2. Pre-Processing :

   a. Trace Edit

     Trace editing was performed based on the
     Vertical Stack displays. This consisted
     primarily of trace zeroing.

   b. Pre-deconvolution Ramp Scaling

     Pre-deconvolution ramp scaling was designed
     to suppress direct arrival energy. This was
     to prevent the high amplitude direct arrivals
     from being "blown-up" when the deconvolution
     operator was applied.

   c. Static Corrections

     Static corrections were applied to correct
     for a sea level datum. A positive static
     correction was applied to compensate for
     the depth of the airgun array and streamer
     below sea level. A water velocity of 4900 ft./
     sec. was assumed when making these corrections.
     At the same time, a correction of 12 milliseconds
     was removed for the airgun delay.

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