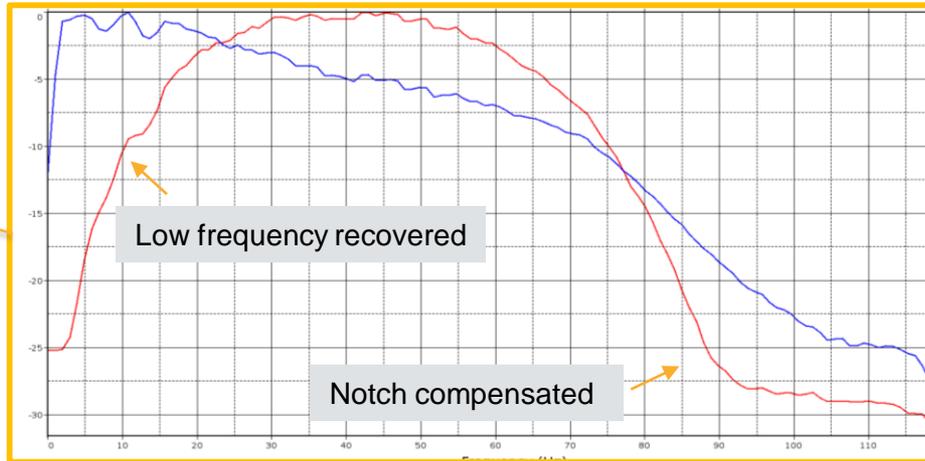
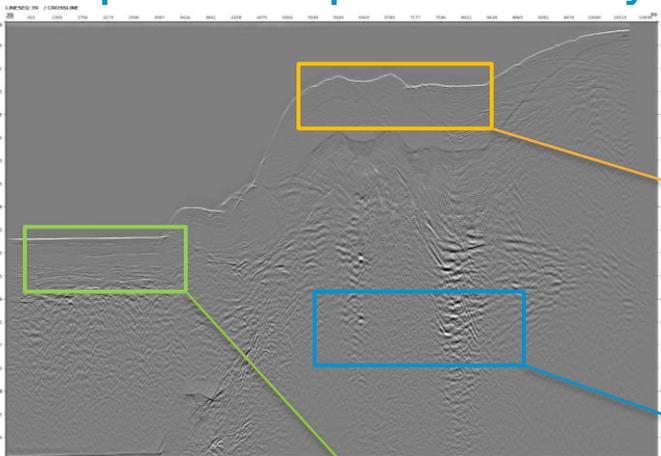
Seq039 Zoom in Stack before Deghost & Designature



Seq039 Zoom in Stack after Deghost & Designature

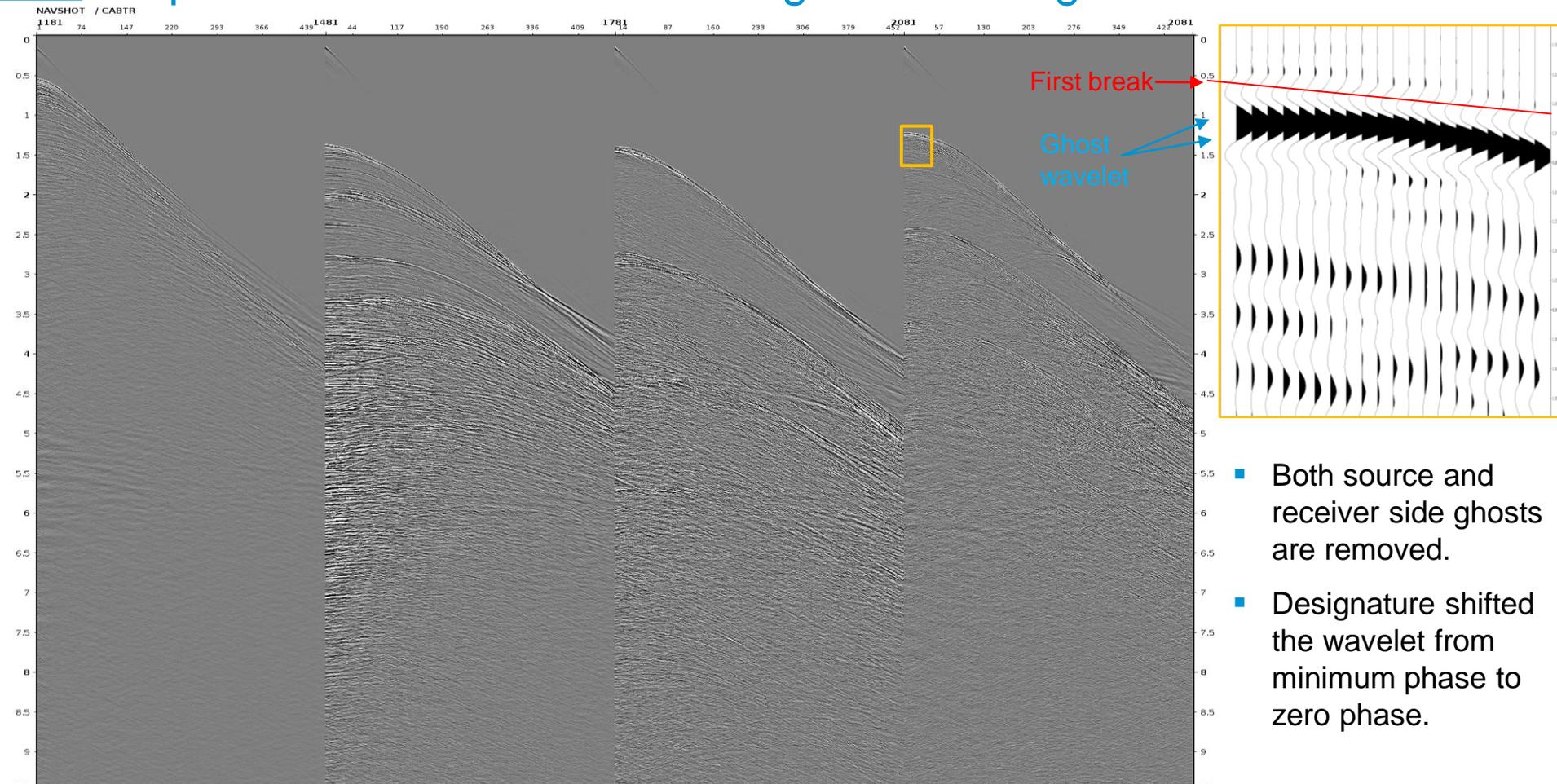


Amplitude Spectra Analysis - Stack

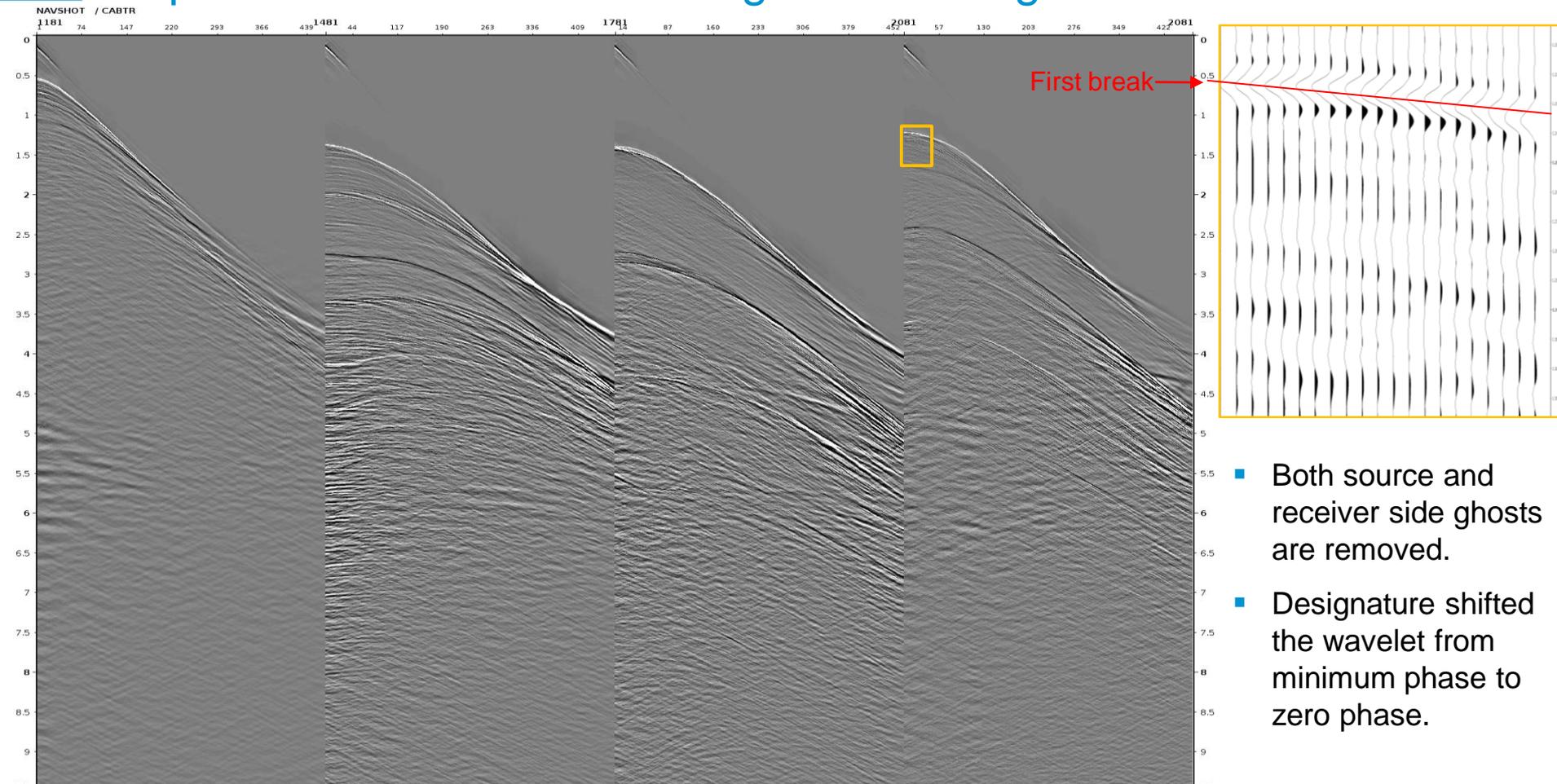


Shot Gathers

Seq039 Shot Gathers before Deghost & Designature



Seq039 Shot Gathers after Deghost & Designature

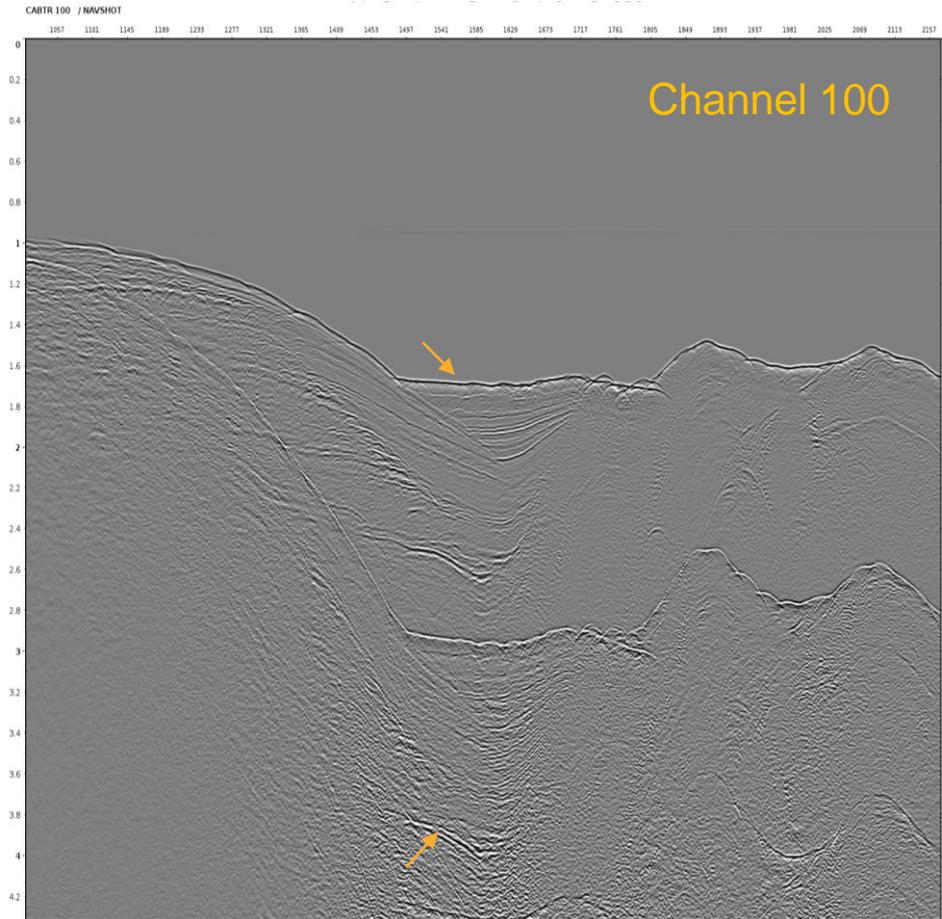
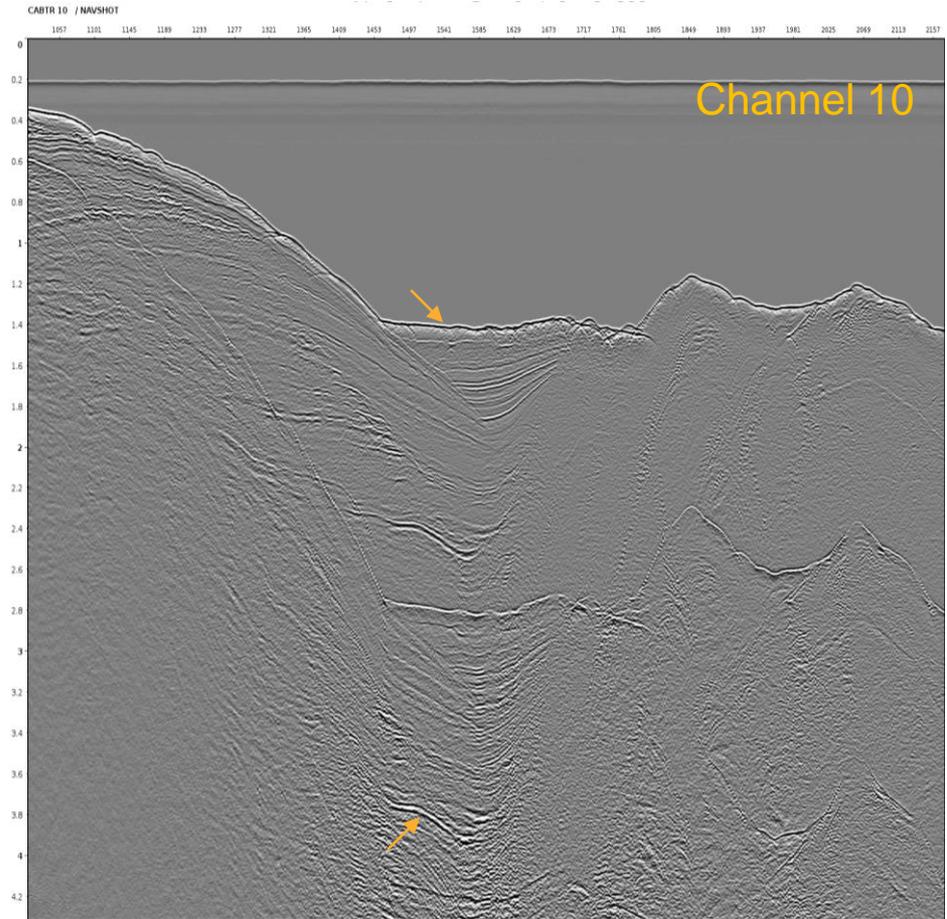


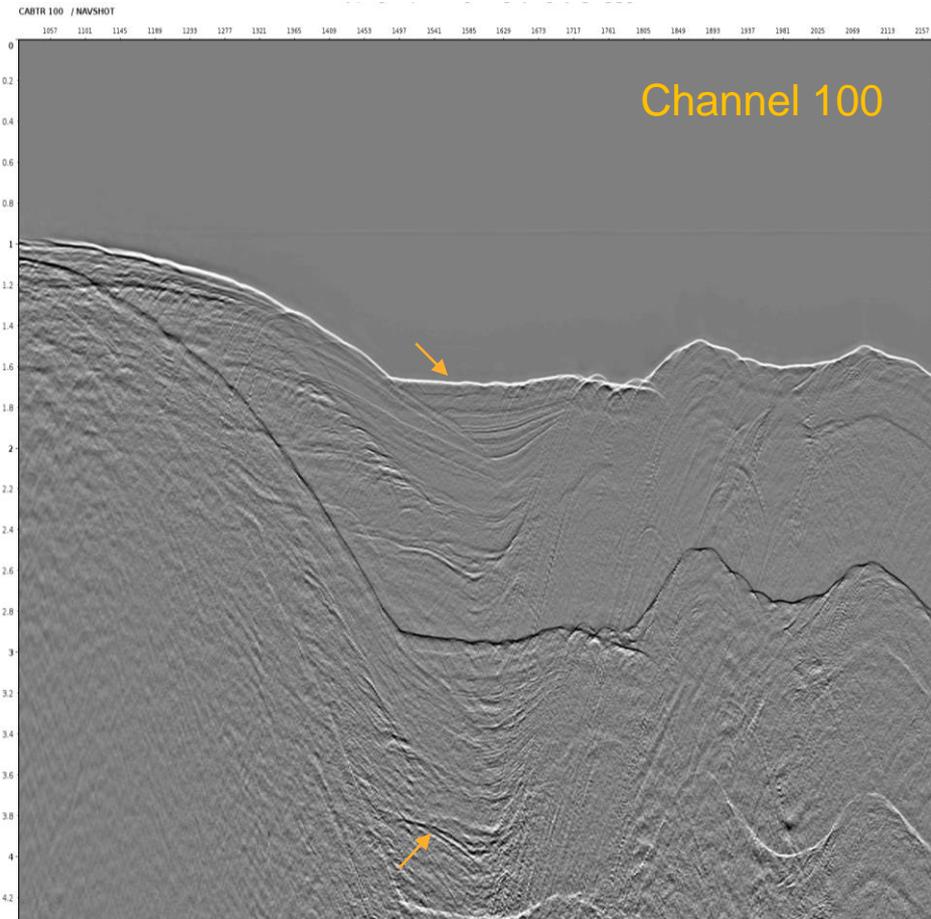
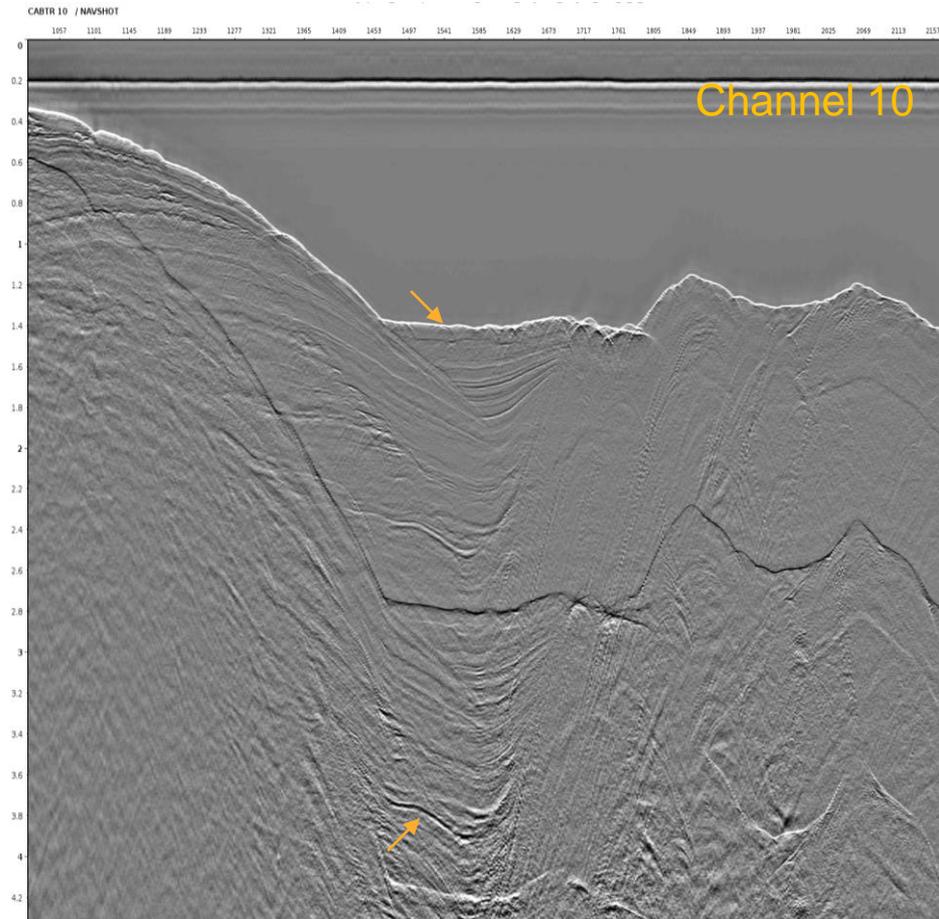
Common Channel

- channel 10
- channel 100



Seq039 Zoom in Common Channel before Deghost & Designature ³⁵

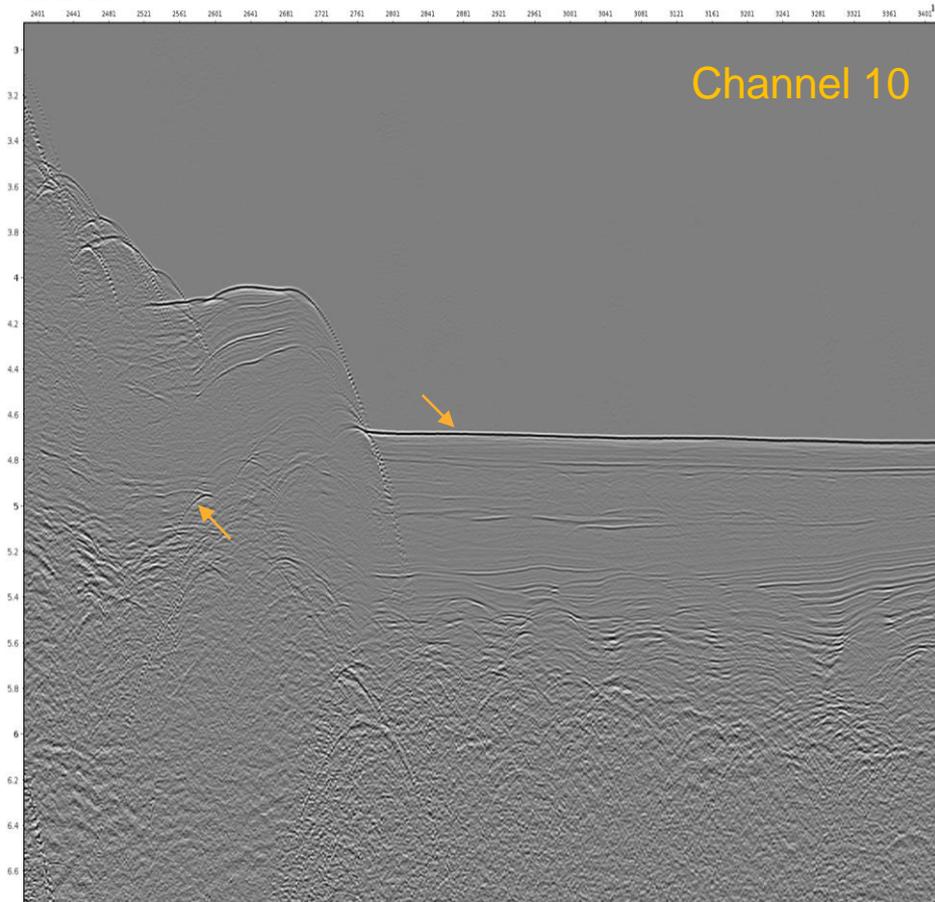




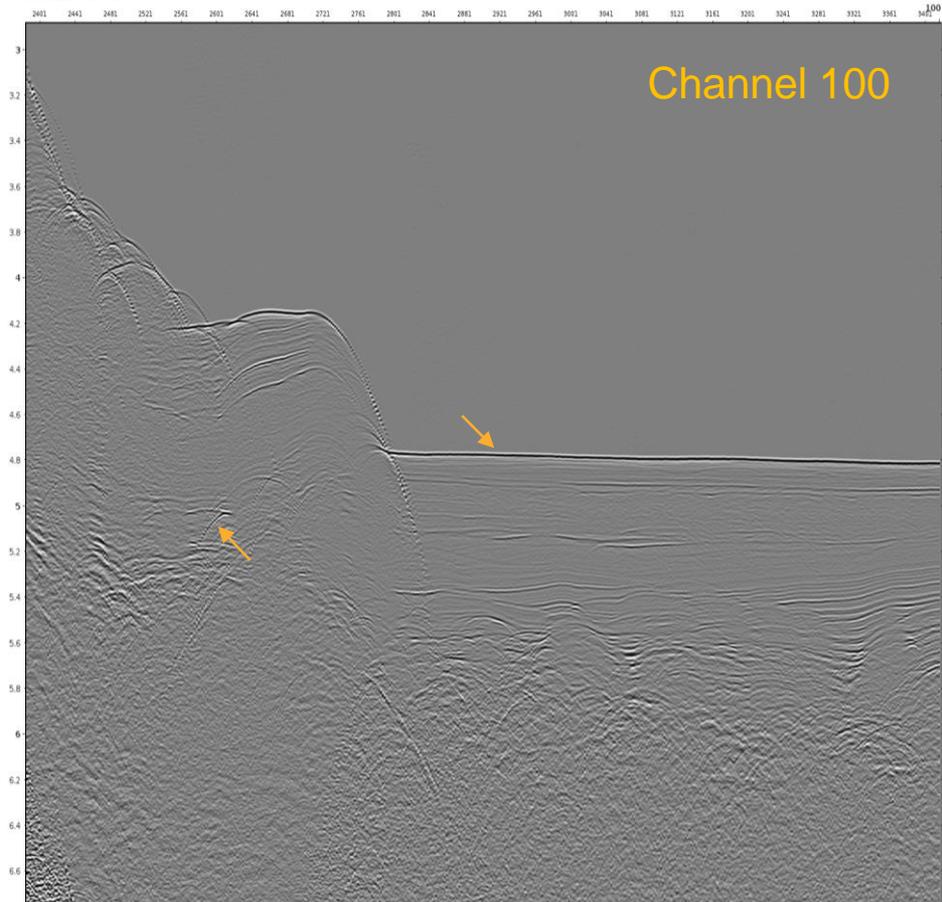


Seq039 Zoom in Common Channel before Deghost & Designature 37

CABTR 10 / NAVSHOT

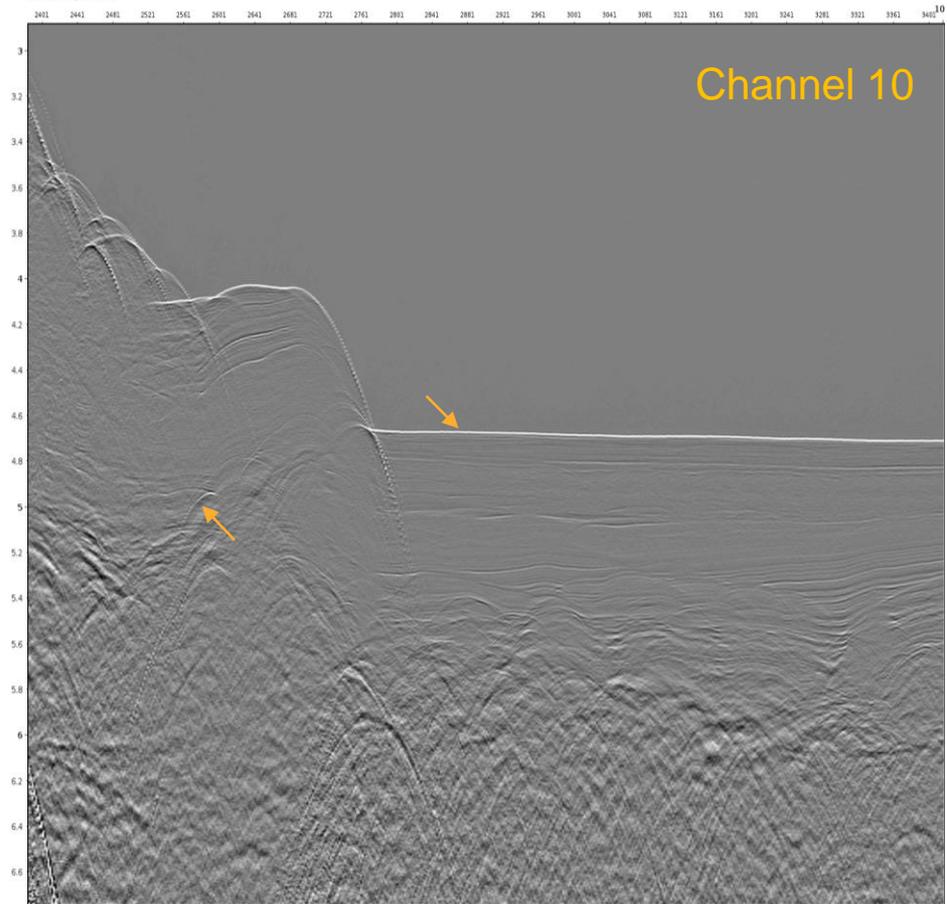


CABTR 100 / NAVSHOT

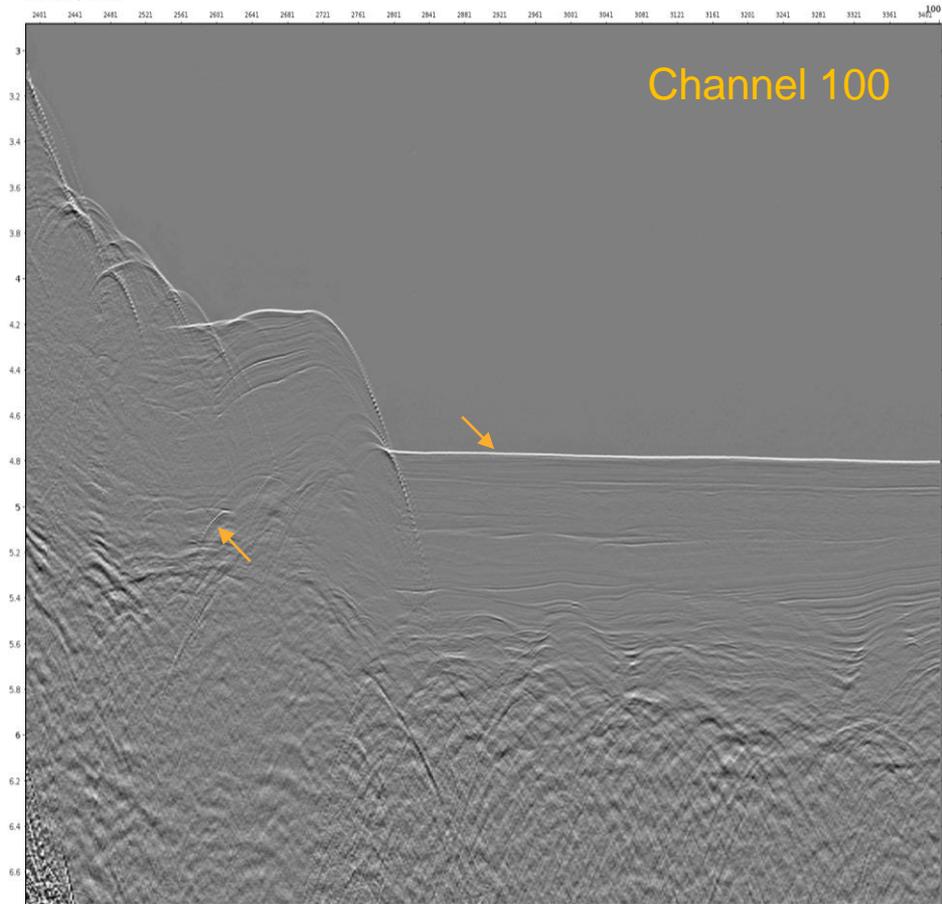




CABTR 10 / NAVSHOT

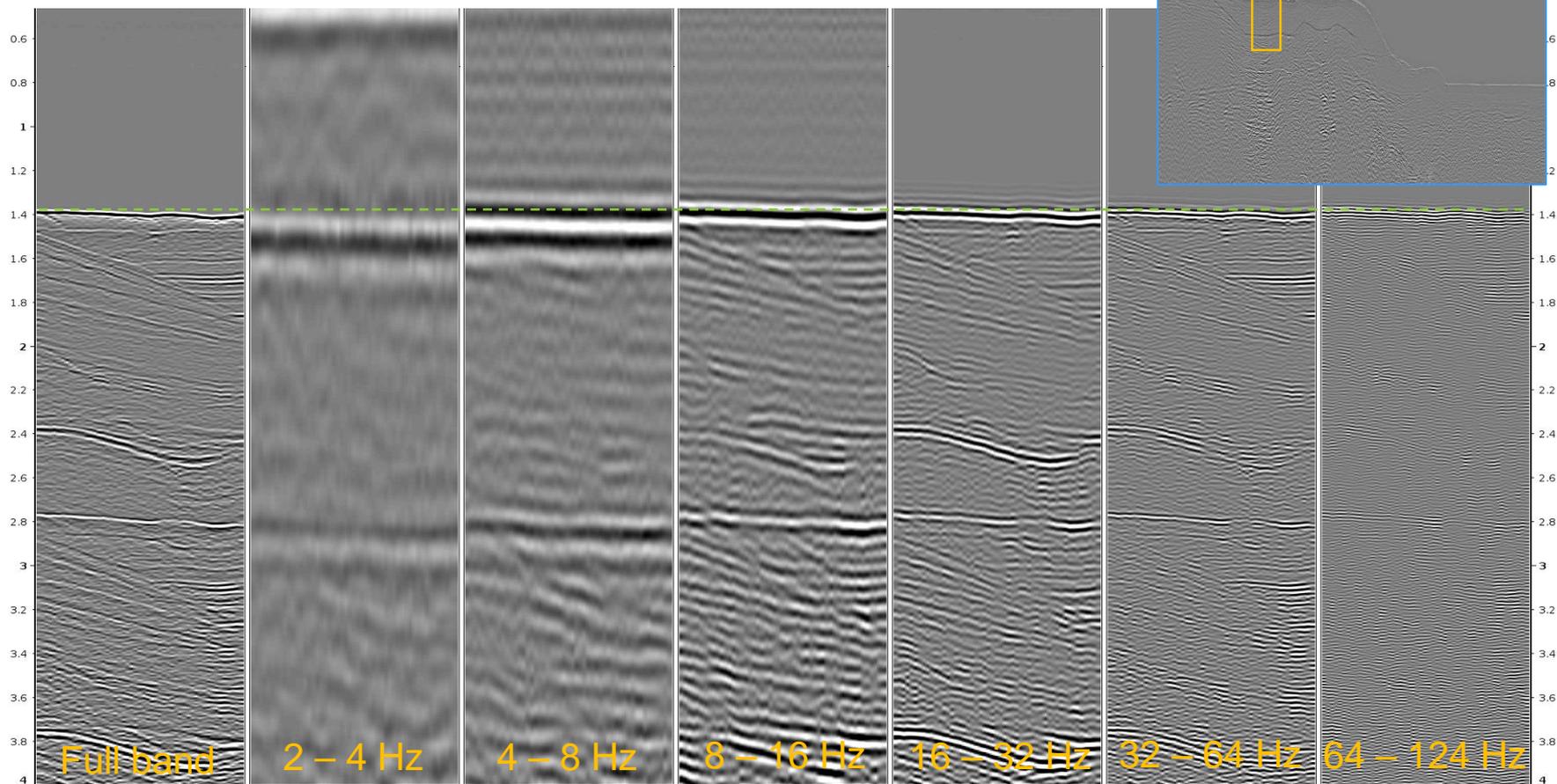


CABTR 100 / NAVSHOT





Seq039 Filter Panel before Deghost & Designature



Seq039 Filter Panel **after** Deghost & Designature

