



For each intermediate depth point, a new function relative to water bottom was computed by linear spatial interpolation between functions for control points. These interpolated water bottom functions were converted back to surface functions and applied.

First Break Suppression was applied in the mixing process to eliminate water borne energy, refractions and low frequencies due to stretching in the Normal Moveout process. Such muting varied the stacking multiplicity as a function of record time resulting in improvement of the shallow events.

After the mixing of the C.D.P. Gathers, Time Variant Deconvolution was performed. The operators were designed with the initial gate time starting 250 milliseconds below the water bottom arrival time.

Time Variant Digital Filtering was then applied using filters determined from filter analyses run in the area.

The following displays were made of all production processing :

1. 100% moveout corrected section with a Time Variant Filter (Film).
2. Deconvolved stack with T.V.F. (Film).

All relevant processing parameters and velocity functions were drafted on the final sections.