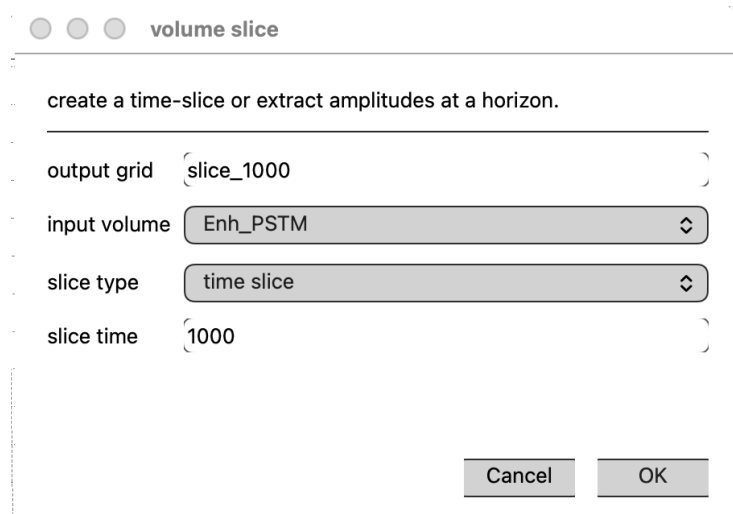


## Updates 26\_02

There are a couple of new features and some enhancements in Version 2.6.2.5.

In the past, we have advised that if you wanted to see the amplitude variation on your horizon, one could choose the stack of interest and then flatten on the horizon in the map view. That workaround still works, but now you have another option. Under processing, you can choose 'volume slice'. A window opens. You have the choice of extracting the values on a time slice and saving them as a grid. See figure below where you are going to extract the amplitude for the volume chosen at a given slice time (1000 ms in the example) and saving it as a grid labeled 'slice\_1000'.

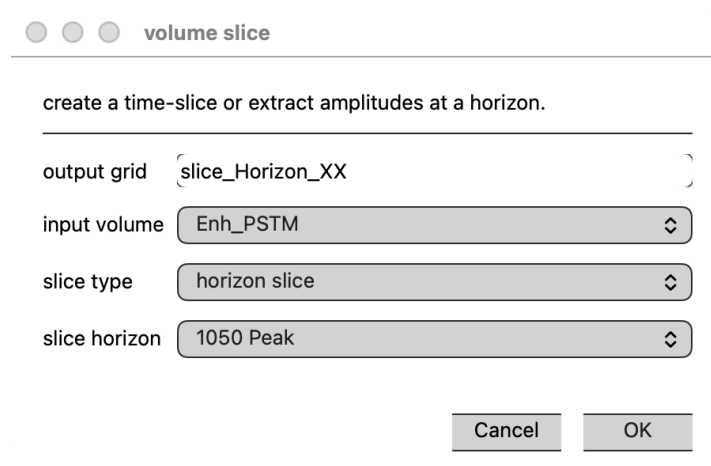


The screenshot shows a dialog box titled "volume slice" with the instruction "create a time-slice or extract amplitudes at a horizon." The settings are as follows:

- output grid: slice\_1000
- input volume: Enh\_PSTM
- slice type: time slice
- slice time: 1000

Buttons for "Cancel" and "OK" are located at the bottom right.

The other option is to extract the amplitude values for a horizon from the chosen stack or attribute volume and saving it. In the example below, we will extract the amplitude of the 1050 Peak horizon from the Enh\_PSTM volume and save it as 'slice\_Horizon\_XX'. It will be a grid.

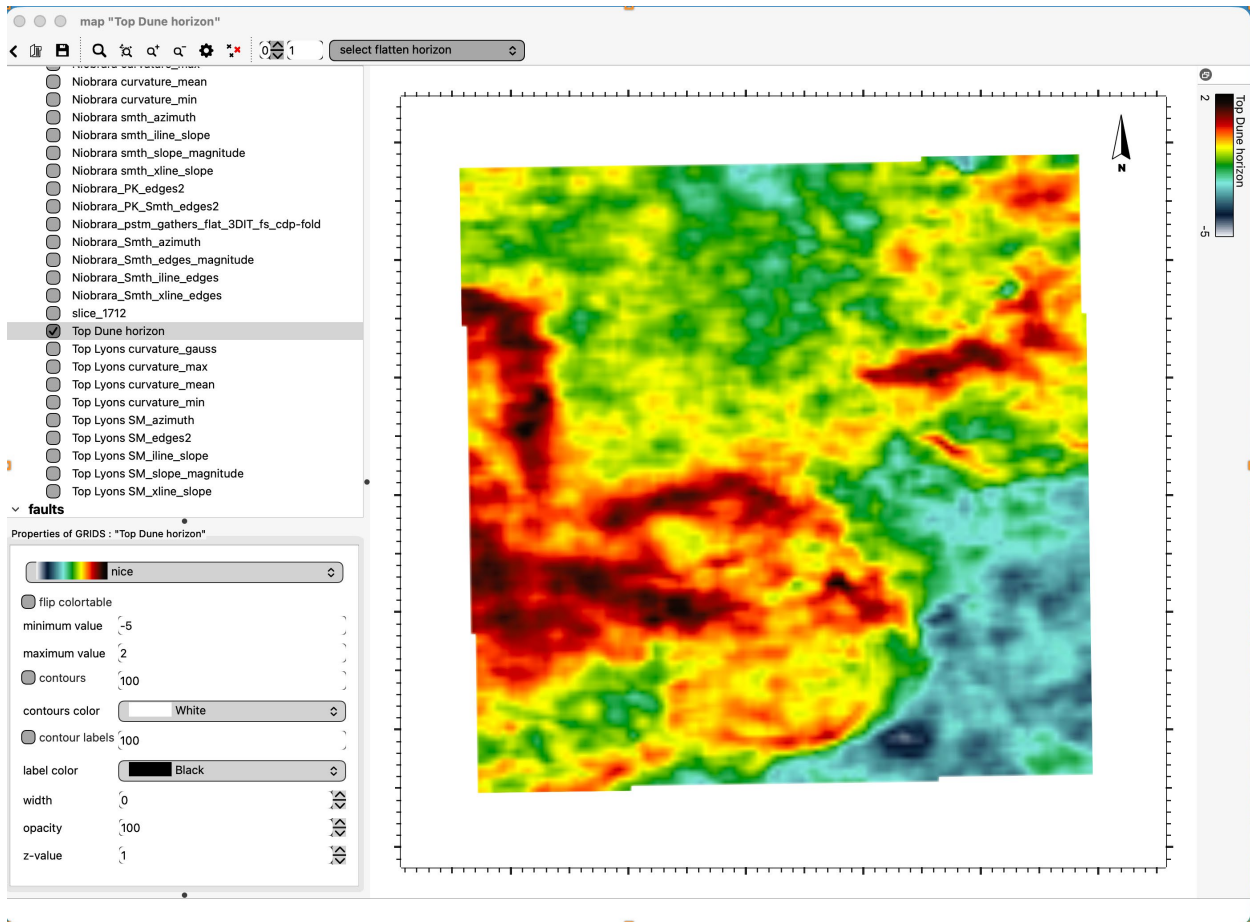


The screenshot shows a dialog box titled "volume slice" with the instruction "create a time-slice or extract amplitudes at a horizon." The settings are as follows:

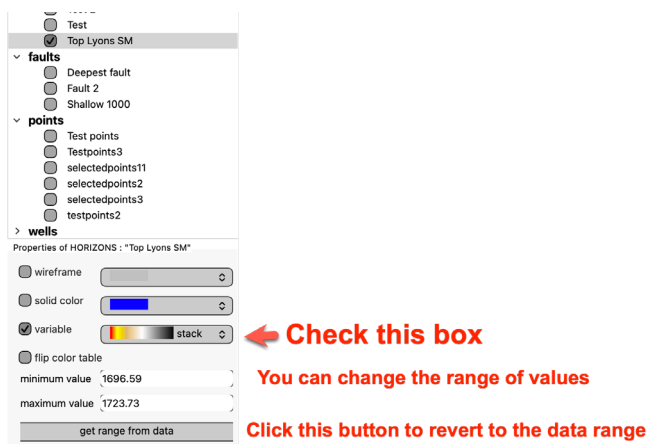
- output grid: slice\_Horizon\_XX
- input volume: Enh\_PSTM
- slice type: horizon slice
- slice horizon: 1050 Peak

Buttons for "Cancel" and "OK" are located at the bottom right.

Here is an example of the saved grid for a horizon with the horizon values from the chosen stack.



The other enhancement involves the 3D viewer. One can now display the horizon structure with varying colors. The set-up is shown below. This window also shows how you can now modify the display value range, and revert to the original data range.



Below is a 3D view of two horizons showing the structure at the top and base of a sand dune with the depths shown by color variations. The IL/XL are from the stack version, but one can choose different volumes to display as the IL/XL.

