



# Spotlight – Expulsion Maps

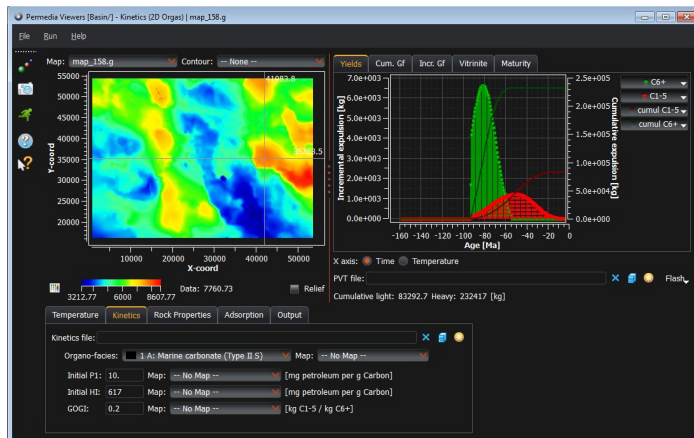
## Map-based generation and expulsion

Using the Permedia Viewers expulsion maps workflow, you can create generation and expulsion maps of light and heavy components. The maps can be used to add mass to meshes in Basin Mesh Overrides. To create expulsion maps:

1. Open a depth map in Map Viewer. (To do this, in the main window, under Maps, double-click the map to evaluate.)
2. Drag and drop a depth-temperature curve from the main window onto the map in Map Viewer and click OK.

To create a depth-temperature curve, use Curve Editor to create two columns of data, the first depth, the second temperature (Edit>Depth-Temperature Curve). The .xy file will be listed under Curves in the main window.

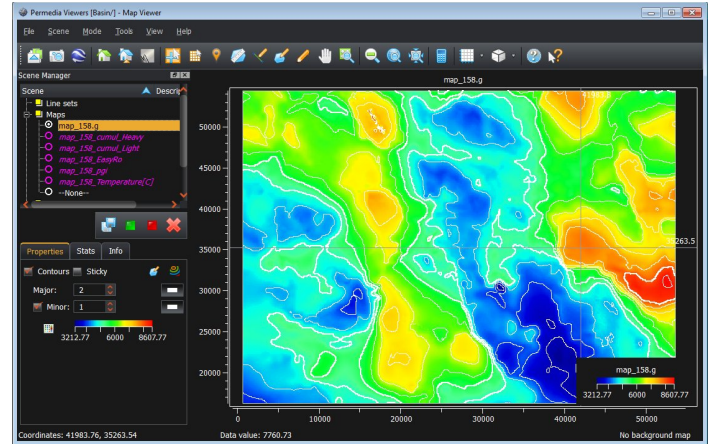
3. Select the depth map in the Scene Manager and from the Tools menu, choose Workflows and Create Expulsion Maps.



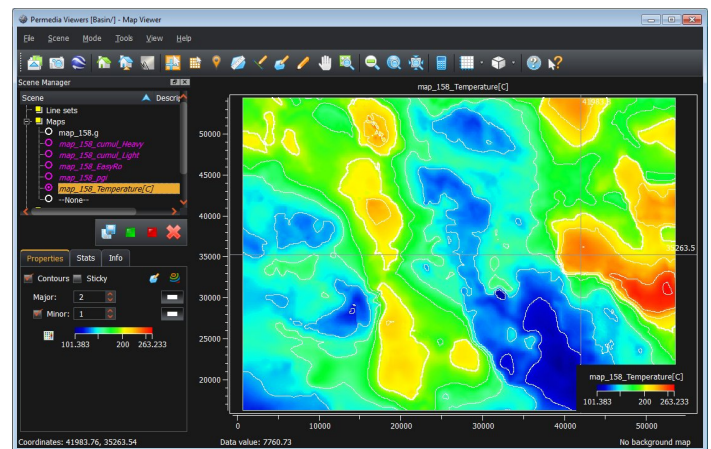
Kinetics (2D Orgas)

4. On the Temperature tab, set the Final temperature Map to the temperature map you created, and set the Depth map age to the age of the depth map.
5. On the Kinetics tab, enter the source properties. The default kinetics set is derived from the Orgas scheme.
6. Use the options on the Output tab to generate additional maps, including sediment maturity (Easy Ro).
7. Click on the map preview to see an instant 1D calculation of the expulsion characteristics for the location.
8. From the Run menu, choose Run to generate the maps.

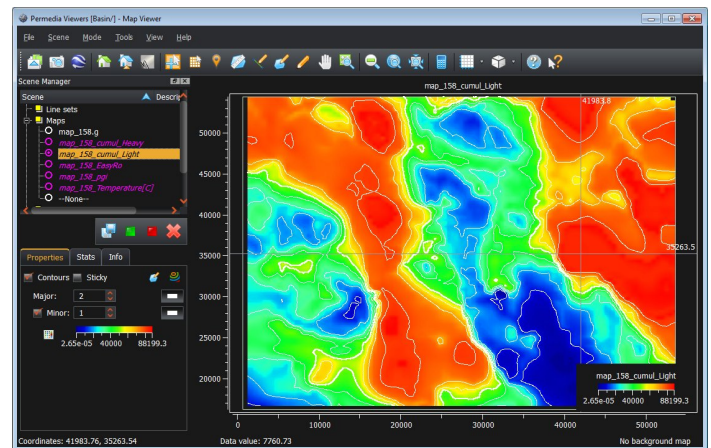
The Cumul\_light and Cumul\_heavy, along with any additional maps, are listed in the Scene Manager.



Depth map



Temperature map



Cumulative light map