Category:Geological modelling

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Geological modelling or Geomodelling is the applied science of creating computerised representations of the subsurface based on observations and measurements made on and below the Earth's surface. A three-dimensional geological model is the modern day equivalent of the geological map and many geological surveys around the globe are now constructing systematic models, see [1] In two dimensions a geological unit is represented by a polygon, which can be bounded by faults, unconformities or by its lateral extent, or crop. In geological models a geological unit is bounded by 3-dimensional triangulated or gridded surfaces. The equivalent to the mapped polygon is the fully enclosed geological unit, using a triangulated mesh. For the purpose of property or fluid modelling these volumes can be separated further into an array of cells, often referred to as voxels (volumetric elements). These 3D grids are the equivalent to 2D grids used to express properties of single surfaces. There are many ways to build geological models and many software systems exist to support the process, the correct choice of methodology strongly depends on the available data, the purpose of the model as well as the resources (time, skills and monetary) available at the time. The British Geological Survey is deploying geological modelling across its operations and is constructing a National Geological Model [2].

Subcategories

This category has only the following subcategory.
The number of included categories (C), pages (P) and files (F) is stated in brackets.

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- ► [Reports on Geological modelling](#) (39 C)

Retrieved from 'http://earthwise.bgs.ac.uk/index.php?title=Category:Geological_modelling&oldid=23824'
[Category](#):

- [Types of geology](#)

Navigation menu

Personal tools

- Not logged in
- [Talk](#)
- [Contributions](#)
- [Log in](#)
- [Request account](#)

- This page was last modified on 5 December 2015, at 07:35.