



vito

vision on technology



Vlaams
Kenniscentrum
Ondergrond

Geological 3D model of the Cenozoic subsurface of Flanders

Timothy Lanckacker, Johan Matthijs, Roel De Koninck and Jef Deckers
Flemish Institute for Technological Research (VITO)

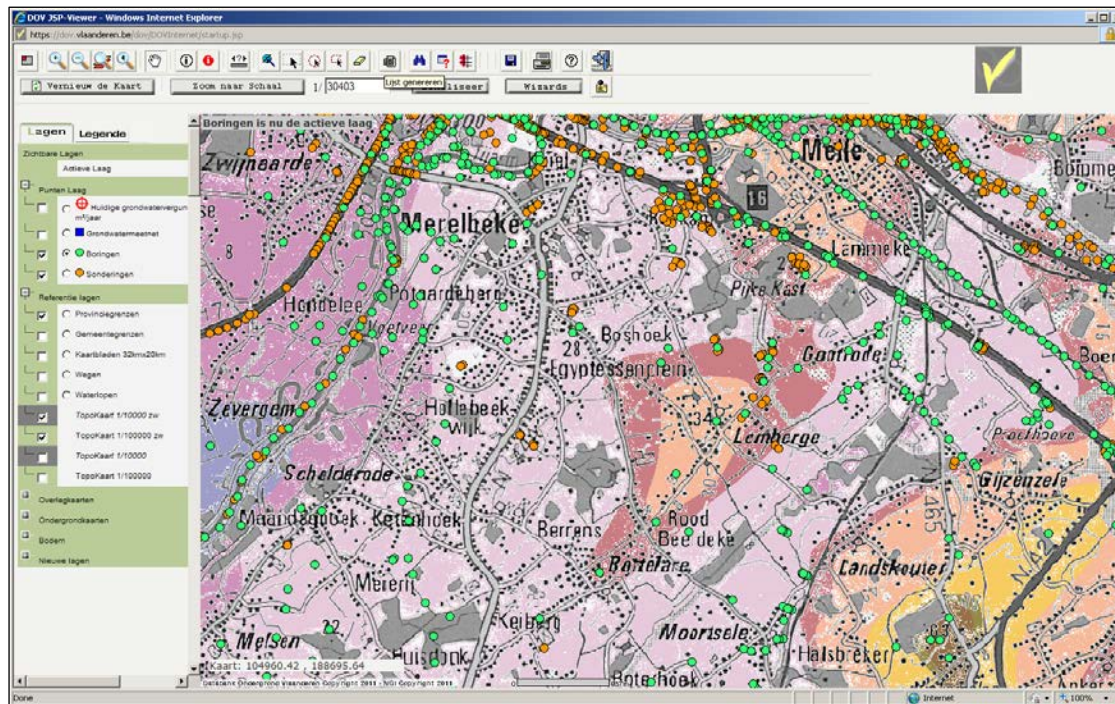
Outline

- » Background
- » Geographical setting
- » Geological setting
- » Modelling
- » Results



Background – Who & What?

- » Funded by the Flemish Government (National Resources)
- » Goal: generating a geologically realistic 3D model of the Flemish subsurface, free accessible via <http://dov.vlaanderen.be>



Until now:
2D maps

Background – *Why?*

- » Thick Quaternary cover → Limited direct info about Tertiary
- » Important and extensively exploited Tertiary sand and clay cover (hydrology, nuclear waste, extraction,...)
- » Request after a quick and easy way to extract information about the complete subsoil of an area by just one click



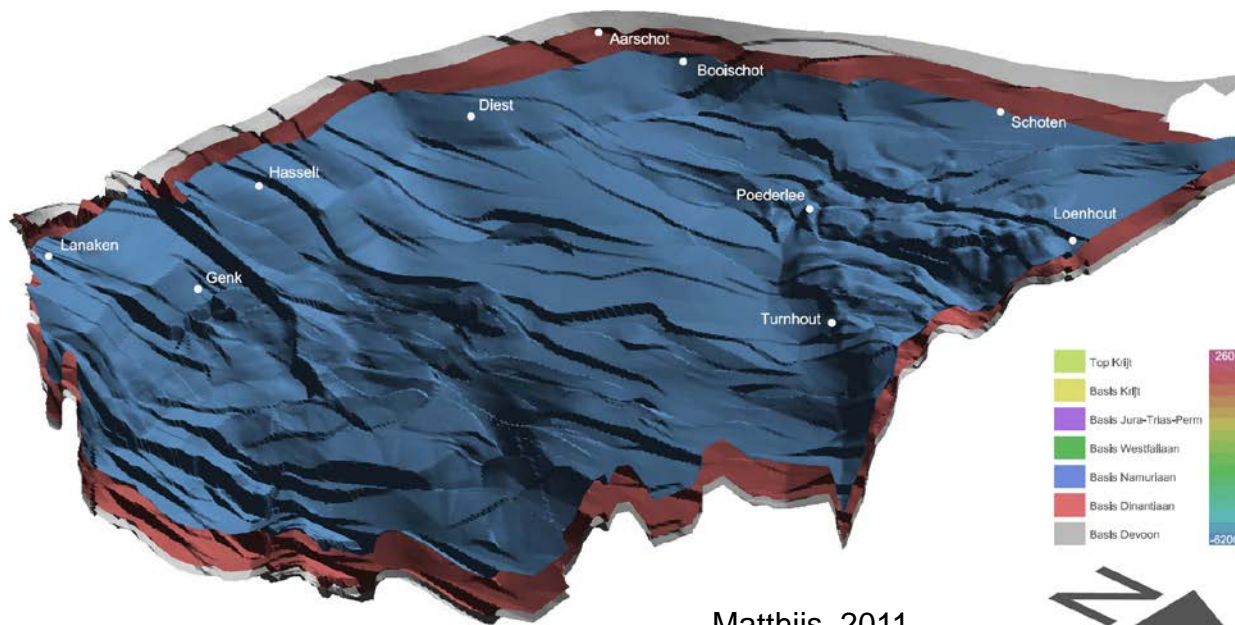
Now: 2D



Future: 3D

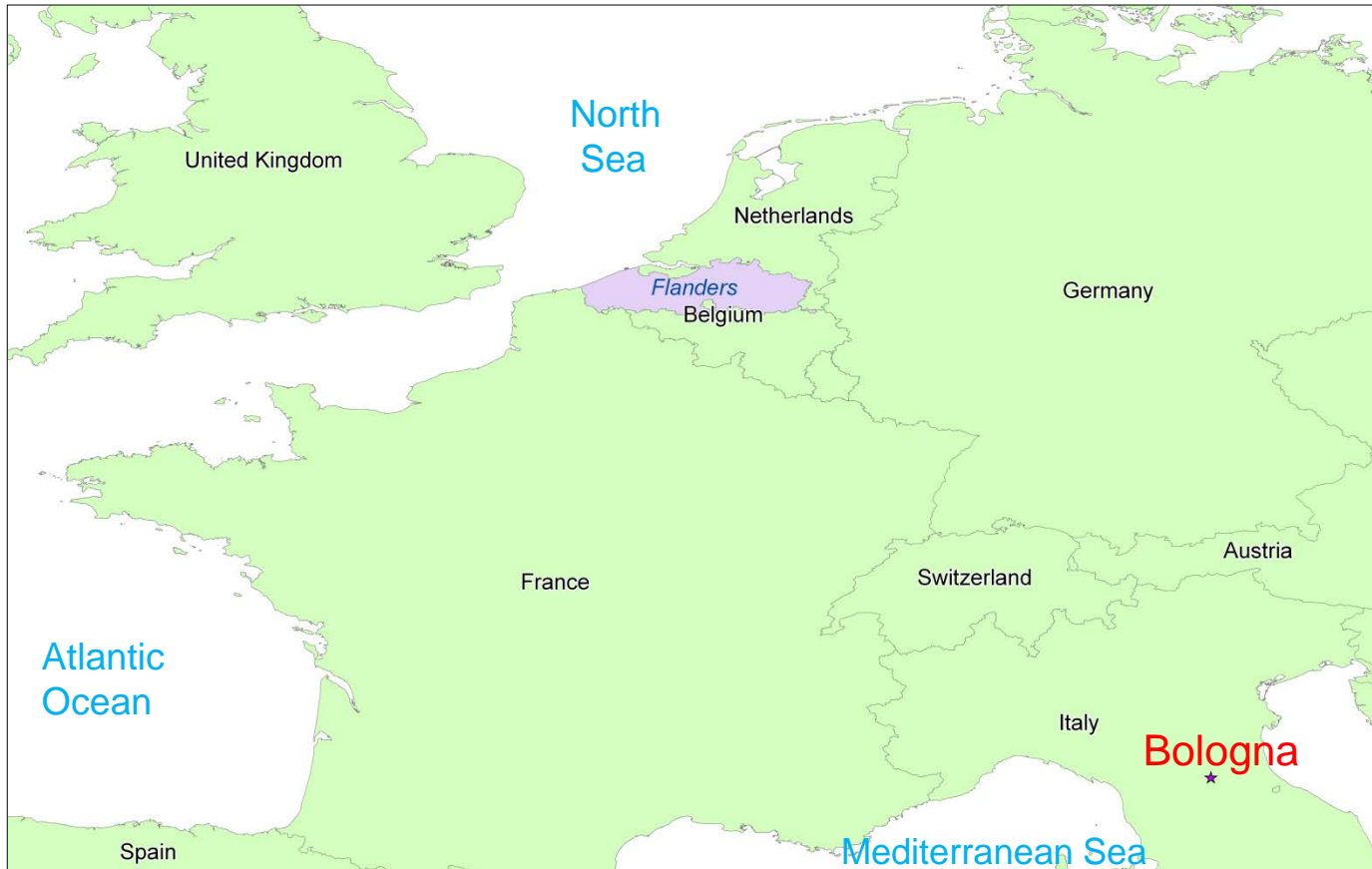
Background – *When?*

- » Since 2006, Palaeozoicum, Mesozoicum and Quaternary have been modelled
- » Modelling of the rest of the Cenozoic (Tertiary) is planned to be finished in the end of 2012

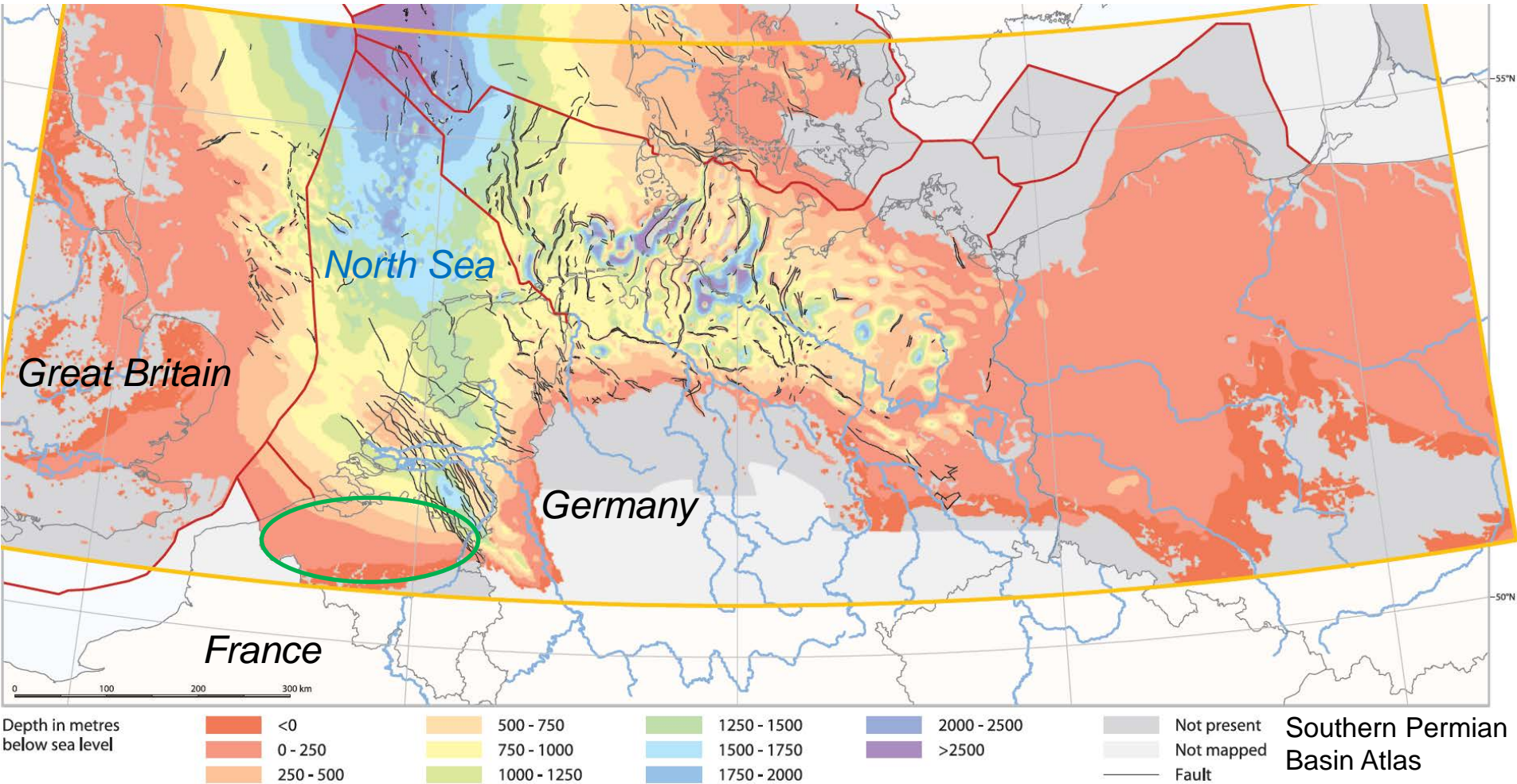


Background – *Where?*

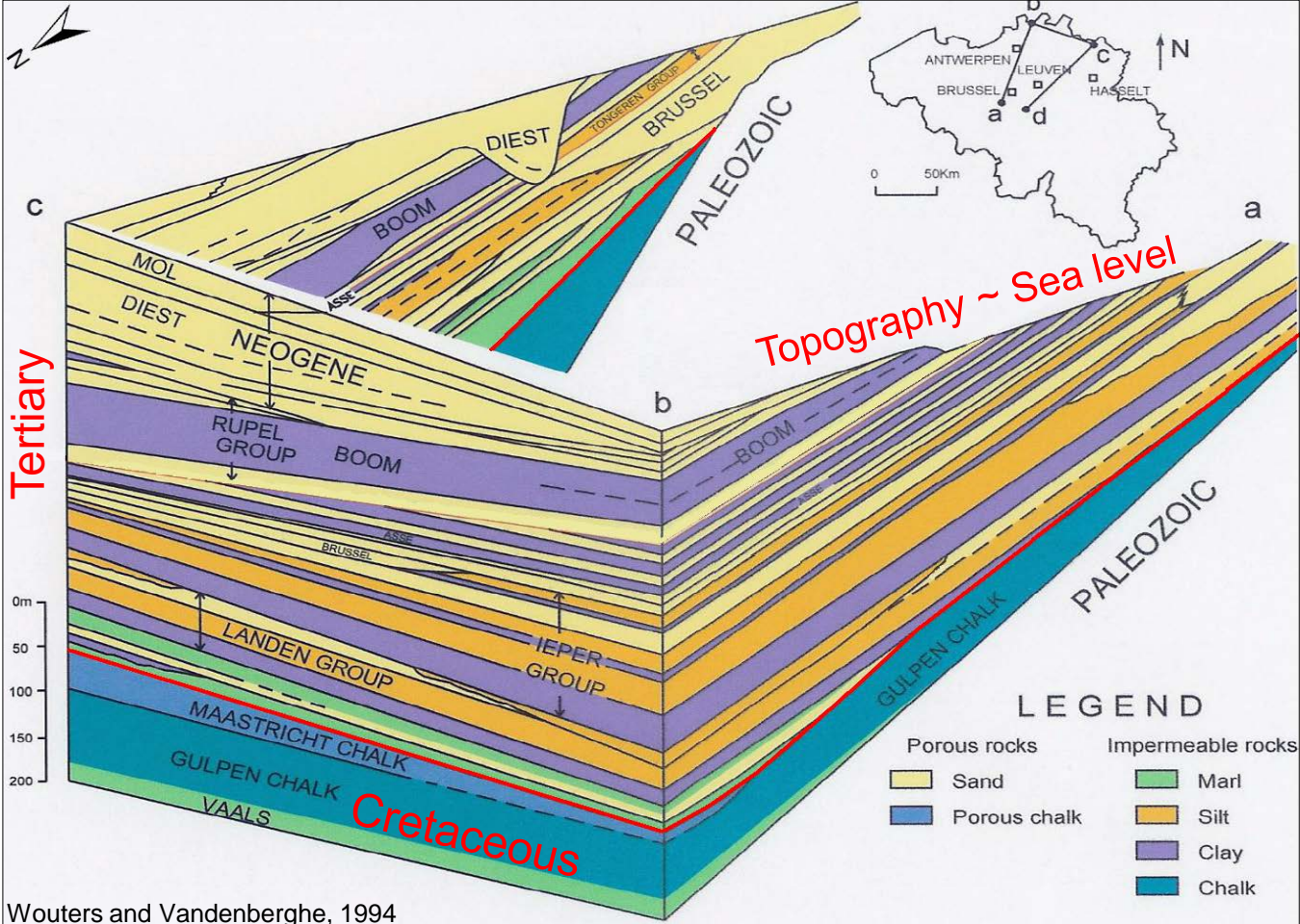
- » Northern part of Belgium, southern bight of the North Sea



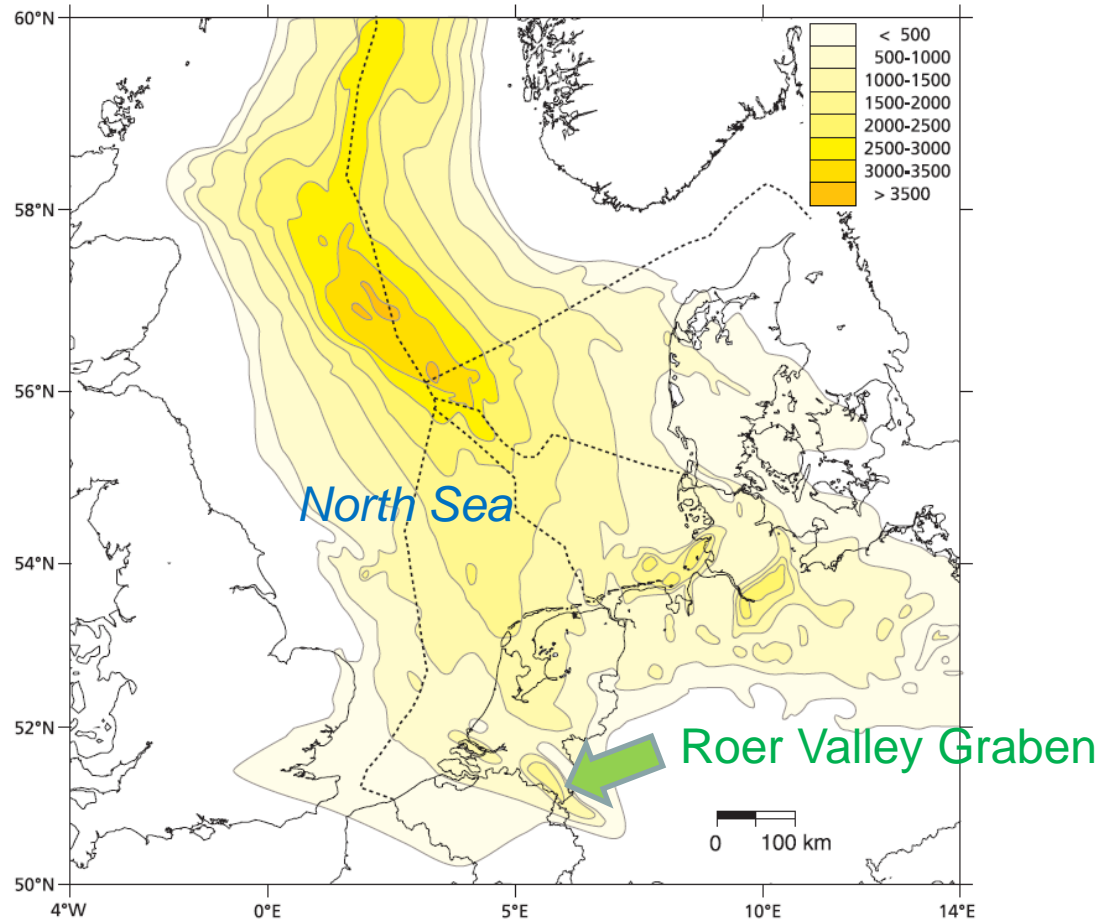
Geological setting – Base Tertiary



Geological setting – Sands & Clays



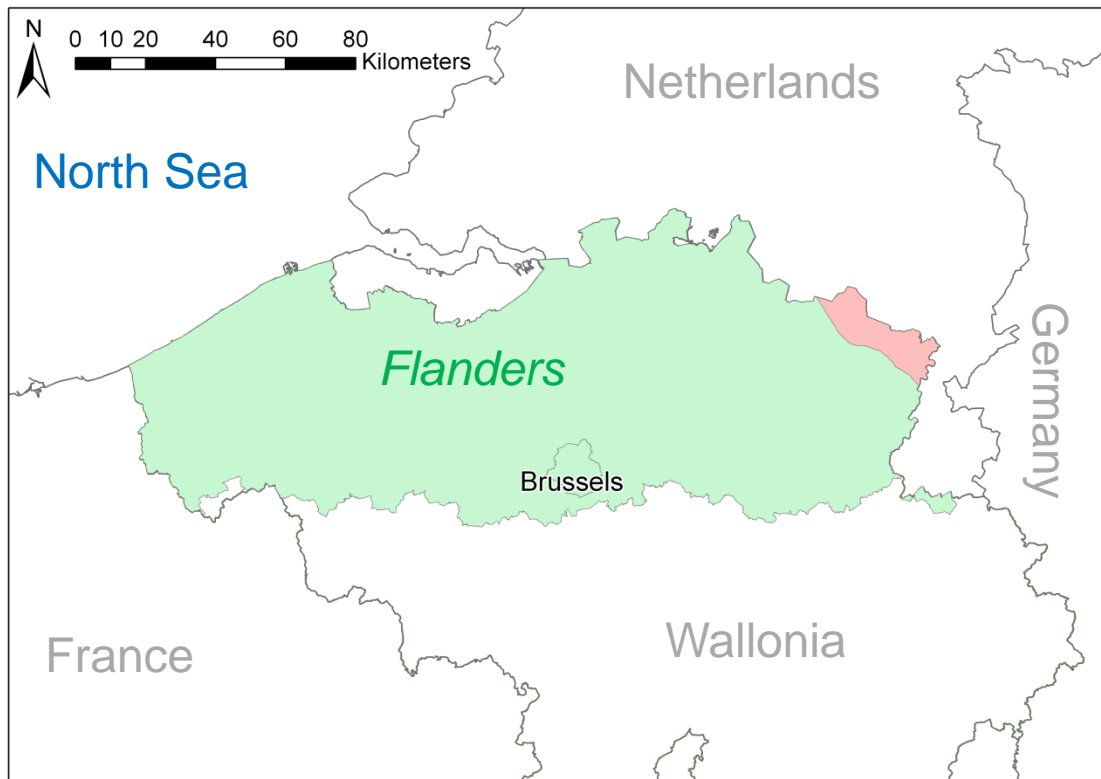
Geological setting – *Thickness Tertiary*



Wong *et al.*, 2007

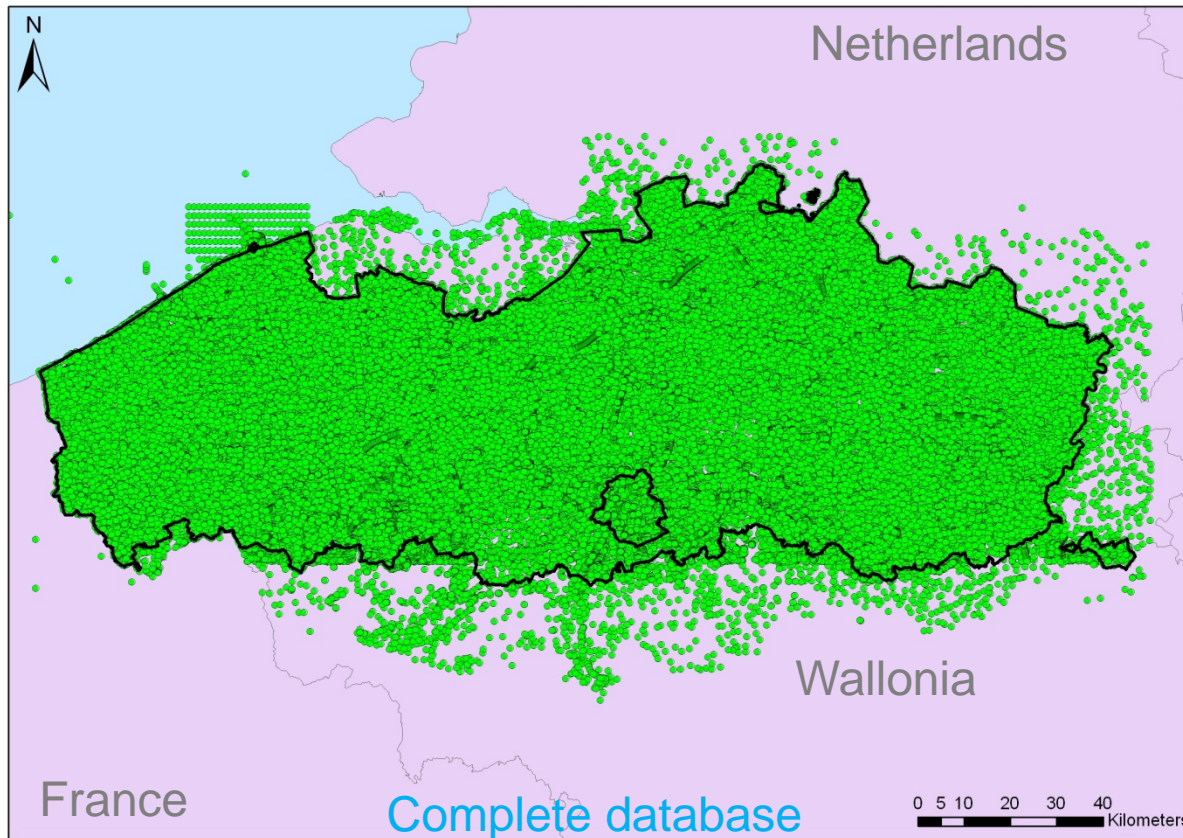
Modelling – *Two approaches*

- » Green: modelling based on borehole data
- » Red : modelling based on seismic data



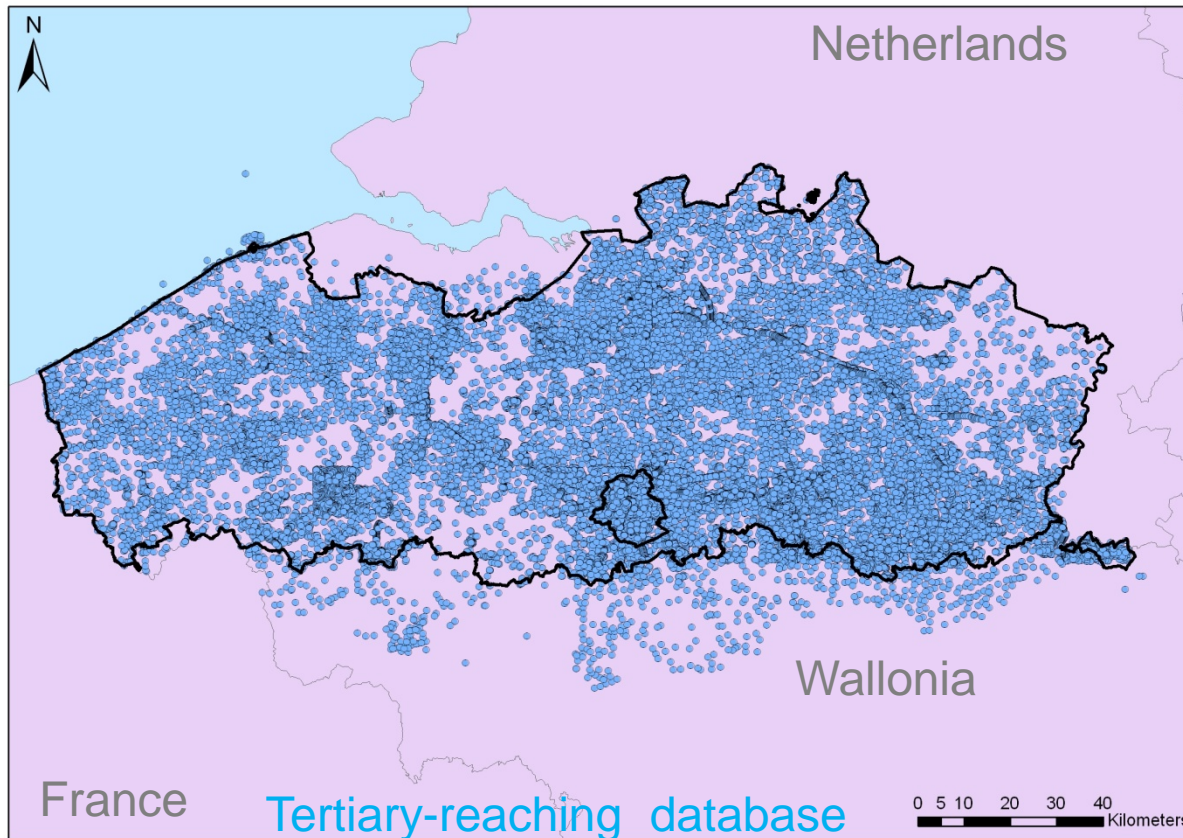
Modelling – *Datapoints*

- » Database comprises > 130.000 lithologs



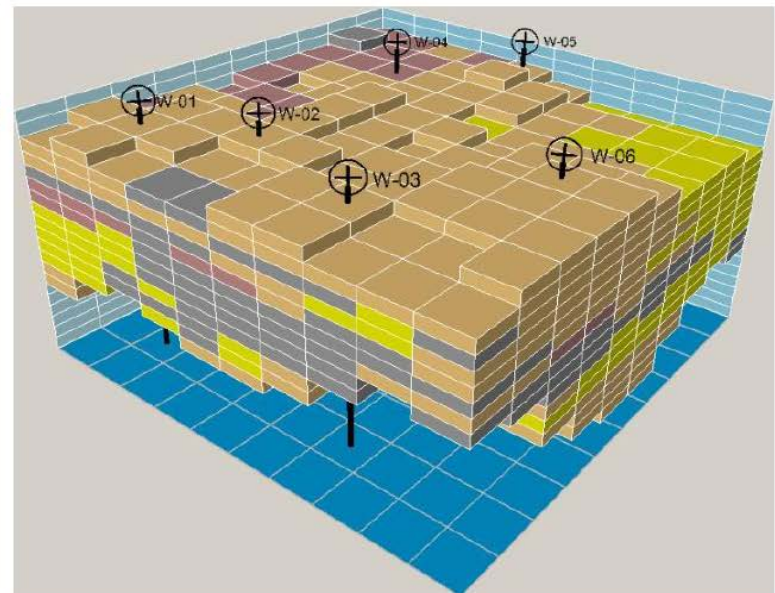
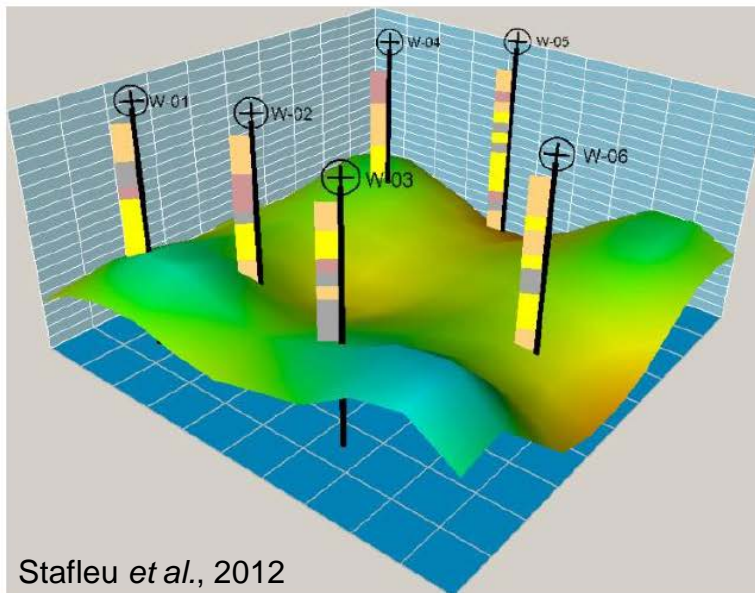
Modelling – *Datapoints*

- » 3D model based on > 30.000 datapoints



Modelling – Model type

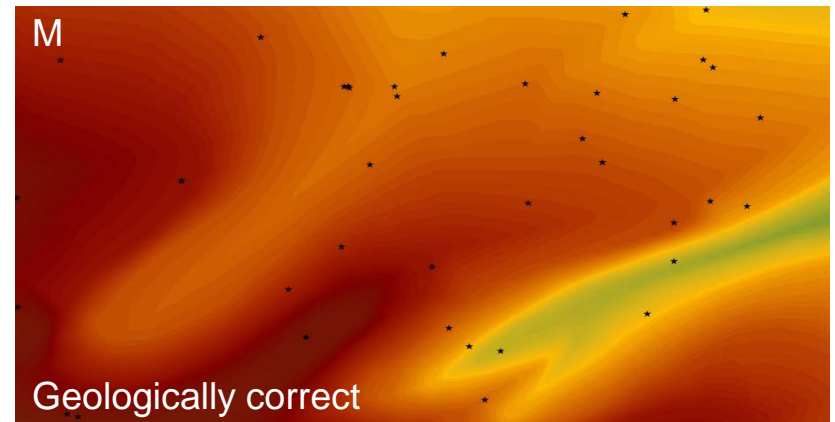
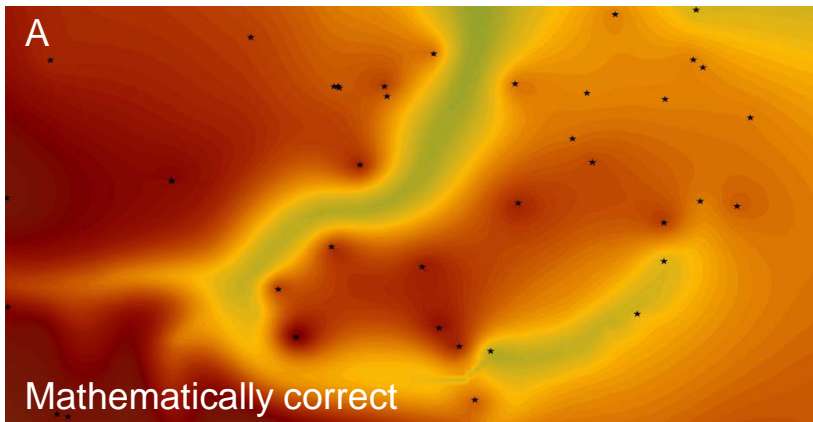
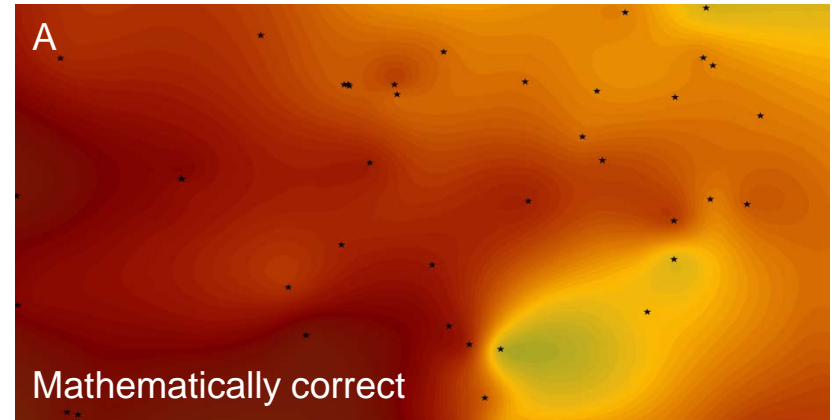
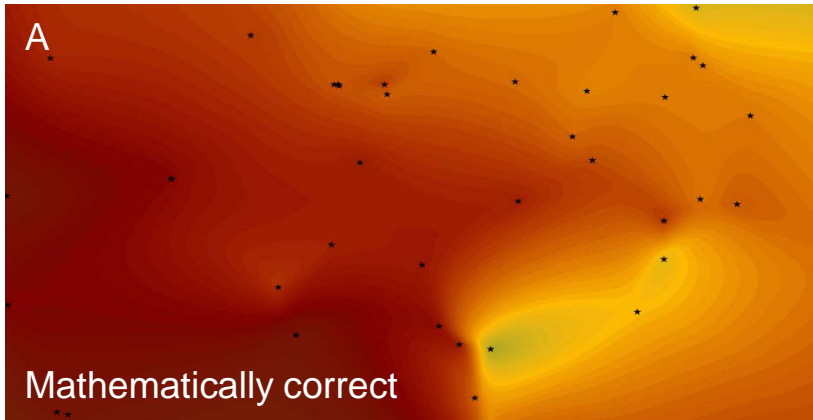
- » Constructed model of the Cenozoic of Flanders is a **2,5D model**, a.k.a. **Layer (cake) model**
- » Modelling of the basal surfaces of the main strata, but nothing in between



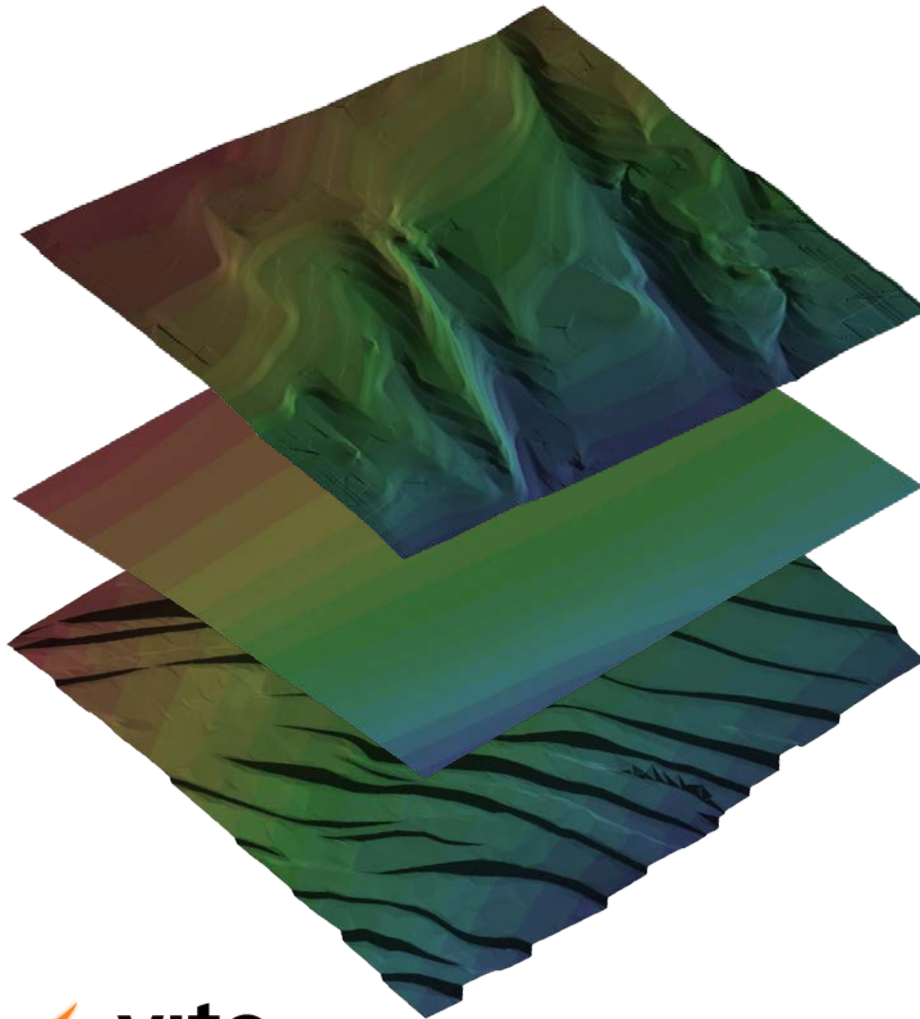
- » Later on, transformation to a **3D-Voxel-model**

Modelling - *Interpolation*

- » Necessarity of geologists input (3x automated, 1x manual)



Modelling – *Prior knowledge*



- » Nature of the basal plane is forced into the model

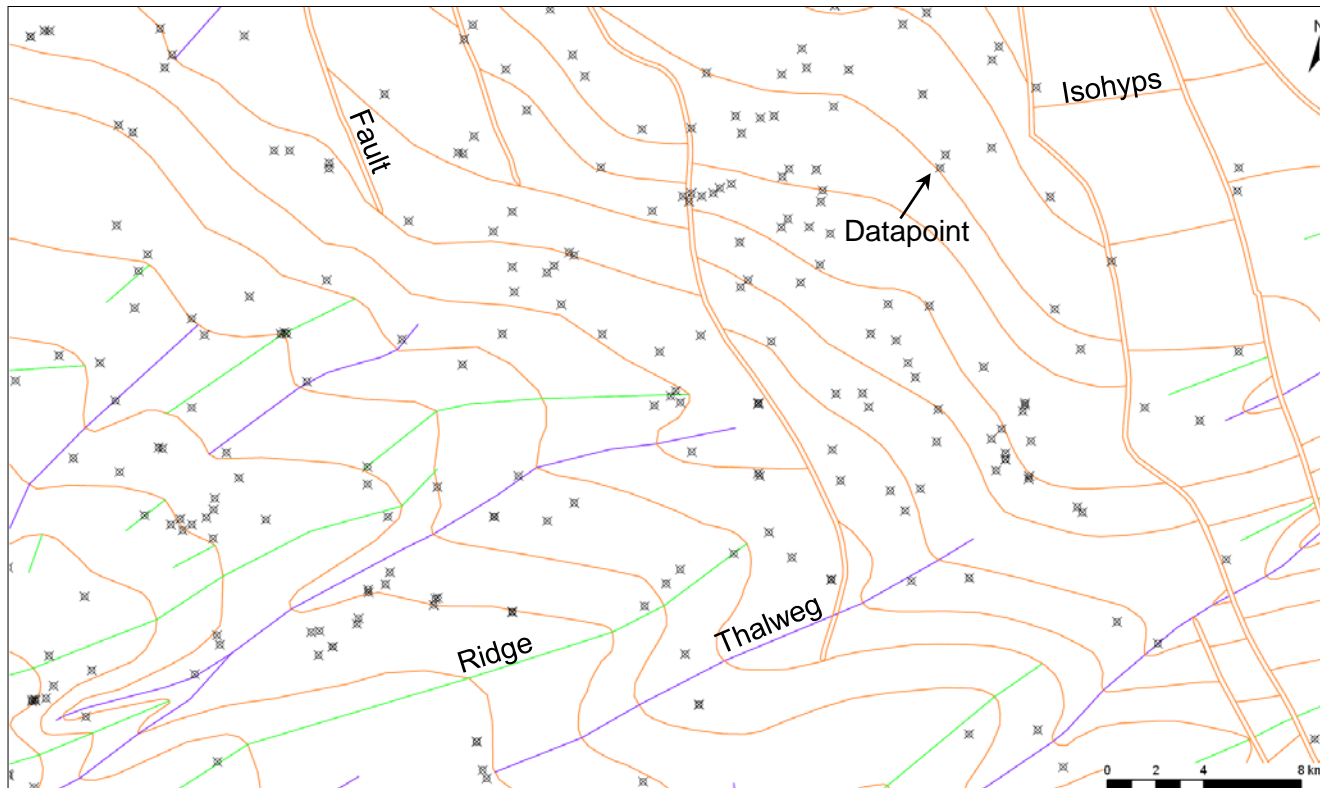
- » **Gullies incised**
 - » Curved surface
 - » Geologist + PC

- » **Planar**
 - » Regular surface
 - » PC

- » **Faulted**
 - » Partitioned surface
 - » Geologist + PC

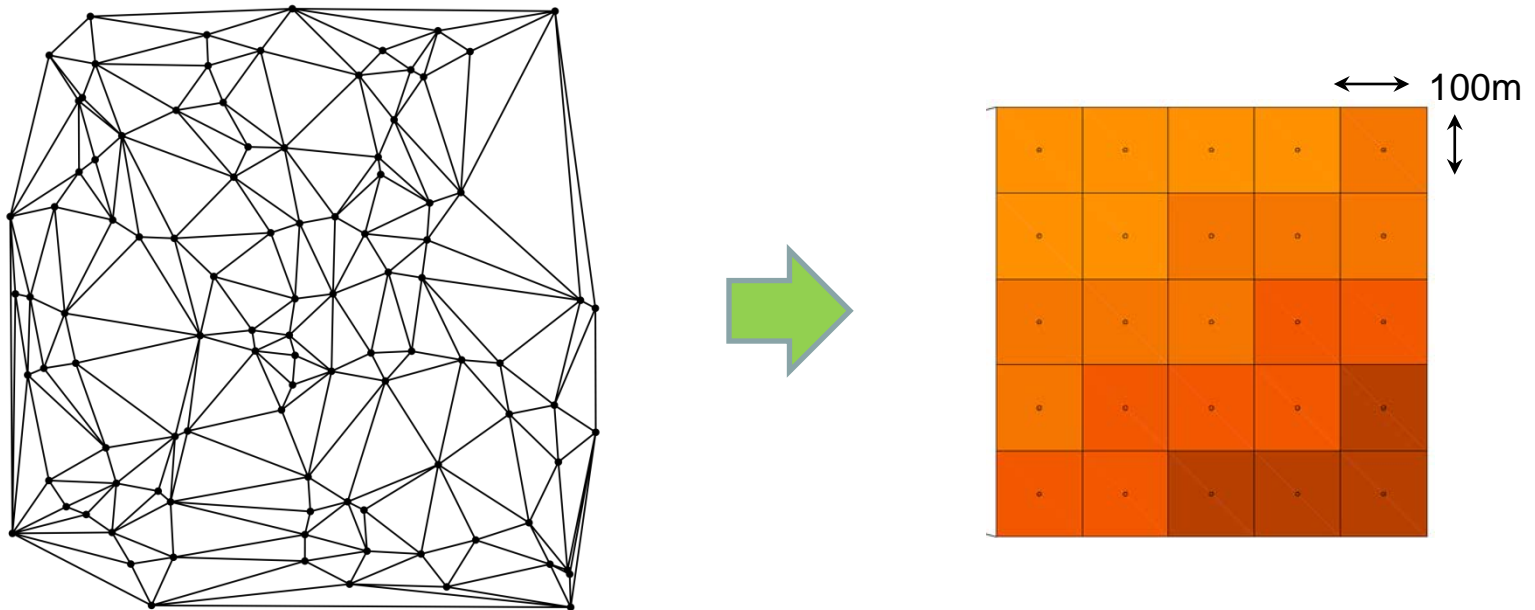
Modelling – Practical

- » Isohypses, ridges, thalwegs and faults are imported into CAD-environment as 3D-polylines



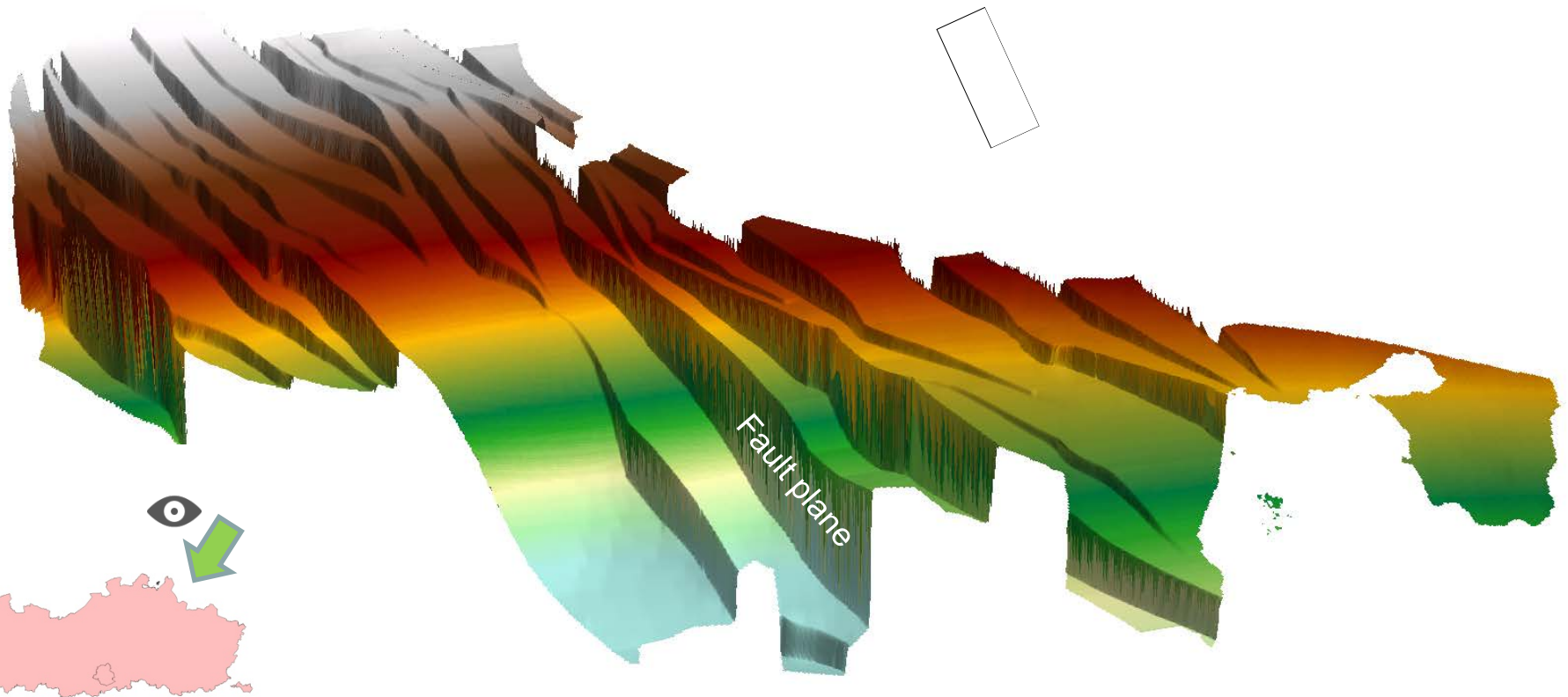
Modelling – Practical

- » Isohypses, ridges, thalwegs and faults are imported into CAD-environment as 3D-polylines
- » Via triangulation, a new grid is created and stored as a raster-file



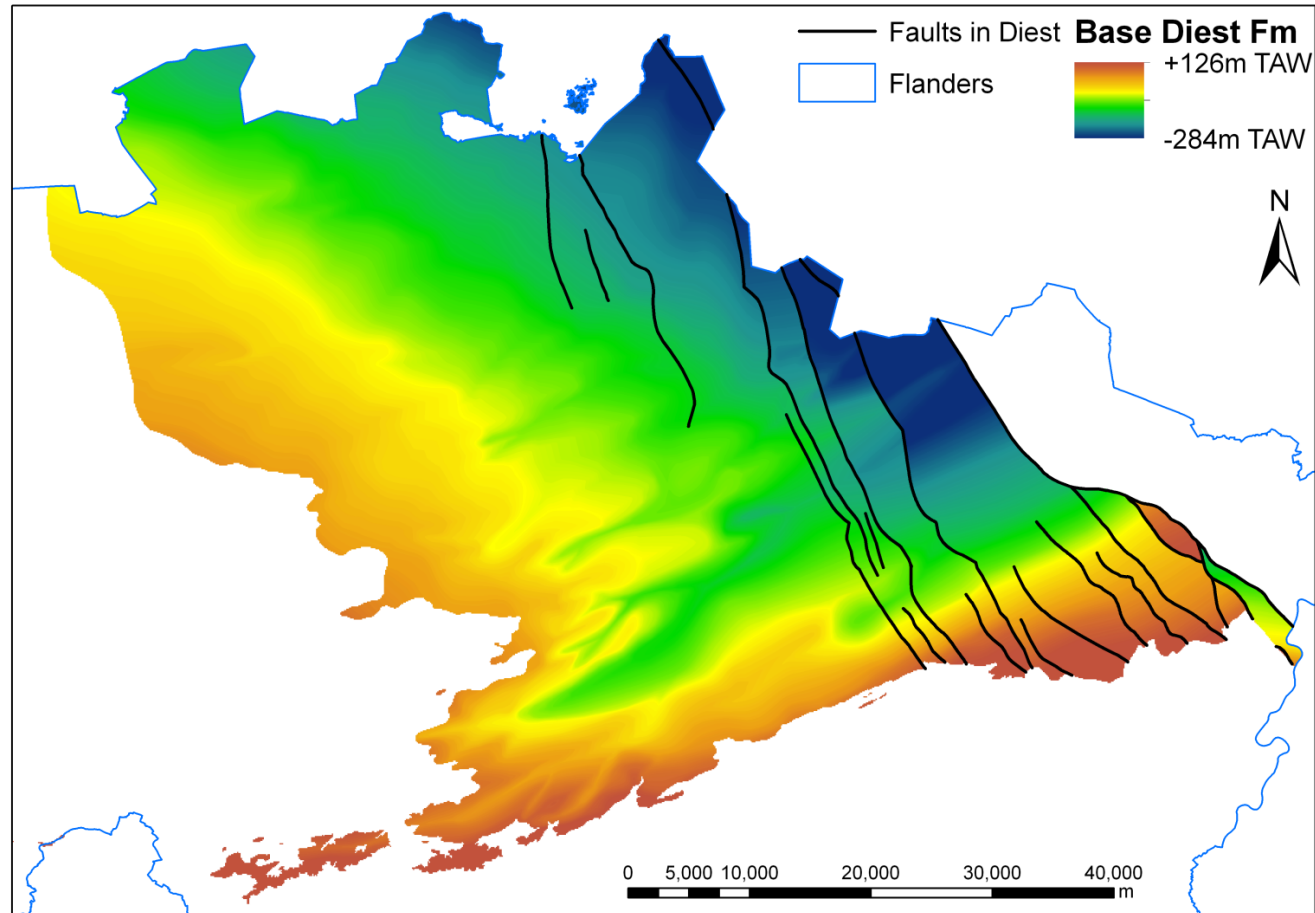
Results – Examples

- » 3D-view Voort Formation
(vertical exaggeration 70x)



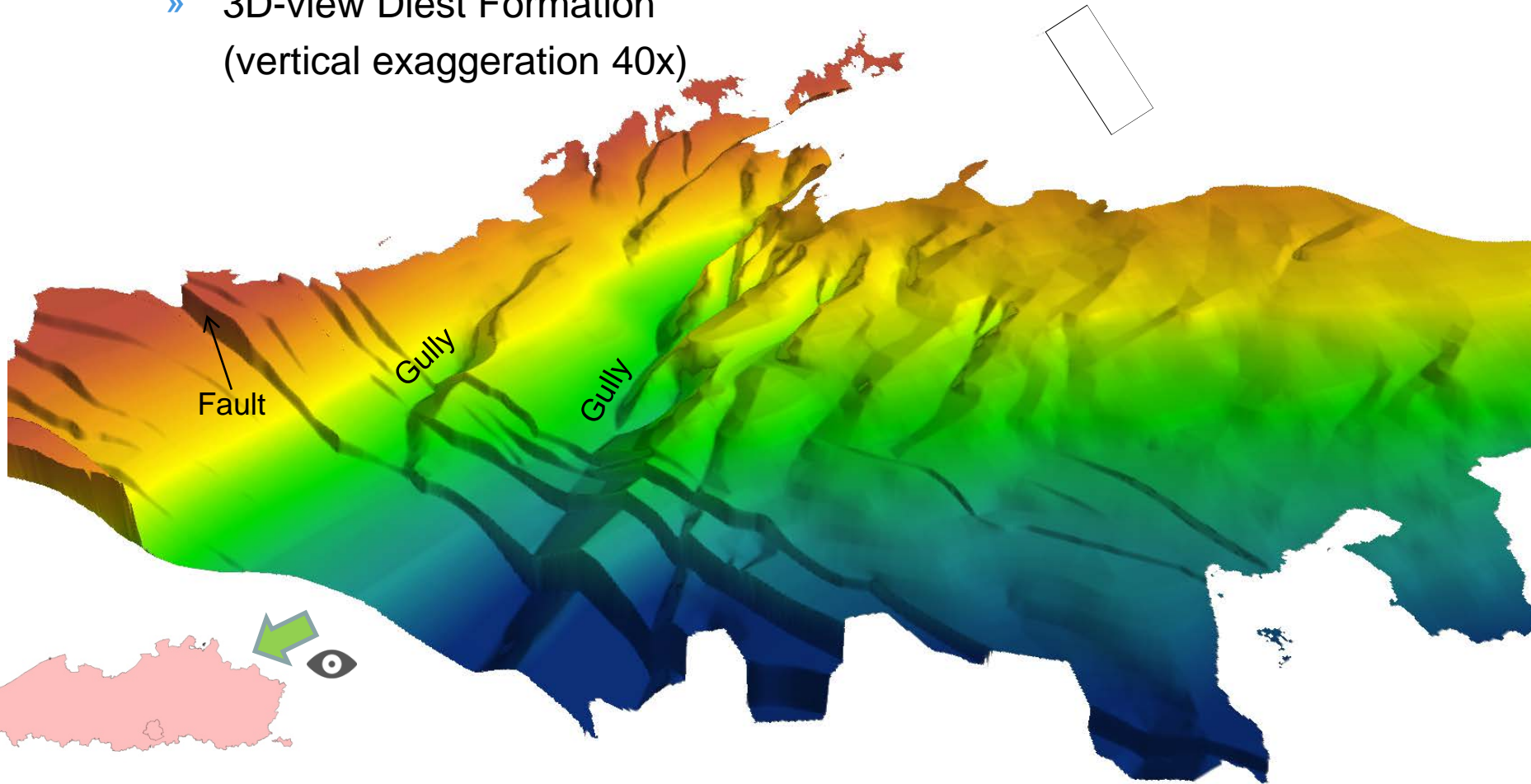
Results – Examples

» 2D-view Diest Formation



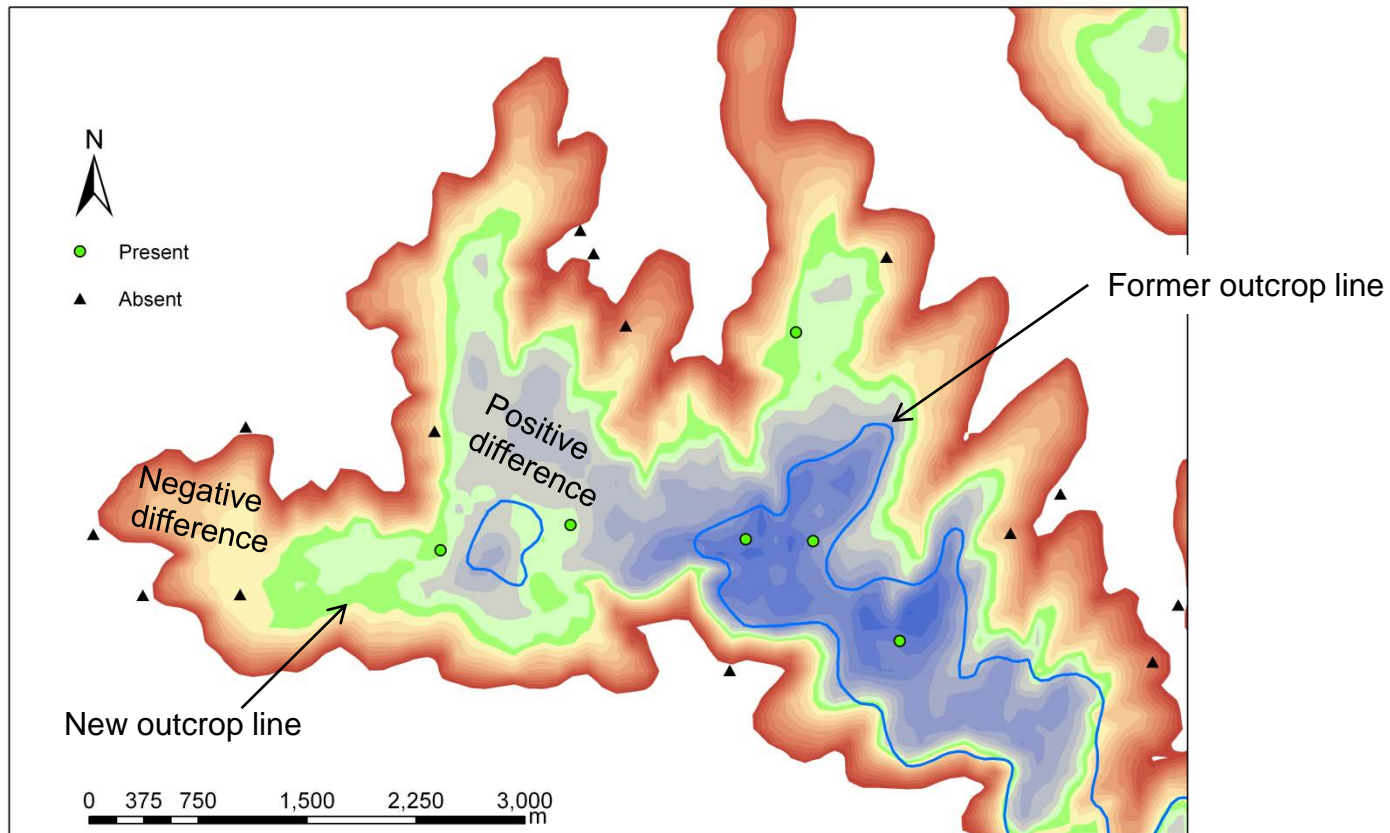
Results – Examples

- » 3D-view Diest Formation
(vertical exaggeration 40x)



Results – *Outcrop zone*

- » Subtracting the grid from the base of a crosscutting formation or the Quaternary creates a new subcrop/outcrop zone



Thank you for your attention!
Questions?

