



Visualizing anisotropy in seismic facies using stratigraphically constrained, multi-directional texture attribute analysis

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- Introduction
- What's New in this Work
- Examples
- Conclusions & Further Work







• Orginate from image processing (Haralick et al., 1973)

• Aim to describe the roughness or smoothness of an image

• Based on the Grey Level Co-occurence Matrix (GLCM)

 Used in seismic facies interpretation and to highlight geomorphological features





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Waveforms are Attributes not suited in 3D mode.





Definition: The GLCM is a tabulation of how often different combinations of pixel brightness values (grey levels) occur in an image



*Adapted from Mryka Hall-Beyer's web pages: http://www.fp.ucalgary.ca/mhallbey/tutorial.htm



GLCM Texture Attributes

- Contrast Group
 - Measurements based on the distance from the GLCM diagonal







GLCM Texture Attributes

- Orderliness Group
 - Measurements of how organized the GLCM is





GLCM Texture Attributes

- GLCM Statistics Group
 - Standard statistical parameters computed from the GLCM







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Each seismic cell has 26 neighbours allowing for 13 directions to analyze

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Dip-steered Analysis



Concept of dip-steering: the seismic inputs for the GLCM are extracted along a three-dimensional stratigrahic slice by following the precalculated dip field.



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The Effect of Dip-Steering

GLCM Correlation



Non Dip-Steered

Dip-Steered





Synthetic example







Synthetic example







GLCM

Synthetic example



Vertical Occurrences

Attributes



Synthetic example



Diagonal 45 Occurrences

GLCM

Attributes





GLCM

Synthetic example



Diagonal 135 Occurrences

Attributes





Synthetic example



All Directions Occurrences

GLCM

Attributes



Lessons Learned





Average values for all texture attributes

Highest Cluster Tendency

Highest Contrast; Lowest Homogeneity

Lowest Energy; Lowest Cluster Tendency



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Highest Entropy



2D Example

Channels Vienna Basin



Coherency-based Semblance

Interpretation



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Directional Energy



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Conclusions

- Texture Attributes are making a **comeback** in seismic interpretation
- Original applications are seismic facies analysis and visualization of geomorphological features
- **Dip-Steering** constrains the analysis to **stratigraphic layering** and generates higher signal-to-noise responses for texture attributes
- **Directional** analysis reveals **anisotropy** in the **image**
- Dip-Steered, Directional Texture Attributes have potential for analyzing anisotropy in rock properties and thus be used in the analysis of fracture density, stress fields, fluid flow paths, ...





Further Work

 Joanneum Institute has developed a workflow to help interpret variations in directional response

• Visualization of anomalous responses in various directions

This workflow will be extended from 2D to 3D









Acknowledgment

The texture attributes shown in this paper were developed independently by Joanneum Research and dGB Earth Sciences as plugins to OpendTect, the open source seismic interpretation system. OMV is acknowledged for funding Joanneum's research project and for giving permission to publish these results.

OMV, Joanneum and dGB recently agreed that Joanneum's texture attribute plugin will in future replace dGB's plugin and that the software will be released as an open source (free) plugin to OpendTect.



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