



Spotlight – Accumulation Summary

Querying accumulations

Finding and visualizing petroleum accumulations with Permedia Petroleum Systems is easy. Use the Accumulation Summary to list accumulation properties, providing a detailed statistical overview of simulation data. Statistics include pore volumes, dimensions and volumes at stock tank conditions.

To display the largest accumulations in a set of migration simulation results:

1. Open the simulation results in 2D or 3D Viewer.
 - (To do this, in the main window under Simulation Results, right-click the results you want to evaluate and choose Open in 2D Viewer or 3D Viewer.)
2. Choose a time step from the Timestep menu in the toolbar.
3. On the Accumulation tab in the Scene Manager, click the Accumulation Summary button.
4. In the Accumulation Summary, from the Accumulations menu, choose Enable Largest.
 - Enable Largest Accumulations automatically enables only the 10% largest bodies in the results.
 - To enable or disable individual accumulations, in the table, click in the Enable column.
5. Click Update.
 - The viewer now only displays the largest accumulations.
6. In Accumulation Summary, select the largest accumulation.
 - The selected accumulation is highlighted in the viewer.

Other things to try

To sort the Accumulation Summary table, click the heading of the column by which you want to sort.

The Summary Statistics table provides cumulative statistics for all enabled (green) bodies.

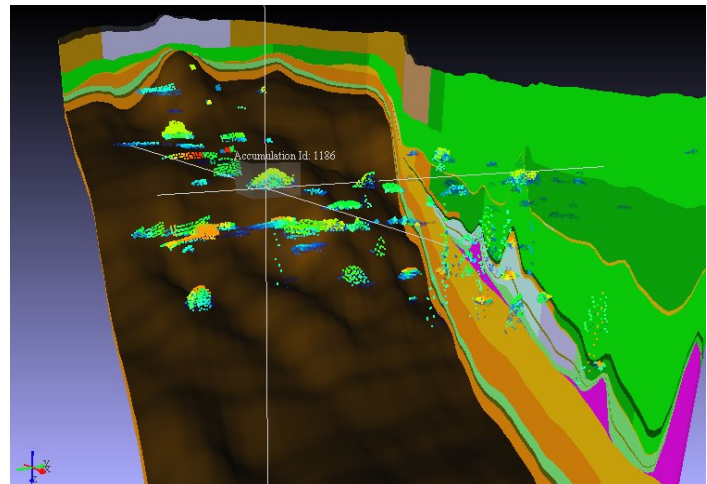
You can export the Accumulation Summary table to a delimited ASCII file. From the View menu, choose Table Editor.

3D Viewer can co-render simulation results with other objects, such as wells or the model volume. To load objects into the scene, use the Load Object option in the File menu, or drag objects into the scene from the Project Directory.

Enable	Body Id	# Elements	Accumulation State	Bulk Rock Volume [m3]	Pore Volume [m3]	Average Pore Saturation []	light	heavy
Yes	137	85	Leaking	2.40217e+09	1.59063e+08	0.610407	9.3864e+09	5.63794e+10
Yes	268	181	Leaking	2.36386e+09	1.44253e+08	0.583038	9.06549e+09	4.53131e+10
Yes	1000	164	Leaking and Spilling	2.43831e+10	9.26517e+07	0.456167	5.34311e+09	2.78183e+10
Yes	117	68	Leaking	4.11864e+09	8.74546e+07	0.459738	3.55499e+09	2.52319e+10
Yes	230	71	Leaking	2.78552e+09	7.7527e+07	0.782542	3.46659e+09	4.00005e+10
Yes	189	62	Leaking	2.00488e+09	7.3985e+07	0.47642	3.54094e+09	2.86962e+10
Yes	48	106	Leaking and Spilling	1.86117e+09	6.78328e+07	0.772396	6.78423e+09	2.44786e+10
Yes	2054	295	Leaking and Spilling	5.17527e+09	6.73463e+07	0.595371	5.05136e+09	2.04309e+10
Yes	310	115	Leaking	1.3647e+09	6.64749e+07	0.436435	2.38524e+09	1.78224e+10
Yes	1	95	Leaking	1.05542e+09	5.66773e+07	0.583536	3.74226e+09	1.72361e+10
Yes	1048	168	Leaking and Spilling	2.96378e+09	5.41656e+07	0.612396	2.83781e+09	2.13087e+10
Yes	329	47	Leaking and Spilling	3.30946e+09	5.3004e+07	0.408895	2.74622e+09	1.43597e+10
Yes	255	38	Leaking	9.78339e+08	5.14599e+07	0.601885	3.01035e+09	1.79136e+10
Yes	2125	217	Leaking	2.64916e+09	4.82643e+07	0.65859	4.57714e+09	1.44949e+10
Yes	888	127	Leaking	1.6e+09	4.68953e+07	0.703175	3.57717e+09	1.80728e+10
No	2079	130	Leaking	8.54077e+08	3.89253e+07	0.605412	2.8118e+09	1.8557e+10
No	2052	82	Leaking	2.02759e+09	3.29798e+07	0.688464	1.605e+09	1.49439e+10
Yes	107	26	Leaking	1.20639e+09	3.25777e+07	0.774481	2.61852e+09	1.47424e+10

Statistic	# Elements	Bulk Rock Volume [m3]	Pore Volume [m3]	Average Pore Saturation []	light	heavy	Incoming light	Icon
Sum:	1865	6.02139e+10	1.17966e+09	9.5863	7.36883e+10	3.953e+11	4.12209e+11	
Minimum:	26	9.78338e+08	3.25777e+07	0.436435	2.38524e+09	1.37424e+10	3.18027e+09	
Maximum:	295	2.43831e+10	1.59063e+08	0.792542	9.3864e+09	5.63794e+10	5.24999e+10	
Range:	269	2.34048e+10	1.26485e+08	0.356107	7.00116e+09	4.2632e+10	4.93196e+10	
Mean:	116.562	3.76337e+09	7.37285e+07	0.599144	4.60552e+09	2.47062e+10	2.57631e+10	
Stdev:	56.5781	2.79835e+09	2.40706e+07	0.0915801	1.68301e+09	8.90151e+09	1.35004e+10	

Query and sort accumulations by statistic



Simulation result highlighting fluid bodies of interest