Interacting with Microseismic Visualizations

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Abstract

Microseismic visualization systems present complex 3D data of small seismic events within oil reservoirs to allow experts to explore and interact with that data. Yet existing systems suffer several problems: 3D spatial navigation and orientation is difficult, and selecting 3D data is challenging due to the problems of occlusion and lack of depth perception. Our work mitigates these problems by applying both proxemic interactions and a spatial input device to simplify how experts navigate through the visualization, and a painting metaphor to simplify how they select that information.

Author Keywords

3D microseismic visualizations; proxemic interactions

ACM Classification Keywords

H.5.2 [User Interfaces]: Graphical user interfaces (GUI) - Interaction styles

References

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