

6. Plot RMS and interval velocities as a function of time, and interval velocities after dip correction and migration as a function of depth; (figure 6.3)
7. Run interactive ray-trace modelling on the result from step No.6, to refine and edit depth-velocity model. Formal modeling from depth to time was done in two ways. Normal incidence ray-tracing to produce a synthetic stack section (figure 6.4), and image ray-tracing to produce a synthetic migrated section; (figure 6.5)
8. Derive depth model (figure 6.6) from normal incident ray tracing using the velocity model; (figure 6.3)
9. Interpolate velocity model from step 8;
10. Edit velocity model and apply low-frequency filter to velocity model; (figure 6.7)
11. Repeat steps 7 to 10; (figures 6.8 and 6.9)
12. Depth-migrate output of step 5, using velocities from step 11. (enclosure 16.1). Filter test on depth migration (figure 6.14).
13. Time variant filter on depth-migration section; (see test figure 6.14)
14. Re-interpret depth migrated section (figure 6.10) and modify the velocity function according to the interpretation; (figure 6.11)
15. Repeat step 7 for model #2; (figures 6.12 and 6.13)
16. Depth migrate output of step 14;