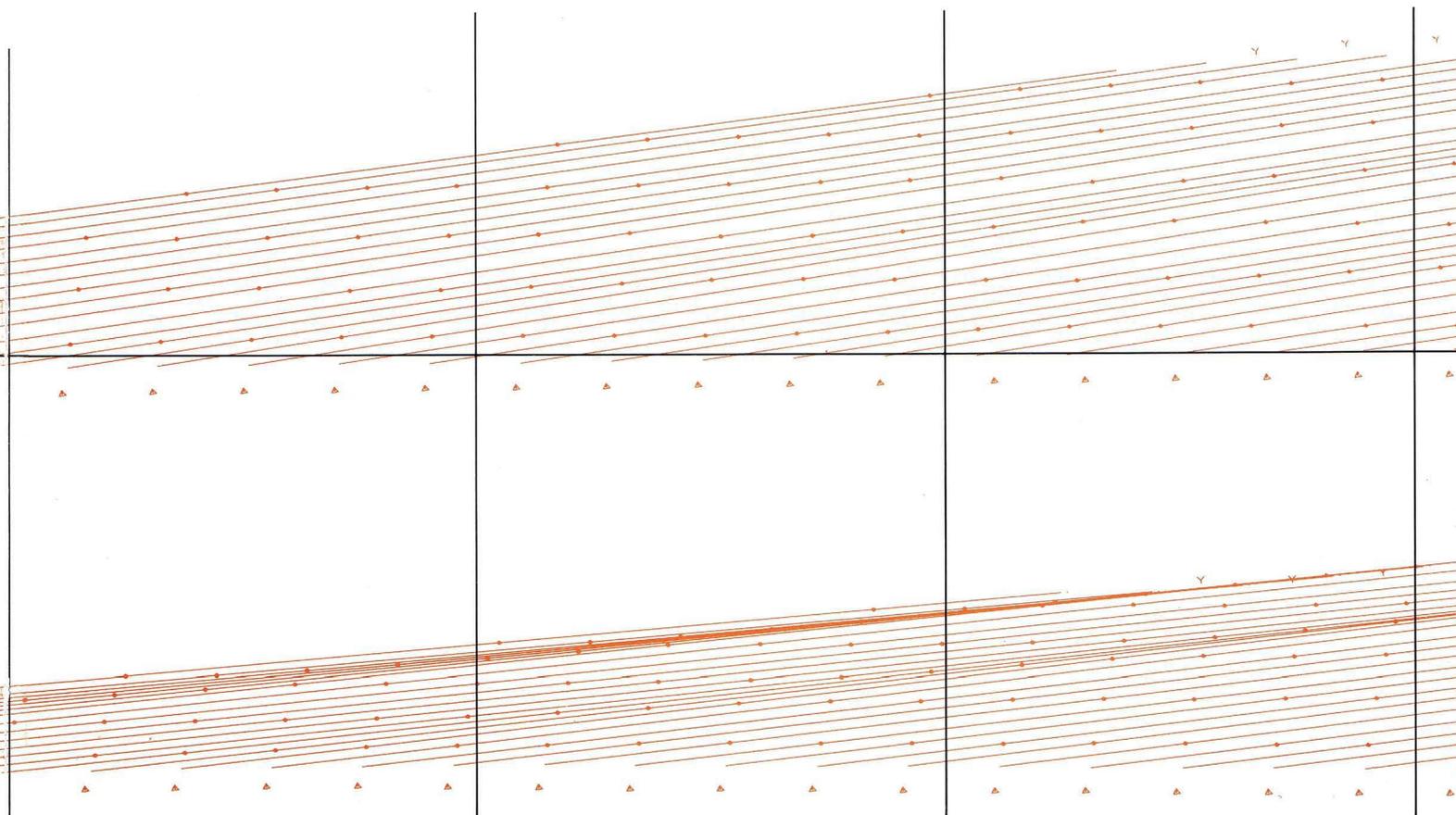


Streamer Positioning for 3-D Processing



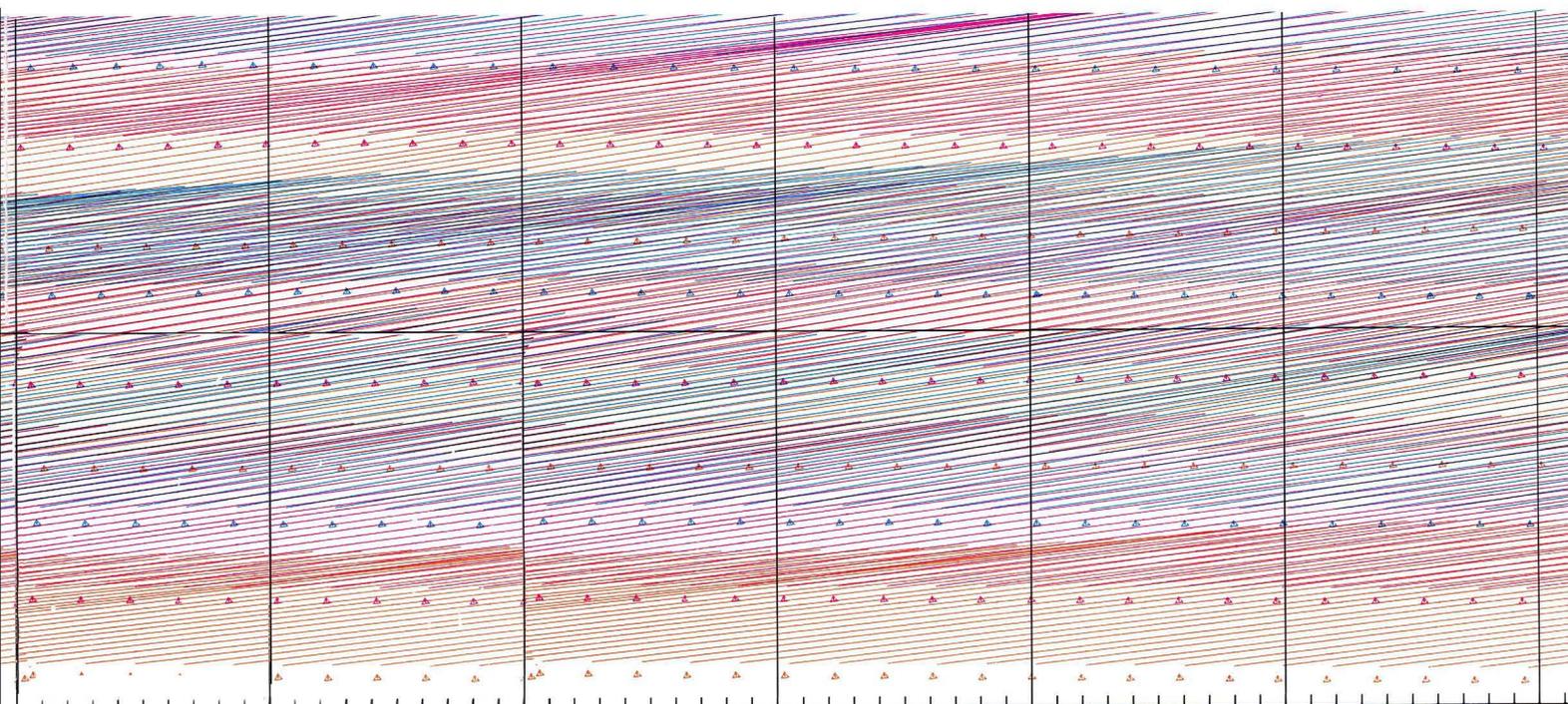
3' 0"

570

3' 30"

3' 4' 0"

571



Survey

1. Equipment

- Tailbuoy positioning system PRAKLA-SEISMOS, type: PDF (fig. 1)
Method: Phase difference measurement
Resolution: $\pm 0.1^\circ$
Internal sampling rate: 0.1 sec
- Heading sensors (with compasses), type: Digi Course, Model 318 (fig. 2)
Internal sampling rate: 30 msec
Resolution: $\pm 0.35^\circ$
Built-in interval: 400 m
Quantity: depends on streamer length (e. g. 6 for 2400 m cable)

2. Recording

- 3-D positioning data integrated in navigation tape format:
 - streamer layout in profile headers
 - compass and tailbuoy azimuths (δ_i, β) in shot records
- Magnetic tape recording at every pop
- Selective print-out on teletype
- Display

3. Navigation

- 3-D navigational requirements controlled by navigation computer
 - computation of navigation offset
 - tracking of CDP midpoints on projected line
 - track-plot with subsurface scattering

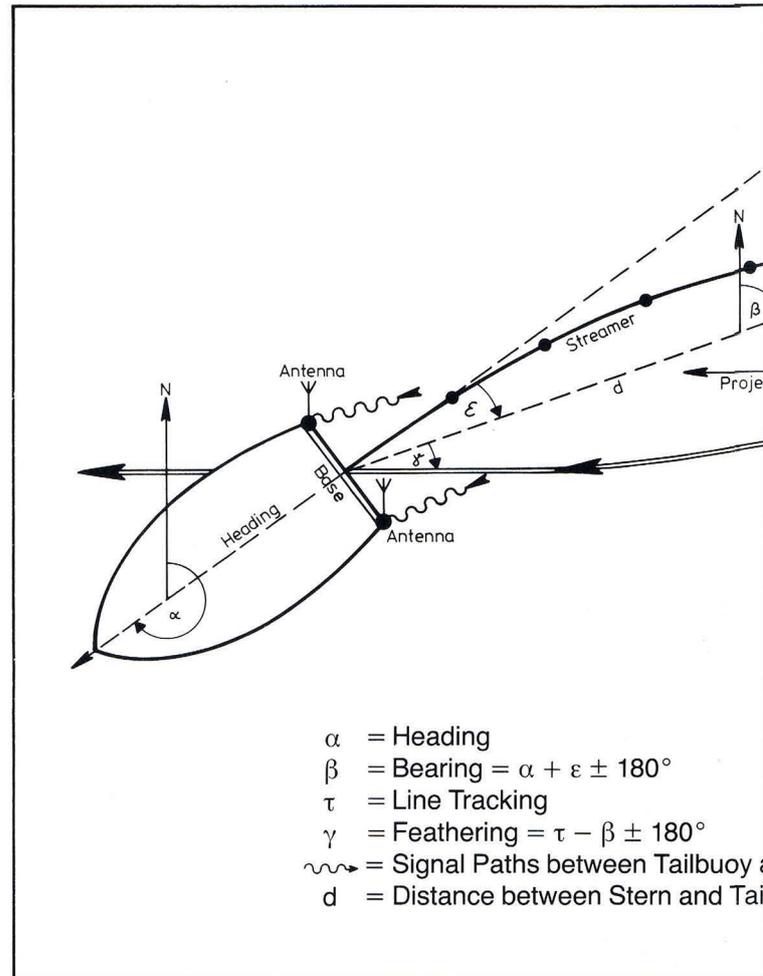


Fig. 1: Tailbuoy Positioning

Processing

1. Absolute Positioning

A conventional processing, resulting in final geographicals and plane (e. g. UTM) coordinates, precedes the 3-D streamer positioning.

2. Relative Positioning

- Streamer positioning
 - editing and filtering on compass and tailbuoy azimuths (fig. 3.1)
 - determination of streamer polygon (fig. 3.1)
 - adjustment of streamer polygon to tailbuoy position (fig. 3.2)
- CDP-positioning
 - pick-up of field trace positions from adjusted polygon
 - determination of CDP-positions

3. Presentation

- Conventional shotpoint location map
- Streamer location map (fig. 4.1)
- Scattergram (fig. 4.2)
- Final 3-D positioning tape

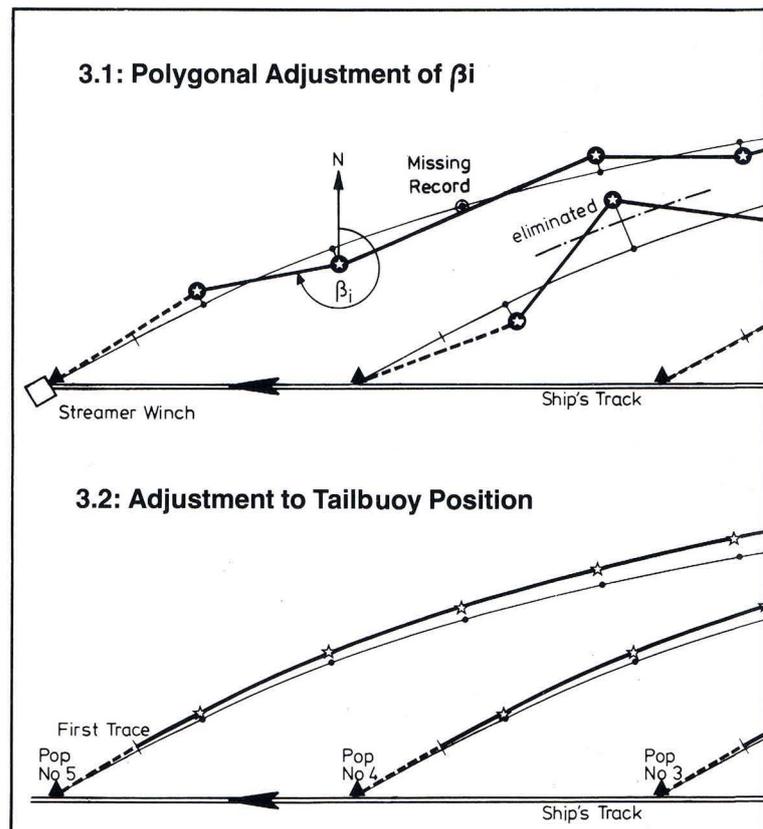


Fig. 3: Postmission Streamer Positioning

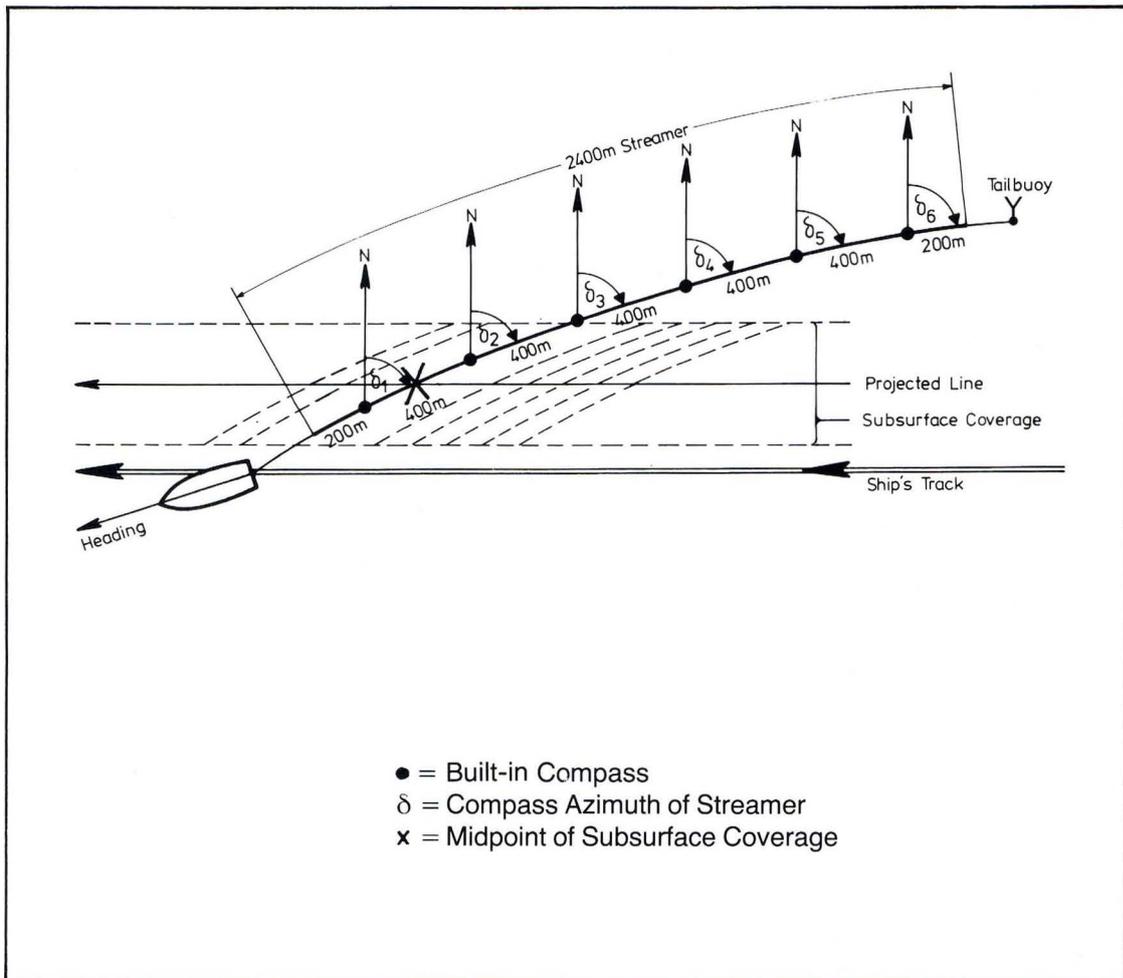
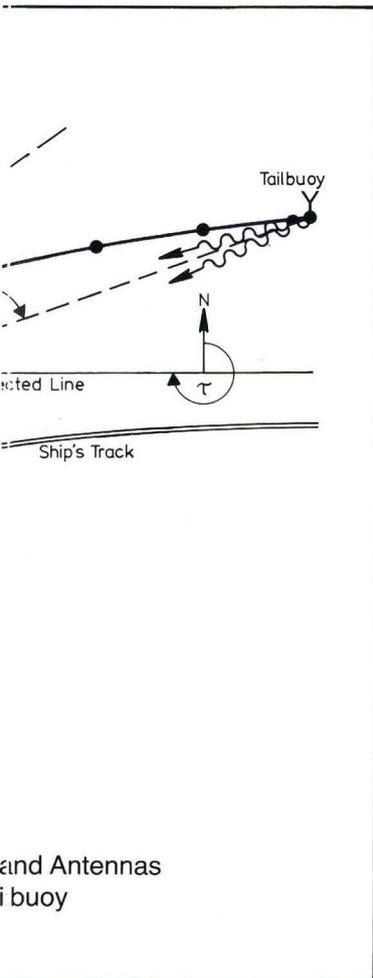


Fig. 2: Streamer Layout and Subsurface Coverage

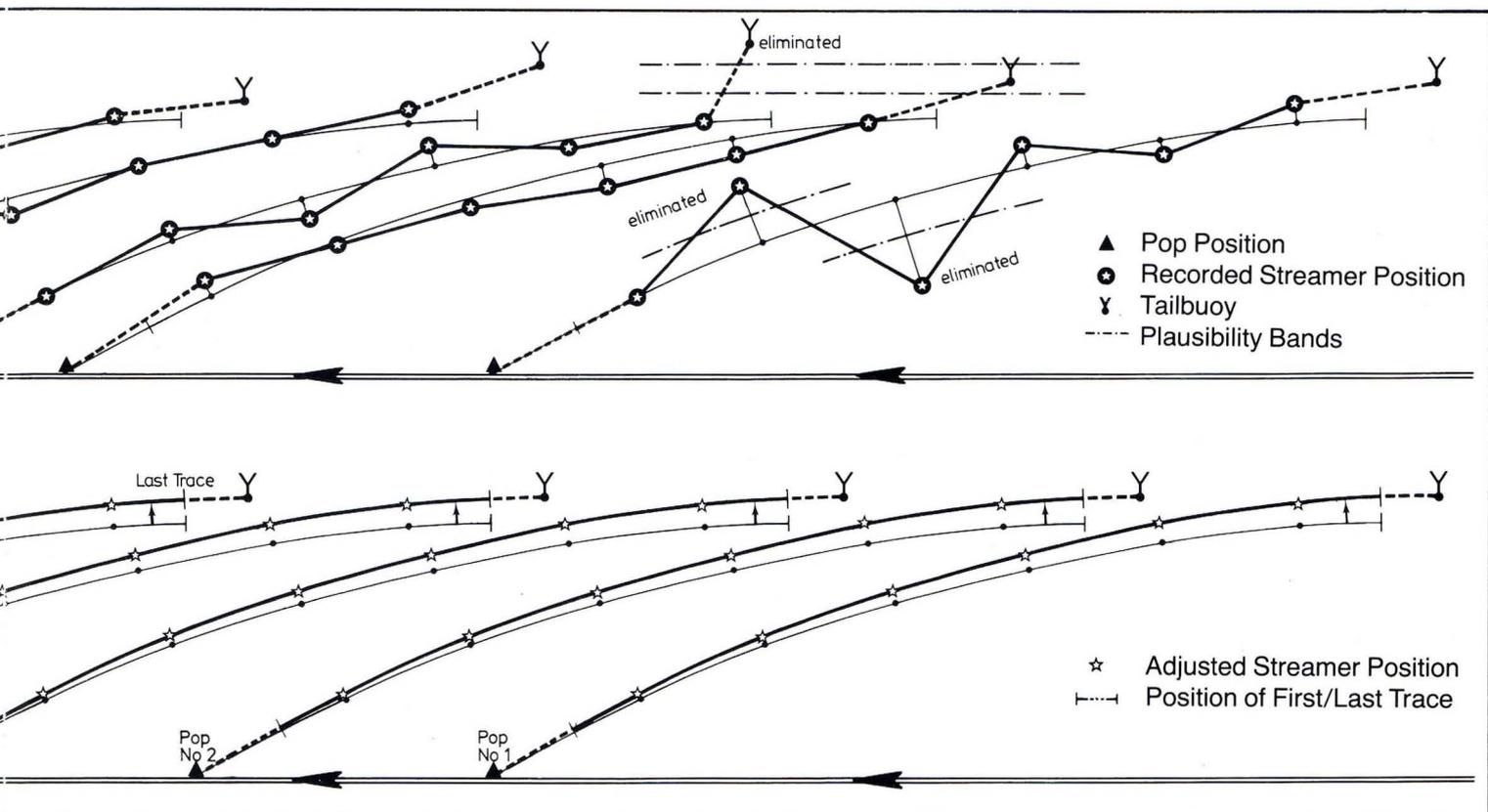




Fig. 4.1: Streamer Location Map

- △ Pop Positions
- Compass Positions
- Υ Tailbuoy Positions

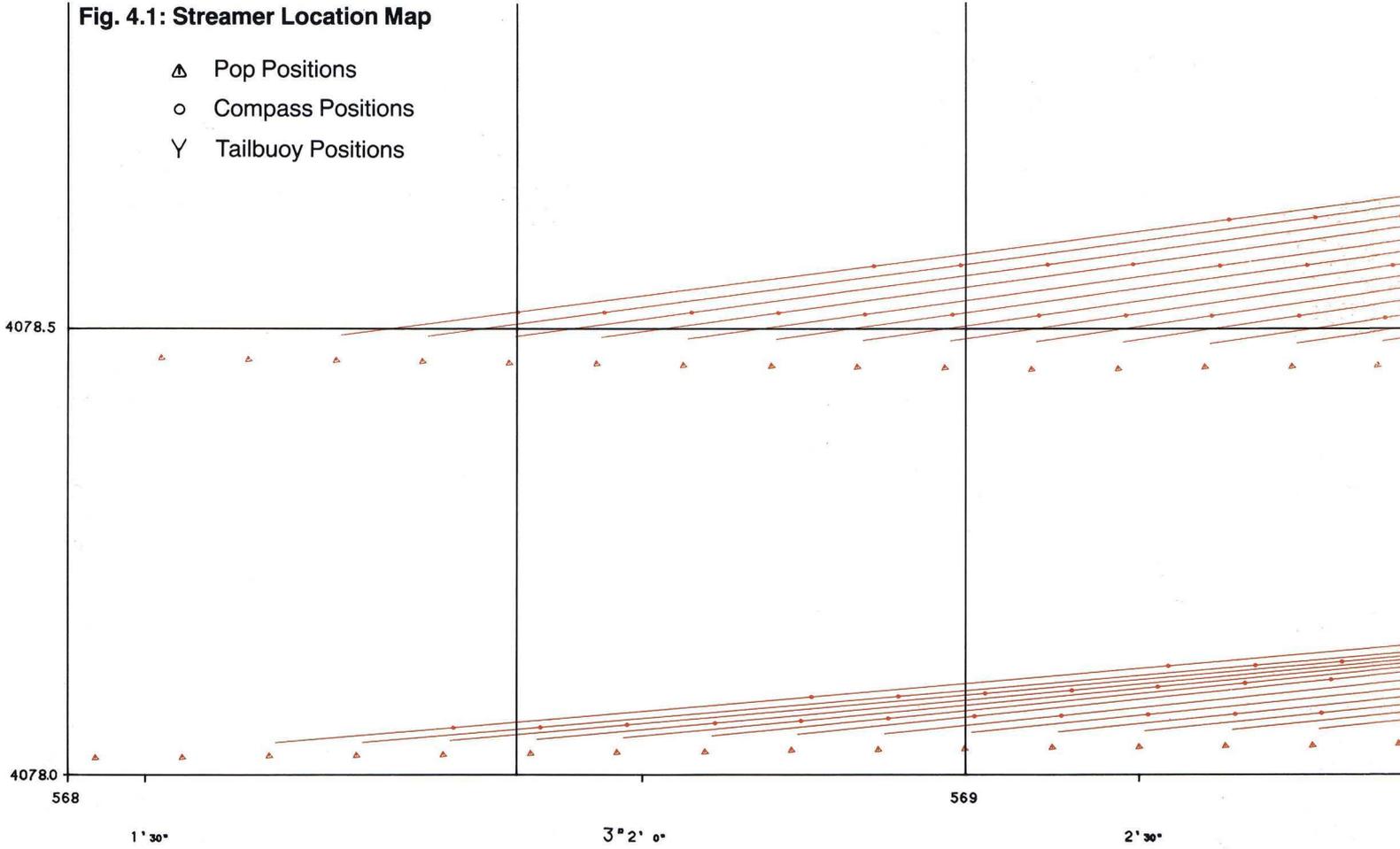


Fig. 4.2: Scattergram

