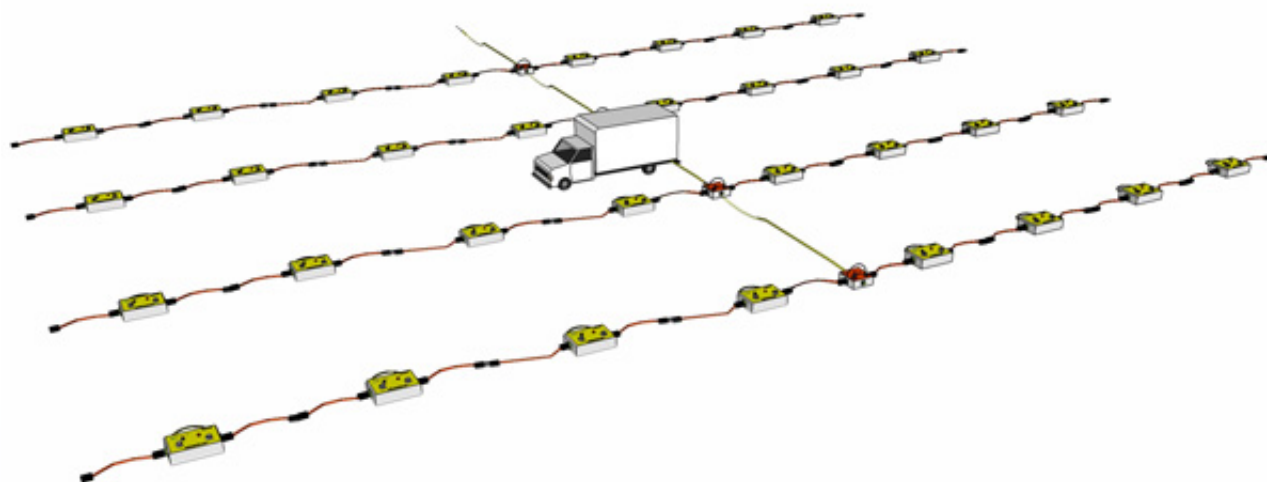


GeodeDZ Data Sheet

The Geode DZ a 3D implementation of the highly popular Geode system seismic recorder is the next generation of seismic recording systems, combining the best of Geometrics' traditional seismic recorders with the flexibility and convenience of a distributed system. It's ideal for specialist 3D reflection projects where other systems designed for petroleum surveys are too cumbersome, expensive or inflexible to use.



Typical 2D surface array with the GeodeDZ. Image courtesy of Geometrics Inc.

The Geode DZ acquisition software will run on a laptop or standard PC to view, record, and process your data. The highly intuitive Windows based software interfaces to the Geode DZ as a simple high-speed network device, using our high speed Line tap units (LTU's shown in red on the above example field layout) eliminating the need for special CPU hardware, drivers and cards. For installations where you already own standard Geodes, the DZ can accommodate both the new 8 channel acquisition modules as well as your existing 24 channel Geodes into one system.



View of the data recording station. Image courtesy of Geometrics Inc.

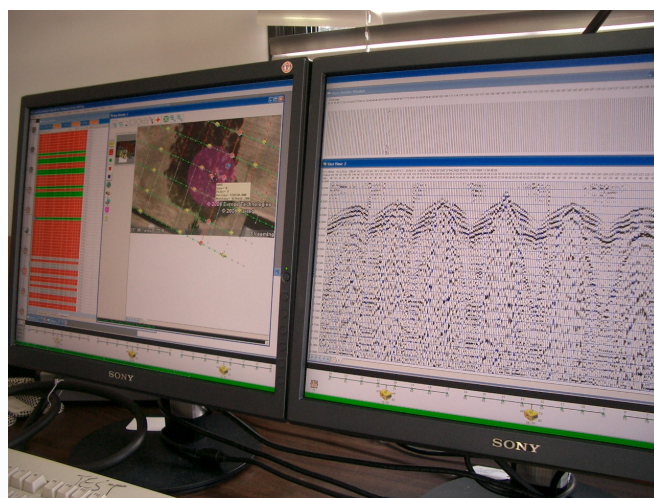
The low power Geodes even have an on-board hardware correlator that can be used for swept sources and compress data before transmission to speed up the acquisition process making the Geode DZ highly efficient at gathering seismic data. The Geode DZ seismic modules house 8 channels each, weigh only 2.3kg and interconnect using a

combination analogue/digital network cable. The DZ modules will run all day on a small 12v battery and sleeps when not in use. And because getting survey planning and logistics right in a 3D survey is the key, Geometrics bundles the DZ with a suite of survey planning software tools which can be imported into the operating system to maximise acquisition productivity.

Gallery



GeodeDZ Example spread



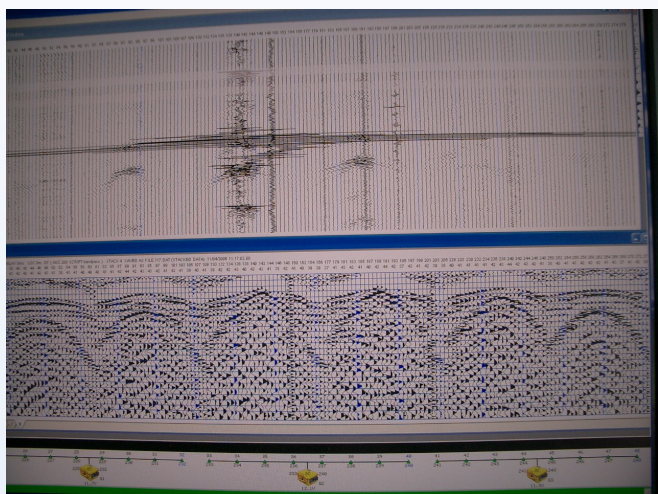
GeodeDZ Acquisition software



GeodeDZ Seismograph and spread cable



GeodeDZ central line tap unit, used to pass data from each line back to the recording console.



GeodeDZ Shot Gather