

SMOOTHING

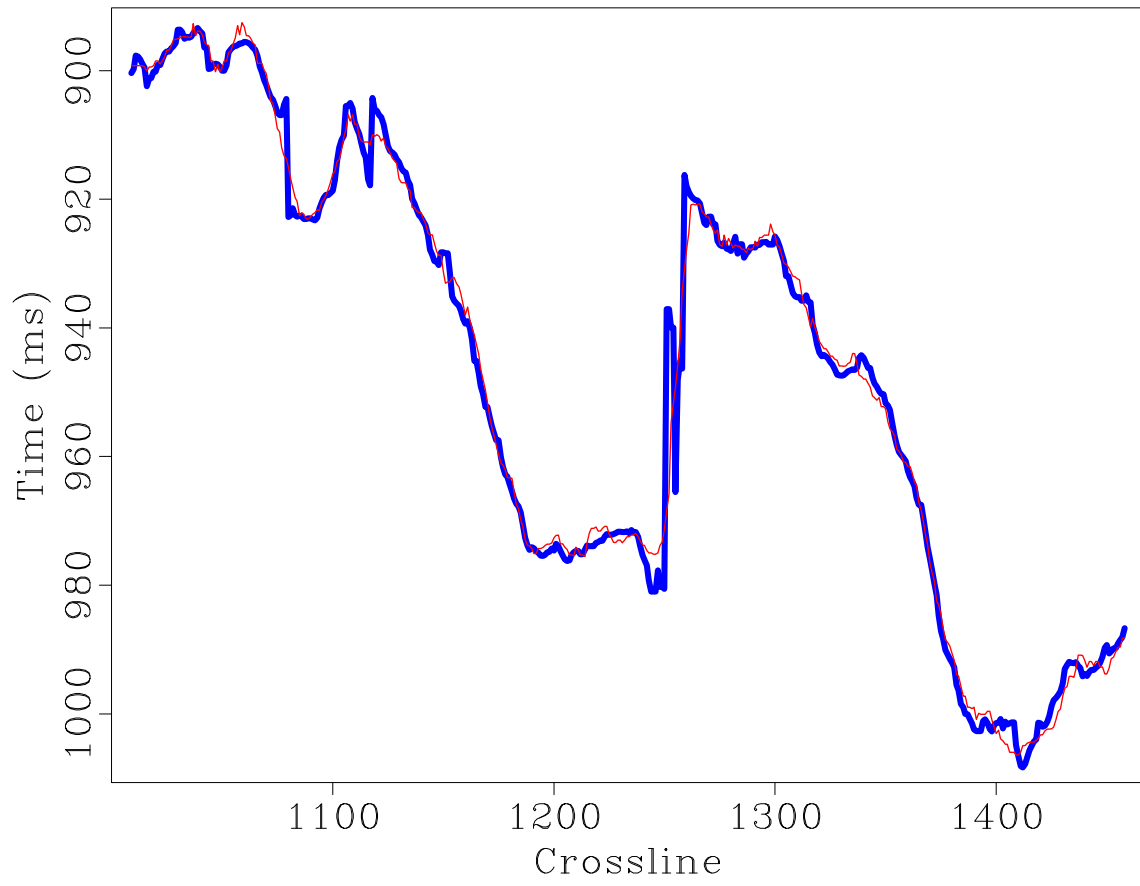


Figure 1: smoothing/median-slice

WEDGE

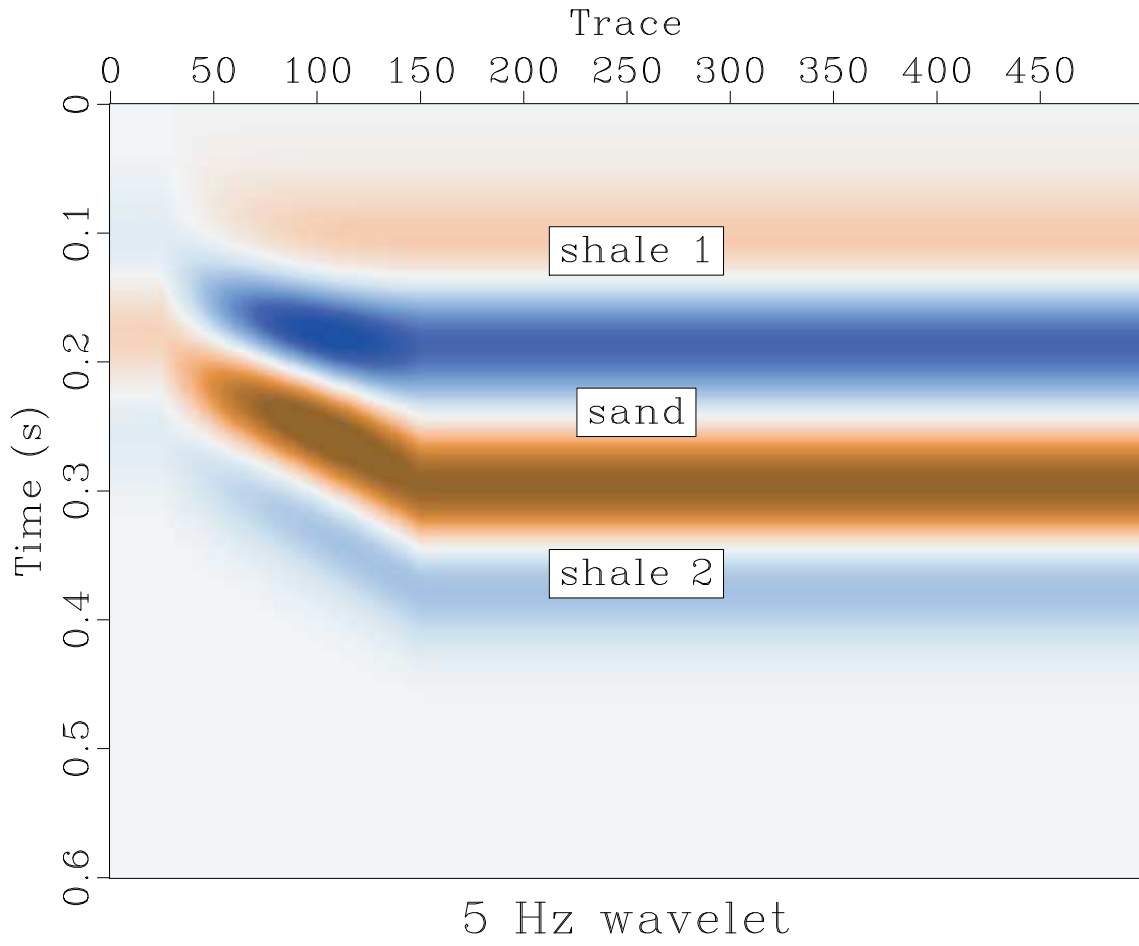


Figure 2: wedge/seismic5

STHELENS

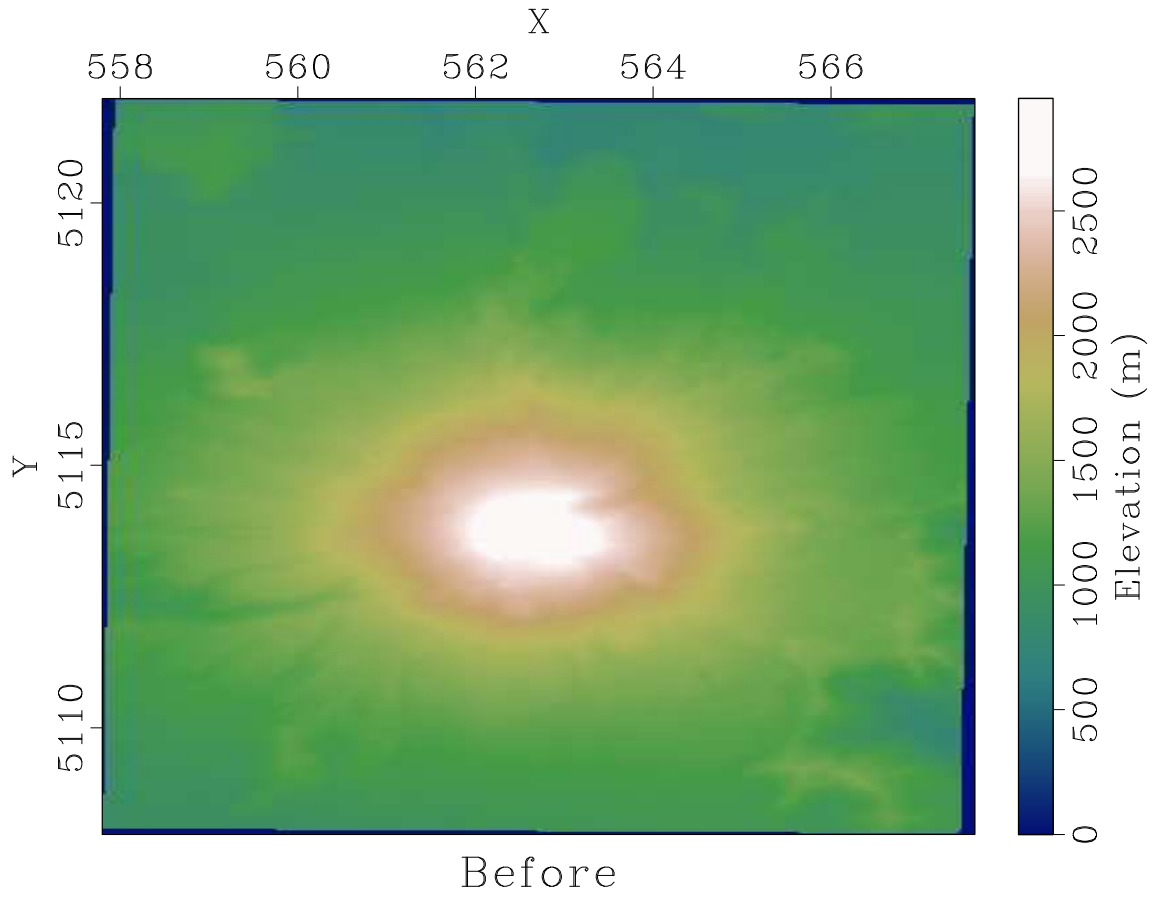


Figure 3: sthelens/before

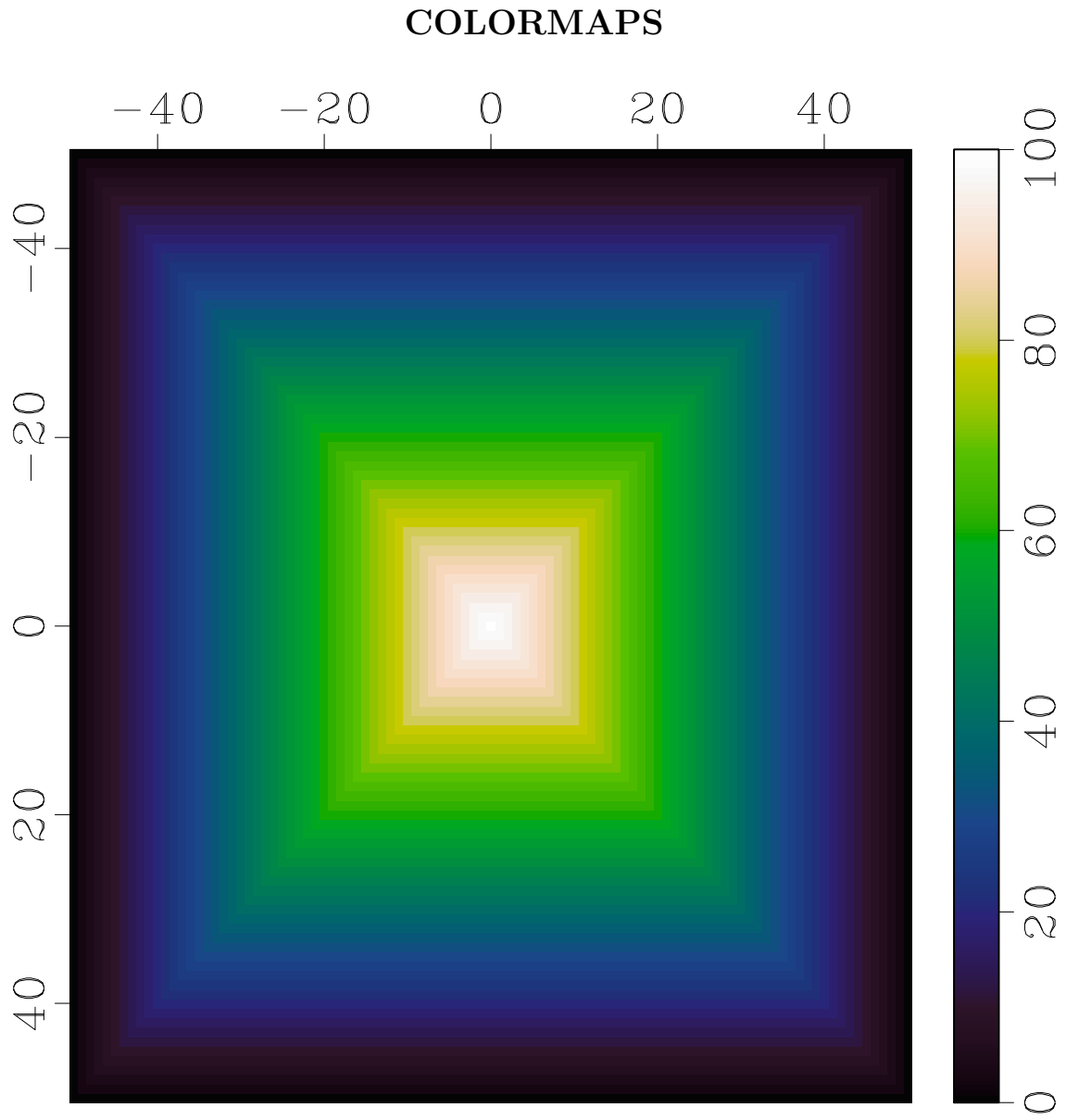


Figure 4: colormaps/pyramid-linearlfb

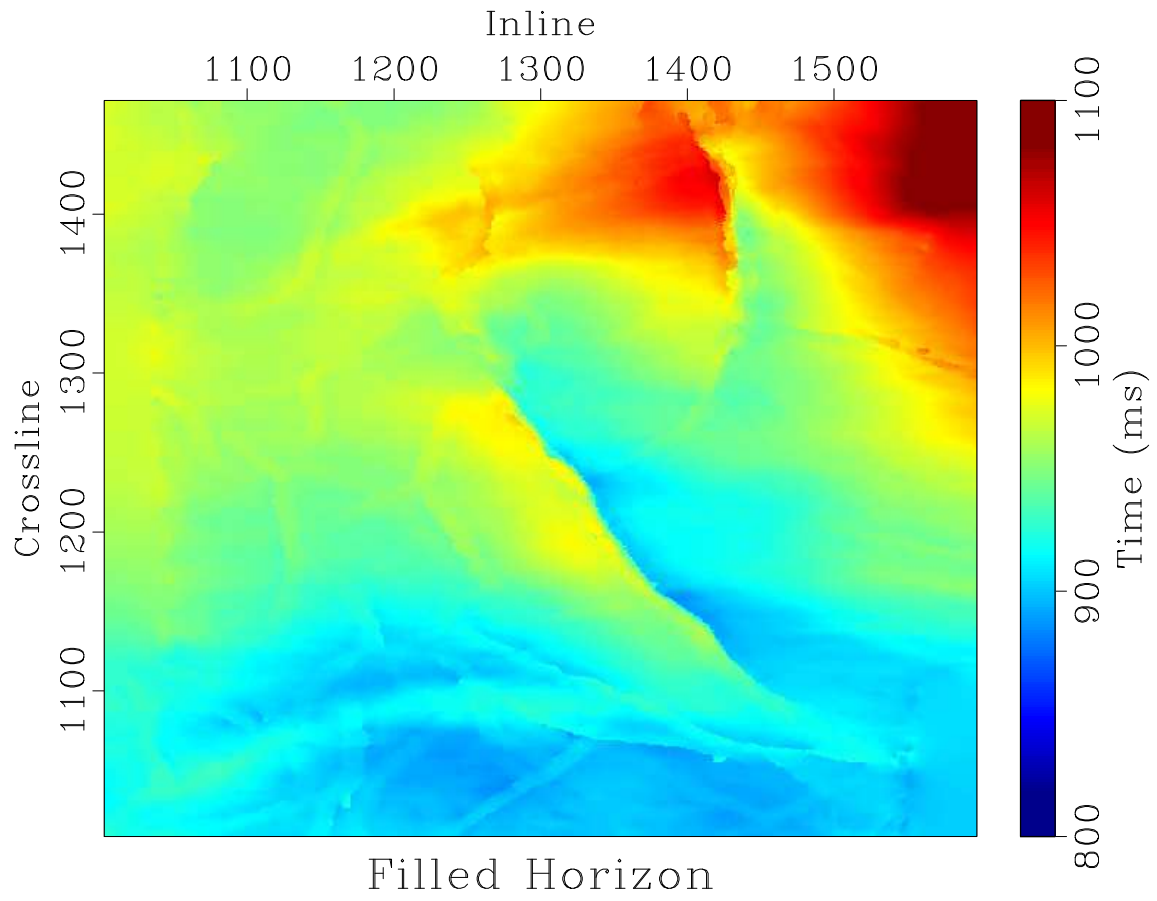
SMOOTHING

Figure 5: smoothing/filled

COLORMAPS

Spectral

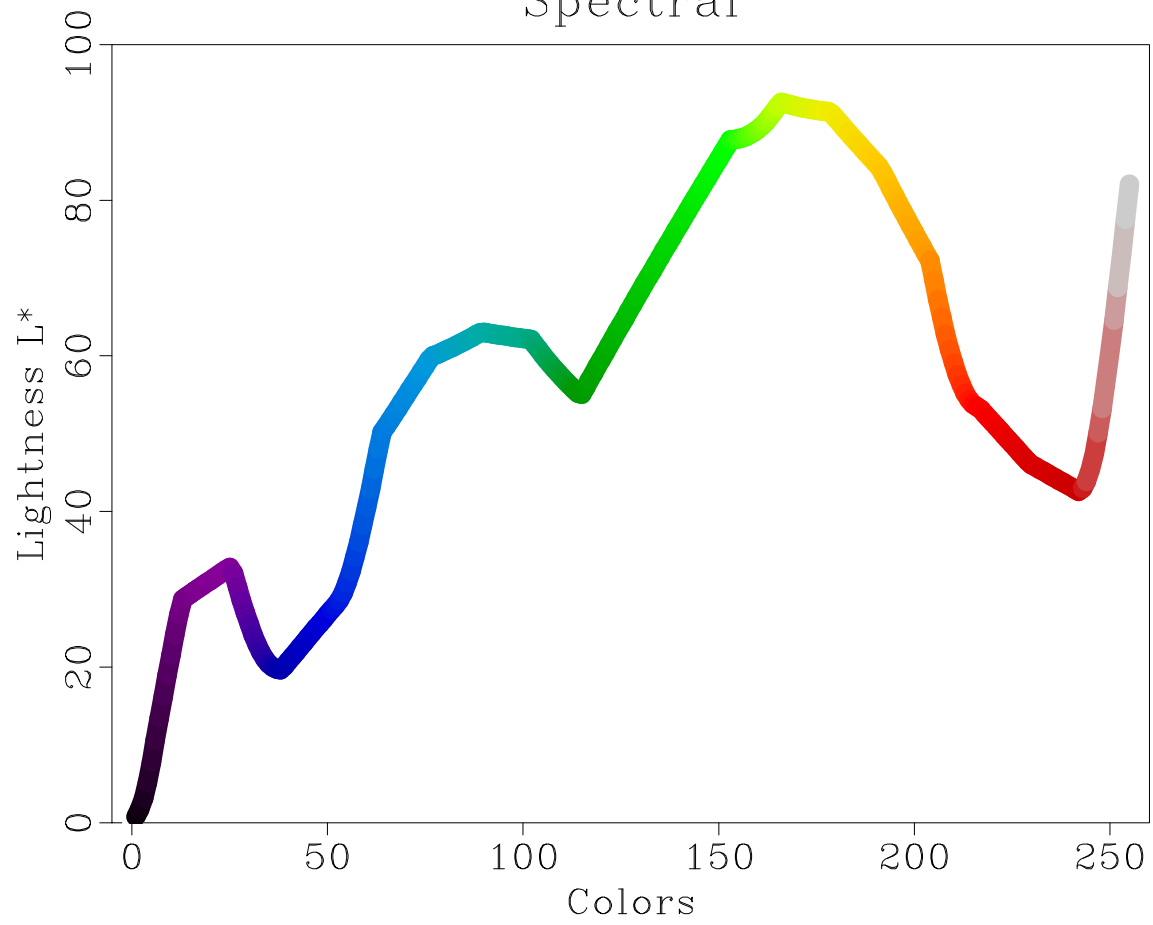


Figure 6: colormaps/spectral-l

SPITZ

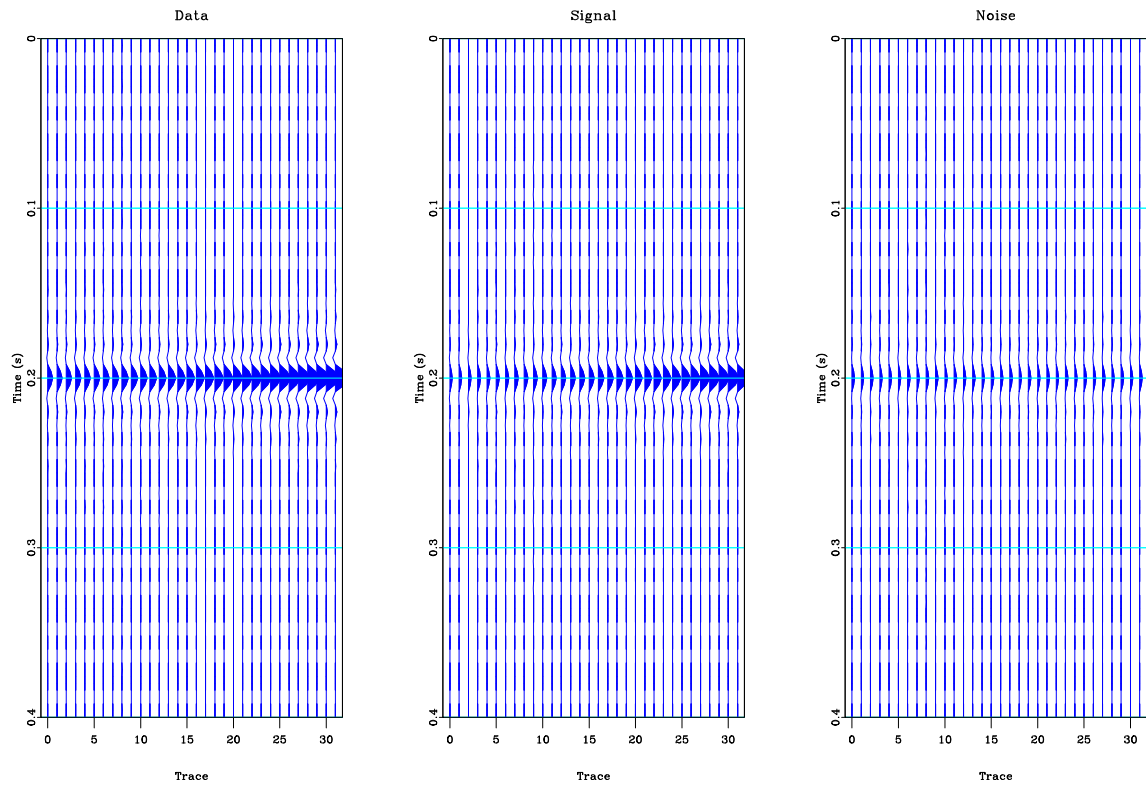


Figure 7: spitz/data

COLORMAPS

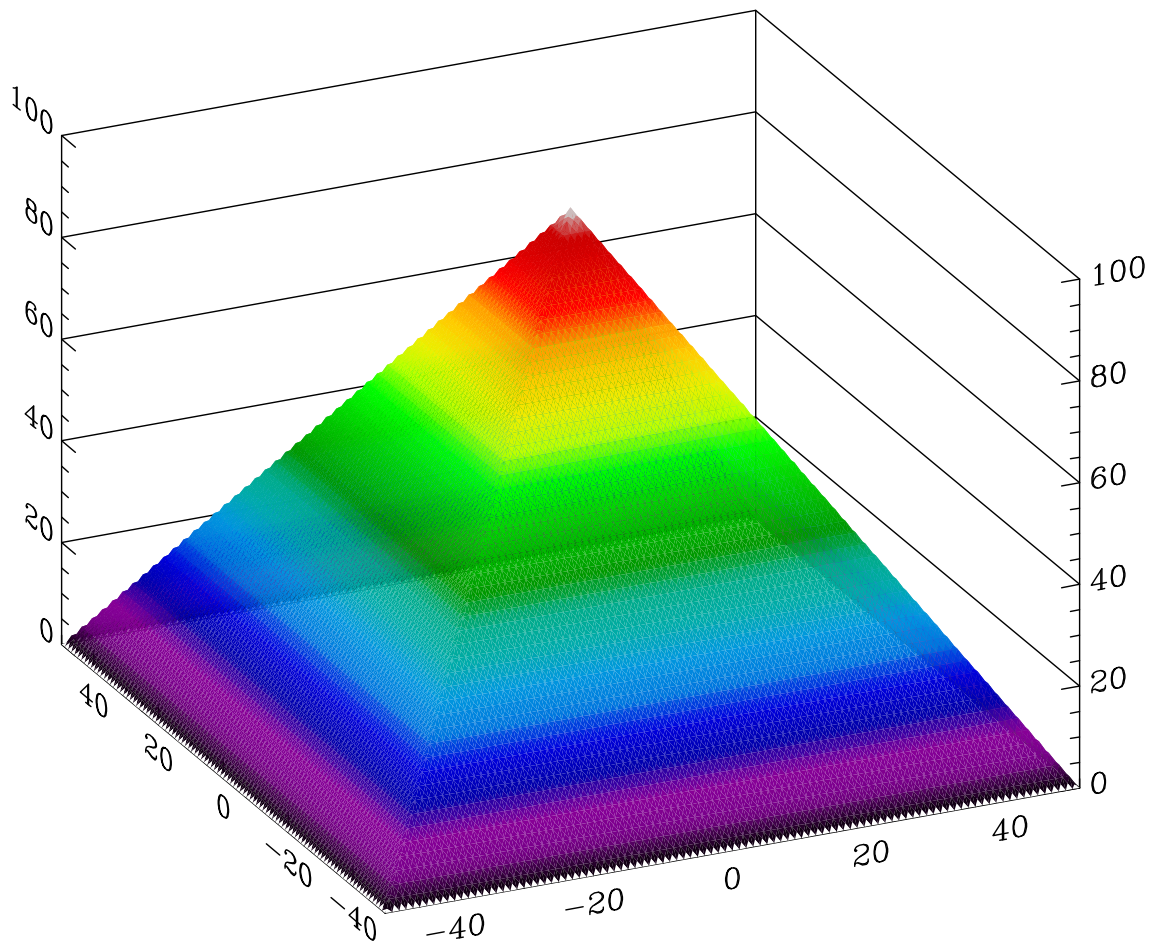


Figure 8: colormaps/pyramid3d-spectral

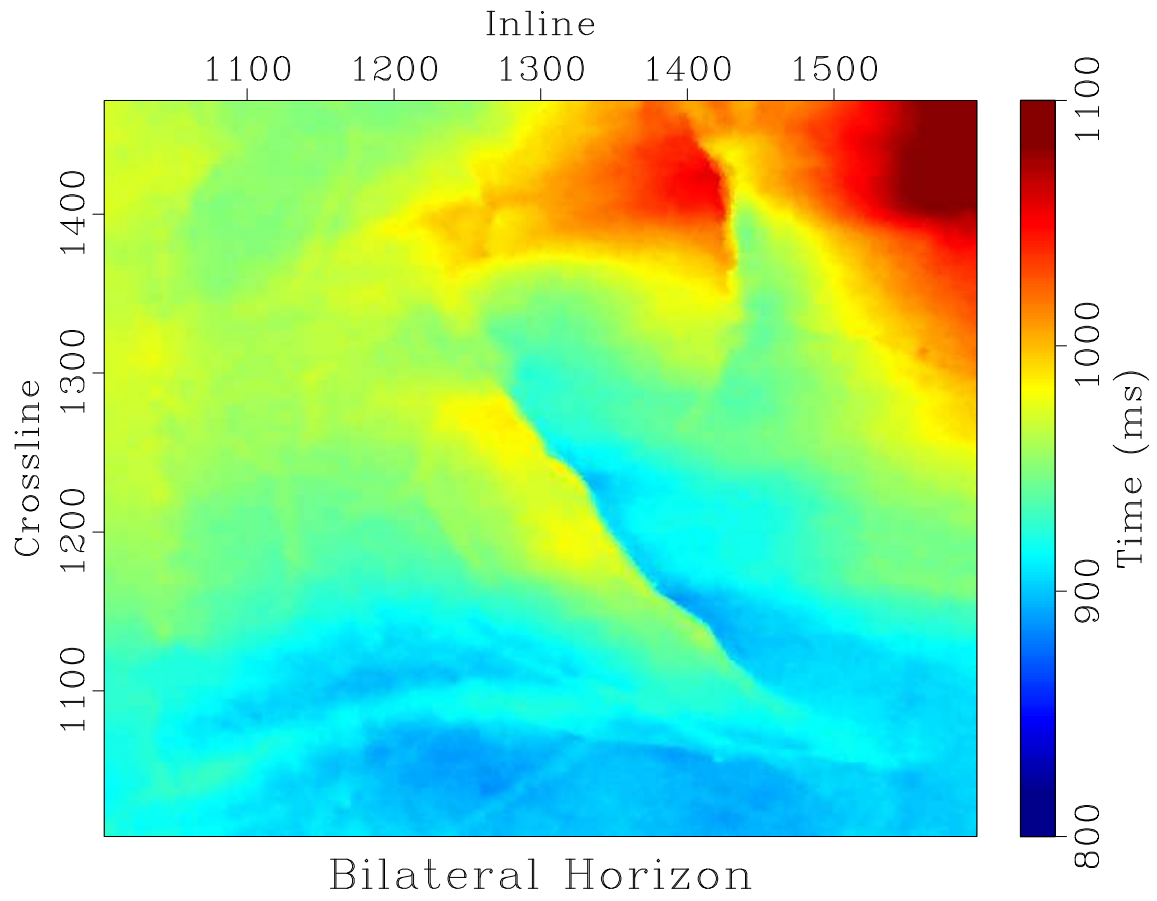
SMOOTHING

Figure 9: smoothing/bilateral

COLORMAPS

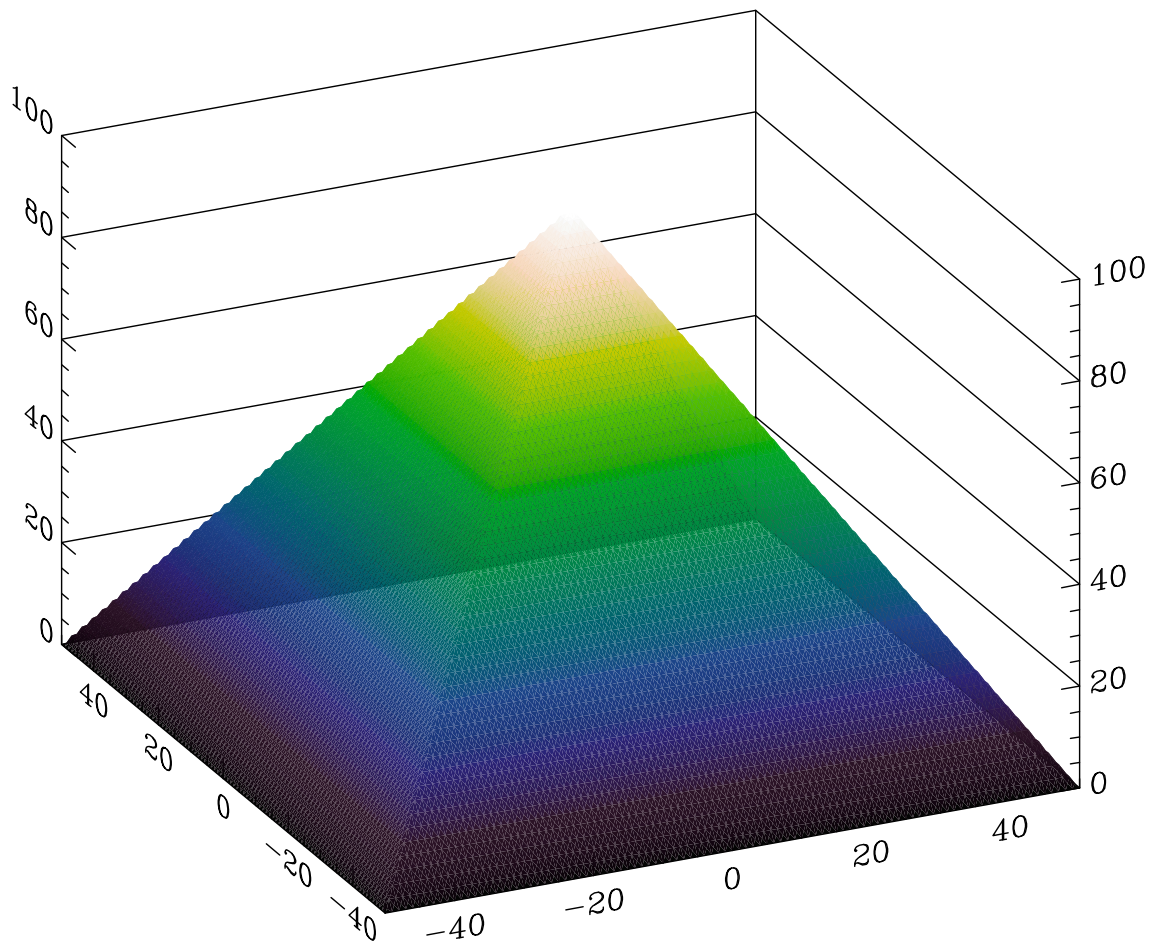


Figure 10: colormaps/pyramid3d-linearlfb

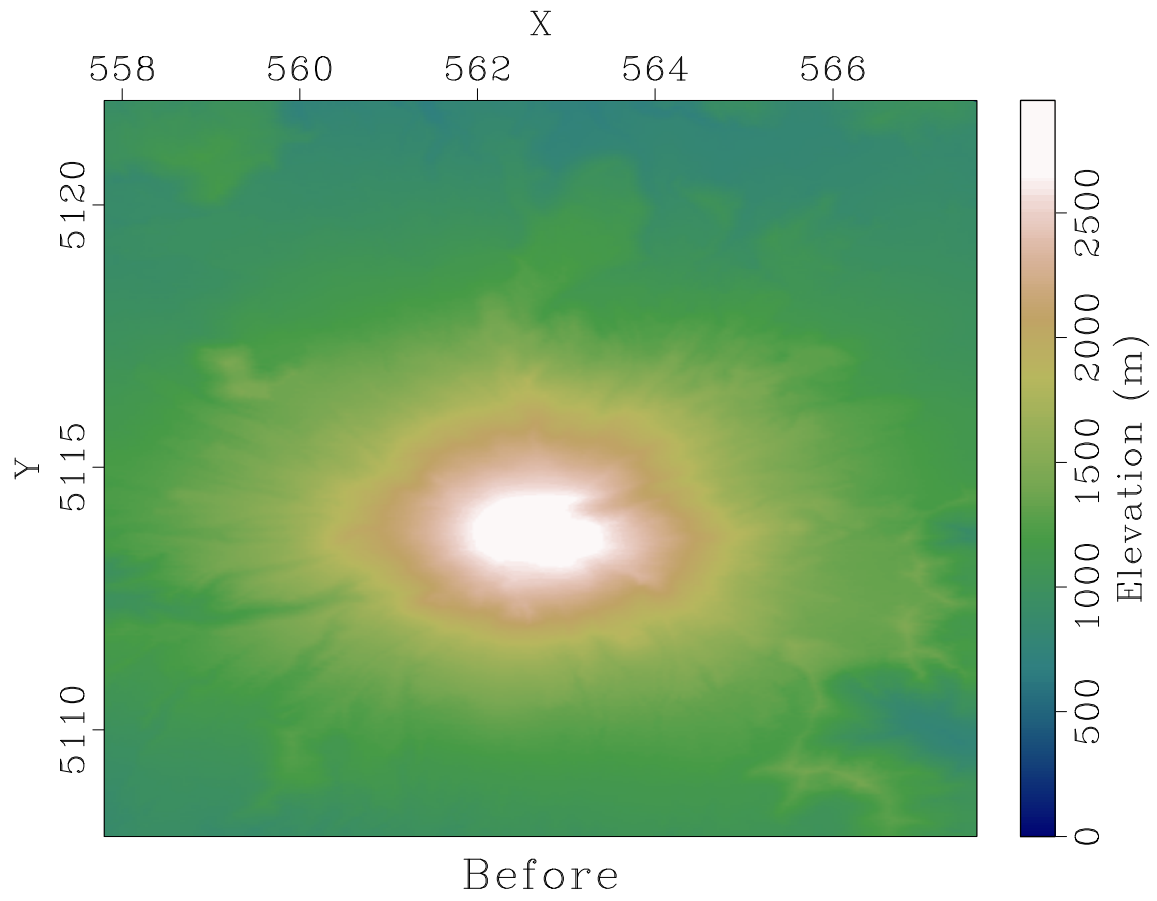
STHELENS

Figure 11: sthelens/before-fill

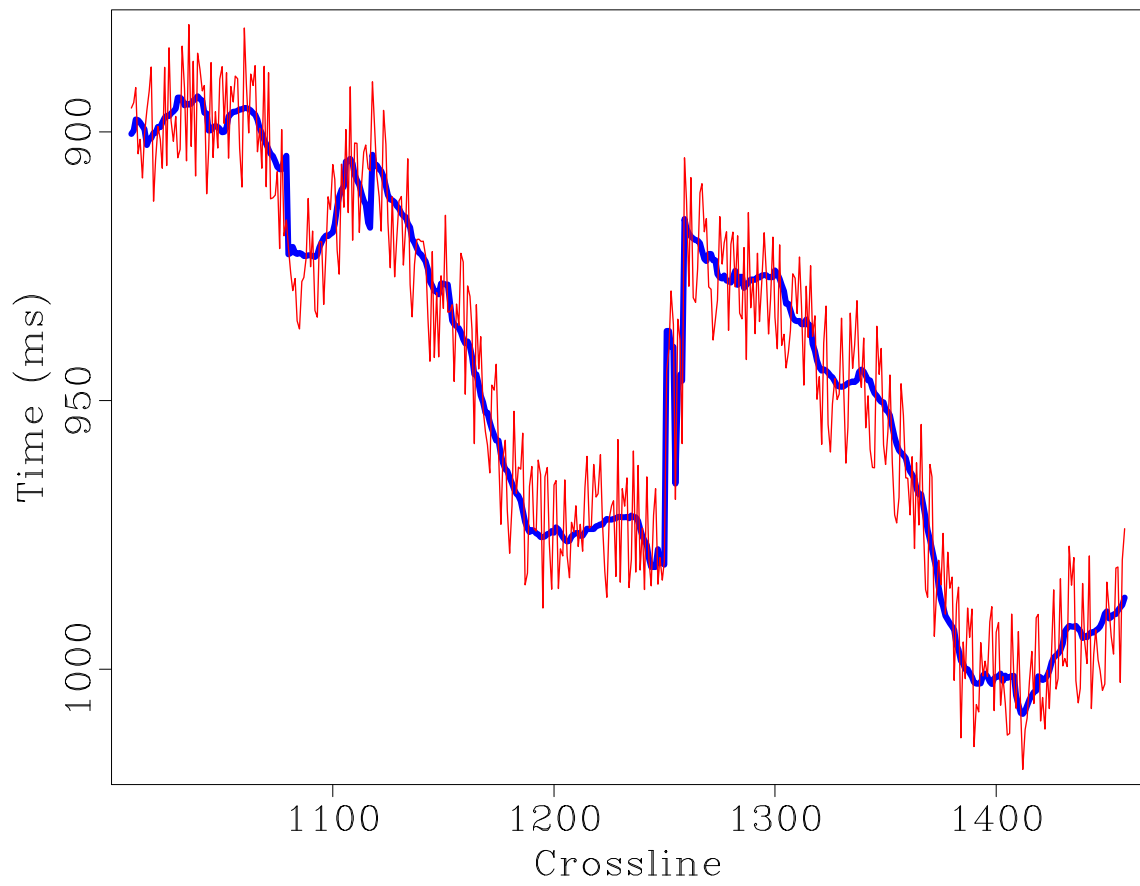
SMOOTHING

Figure 12: smoothing/noisy-slice

COLORMAPS

Intensity

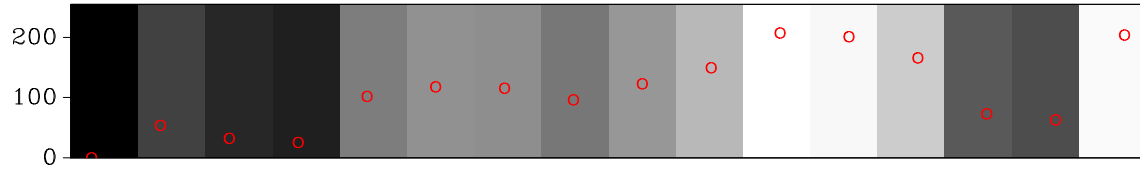


Figure 13: colormaps/intensity2

STHELENS

Before

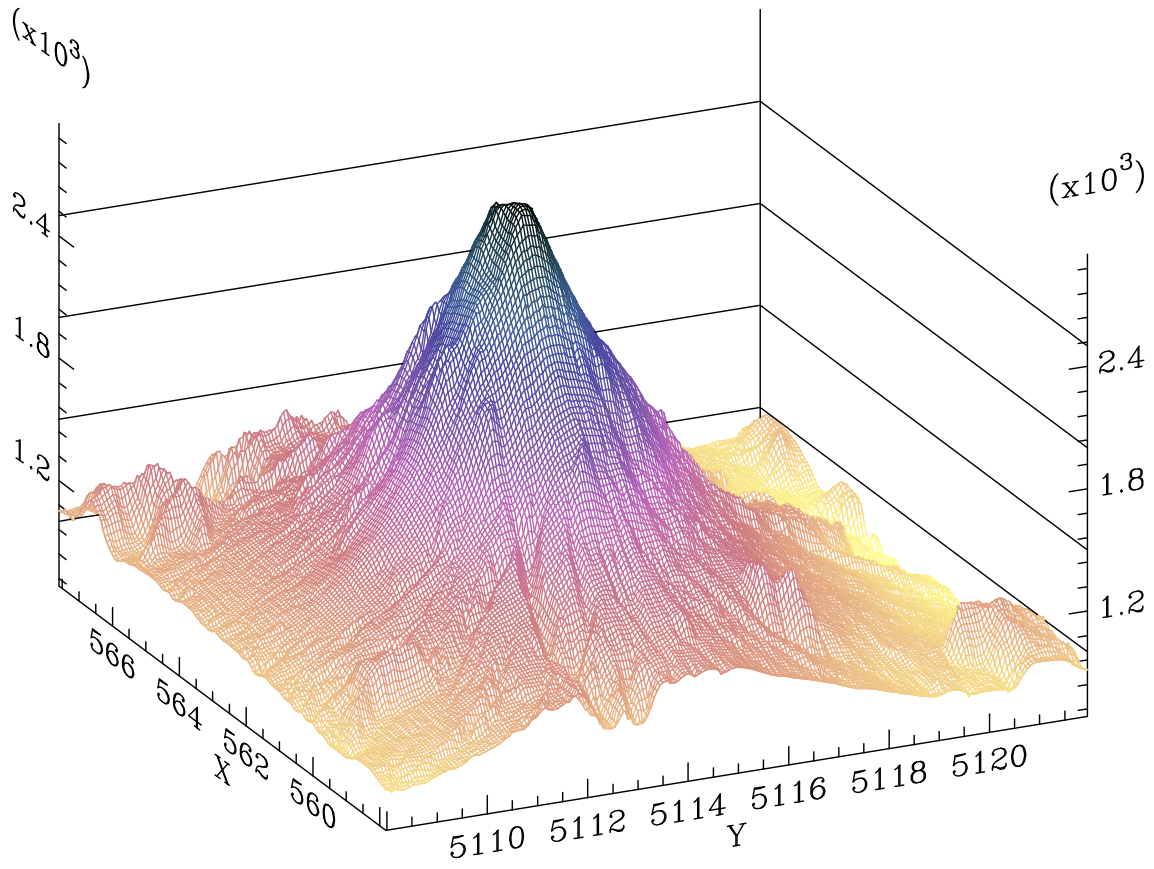


Figure 14: sthelens/before3

SLICING

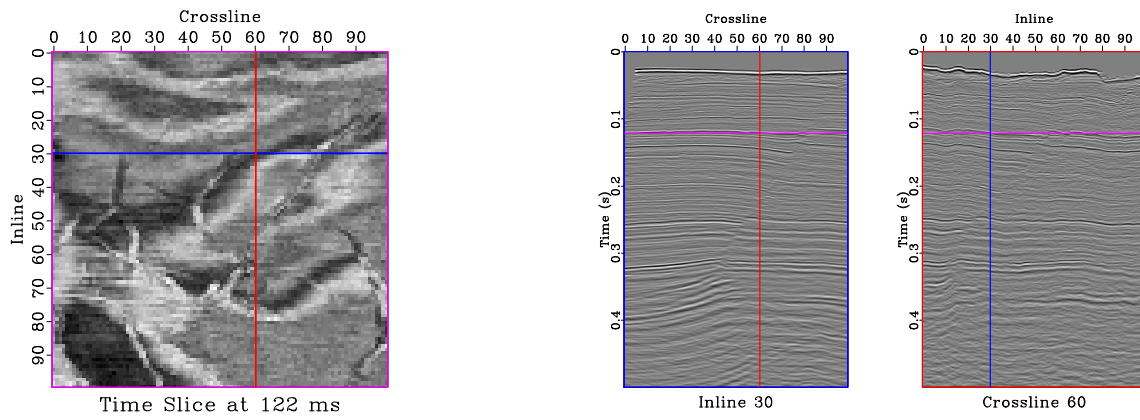


Figure 15: slicing/slices

COLORMAPS

Color intensity, Euclidean distance



Figure 16: colormaps/euclid

SMOOTHING

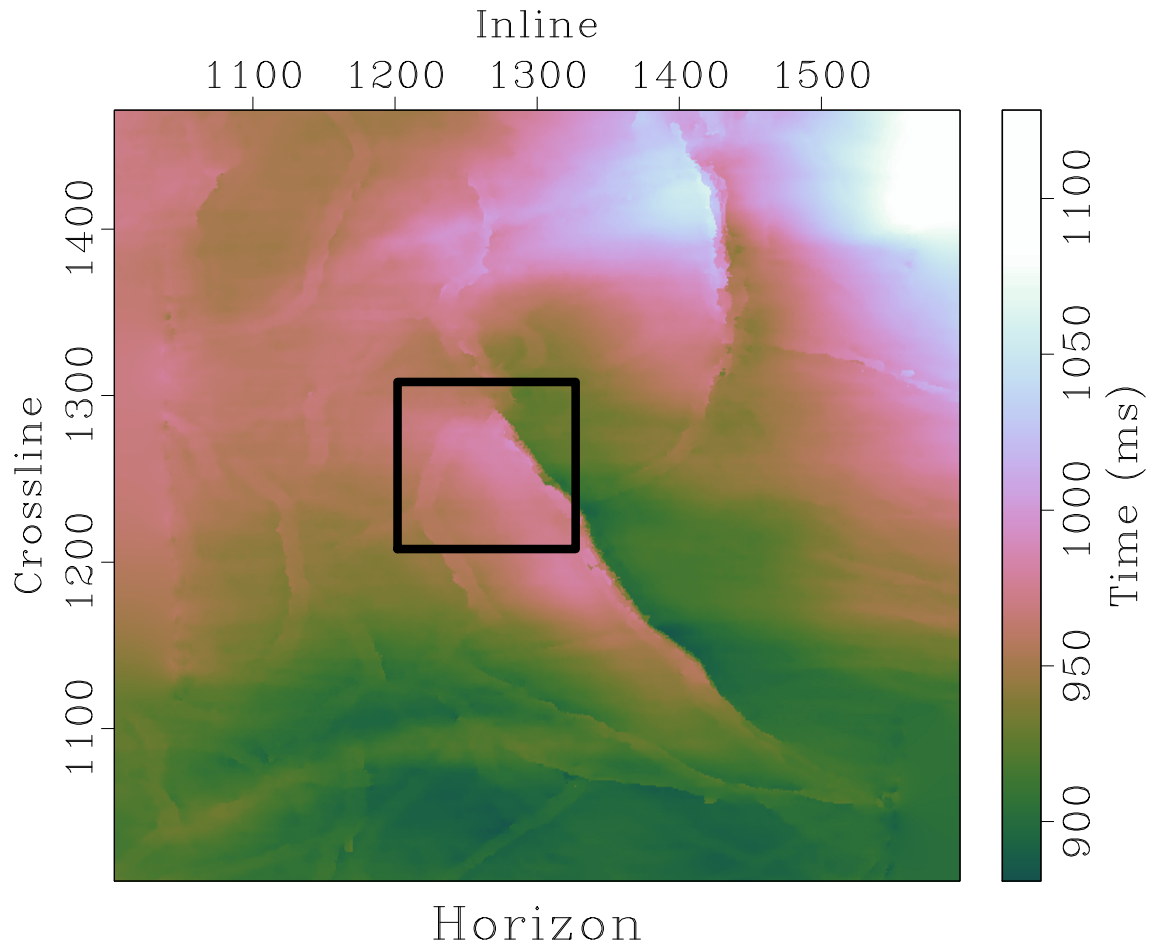


Figure 17: smoothing/wind

SPITZ

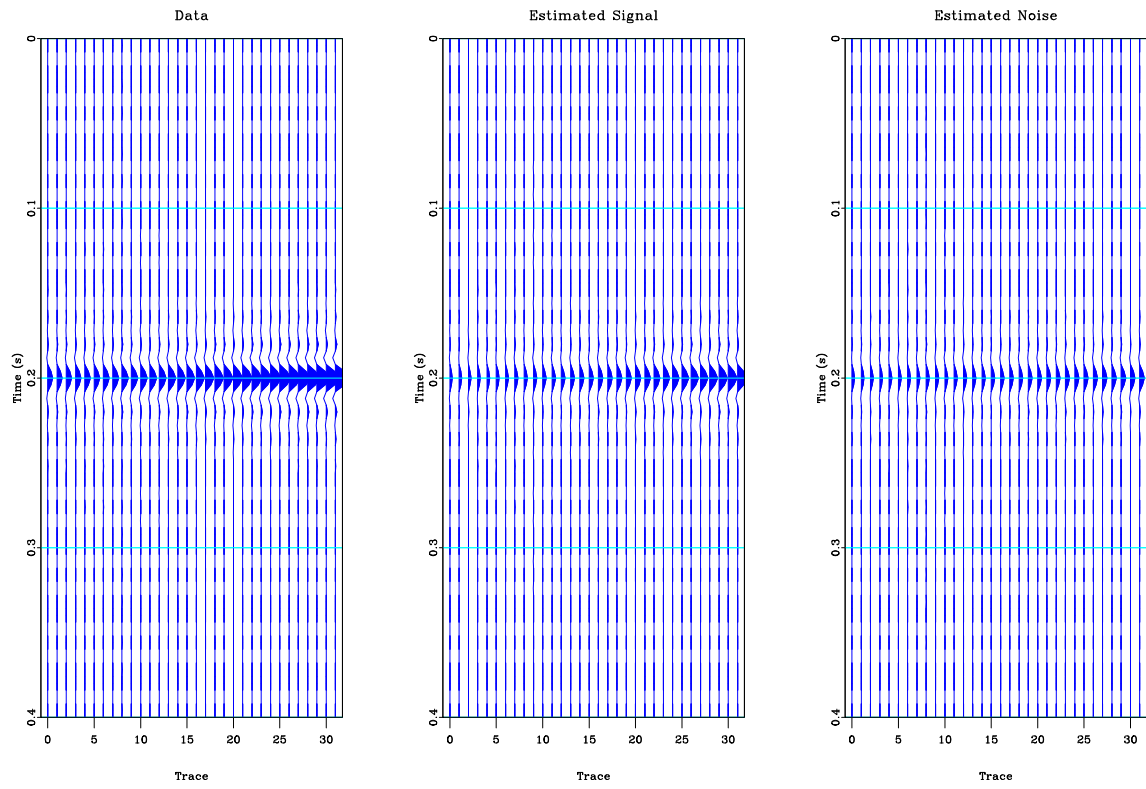


Figure 18: spitz/signoi

STHELENS

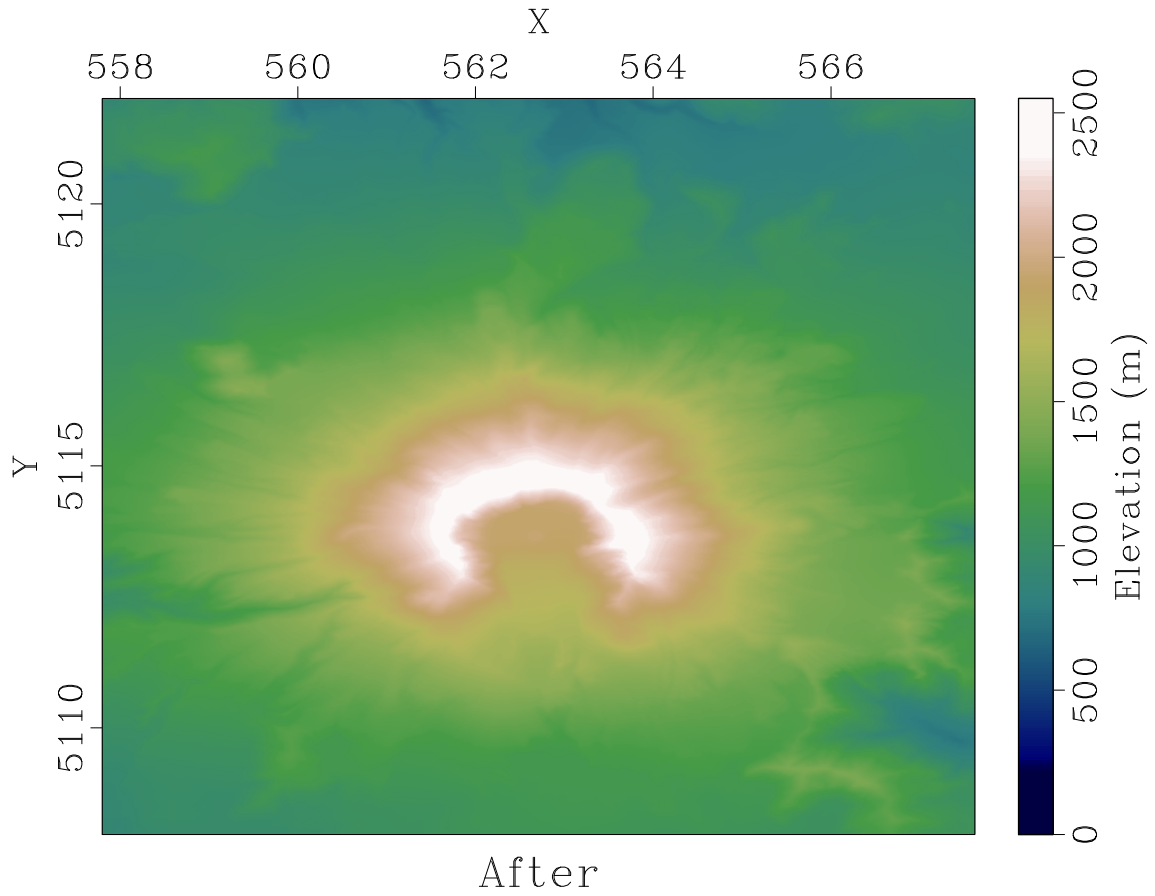


Figure 19: sthelens/after-fill

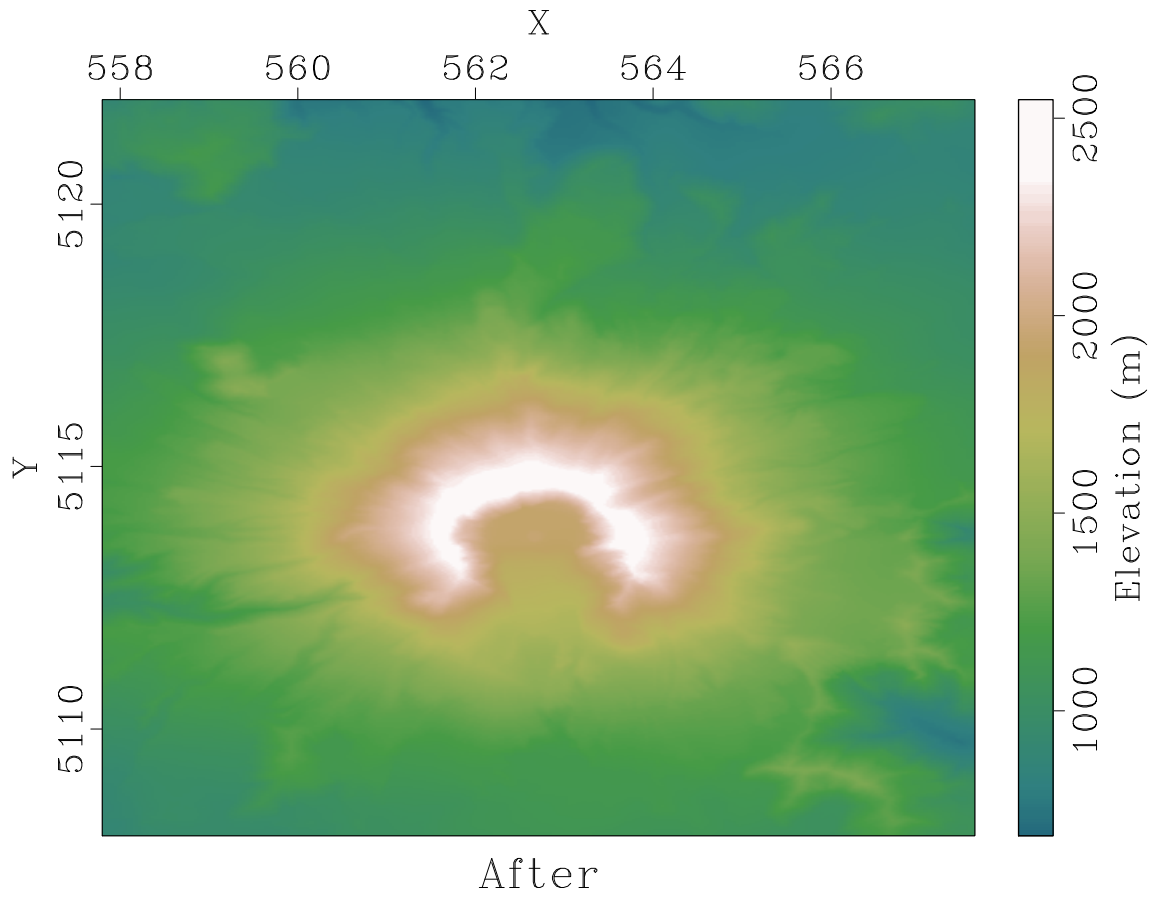


Figure 20: sthelens/after-int

SPITZ

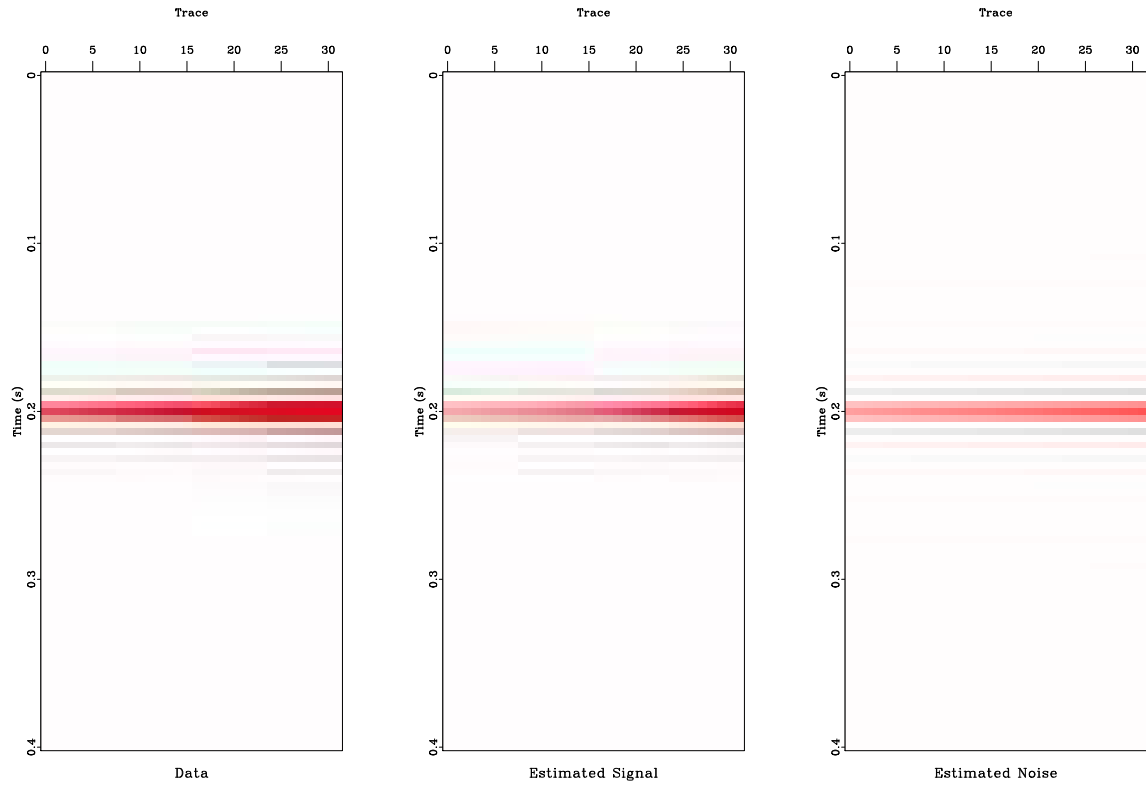


Figure 21: spitz/gsignoi

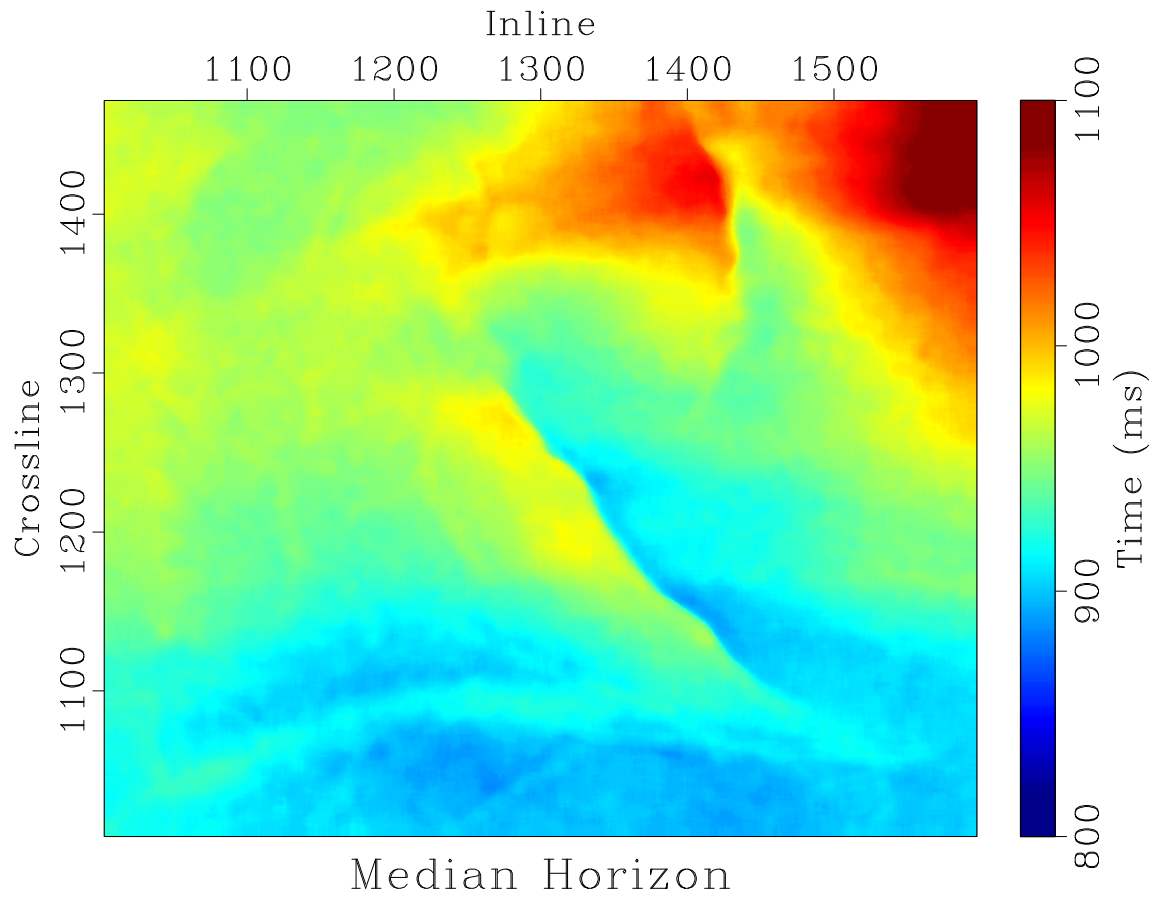
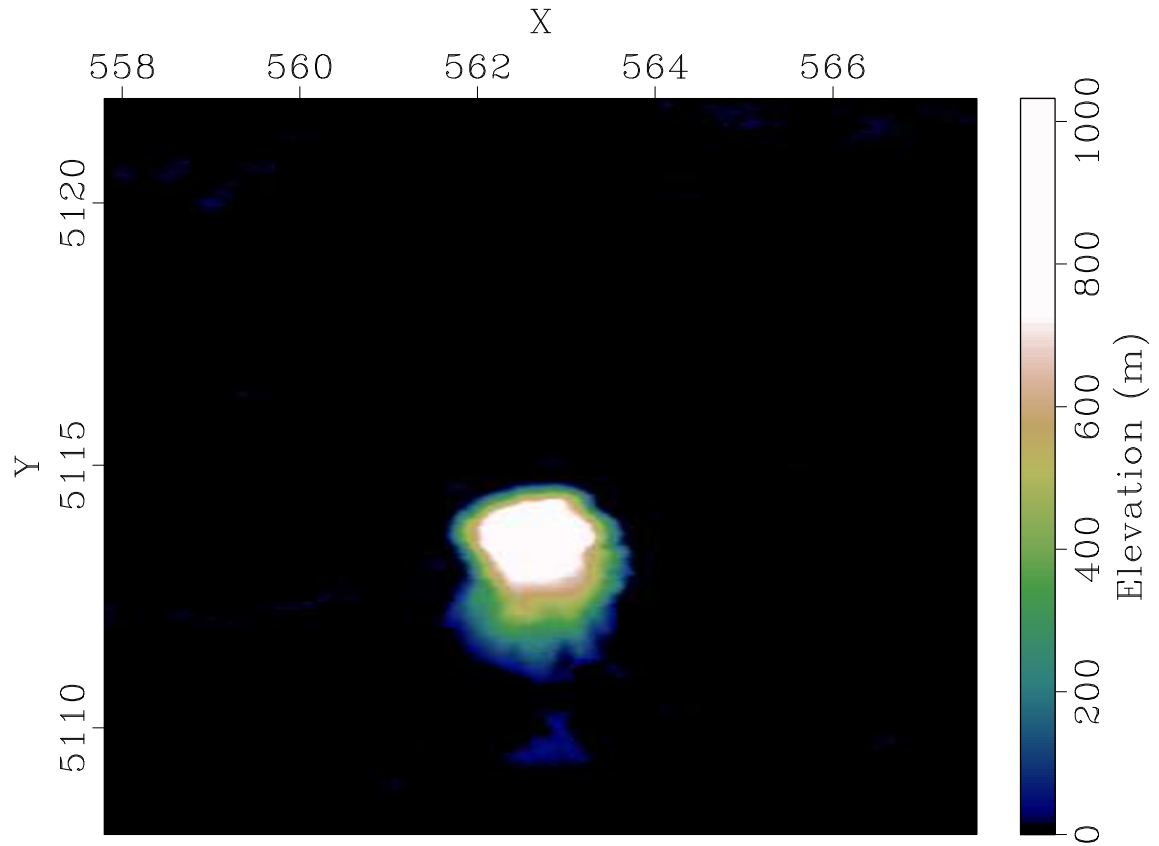
SMOOTHING

Figure 22: smoothing/median

STHELENS



Difference

Figure 23: sthelens/diff

After

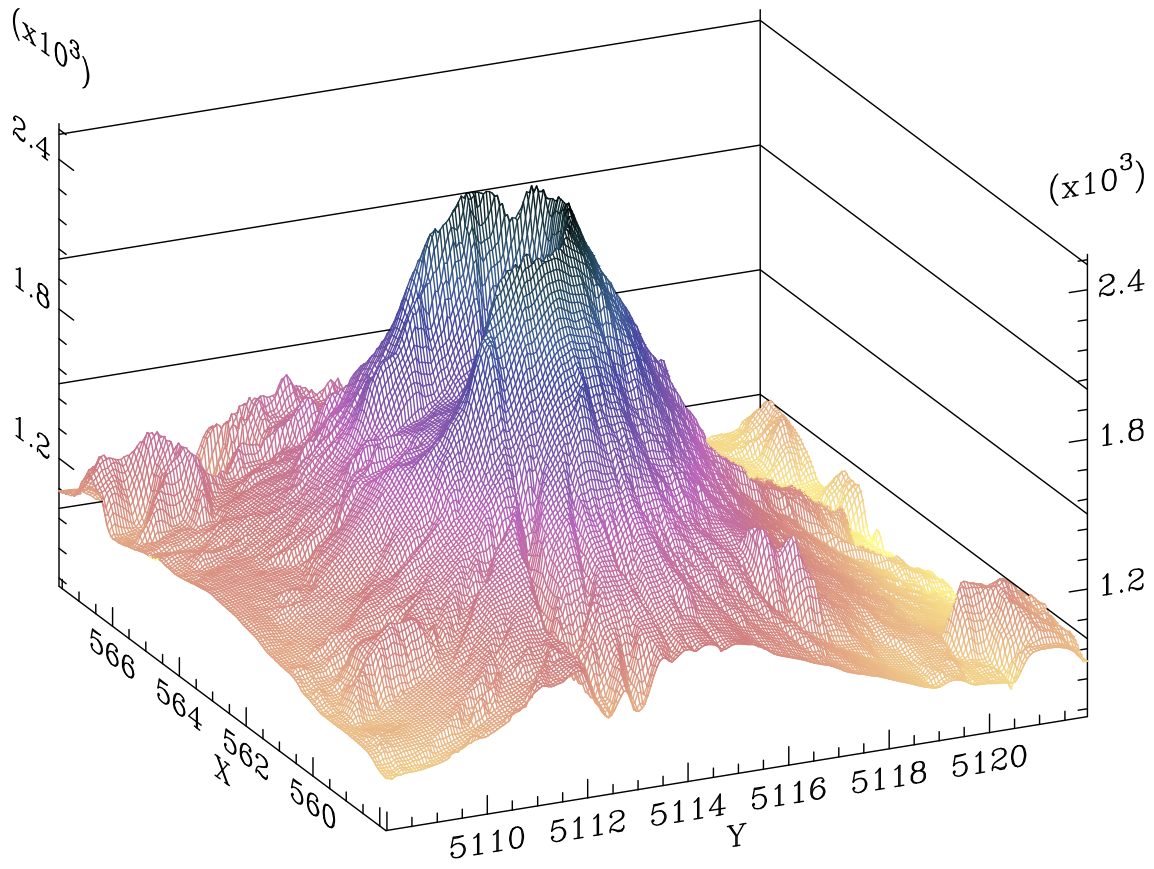


Figure 24: sthelens/after3

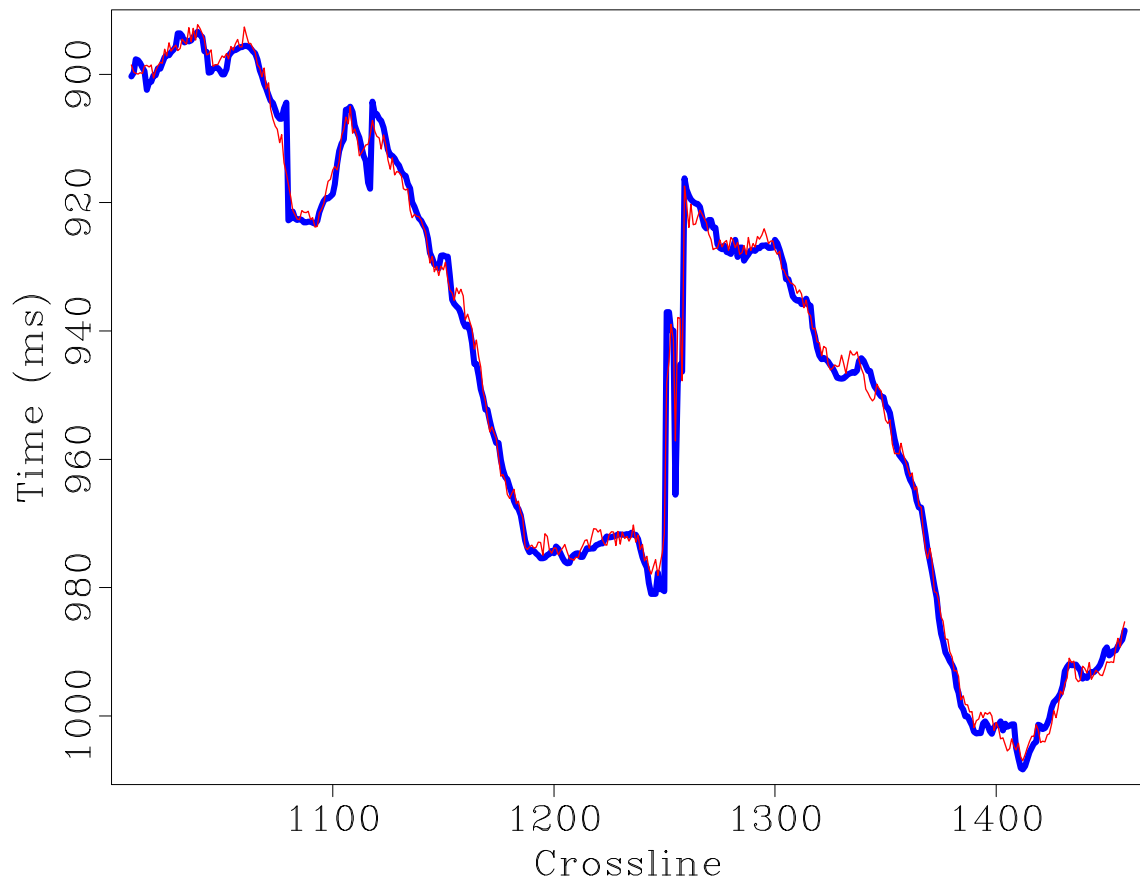
SMOOTHING

Figure 25: smoothing/bilateral-slice

COLORMAPS

Sorted color intensity

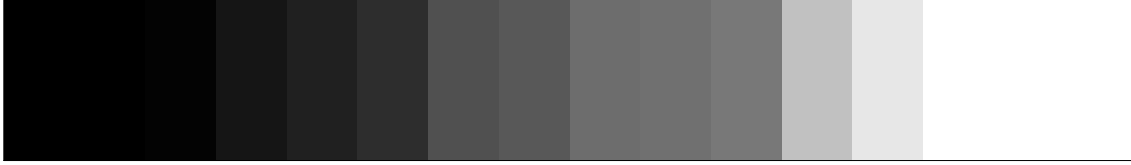


Figure 26: colormaps/isorted

SLICING

Seismic

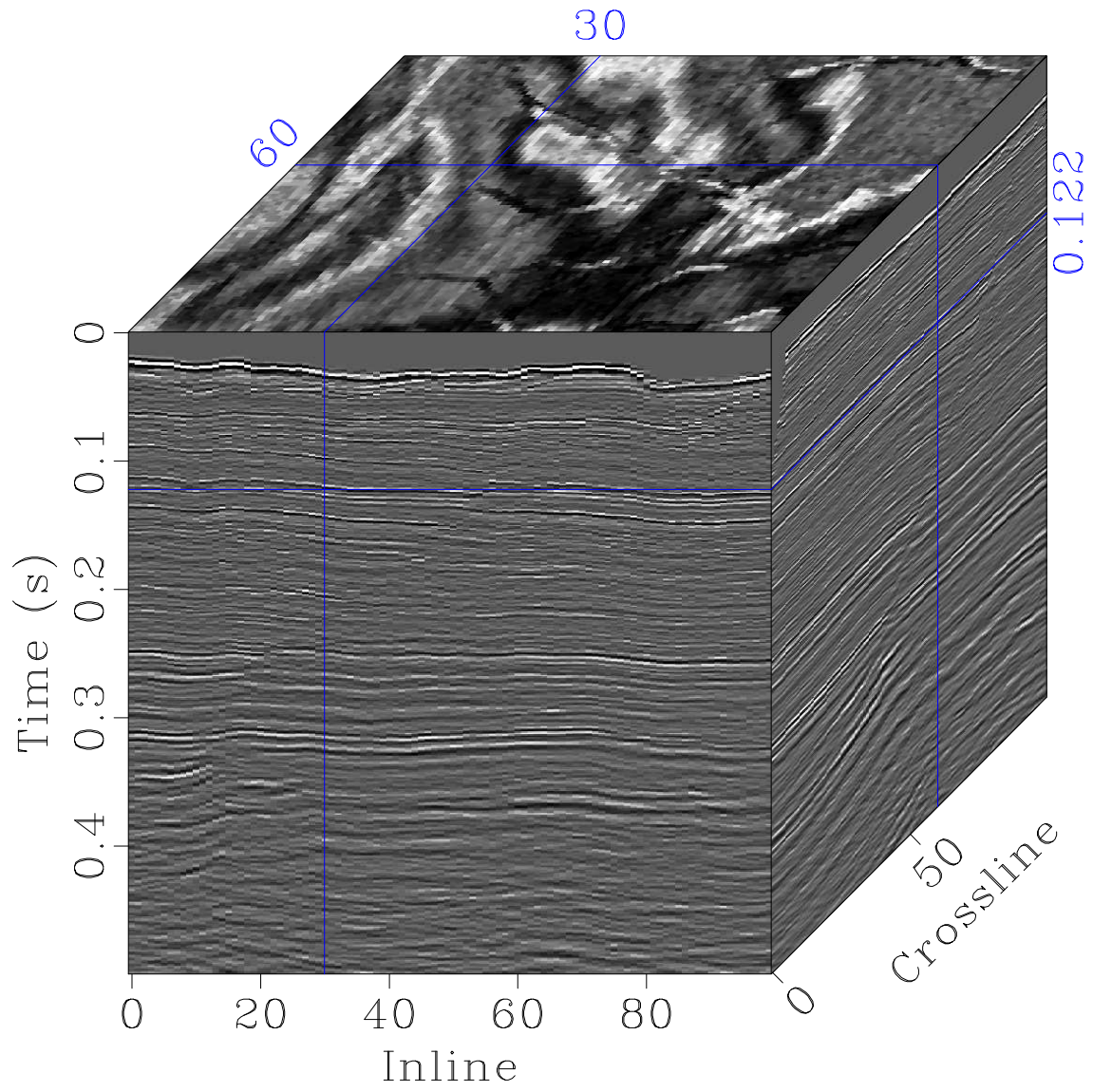


Figure 27: slicing/seismic2

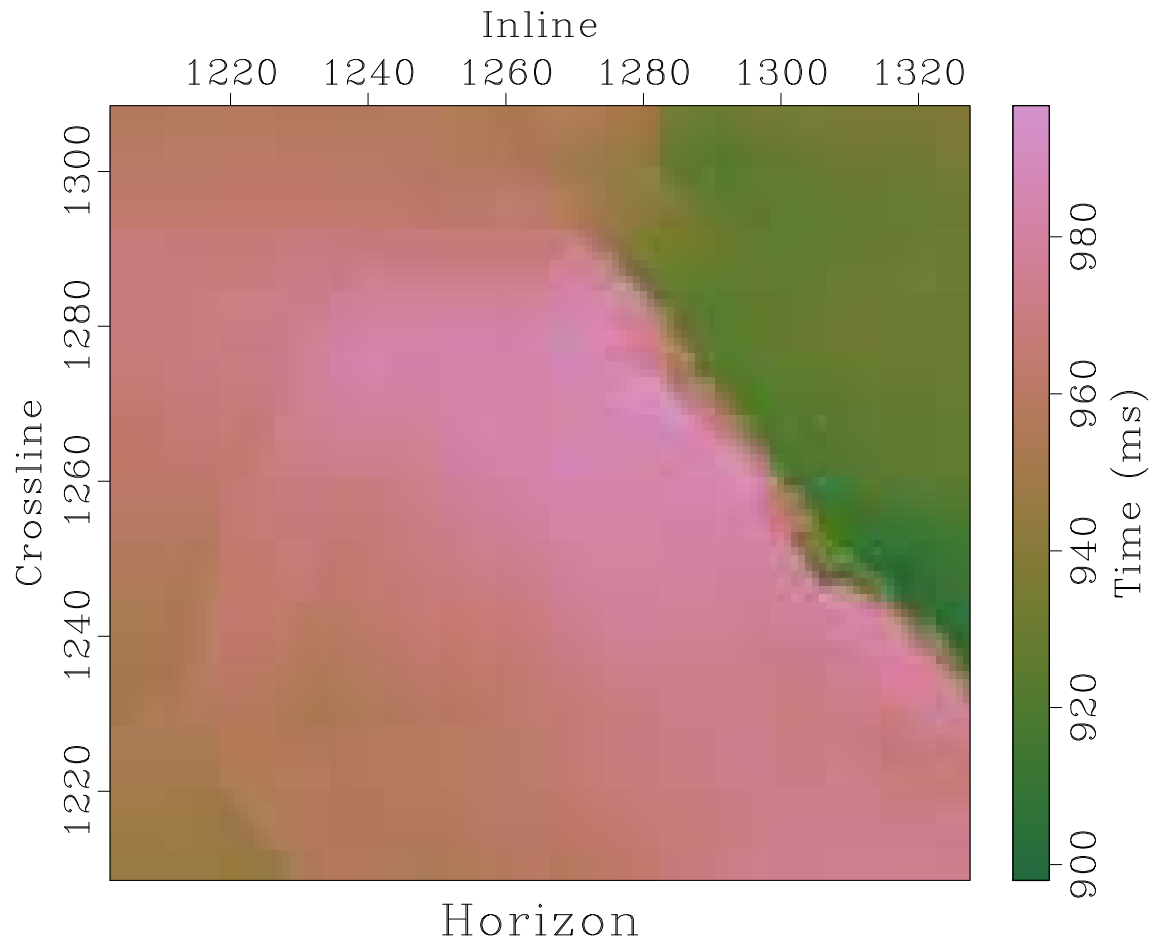
SMOOTHING

Figure 28: smoothing/window

COLORMAPS

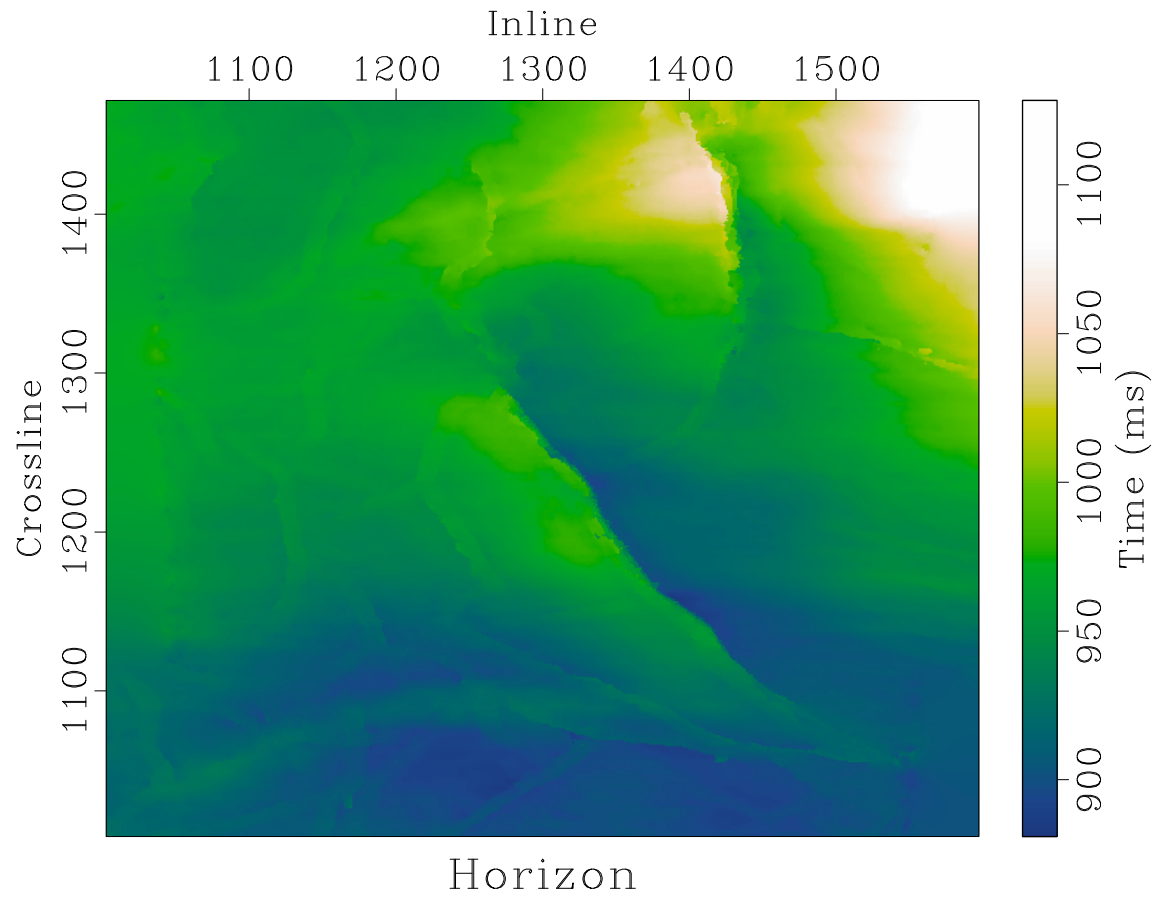


Figure 29: colormaps/horizon-linearlfb

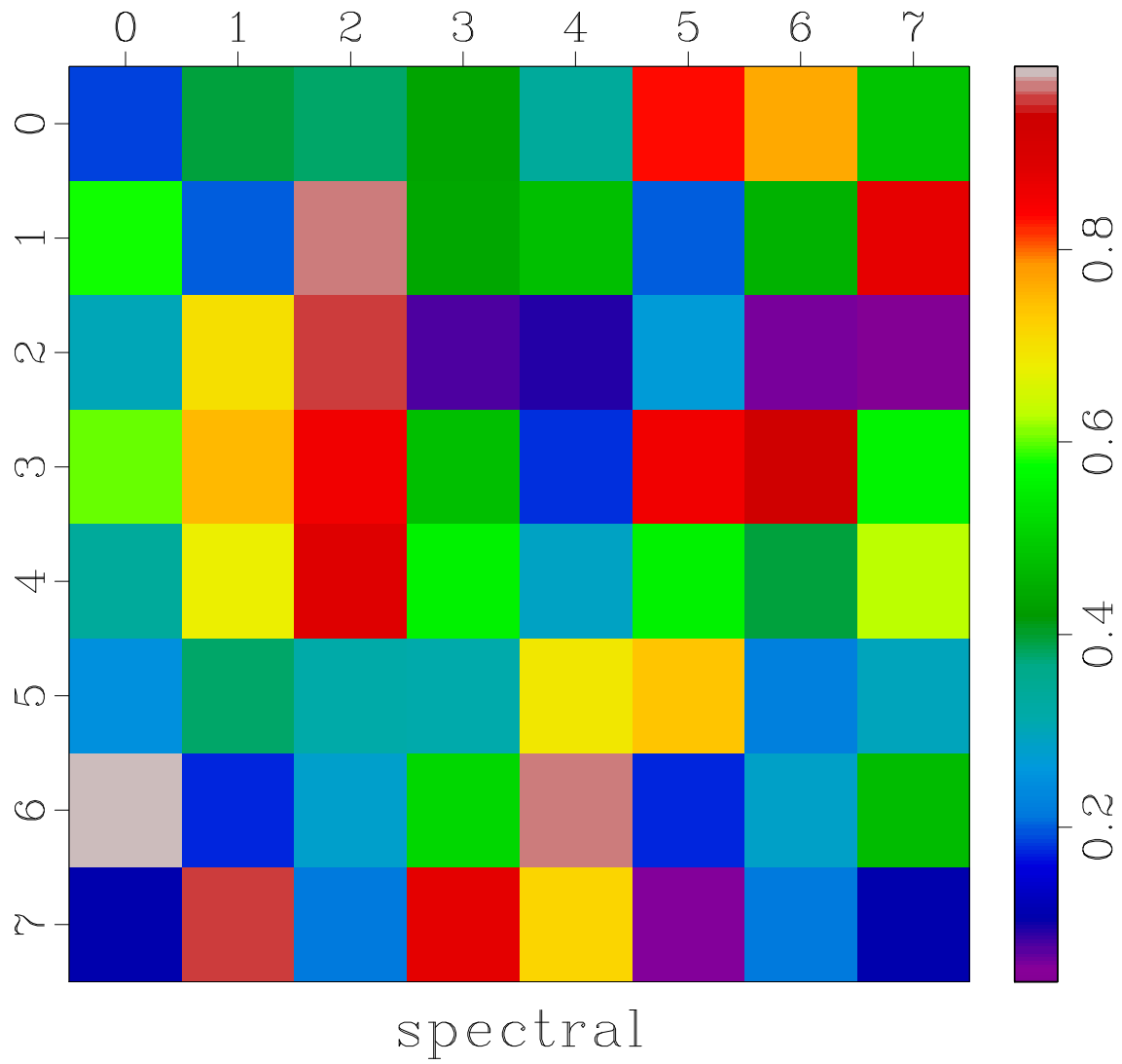


Figure 30: colormaps/spectral

SPITZ

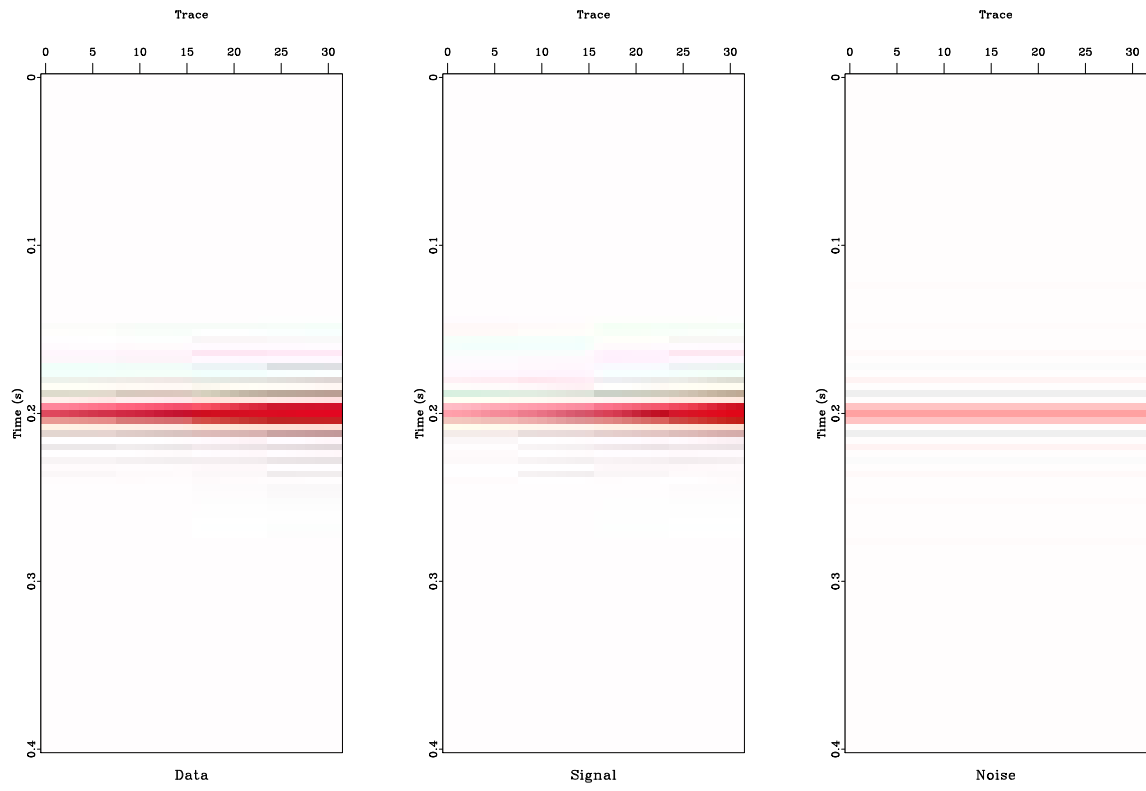


Figure 31: spitz/gdata

Spectrum

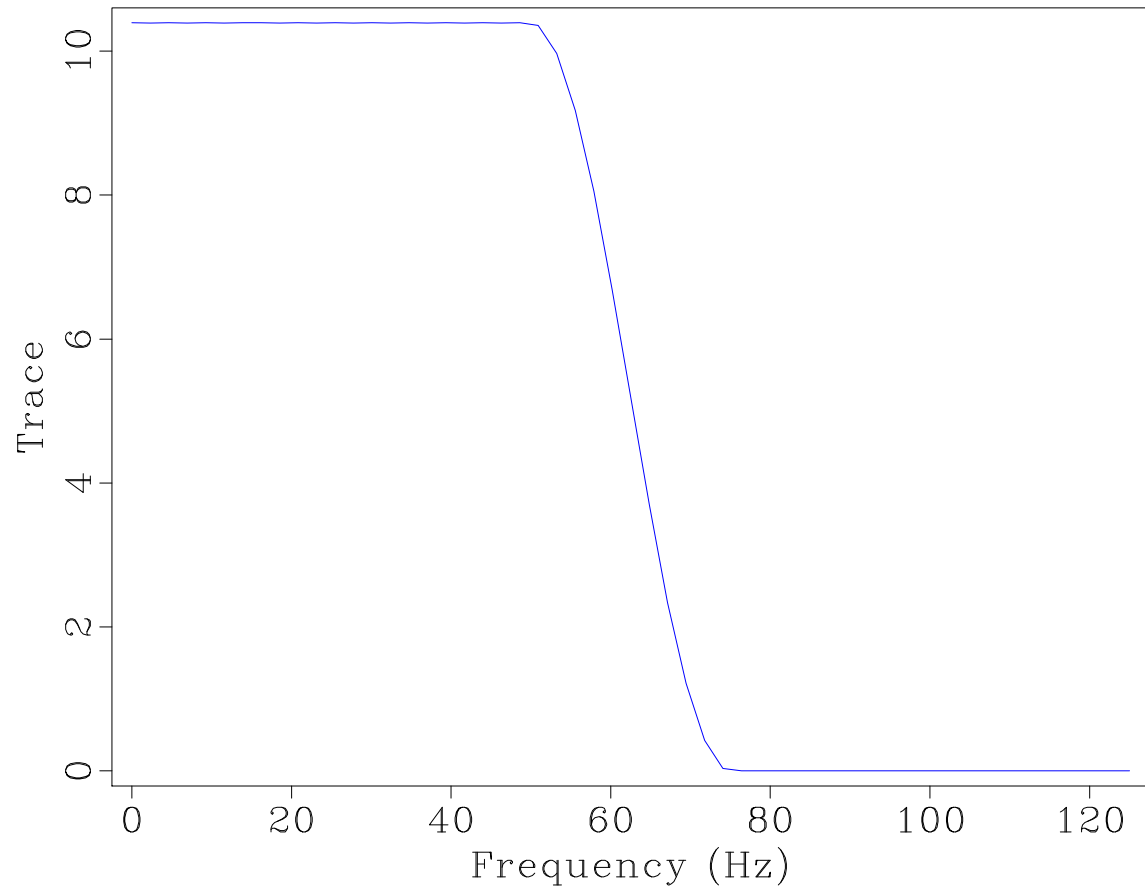


Figure 32: spitz/band

COLORMAPS

Linearlfb

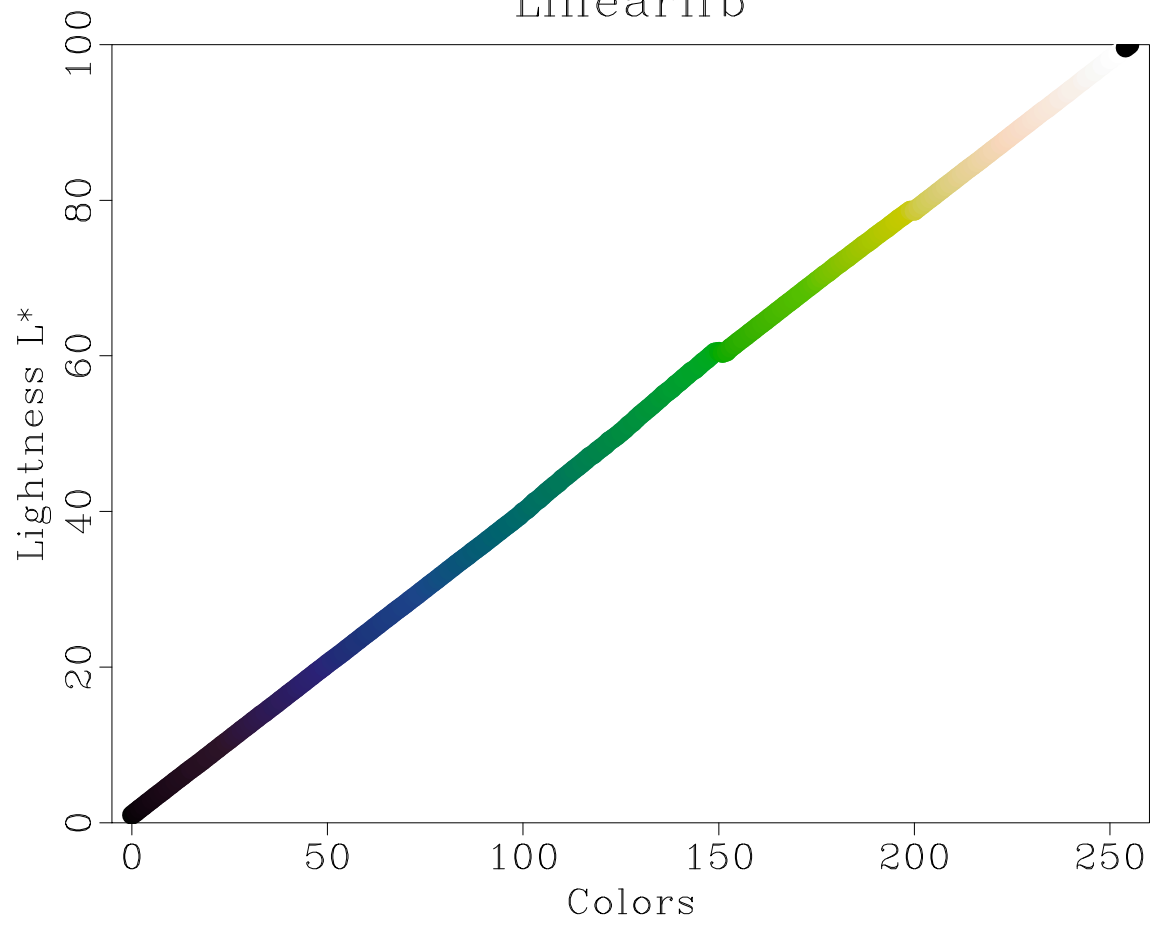
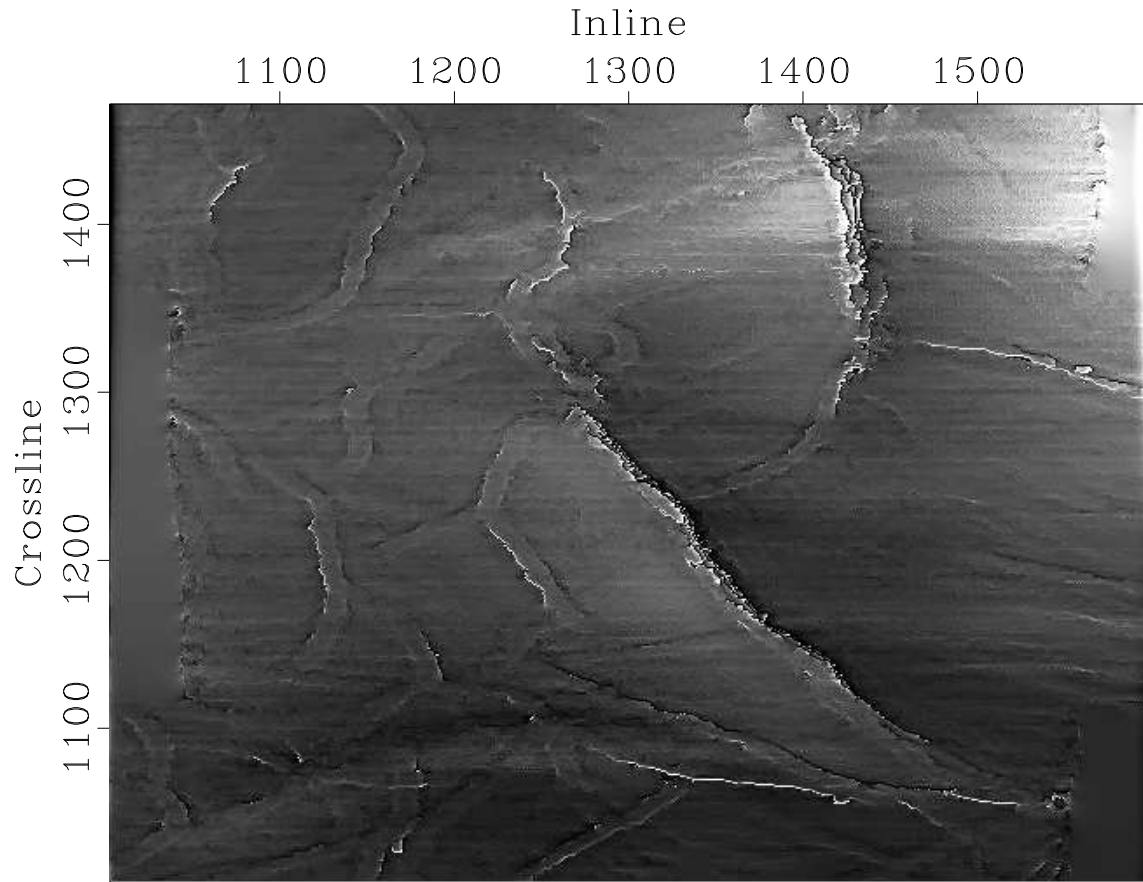


Figure 33: colormaps/linearlfb-l

SMOOTHING



Helix Horizon

Figure 34: smoothing/helix

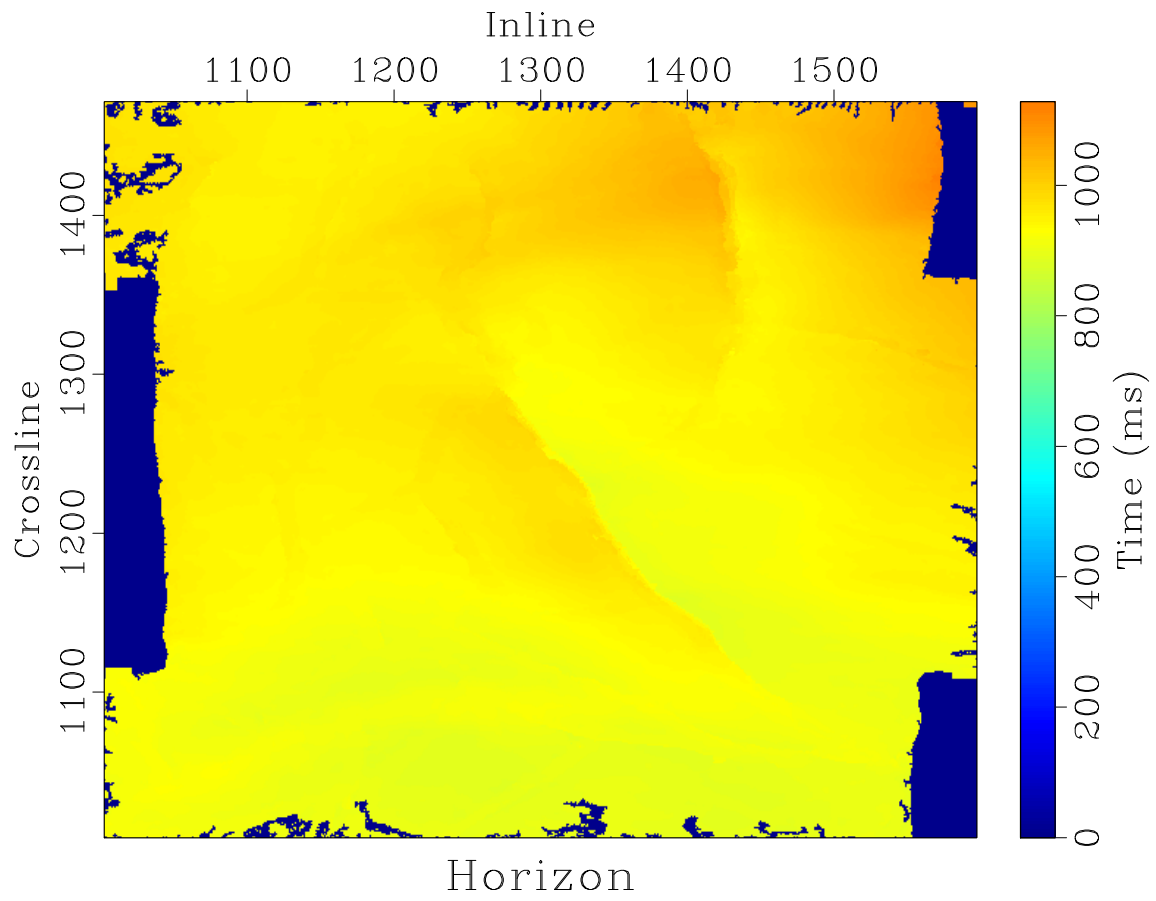


Figure 35: smoothing/horizon

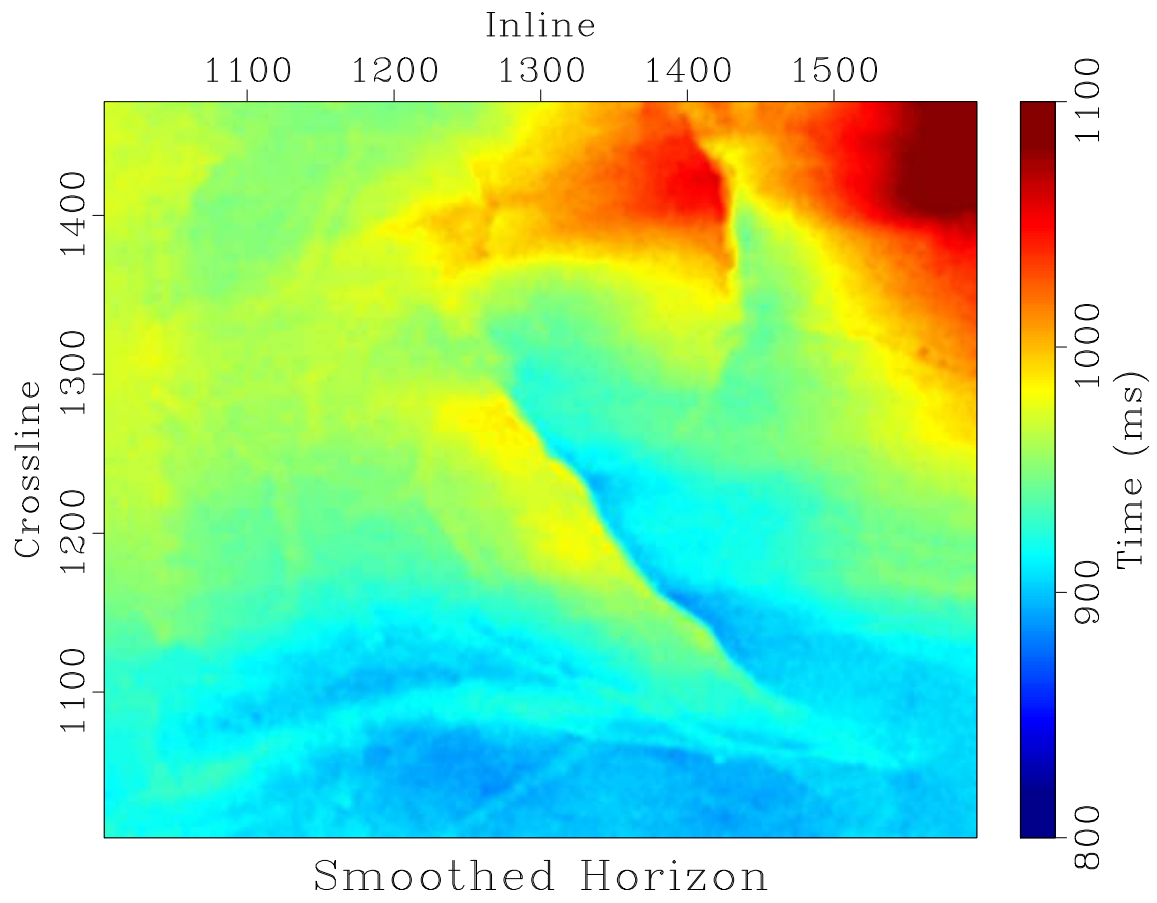


Figure 36: smoothing/smoothed

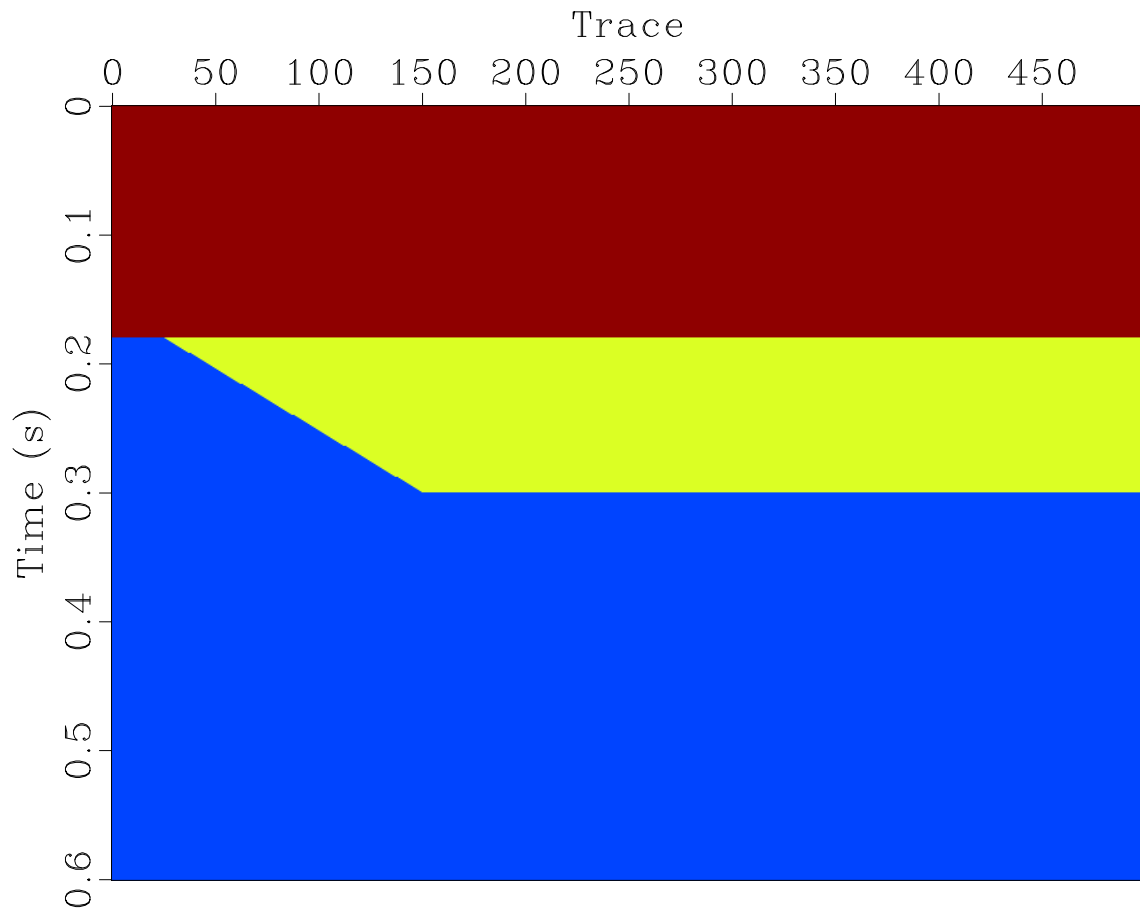
WEDGE

Figure 37: wedge/grid

SMOOTHING

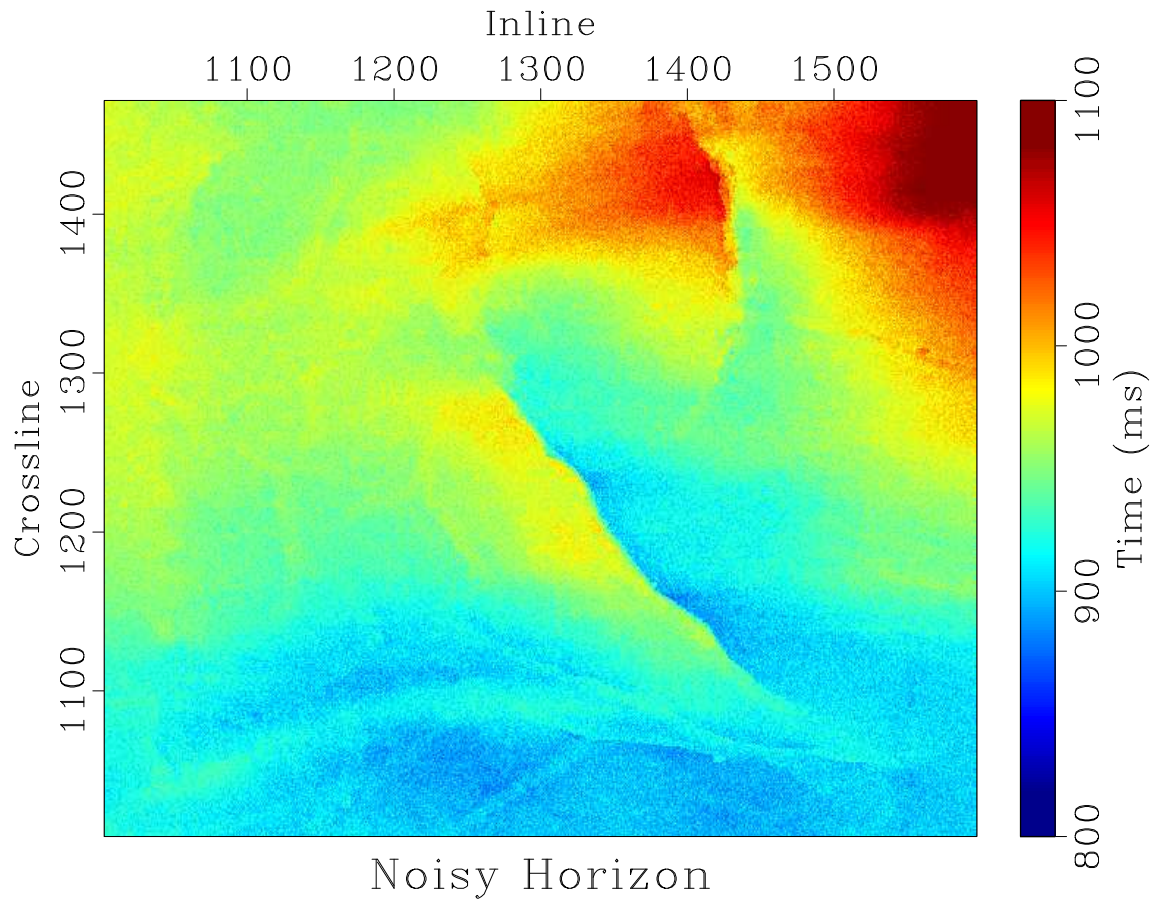


Figure 38: smoothing/noisy

STHELENS

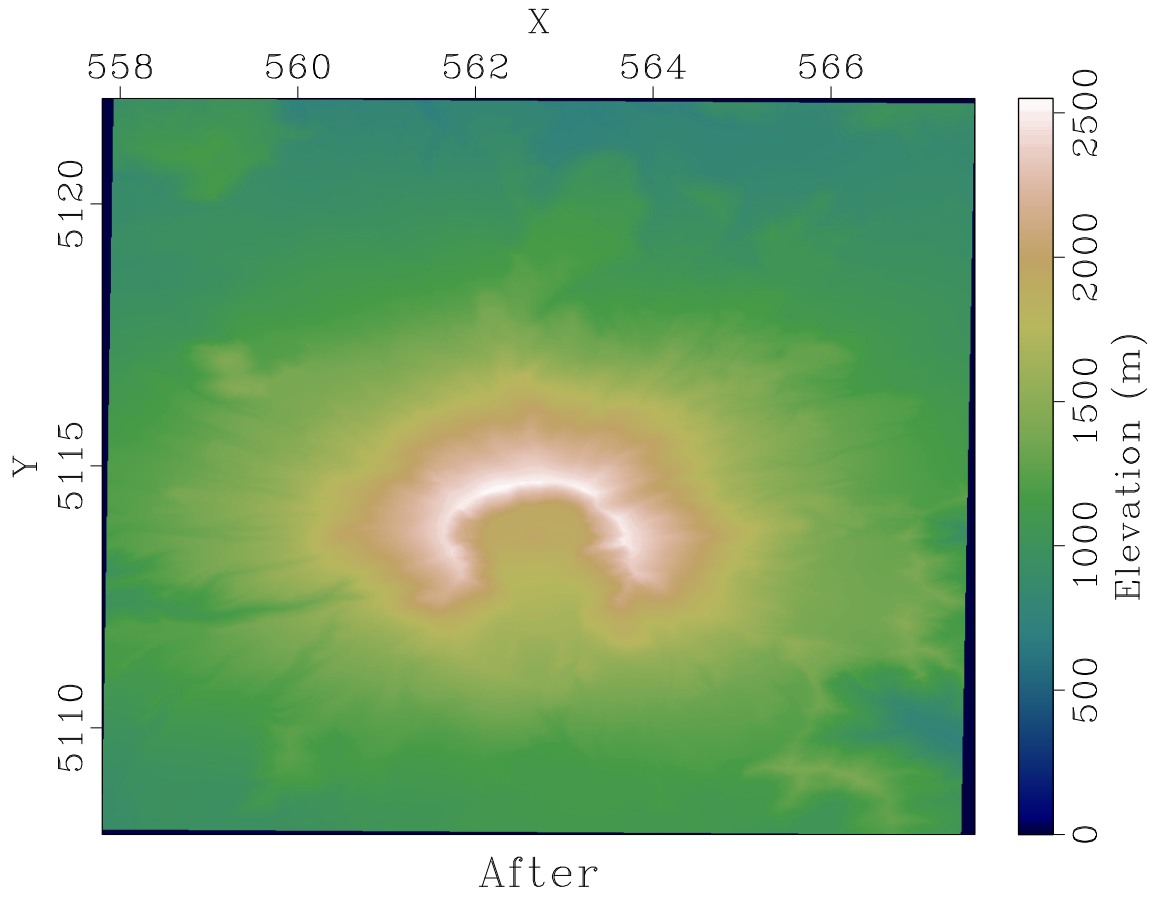


Figure 39: sthelens/after

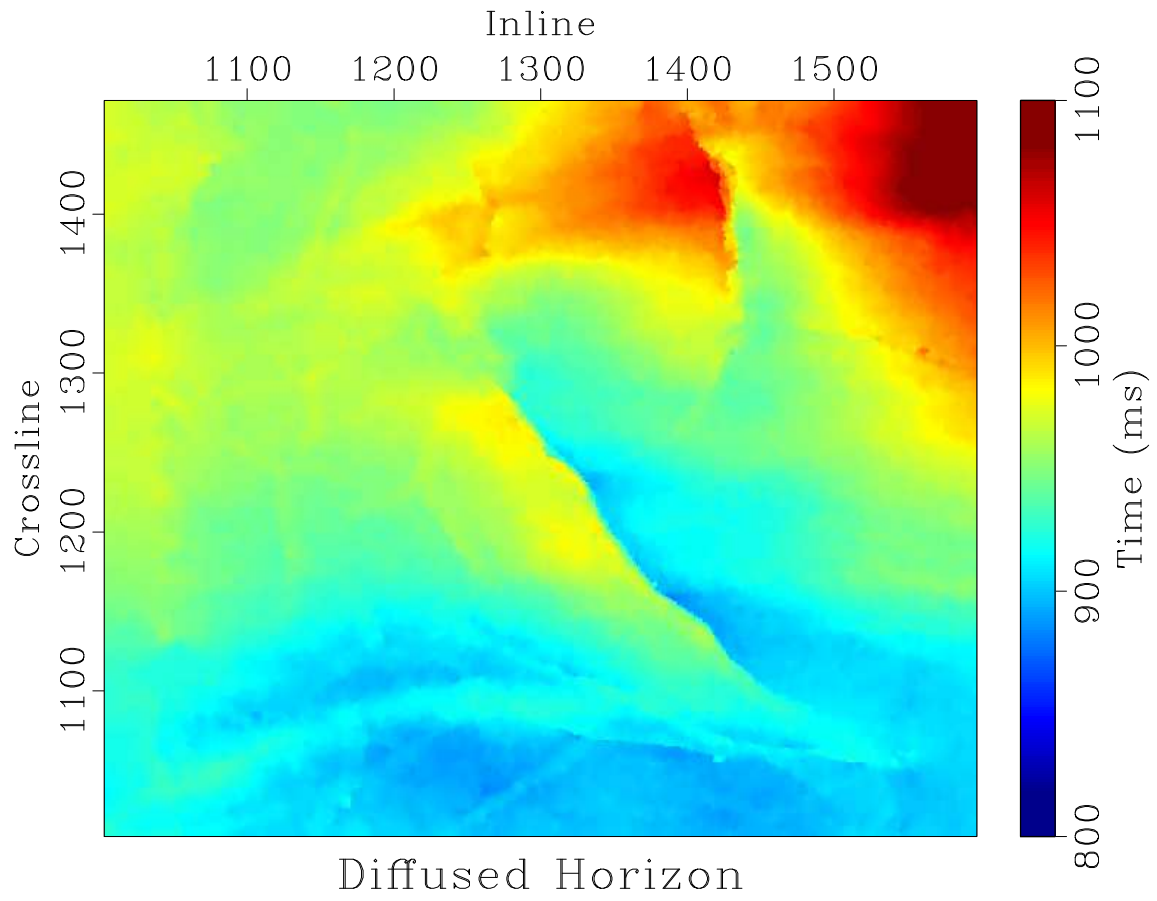
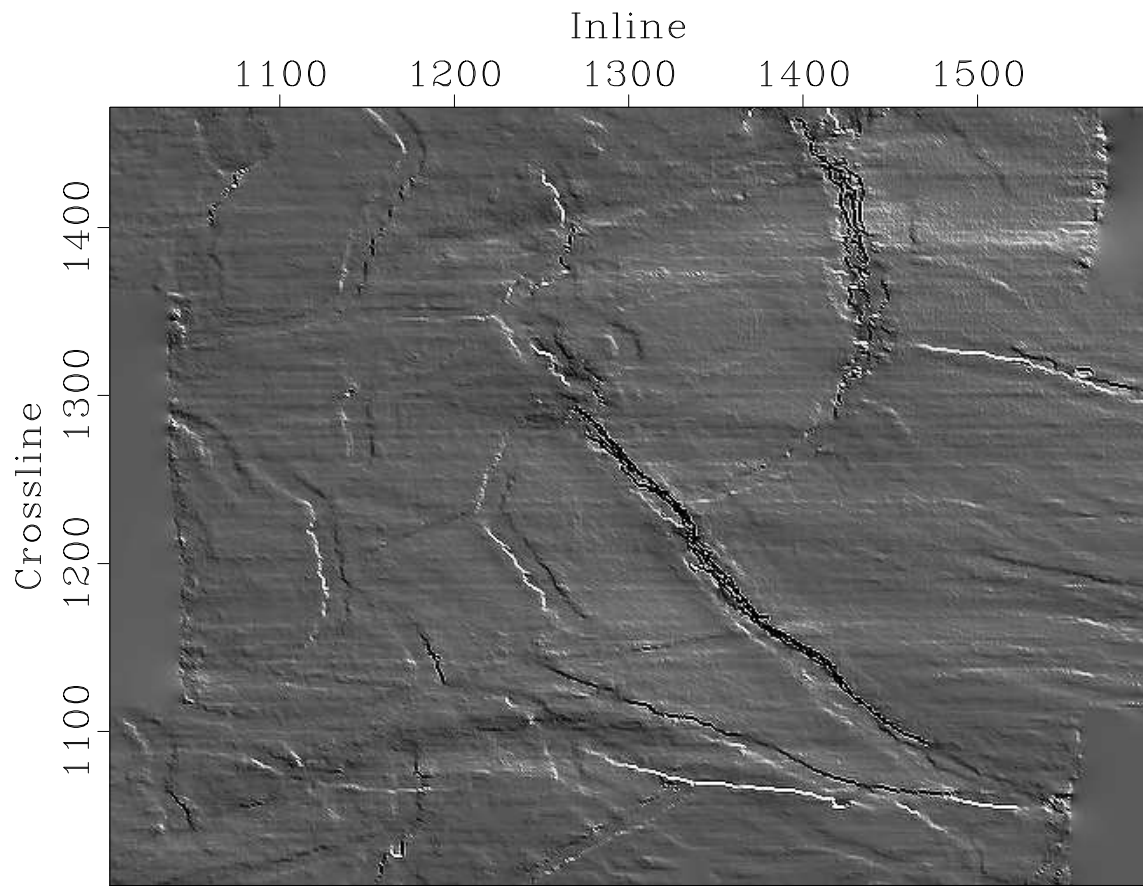
SMOOTHING

Figure 40: smoothing/diffused



Shaded Horizon

Figure 41: smoothing/shaded

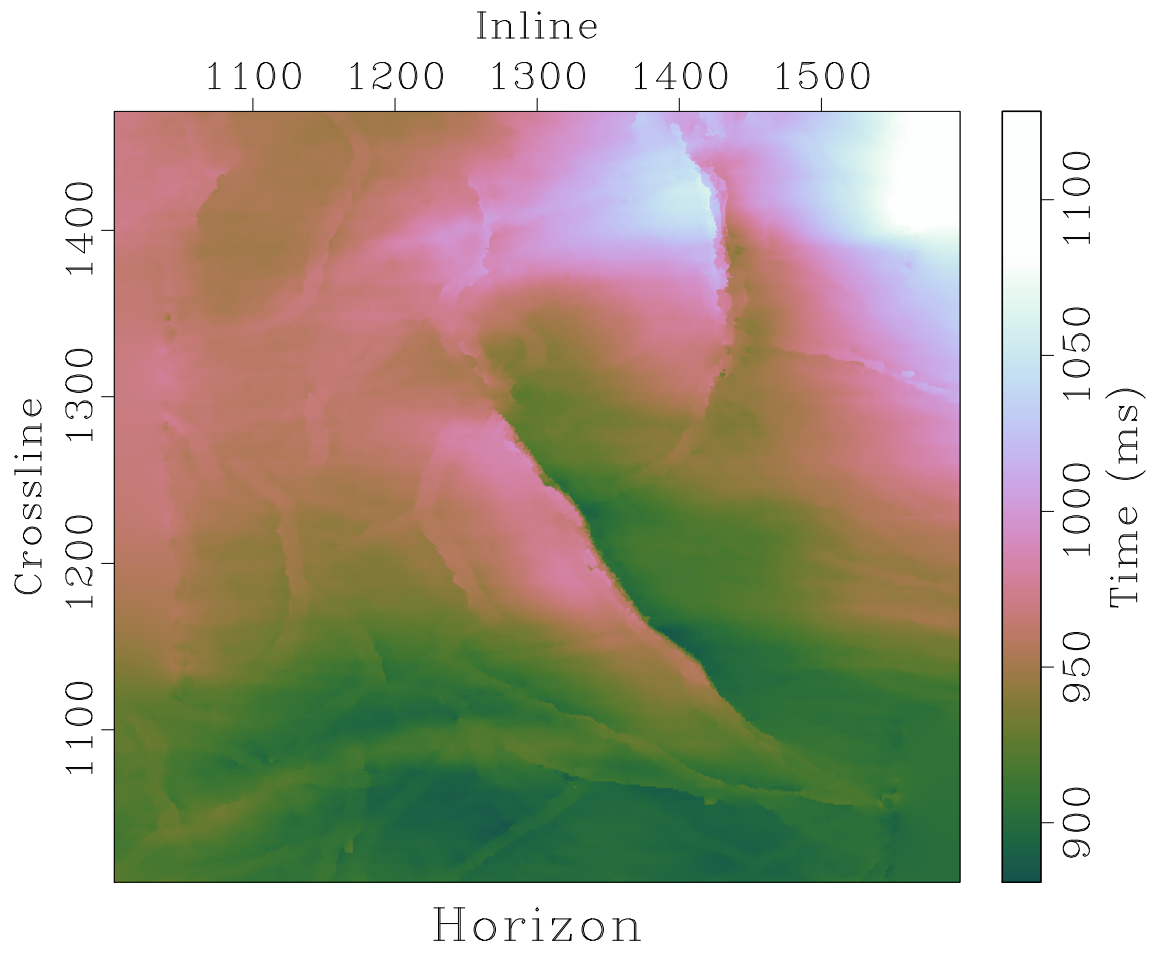


Figure 42: smoothing/cubeh

WEDGE

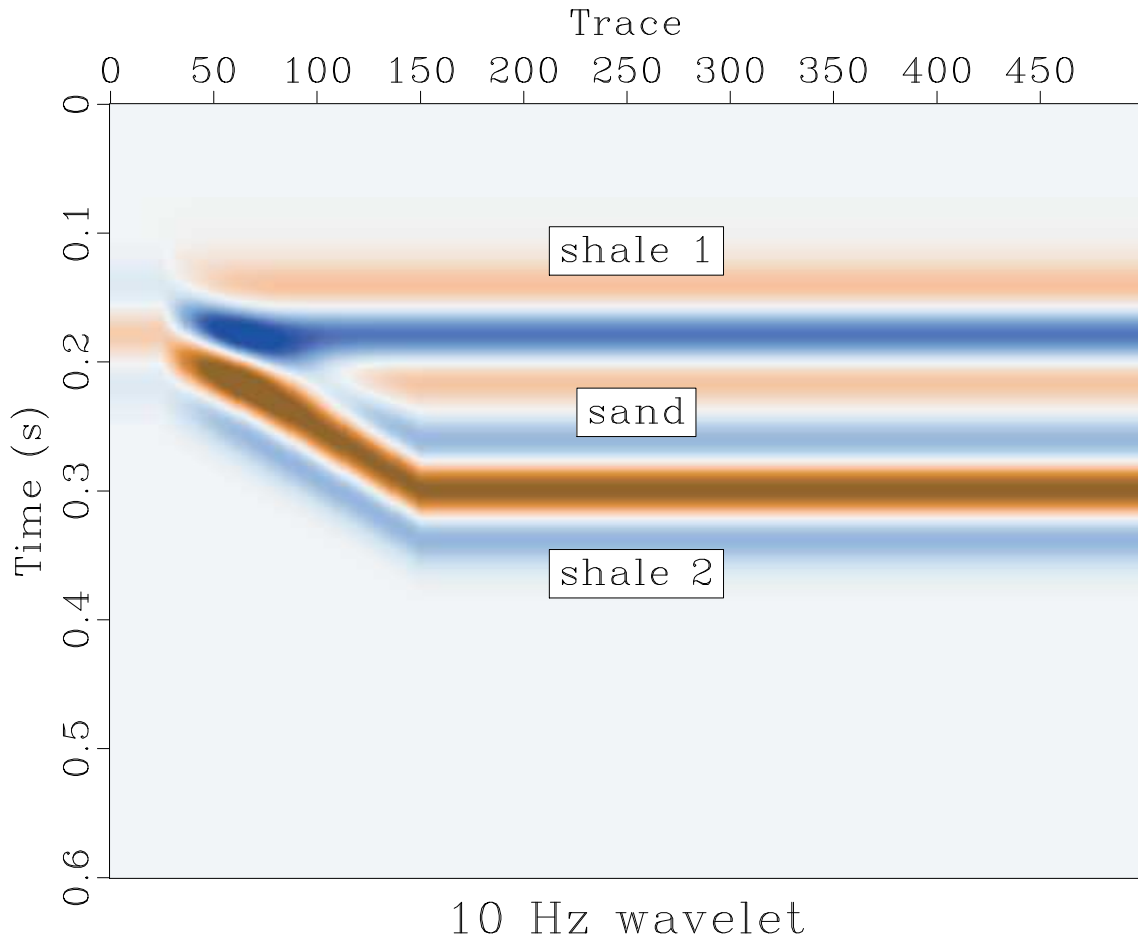


Figure 43: wedge/seismic10

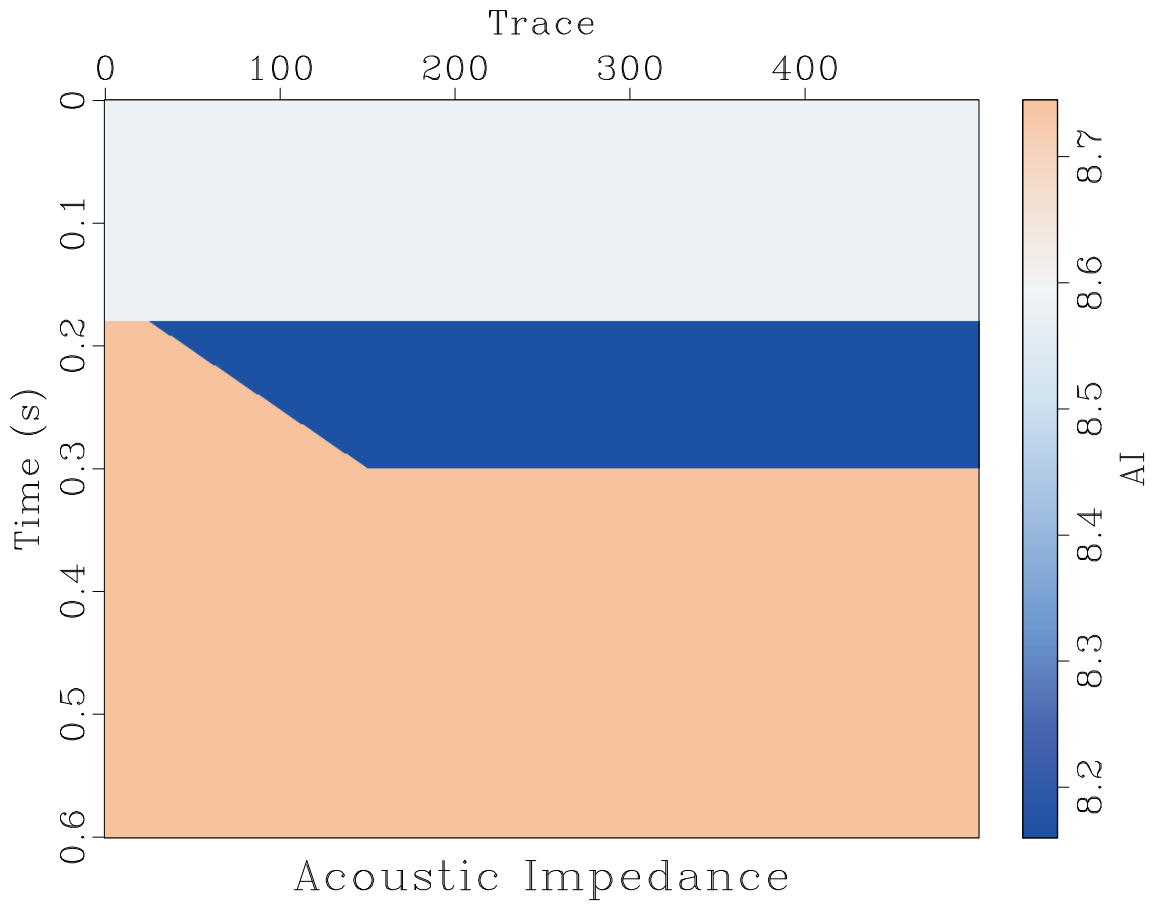


Figure 44: wedge/ai

COLORMAPS

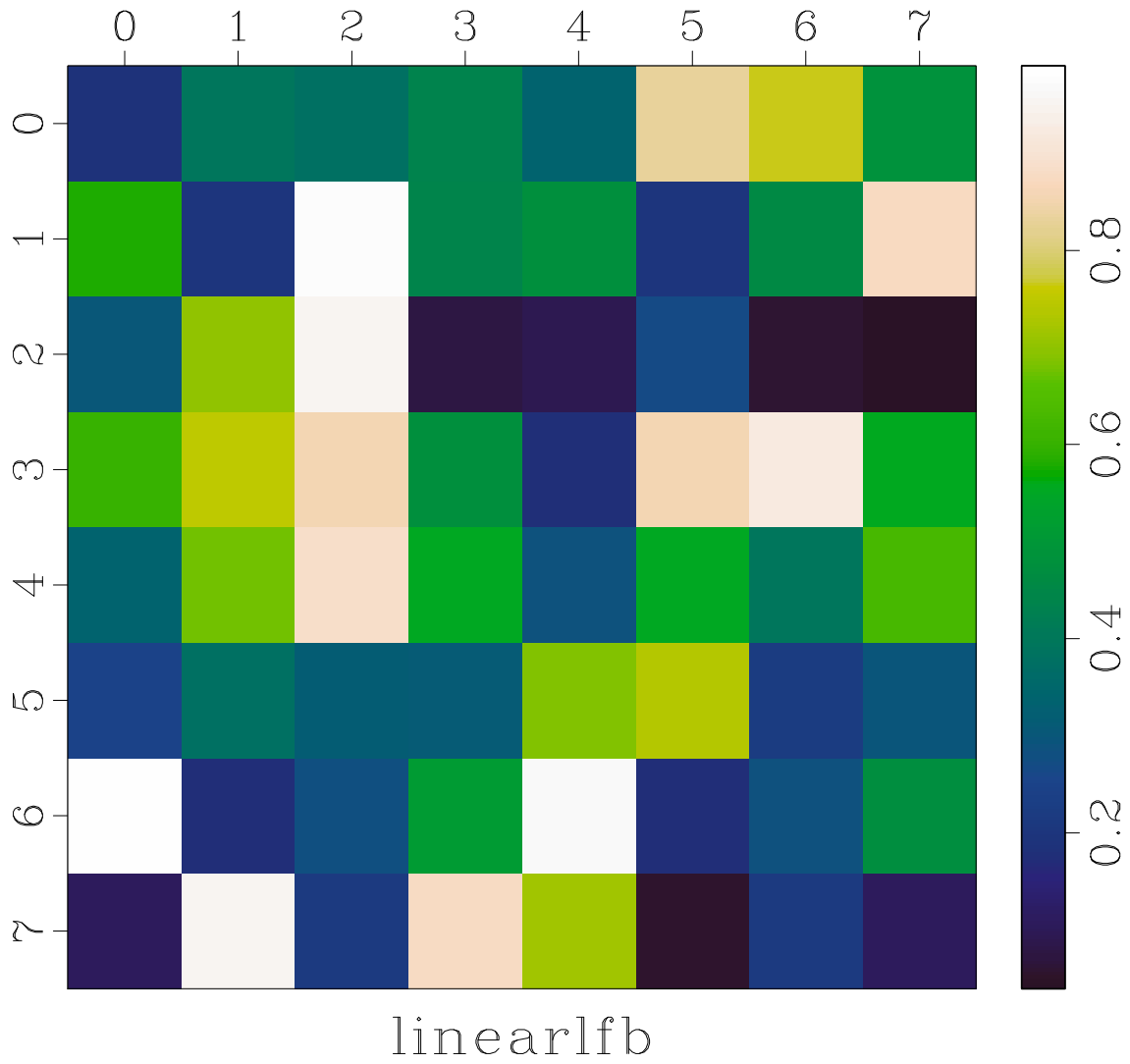


Figure 45: colormaps/linear

WEDGE

Layers

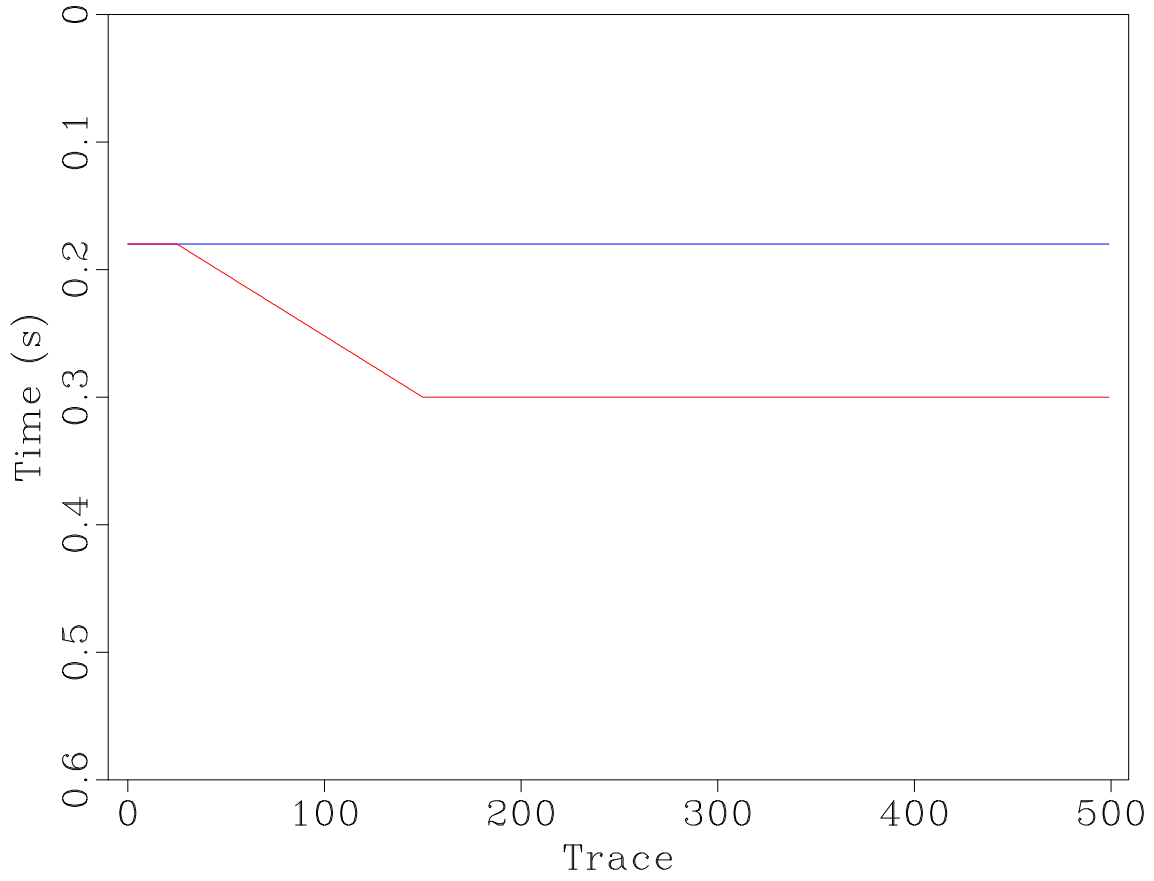


Figure 46: wedge/layers

SMOOTHING

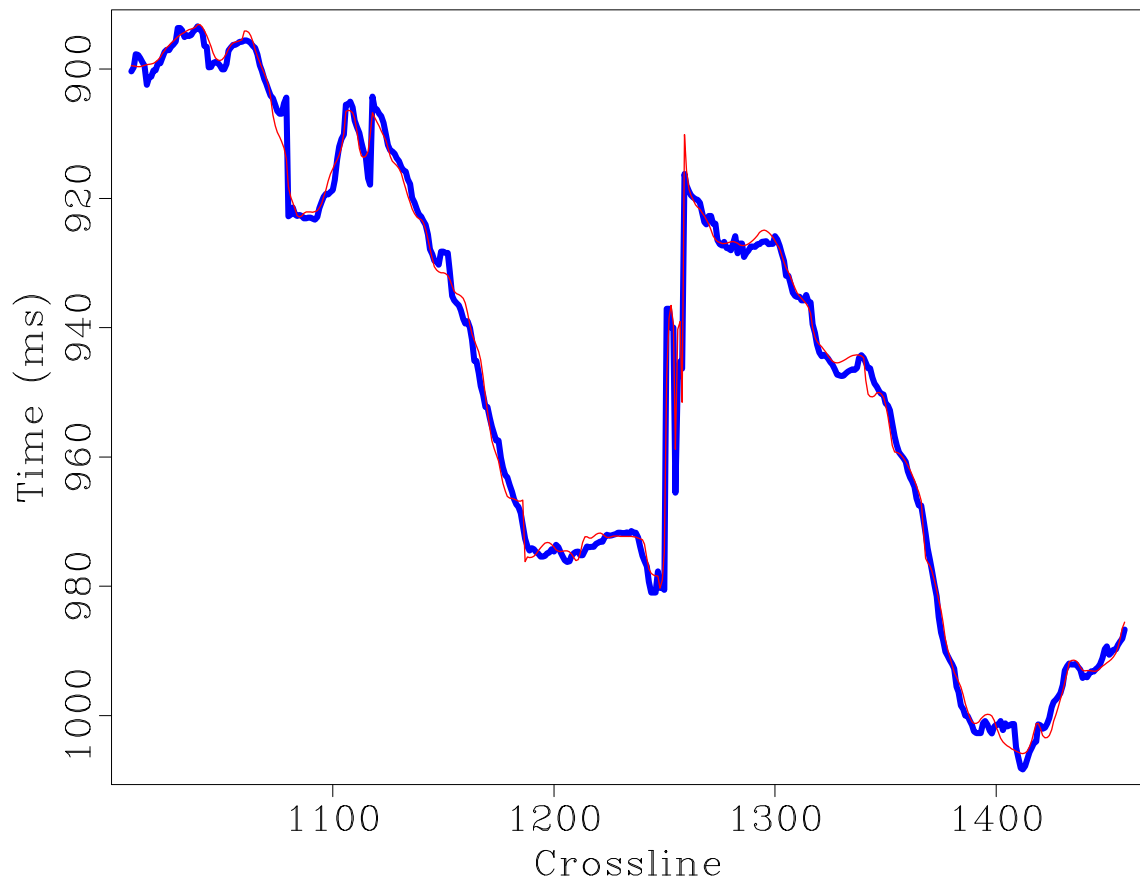


Figure 47: smoothing/diffused-slice

COLORMAPS

Colors sorted by intensity

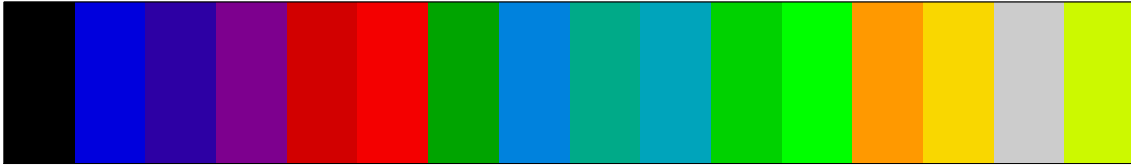


Figure 48: colormaps/sorted

STHELENS

Difference

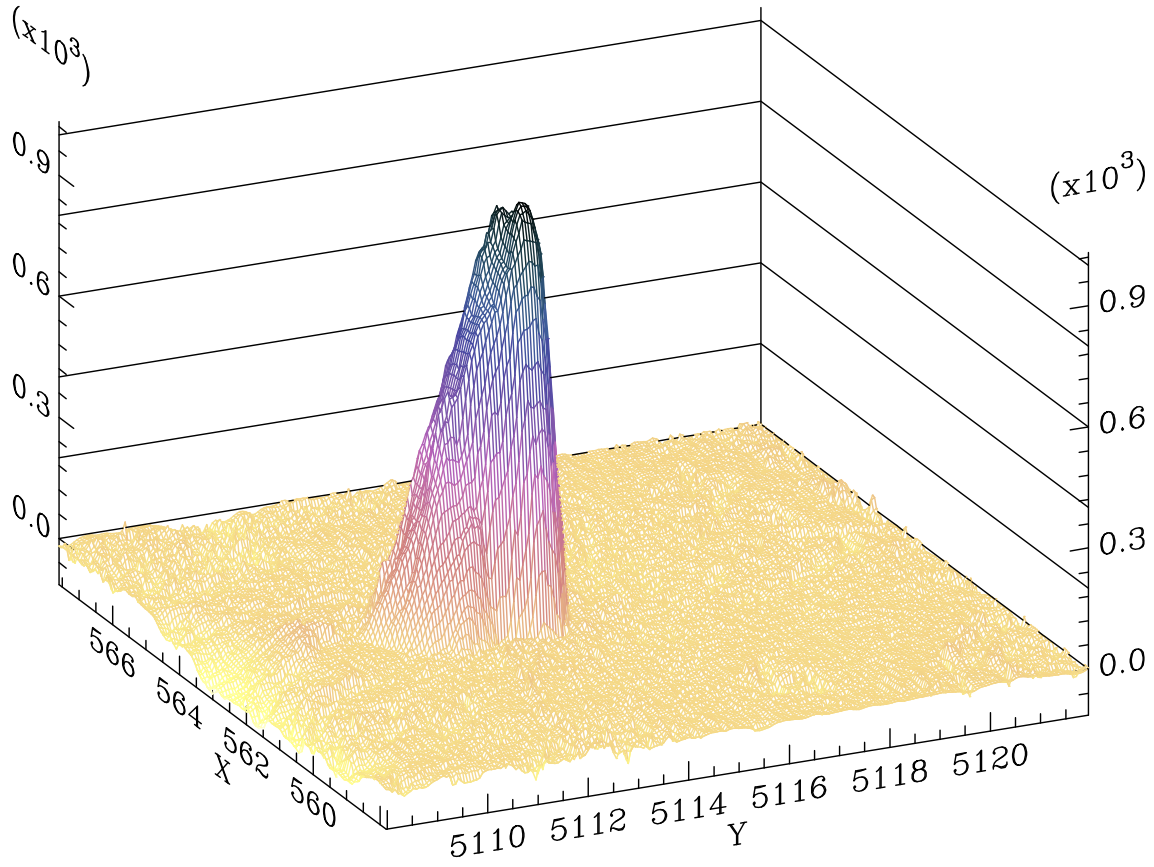


Figure 49: sthelens/diff3

COLORMAPS

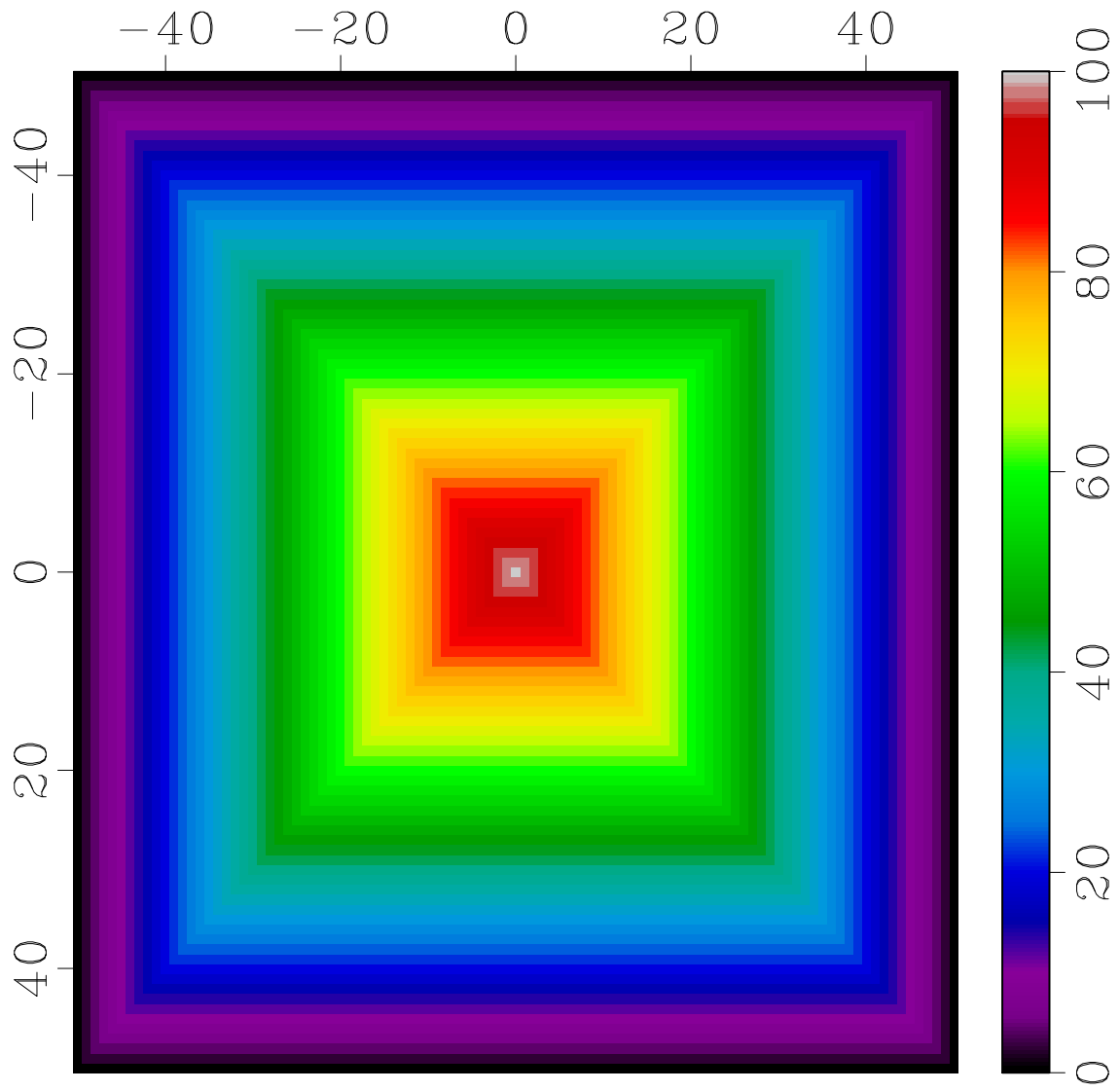


Figure 50: colormaps/pyramid-spectral

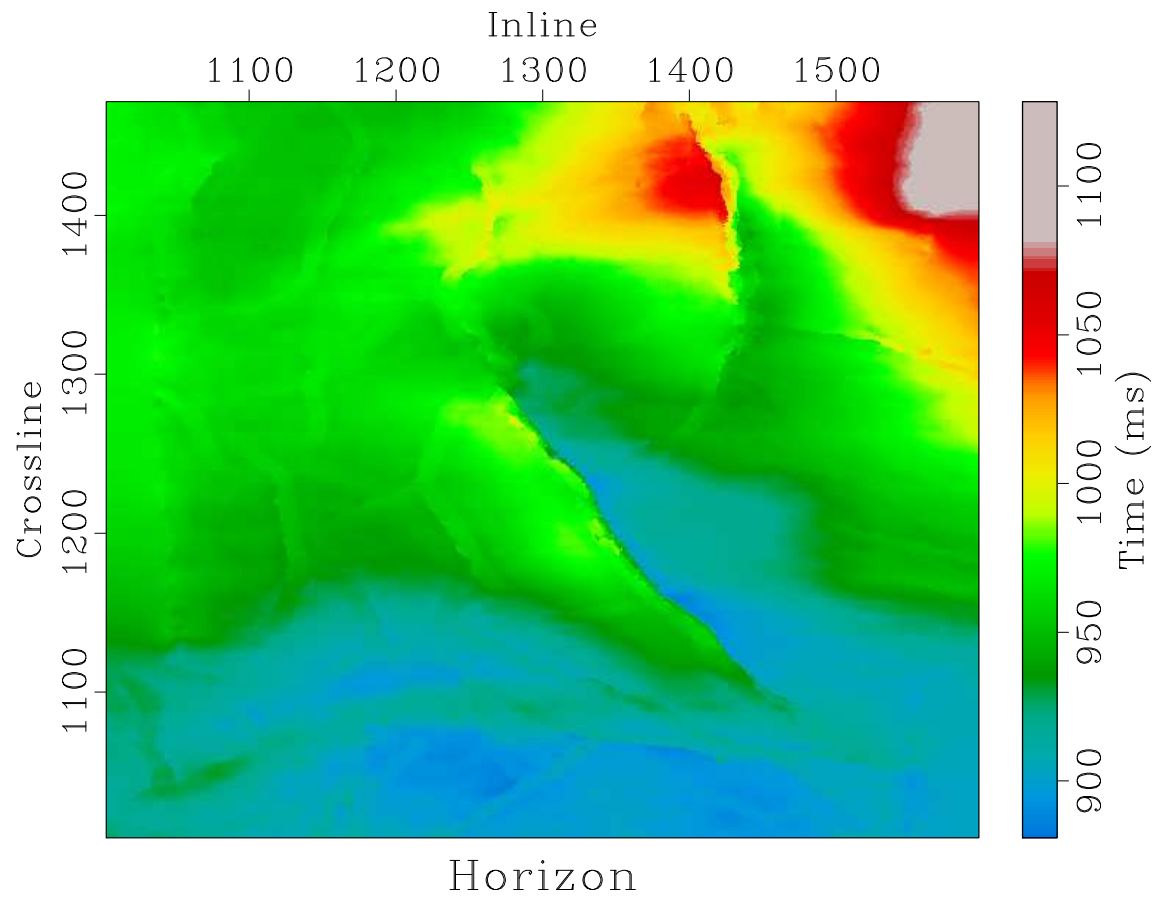


Figure 51: colormaps/horizon-spectral

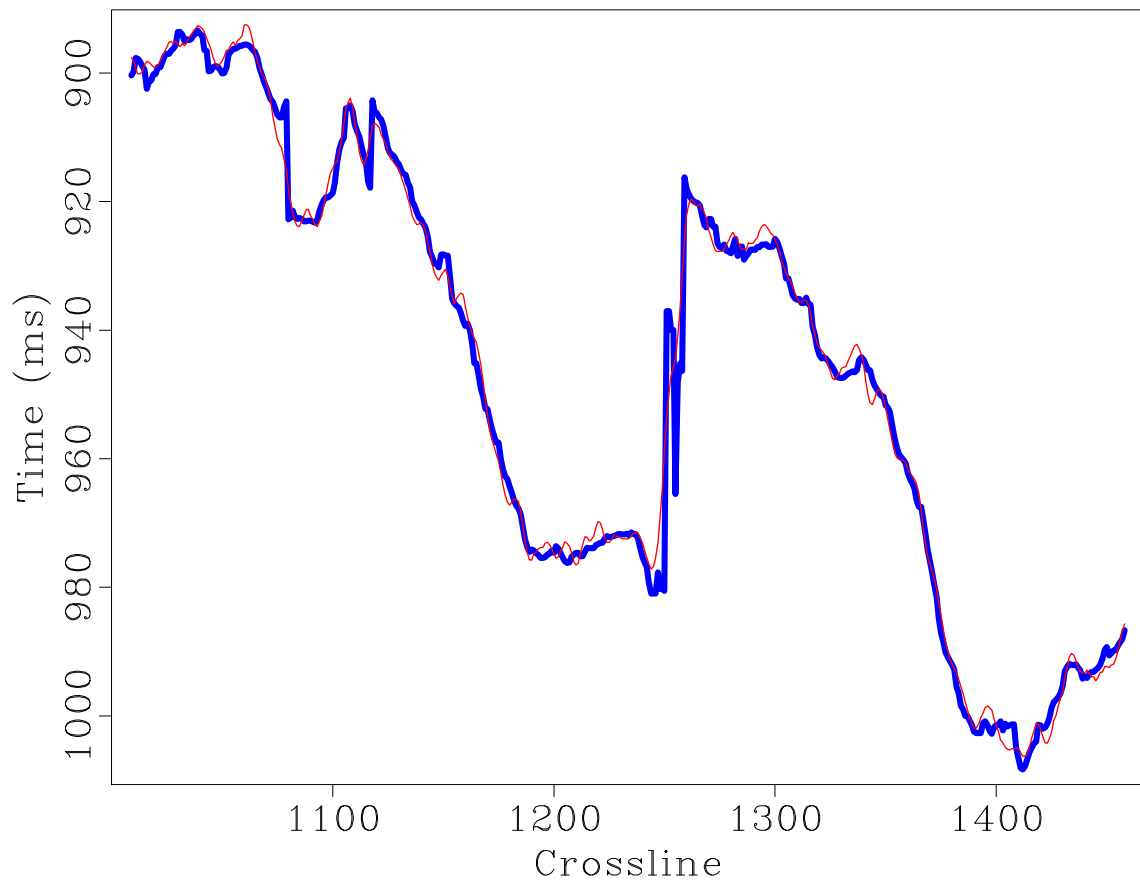
SMOOTHING

Figure 52: smoothing/smoothed-slice

COLORMAPS

Intensity

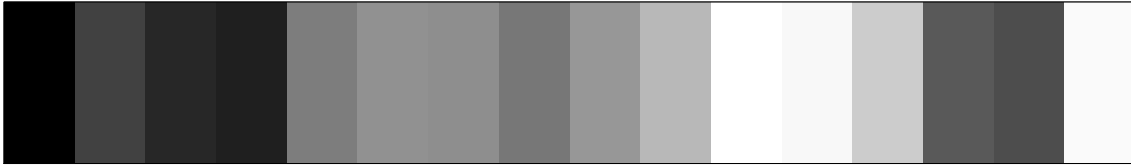


Figure 53: colormaps/intensity

Colors

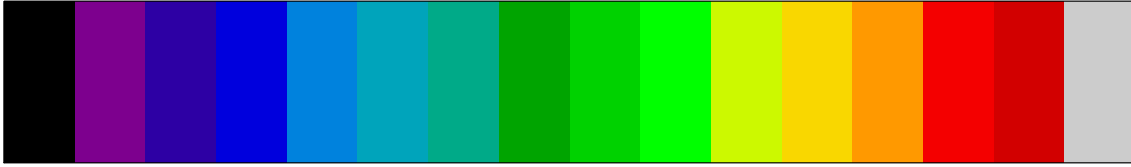


Figure 54: colormaps/bar

WEDGE

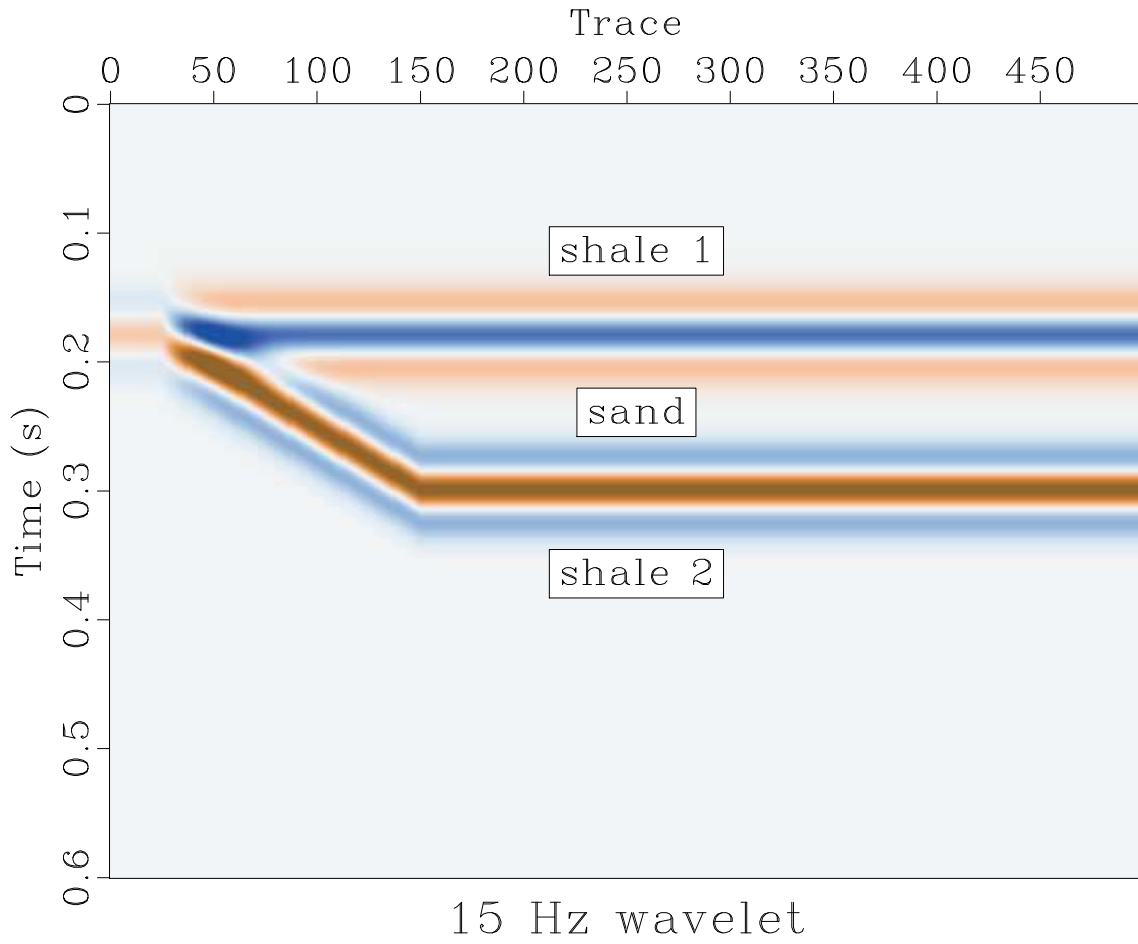


Figure 55: wedge/seismic15

SLICING

Seismic

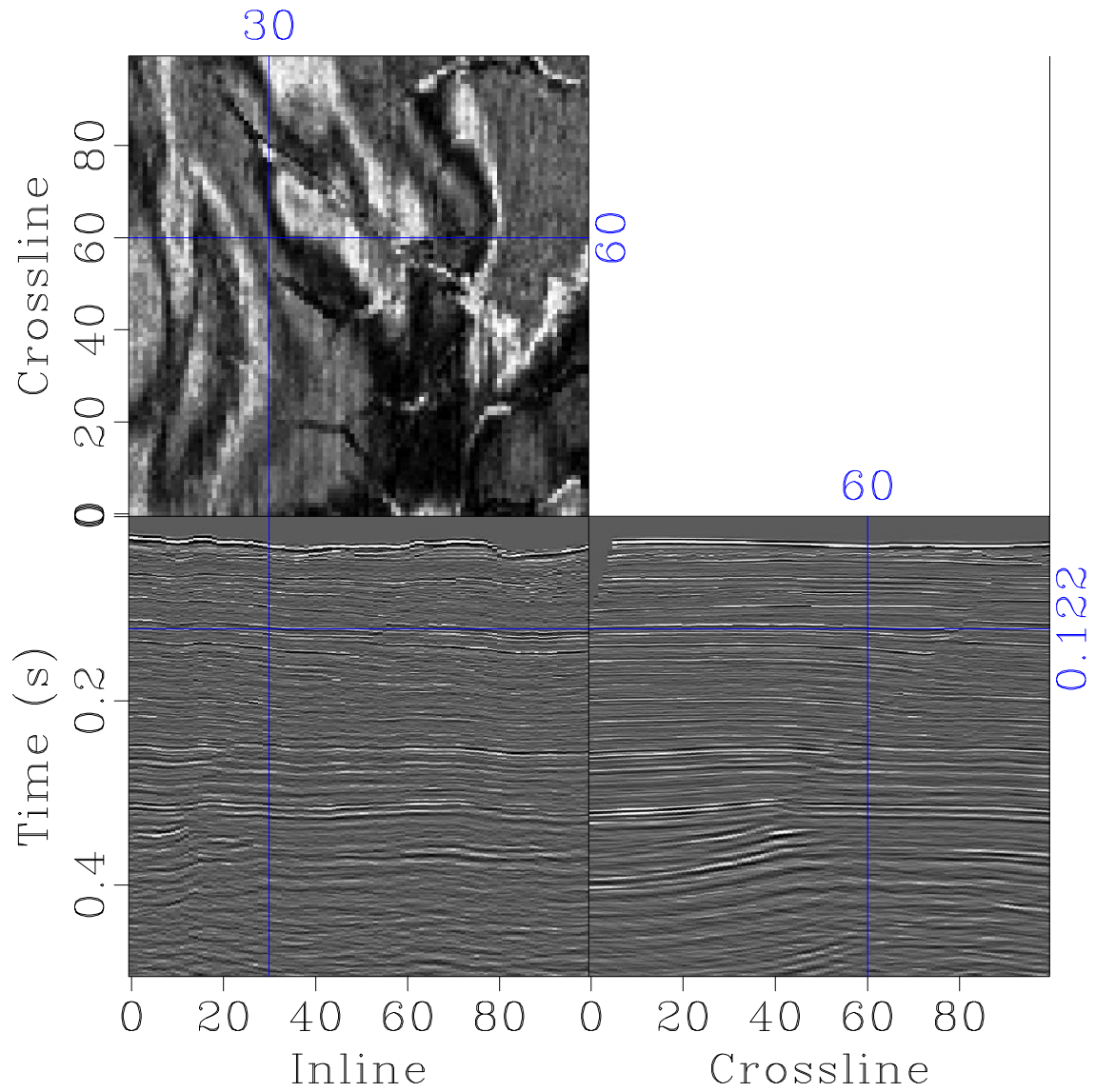


Figure 56: slicing/seismic