High resolution seismic imaging of the crooked 2D profiles in Greenstone belts of the Canadian shield

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METALEARTH

A new Canadian research initiative funded by Canada First Research Excellence Fund.





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Outline

- Seismic surveys in the Swayze and Larder Lake area
- Evaluating the survey geometry
- Conventional processing applied to crooked surveys
- 3D swath processing
- Future work



Introduction

• Regional seismic surveys in hard rock environment

- a) Lithoprobe (Canada)
- b) COCORP (the USA)
- c) AGSO (Australia)
- d) Europrobe (Europe)
- e) National Geophysics Program (South Africa)
- Canada: exploration done by industry, academic research, TGI programs
- Highlight: acquiring 3D dataset: Sudbury, Brunswick No. 6, Half-mile Lake, Flin Flon, Millennium, Lalor



• Regional surveys (R1): Shot-spacing: 50 m

Receiver-spacing: 25 m

 High-resolution surveys (R2):

Shot-spacing: 6.25 m Receiver-spacing: 12.5 m



 Acquired regional and high-resolution surveys for Metal Earth (13 transacts, ~ 1000 km R1 and ~ 200 km R2)



R2 surveys in Swayze area

Swayze north

Swayze south

- Each survey is about 10 km
- The survey is acquired on the complex geology
- The survey follows local roads /forest trail









R2 survey in Larder Lake area

- 10 km high resolution survey is acquired between: Larder-Cadillac deformation zone (LLCDZ) and Lincoln Nipissing shear zone (LNSZ)
 - Complex geology
 - Crooked survey





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2D and 3D processing

- CDP spacing: 6.5 m (2D)
- CDP bins: 50 m by 50 m (3D)





2D and 3D processing

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Northing (m)





2D and 3D processing

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Swayze-north	Swayze-south	Larder Lake
Reading data in SEGD format and converting	Reading data in SEGD format and converting	Reading data in SEGD format and converting
them to SEGY format	them to SEGY format	them to SEGY format
Setup geometry	Setup geometry	Setup geometry
Trace editing (manual)	Trace editing (manual)	Trace editing (manual)
First arrival picking (near and far offsets)	First arrival picking (near and far offsets)	First arrival picking (near and far offsets)
Elevation and refraction static corrections	Elevation and refraction static corrections	Elevation and refraction static corrections
(replacement velocity 5200 m/s, V0 1000 m/s)	(replacement velocity 5200 m/s, V0 1000 m/s)	(replacement velocity 5200 m/s, V0 1000 m/s)
Spherical divergence compensation (velocity	Spherical divergence compensation (velocity	Spherical divergence compensation (velocity
power of 2 and travel time power of 1, V^2t)	power of 2 travel time power of 1, V^2t)	power of 2 travel time power of $1, V^2t$)
Median velocity filter (1400, 2500, 3000 m/s)	Median velocity filter (1400, 2500, 3000 m/s)	Median velocity filter (1400, 2500, 3000 m/s)
Band pass filter (20-35-100-120 Hz)	Band pass filter (20-35-100-125 Hz)	Band pass filter (20-35-100-125 Hz)
Airwave filter	Airwave filter	Airwave filter
Surface-consistent deconvolution (filter	Surface-consistent deconvolution (filter length	Surface-consistent r deconvolution (filter
length of 100 ms and gap of 25 ms)	of 100 ms and gap of 25 ms)	length of 100 ms and gap of 17 ms)
Trace balancing	Trace balancing	Trace balancing
AGC (window of 150 ms)	AGC (window of 150 ms)	AGC (window of 150 ms)
Velocity analysis	Velocity analysis	Velocity analysis
DMO corrections	DMO corrections	DMO corrections
Residual static corrections	Residual static corrections	Residual static corrections
Top-muting	Top-muting	Top-muting
Stacking	Stacking	Stacking
Coherency filter (F-X deconvolution, filter	Coherency filter (F-X deconvolution, filter	Coherency filter (F-X deconvolution, filter
length of 19 traces)	length of 19 traces)	length of 19 traces)
Trace balancing	Trace balancing	Trace balancing
Phase shift time migration (5000 m/s)	Phase shift time migration (5000 m/s)	Phase shift time migration (5000 m/s)

Swayze north:

- a) DMO-stacked
- b) Migrated-stacked



Swayze south:

- a) DMO-stacked
- b) Migrated-stacked





Larder Lake:

- a) DMO-stacked
- b) Migrated-stacked



3D swath processing

- Crooked nature of the acquired surveys causes the distribution of midpoints in both inline and crossline of the survey.
- CDP binning of 50 m by 50 m was considered.
- Processed 2D shots + 3D geometry
- Velocity analysis to find the best velocity model
- Stacking
- Migration



3D swath processing Swayze north





3D swath processing Swayze north





3D swath processing Swayze south



3D swath processing Swayze south





3D swath processing Swayze south





3D swath processing Larder Lake





3D swath processing Larder Lake





Future work

Crooked surveys demand to test several imaging methods:

- Conventional processing (DMO corrections and migrations)
- Application of Pre-stack time migration
- Amplitude-versus-offset (AVO)
- Cross-dip analysis



Thank you.



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