Soultz-sous-Forêts

This data has been used by kind permission of:

The European Hot Dry Rock Project (HDR)

software@appliedseismology.com

Demo Features

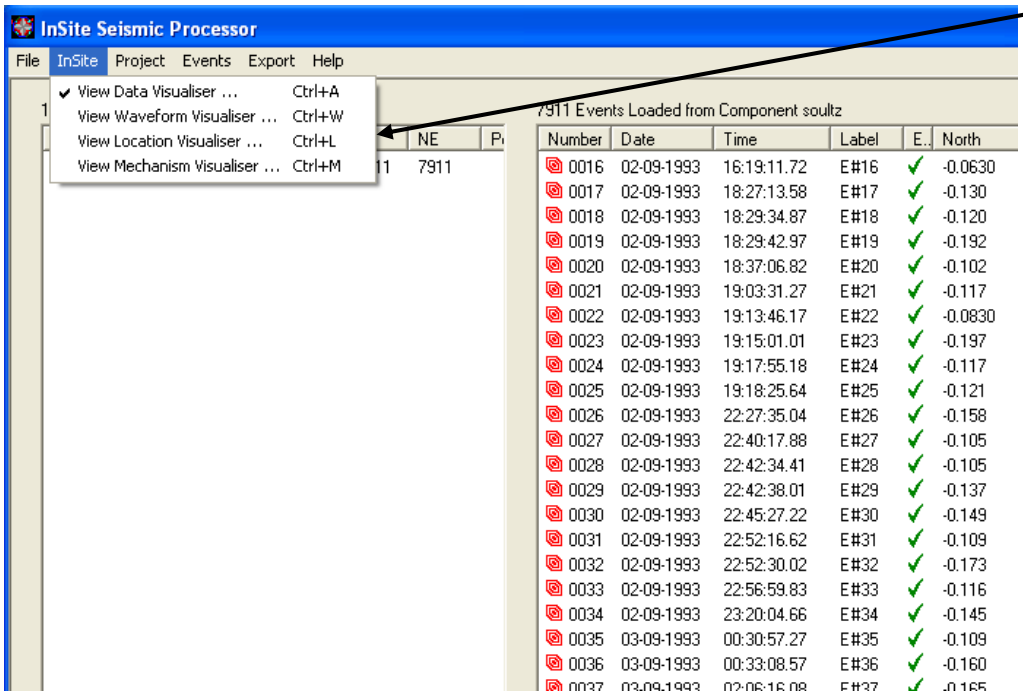
- This demo uses Microseismic location data without waveforms. It is designed to give you an overview of the Location Visualiser.
- The data is from Hydraulic Fracturing performed at depths of over 3kms. The microseismic events imaged the creation of the fracture.
- The following slides give you some options to try in the software.

It's a good idea to ...

... run through the "SKB Prototype" demo presentation first as this gives a more thorough overview of the Location Visualiser.

... compare what you see here to the "AECL Concrete" demo. InSite's scale independence allows fractures at both km and cm scale to be visualised.

Data Visualiser I



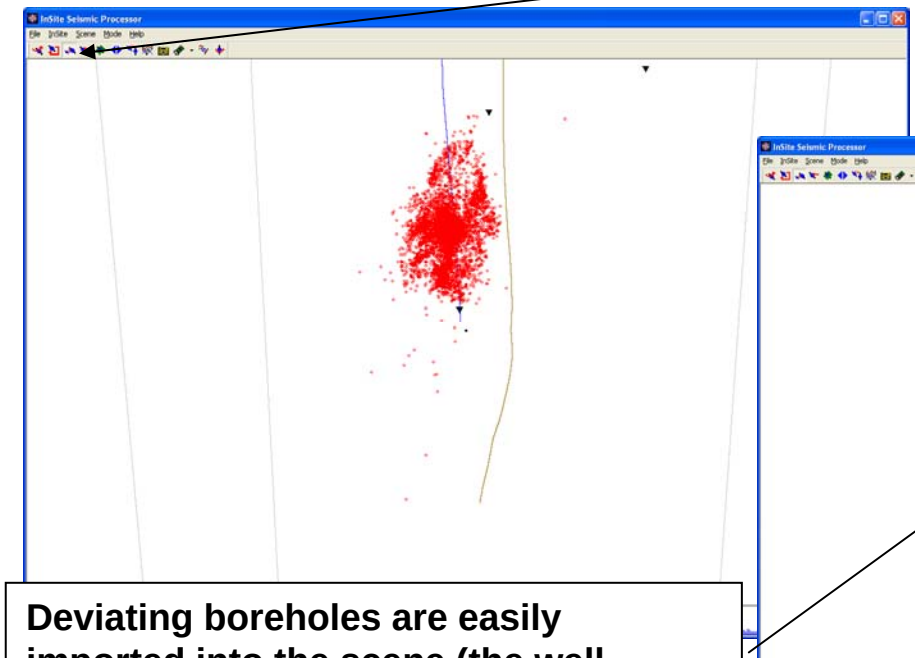
The InSite menu allows you to switch between the available visualisers.

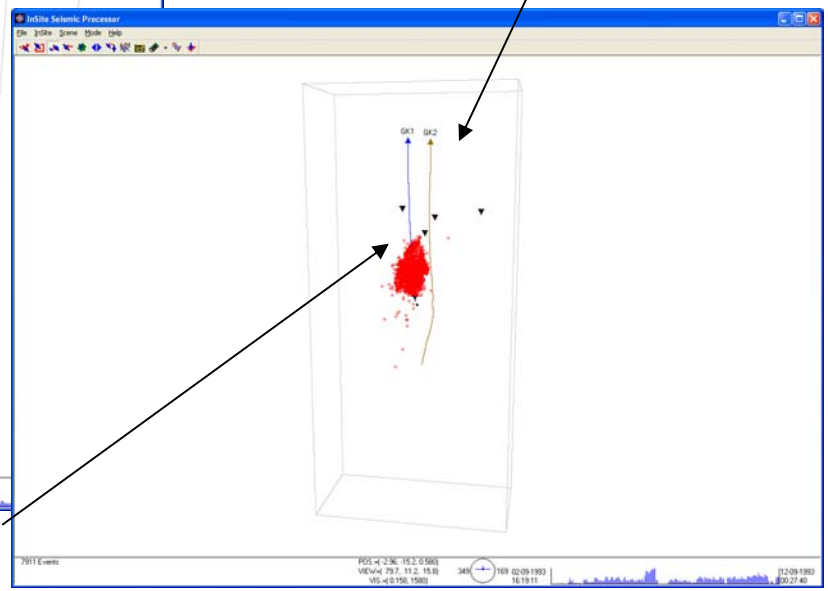
Go to the Location Visualiser.

The other two visualisers will be empty as no data exists for them in this project.

Location Visualiser I

You can use the zoom function (default) to move outwards. Click in the scene and with the left mouse button depressed move the mouse up or down.





Deviating boreholes are easily imported into the scene (the well heads are labelled and the colour indicates the borehole type). InSite's drawing functions allow surface maps to also be displayed.

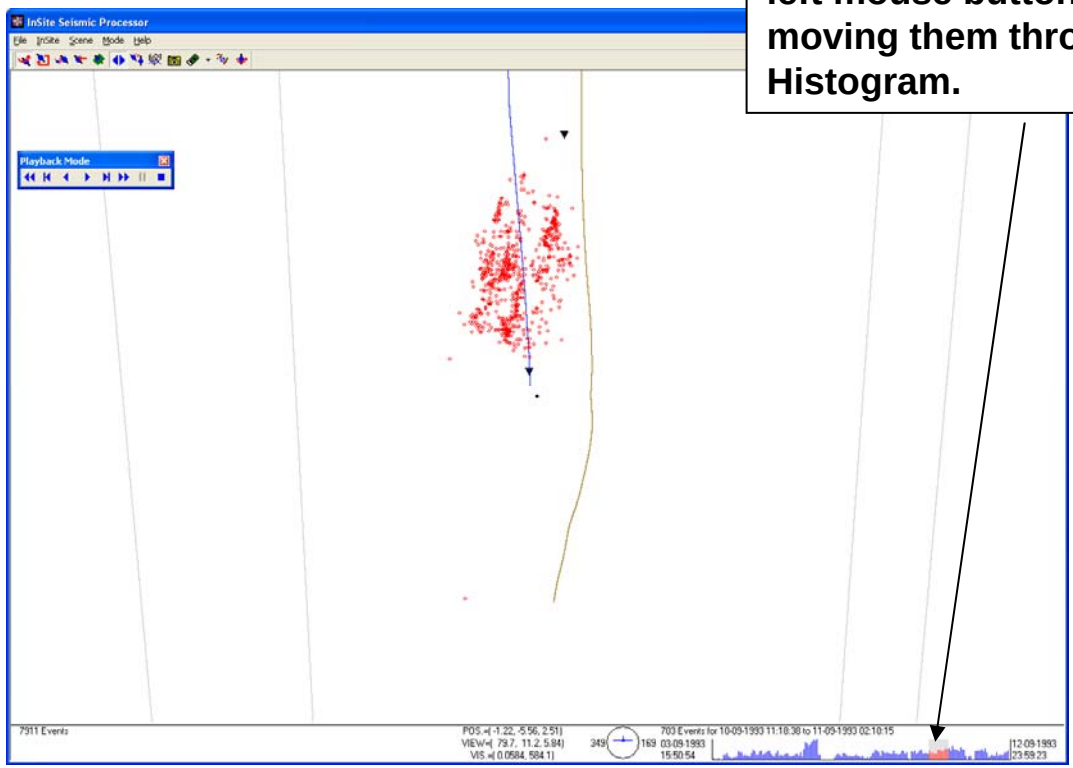
Boreholes are enabled and disabled in time allowing the scene to develop along with activity at the site.

Location Visualiser II

Try playing through the formation of the fracture.

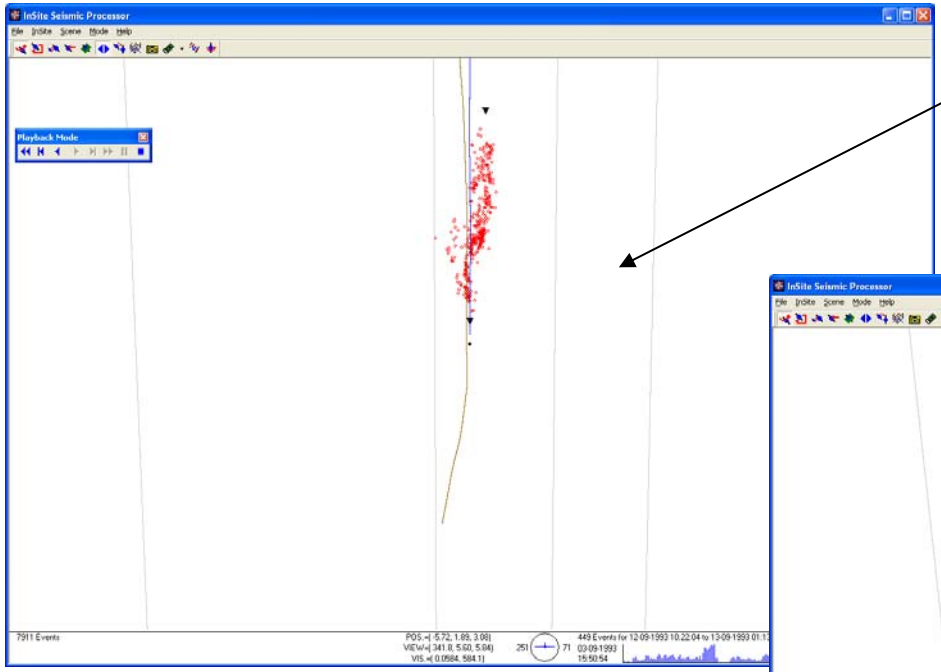
The functions are:

- Rewind to start.
- Step Back.
- Play Backwards.
- Play Forwards.
- Step Forwards.
- Fast-forward to end.
- Pause.
- Stop playing

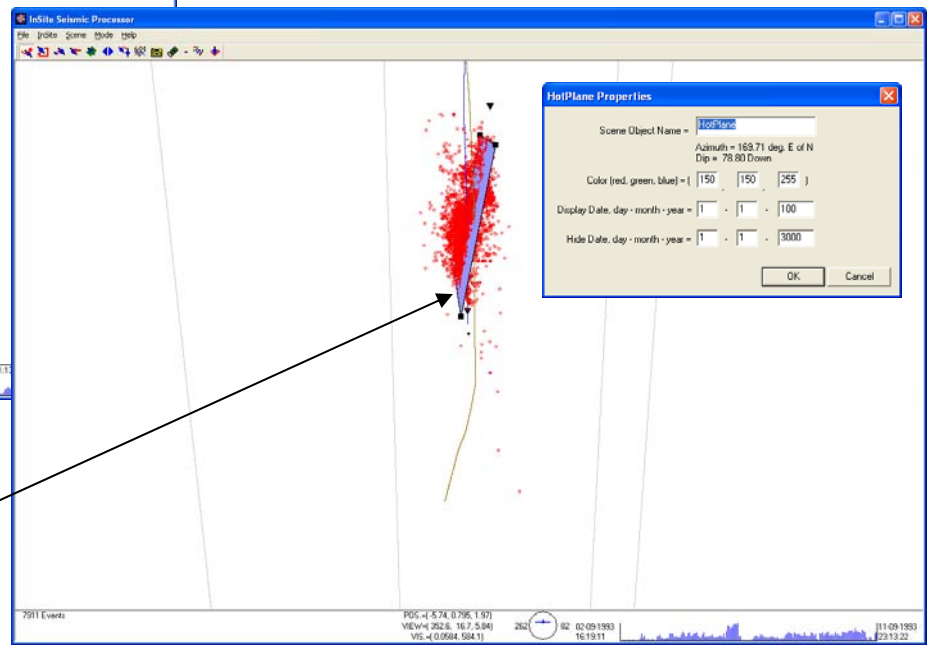


You can scan through the events by "picking up" the highlighted bins with the left mouse button and moving them through the Histogram.

Location Visualiser III



This view looks along the fracture plane.



"HotPlanes" can be inserted into the scene and manipulated through various mouse functions.