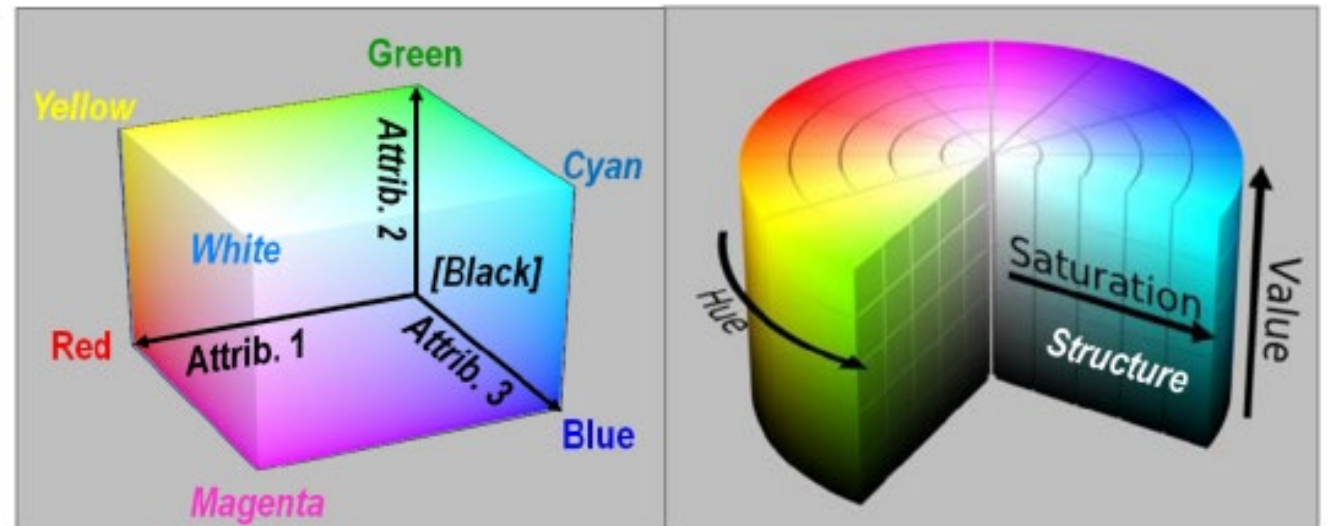
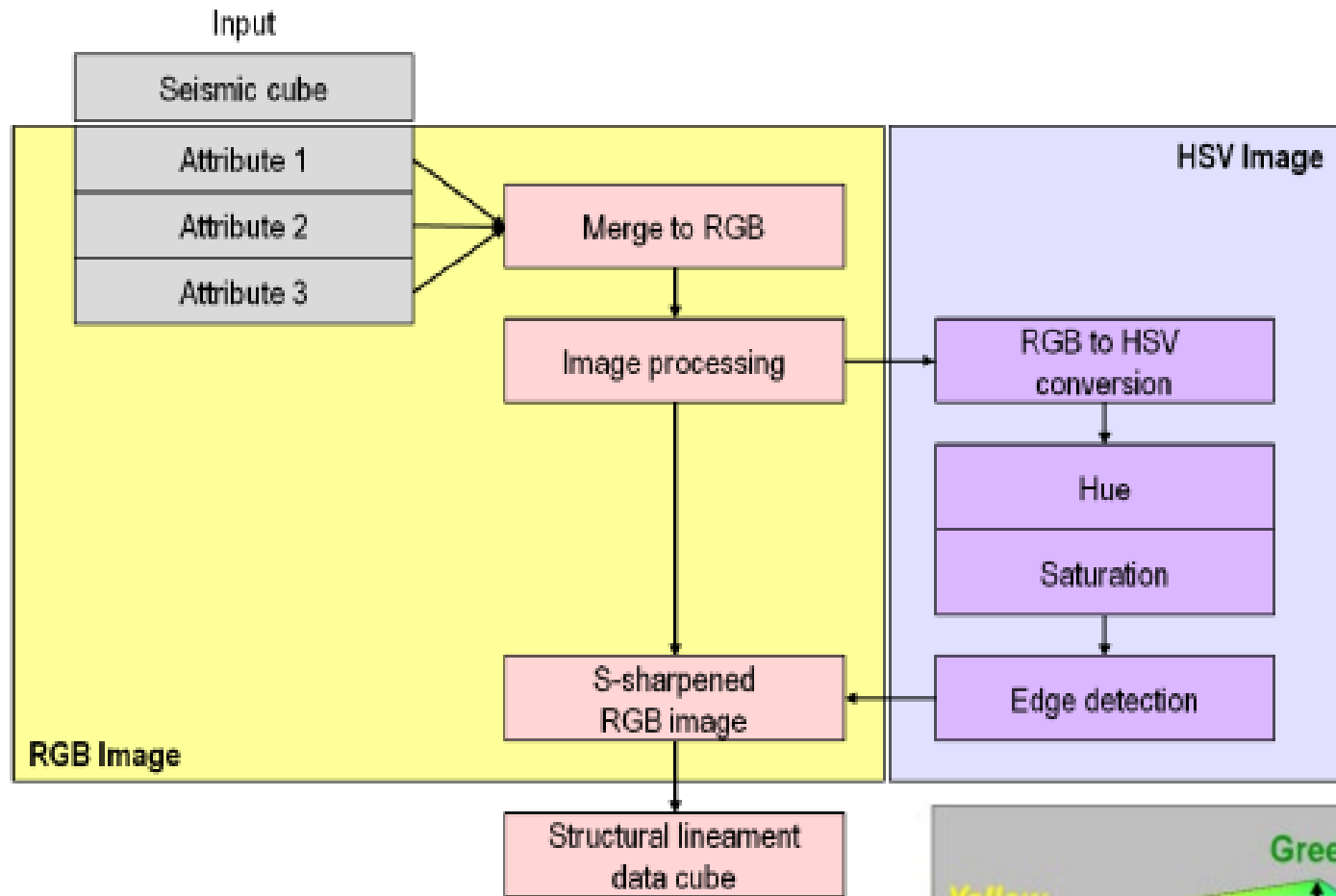
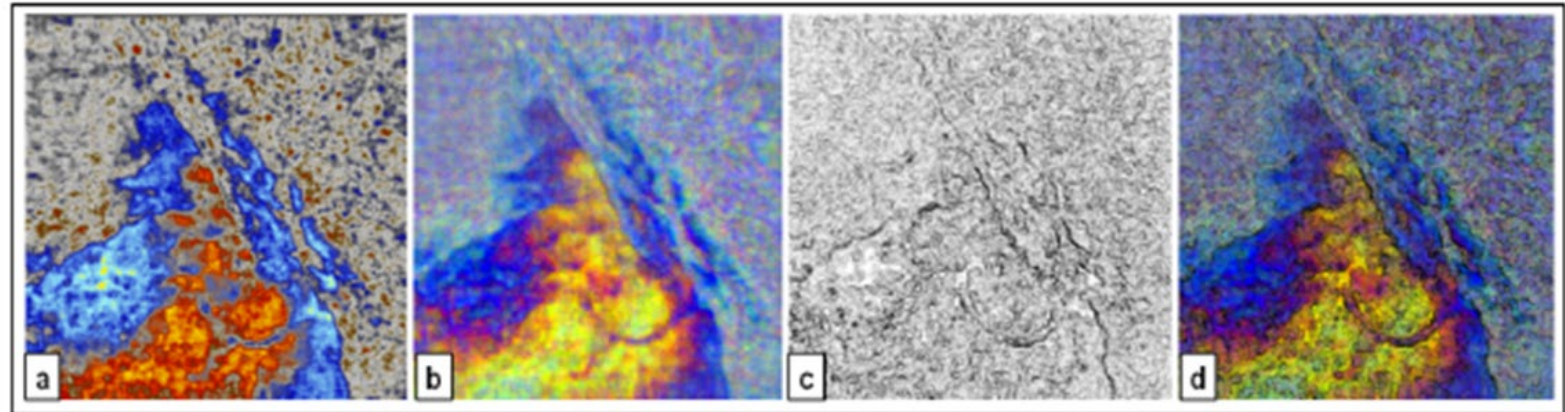




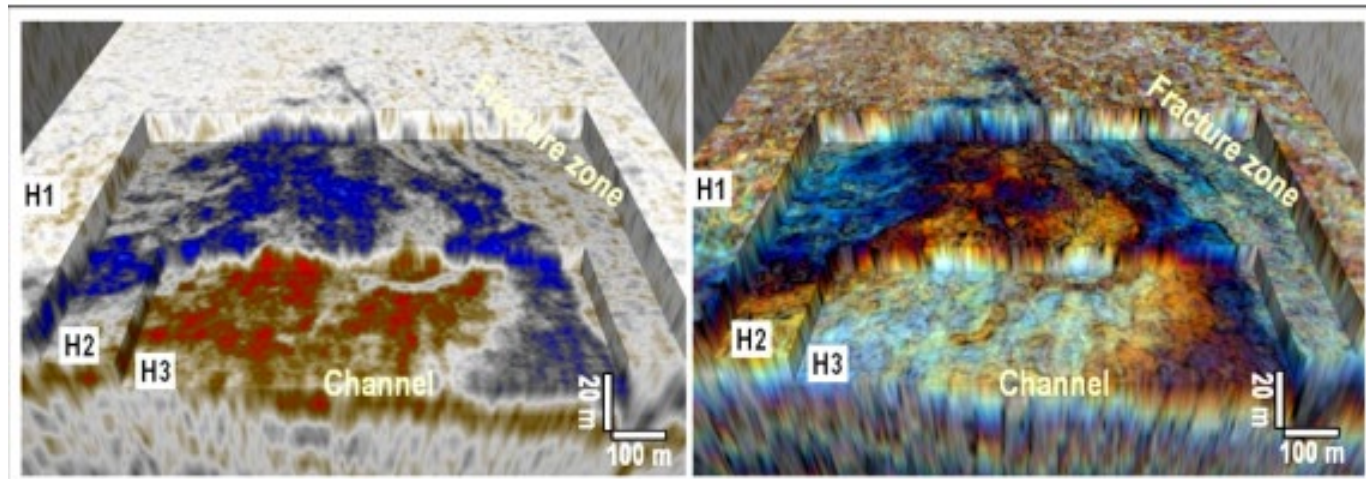
New tool for Blending in AASPI

Noor ul huda Choudhry

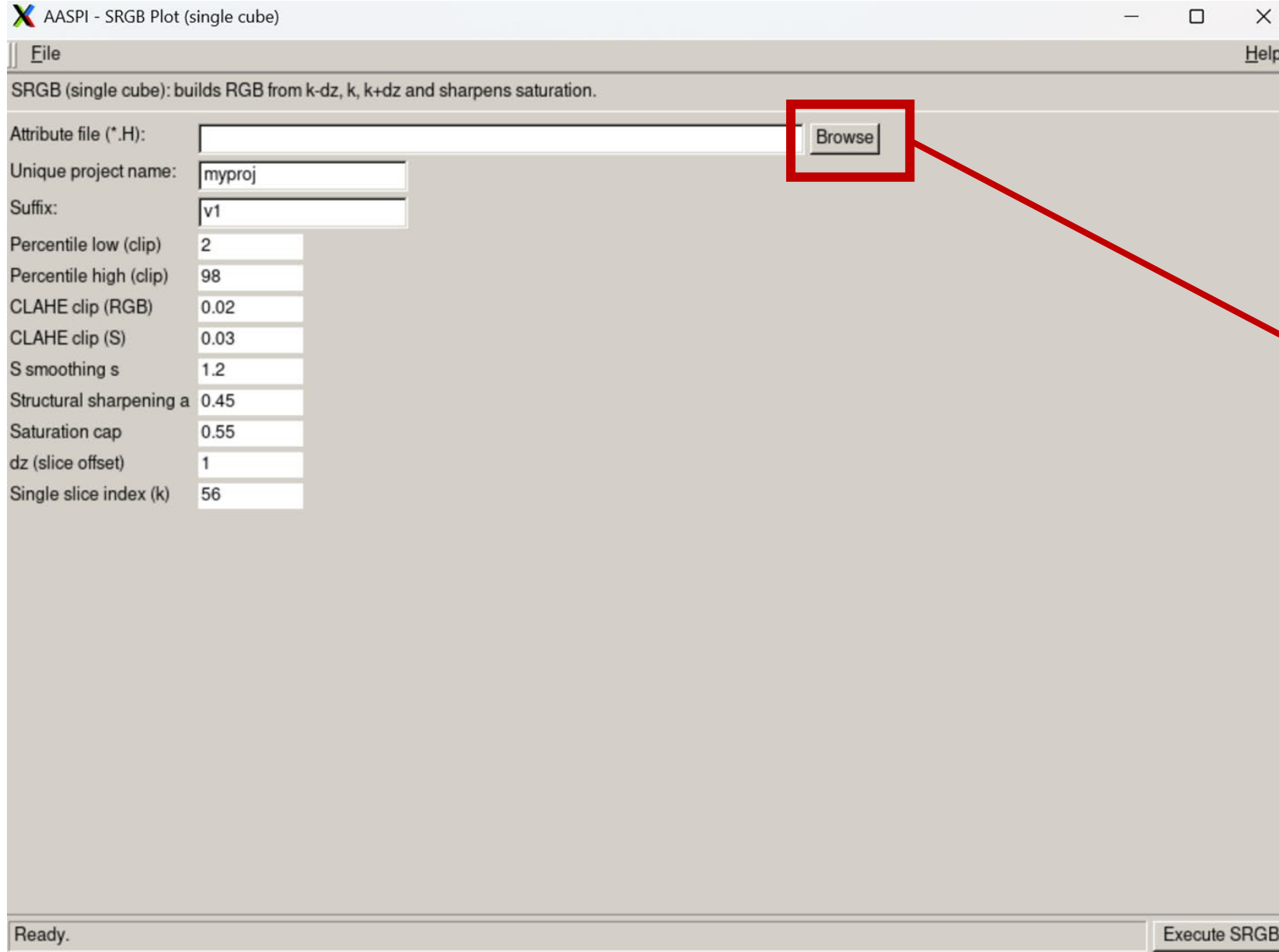




Intermediate time slice results from the SRGB process – a) seismic amplitude, b) raw RGB image, c) structural slice from edge detection of the S component of the HSV image, d) SRGB image.

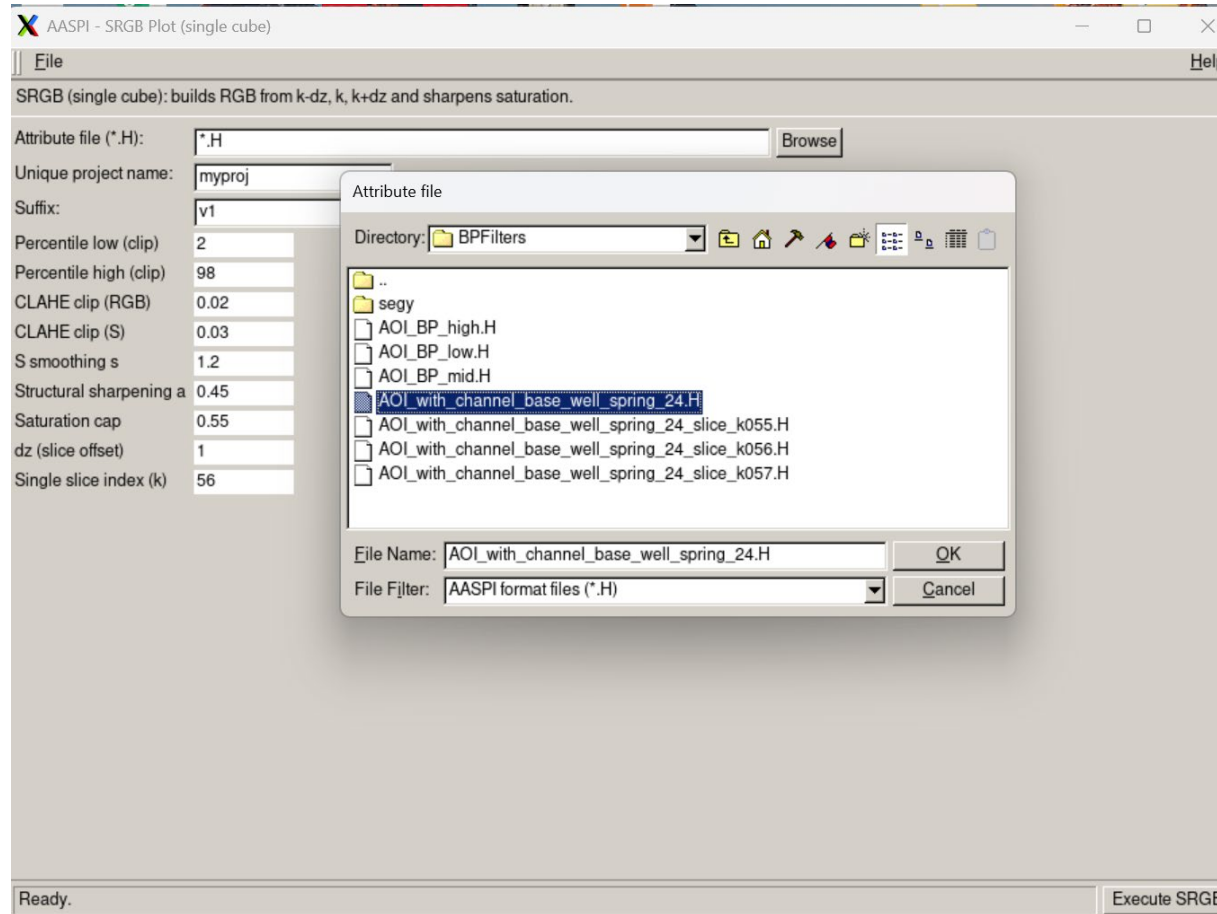


Comparison of partially cut-away horizon packages – a) seismic amplitude cube, b) SRGB cube.



Click on
Browse

Choose your data



Percentile low (clip)
 Clips low-amplitude outliers to suppress noise and extreme negatives.
 Typical range: 1 – 5
 Recommended: 2

Percentile high (clip)
 Clips high-amplitude outliers to prevent color saturation and dominance.
 Typical range: 95 – 99
 Recommended: 98

CLAHE clip (RGB)
 Controls local contrast enhancement applied to the RGB image.
 Typical range: 0.01 – 0.05
 Recommended: 0.02

CLAHE clip (S)
 Controls contrast enhancement applied specifically to the S-component (texture).
 Typical range: 0.01 – 0.06
 Recommended: 0.03

Structural sharpening (α)
 Controls the strength of edge-based structural enhancement injected into RGB.
 Typical range: 0.2 – 0.7
 Recommended: 0.4 – 0.7

Saturation cap
 Limits maximum color saturation to avoid artificial or over-colored images.
 Typical range: 0.4 – 0.7
 Recommended: 0.55

AASPI - SRGB Plot (single cube)

File Help

SRGB (single cube): builds RGB from k-dz, k, k+dz and sharpens saturation.

Attribute file (*.H): Browse

Unique project name:

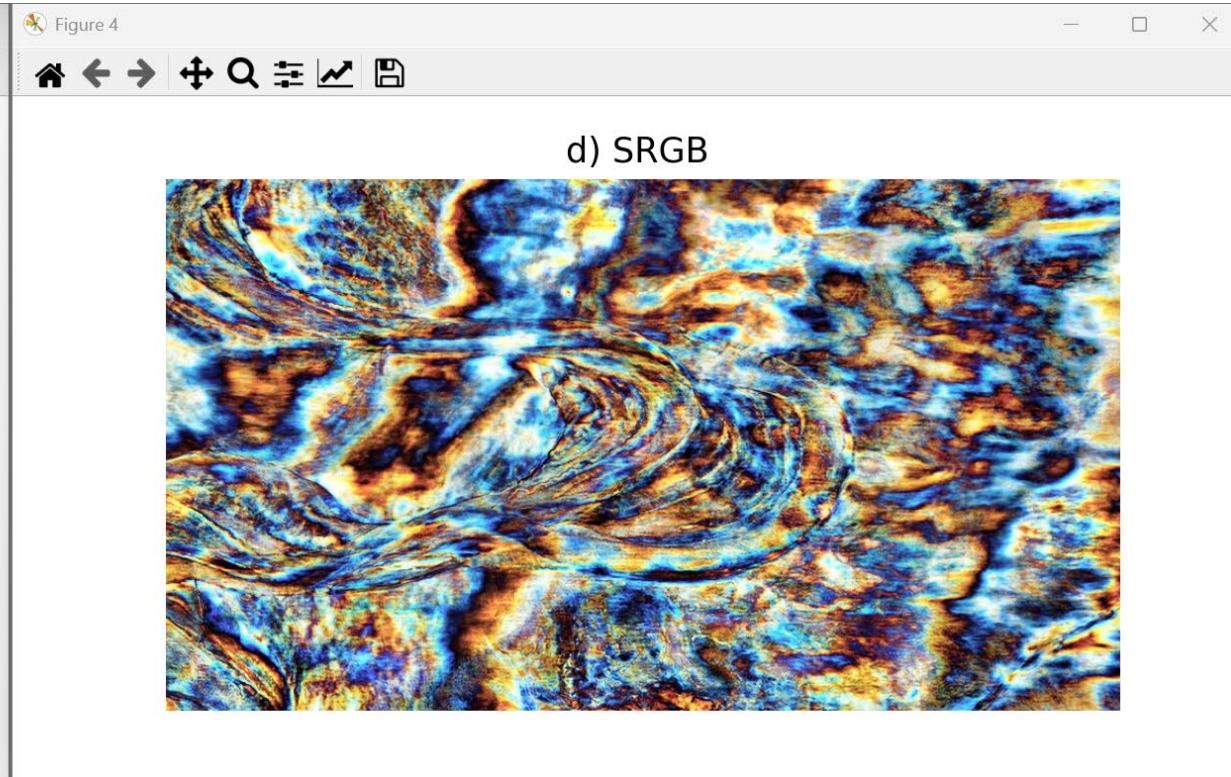
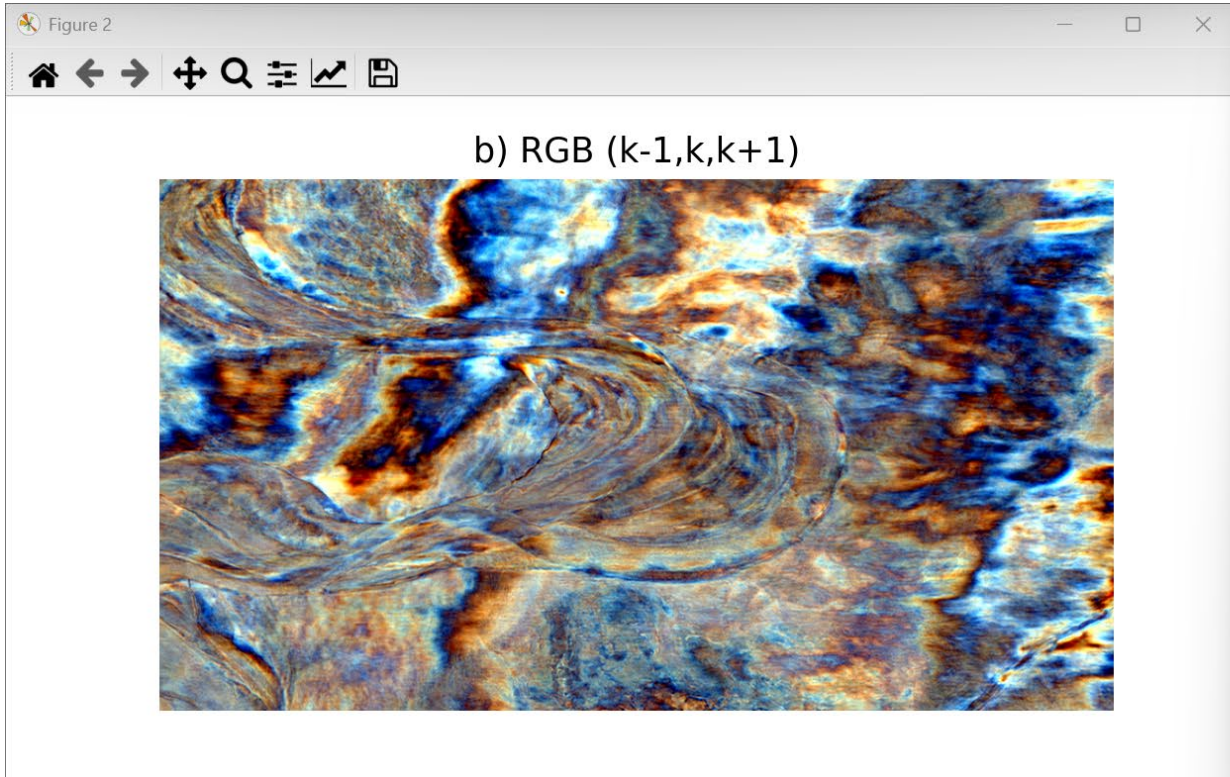
Suffix:

Percentile low (clip)	2
Percentile high (clip)	98
CLAHE clip (RGB)	0.02
CLAHE clip (S)	0.03
S smoothing σ	1.2
Structural sharpening α	0.45
Saturation cap	0.55

S smoothing (σ)
 Applies Gaussian smoothing to the S-component to stabilize edge detection.
 Typical range: 0.5 – 2.0
 Recommended: 1.0 – 1.5

Ready. Execute SRGB







Thank you!

Dr Heather Bedle
Dr Marfurt
Dr Lubo
Amazing AASPI researchers
Andreas Laake

AASPI sponsors:

