



## GeoTIFF Export (ArcView World Image File)

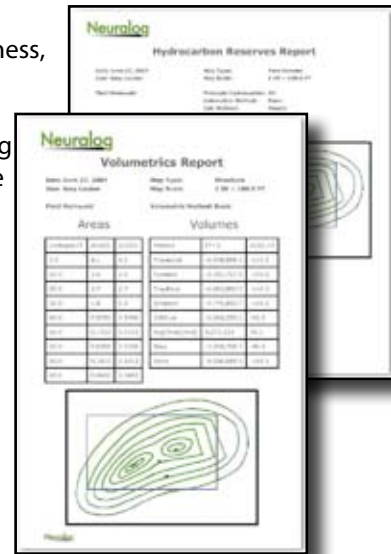
ArcView World Image Files can be created from scanned images for most E&P workstations.

## Map and Chart Printing

Digital map and graphic data can be viewed on the screen in WYSIWYG format or can be plotted with any Windows standard printer.

## Volumetrics and Reserves

- Work with a range of reservoir maps (structure, net thickness, net pore volume, and net hydrocarbon pore volume) in either relative scale or absolute coordinates.
- Calculate distances, areas, volumes and reserves including gas-in-place, oil-in-place, recoverable oil and recoverable gas.
- Volumes are calculated using digitized contours and limited by faults, leases and other cultural boundaries.
- Volumetric methods include standard and modified algorithms: Trapezoid, Pyramid, Trap/Pyramid, Quadratic, Step, Ratio, Simpson, and 3/8 Rule.
- Present your results with text or HTML reports with composite displays including maps and other graphics as well as your company logo.



## Data Input

### Scanned Images

NeuraMap accepts any standard TIFF, JPEG or BMP image as input. Color, grayscale or b/w images supported (200 dpi recommended). Neuralog, Inc. recommends the *NeuraScanner for small or foldable maps* and has available wide-format scanners from 36" to 54" width.

### Data Files

AutoCAD DXF, ESRI ArcView Shape, or NDS file from NeuraSection.

### Seismic Location Data

UKOOA and SEG P1 formats. Import as Lat/Lon or Grid values.

## Data Output

NeuraMap works with NeuraSection plus industry formats including:

- AutoCAD DXF • AutoCAD 3d DXF • ArcView Shape • ArcView World Image Affine (GeoTIFF)
- ArcView World Image Exact • DGI EarthVision • GeoGraphix WellBase V2.0 • GeoGraphix Landnet CDF V1.0 • GeoQuest CPS3 • GeoQuest Finder • Landmark Graphics ZMAP+ ASCII
- Landmark SeisWorks • PetroSys Mapping • SEG P1 Seismic • Tobin Base Map • UKOOA Seismic
- QuickPlot - immediate display of captured data • Formatted ASCII and HTML

## NeuraMap System Requirements

Pentium 4 Processor • Minimum 100 MB Disk Space • Minimum 256 MB RAM • Graphics - 800 x 600 Minimum with 16 bit color video • Windows 2000/XP/Vista