GLOBE *Claritas*
seismic processing software

Training Courses Available

Practical Introduction to Seismic Data Processing (5 days)

New processing geophysicists; interpreters; overview of GLOBE Claritas

The course is designed to give attendees practical experience of processing 2D marine data with GLOBE Claritas, from field data to final migration. The course is five days in duration, and allows users access to GNS Science expertise in tackling a variety of common problems.

Presentations cover other topics such as 3D and Land processing.

More experienced processors can tackle more advanced processes such as Tau-P domain de-convolution, spatial aliasing and pre-stack migration.

Land Processing in GLOBE Claritas (3-5 days)

Processing geophysicists; overview of land techniques

The course is designed to give attendees practical experience of processing 2D land data with GLOBE Claritas, from field data to final migration. Topics include working with crooked line data, first break picking and refraction statics.

The course can be extended to allow users to work on their own data examples, with support from GNS experts.

Marine Processing in GLOBE Claritas (3-5 days)

Processing geophysicists; overview of marine techniques

The course is designed to give attendees practical experience of processing 2D marine data with GLOBE Claritas, from field data to final migration; it is a scaled down version of the five day course, with less emphasis on theory and practical activities such as velocity analysis. If time allows, more advanced techniques such as Tau-P domain deconvolution and pre-stack migration can also be addressed.

The course can be extended to allow users to work on their own data examples, with support from GNS experts.

Advanced Marine Processing (3-5 days)

Experienced data processors; advanced marine processing

This course builds on the basic processing course and introduces Tau-P domain deconvolution, SRME, methods to address spatial aliasing and spatial variation of processing based on water depth or other horizons.

Presentations include discussions of the impact of spatial aliasing and undersampling on processing projects, and possible testing sequences for demultiple application.

The course can be extended to allow users to work on their own data examples with support from GNS experts.

3D Land Processing in GLOBE Claritas (1-2 days)

Experienced processing geophysicists; overview of 3D land techniques

The course is designed to expand on the 2D land course, giving users familiarity with processing 3D datasets. Key topics include creating and QCing a 3D geometry, 3D refraction statics and 3D velocity analysis.

The course can be extended to allow users to work on their own data examples, with support from GNS experts.

3D Marine Processing in GLOBE Claritas (1-2 days)

Experienced processing geophysicists; overview of 3D land techniques

The course is designed to expand on the 2D Marine course, giving users familiarity with processing 3D datasets. Key topics include creating and QCing a 3D geometry using the ADDP190-BIN3D batch modules, 3D SRME overview, 2D vs 3D Radon and 3D velocity analysis.

The course can be extended to allow users to work on their own data examples, with support from GNS experts.

Developing in GLOBE Claritas (2 days)

Developers; overview of module development

This course is designed for in-house development teams with experience in C, Python or Fortran and shows how to add your own local processing modules into GLOBE Claritas. An overview of development topics such as Test Driven Development, Continuous Integration and working within an Agile/Scrum environment are also included.

GLOBE Claritas Workshops (1 day)

Various

Workshops are designed to provide a flexible training framework for clients with different requirements. Workshops will focus on one particular area, with data examples and presentations, but it is intended that users will bring datasets that will be viewed or worked on by all participants. Workshop topics include :

- High density automatic velocity analysis.
- Demultiple techniques and their application.
- Pre-processing of land shots.
- Optimising production processing flows with JCS and queues.
- WAVELET Application.