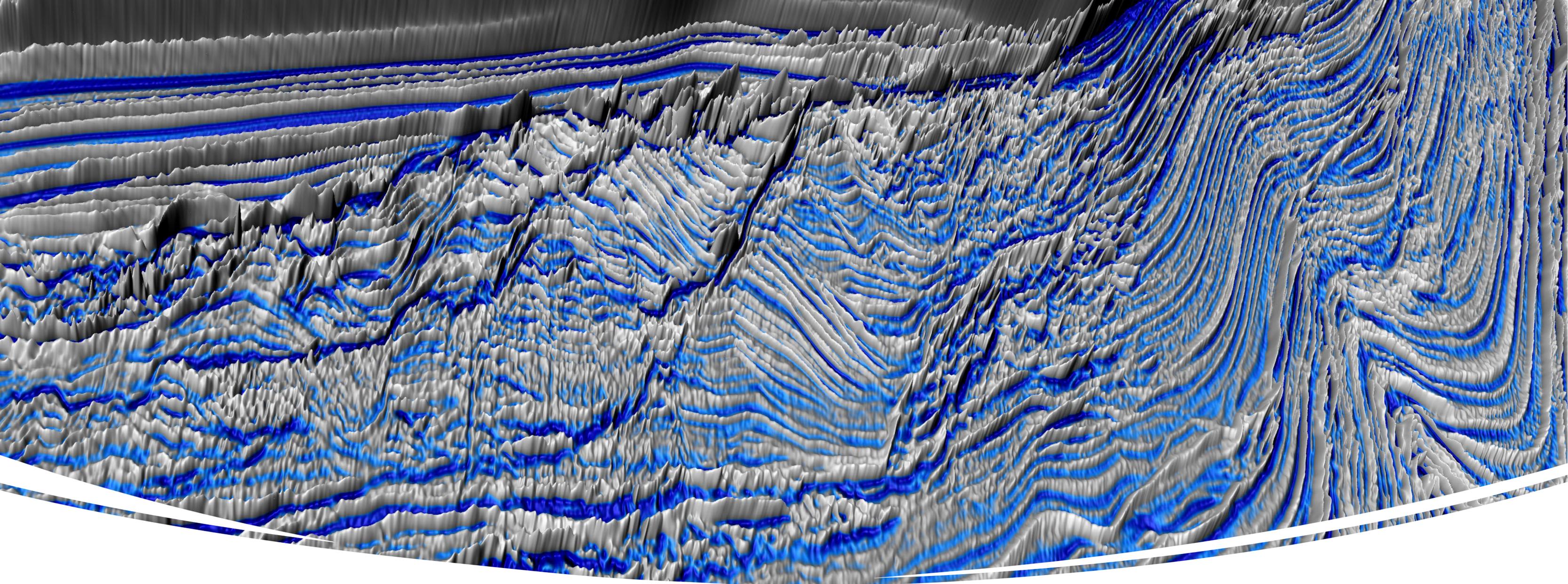


Stratiscape



Virtual Reality Seismic Technology  
From The Visual Wavefield Project

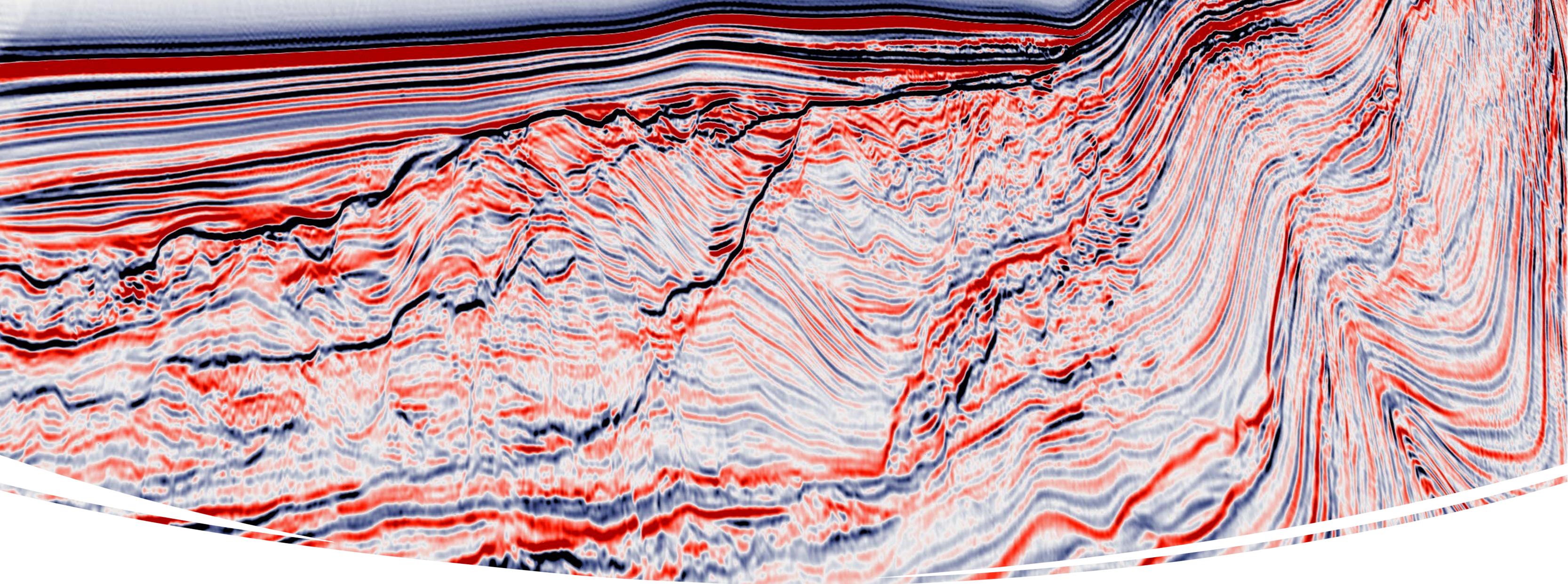


# Seismic is a Visual Science!

Because its value is established through observation.

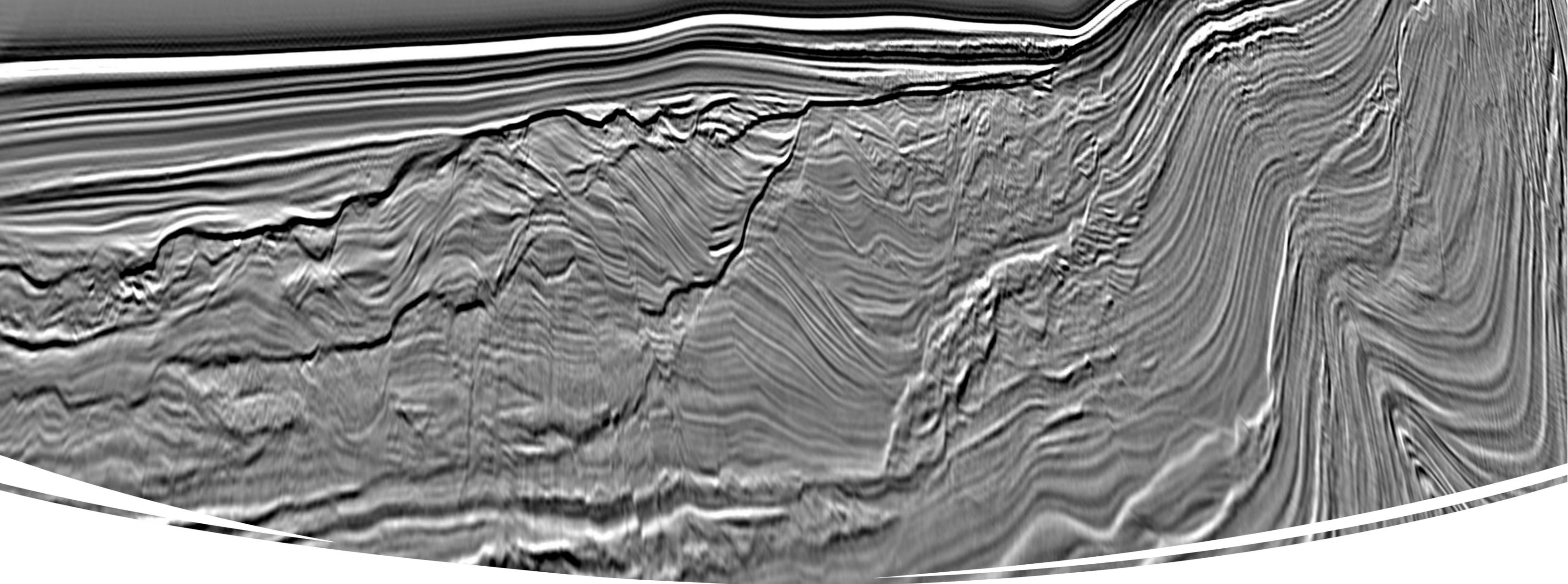
Ultimately, someone must look at it and make important decisions based upon what they see.

*(Seismic Data from the UK OGA Rockall Trough project)*



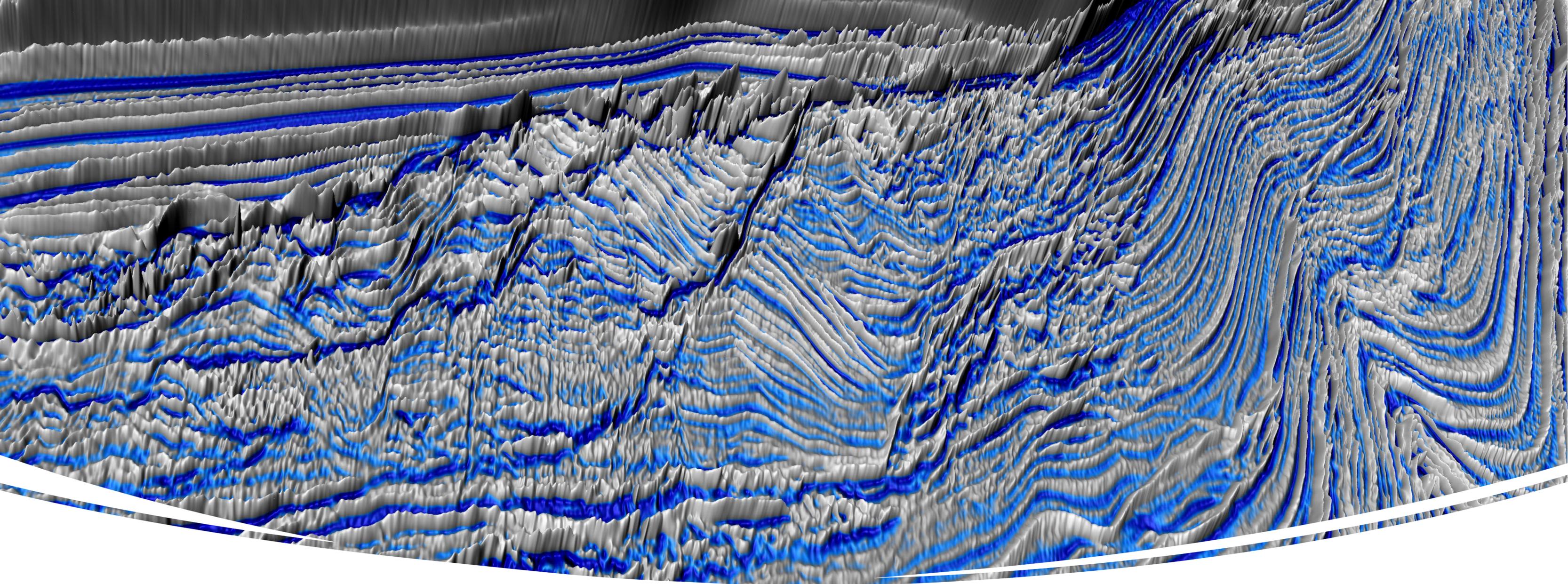
But what do  
they see?

We invented digital seismic decades before we developed the virtual reality technology needed to display it correctly.



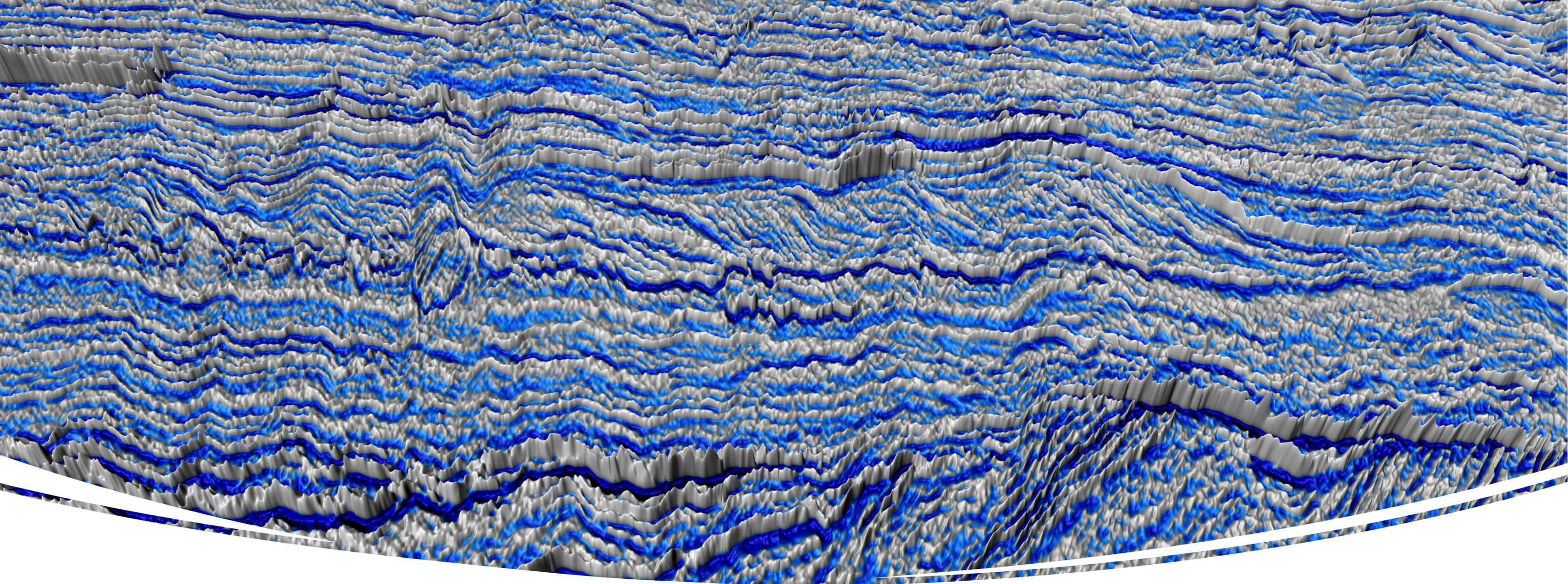
As a Result

Much of the seismic information we worked so hard to acquire and process has gone unobserved and uninterpreted.



But those days  
are behind us

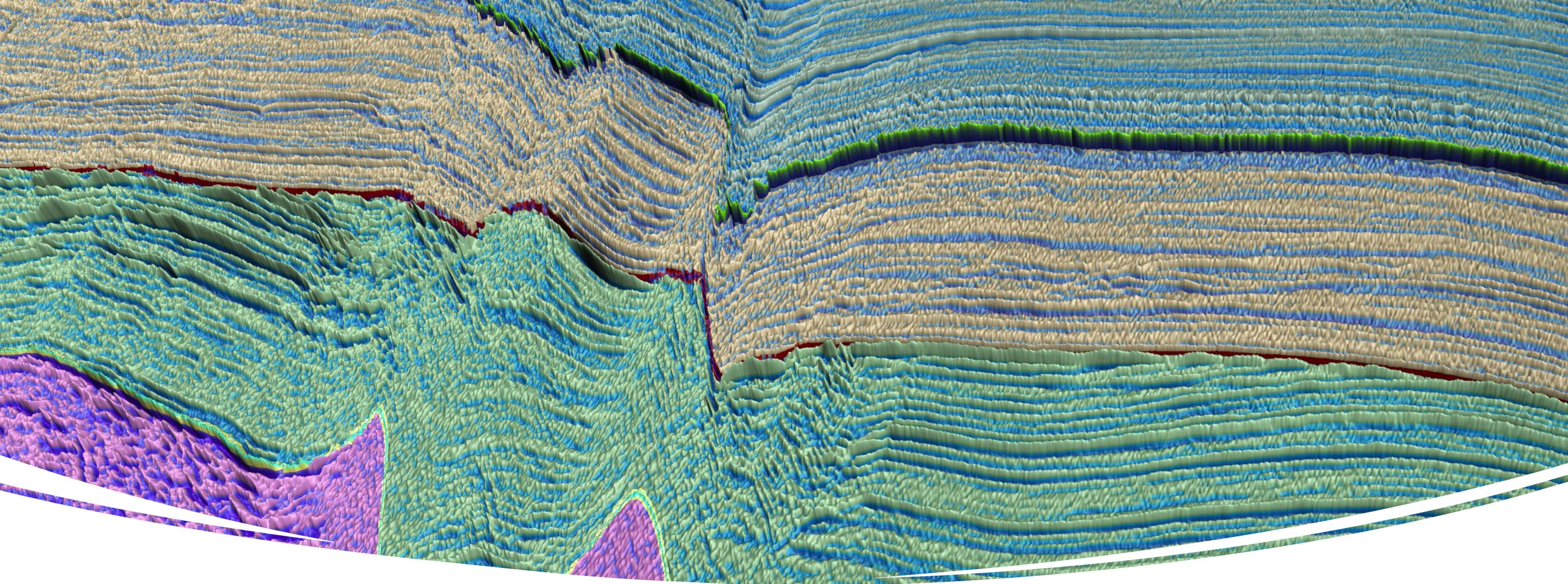
Using the same VR technology that drives gaming, we have developed a range of seismic displays that literally bring seismic to life.



# New ways to Visualize Seismic

Gone are the days of struggling to make sense of displays that only show a fraction of the data.

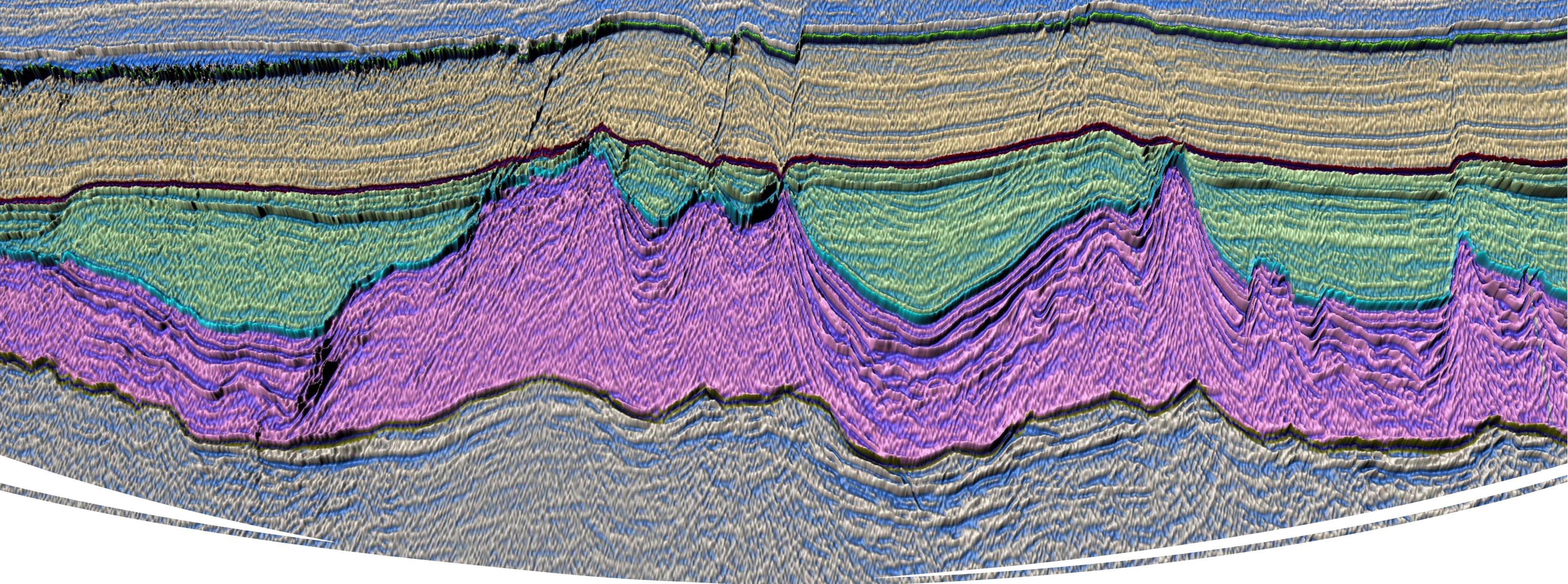
*(Seismic Data from the UK OGA East Shetland project)*



# New ways to Visualize Geology

Let's face it. Visualizing seismic is one thing but what we really want is to visualize the geology it represents. And finally, you can.

*(Stratiscap Interpretation from the UK OGA MNSH project)*



We Bring  
Seismic to Life!

And when we do, the seismic you thought you knew so well, takes on a whole new character and dimension.

*(Stratiscapes Interpretation from the UK OGA MNSH project)*

# Our MNSH Stratiscape Project

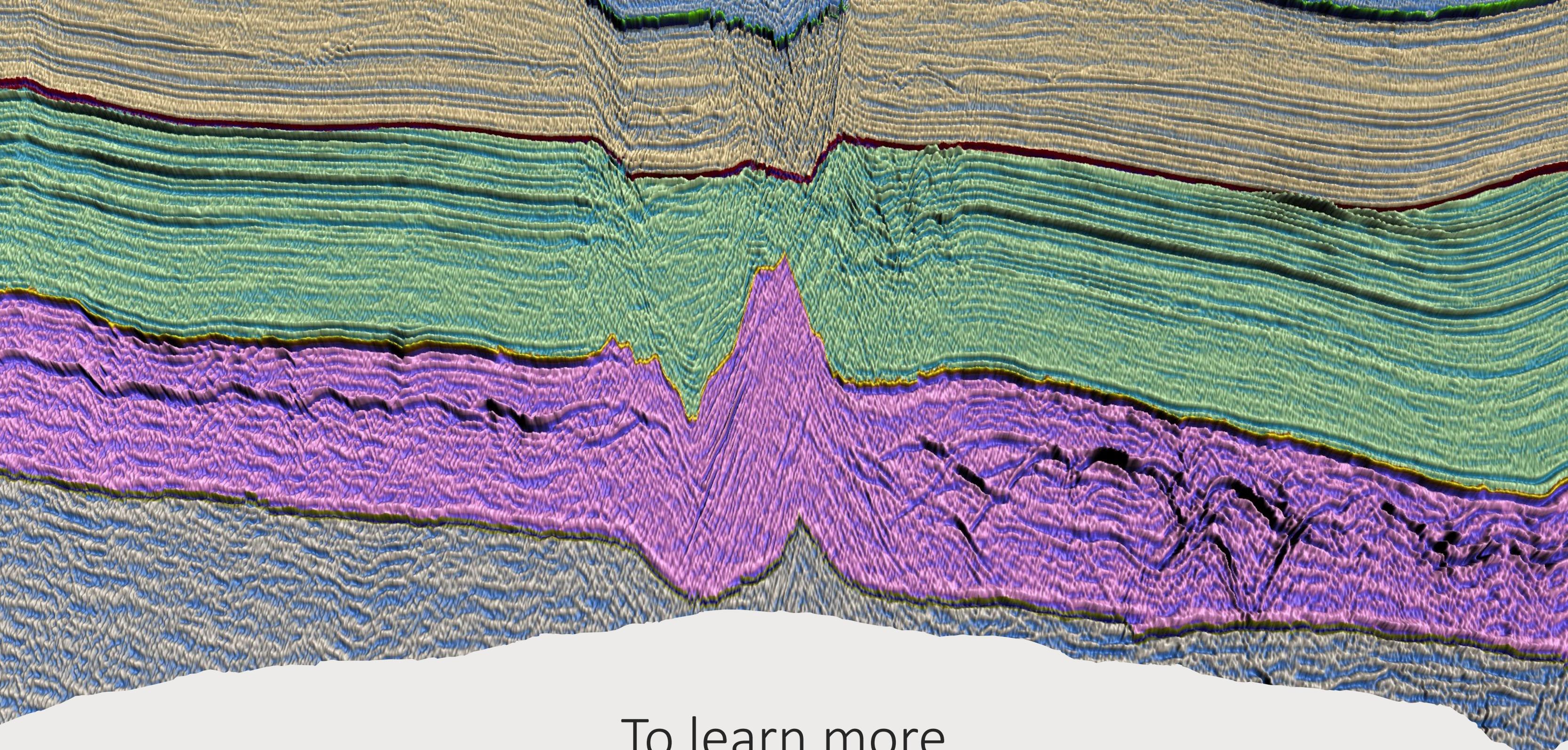
We have produced a Stratiscape project of the entire publicly available MNSH seismic dataset.

The project includes our refined versions of the publicly available interpretations.

In the future we will add our own independent interpretation.

The project can be downloaded for use in our Stratiscape software.

We also have interpreted lines available as PDF's from the PDR.



To learn more

Visit our website at: [www.visualwavefield.com](http://www.visualwavefield.com)