



- d. Computed shot-to-group distances.
- e. Zeroed early parts of CDP traces.
- f. Output the processed CDP traces on output tape.
- g. Applied time shifts for 96 different move-out scans to CDP traces and summed the CDP traces after each application.
- h. Picked reflection maxima on stacked traces for the set of moveout scans and computed implied RMS velocities from time shifts corresponding to reflection maxima.

In order that early parts of CDP traces could be zeroed properly at deep water locations it was necessary generally, to introduce a fictitious water depth. The zeroing is applied as a function of submitted water depth and water velocity. Therefore, listings on the computer printout are correct only as regards RMS velocities relative to the surface. Water bottom velocities must be computed from the surface velocities.

Appendix E is a tabulation of the location of the 73 moveout scans processed during the project.

#### 8. Dynamic Correlations.

Dynamic correlations are cross-correlations between two traces computed from a number of sequential short-time gates. For each time gate, the correlations from Common-depth-point traces with common geometry are space-averaged over a set of input records. The space-averaged dynamic correlations are then displayed in such a manner that moveout of any event within the time gate is essentially linear. As an additional aid, dynamic correlations are velocity filtered to resolve and identify specific velocities within each time gate. From an analysis of the displays and the associated computer printouts, the interpreter determines velocity as a function of time.