



Spotlight – Maps from horizons

Creating maps from a volume horizon

Using 3D Viewer's point logging feature, you can pick points along a horizon, and then use the point set to create a map in Map Viewer.

Log points in 3D Viewer

To log points on a volume:

1. Open the volume in 3D Viewer. (To do this, in the main window under Volumes, right-click a volume and choose Open in 3D Viewer.)
2. From the Mode menu, choose Log Points.

Table Editor is displayed. As you click points in the volume, the coordinates are logged by Table Editor.
3. From the Mode menu, choose Query mode, and click points along a horizon in the volume.

- Render the volume as Fences and use the X, Y and Z cut plane sliders to move through the volume.
4. When you are done logging points, in Table Editor, from the File menu, choose Export and Pointset and click OK.
 5. Enter a File name, select the File type and click Save.

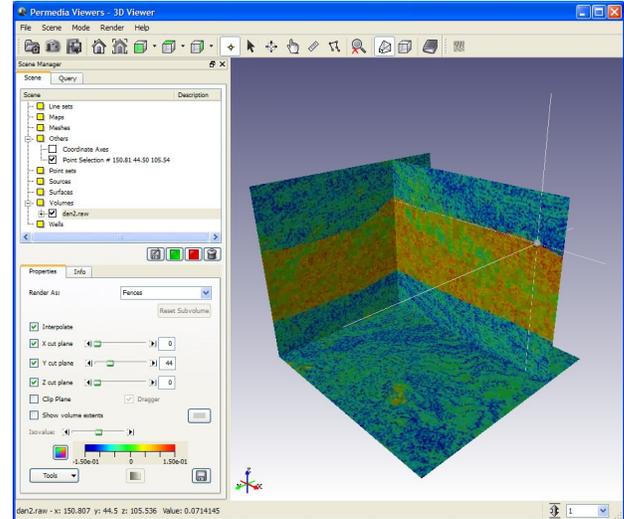
Create the map

To create a map from a pointset in Map Viewer:

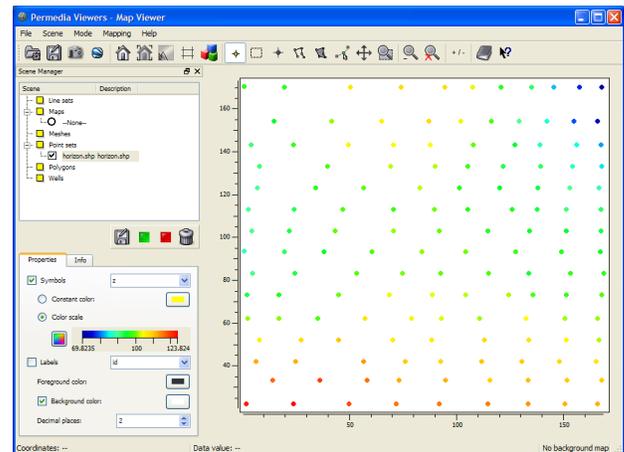
1. Open a map with the AOI of the map you want to create in Map Viewer.
2. In Map Viewer, use the File>Load Object option to load the pointset in Map Viewer.
3. Select the pointset in the Scene Manager.
4. From the Tools menu, choose Create and Map from Pointset.
5. Set Pointset attribute to the depth variable, set Method to Minimum Curvature and click OK.

Other things to try

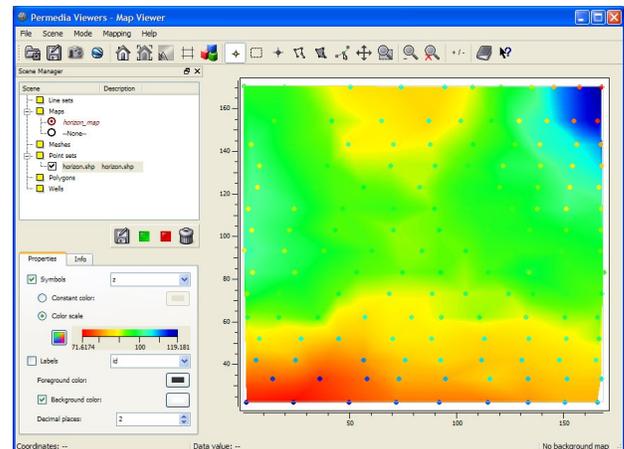
Display a map and volume together in 3D Viewer to QC maps. Using the Log Points and Polygon tools, create a "patch" for the map, and merge the map and the patch in Map Viewer using the Tools>Edit>Merge option.



Picking points in 3D Viewer



Pointset in Map Viewer



Map created from a point set