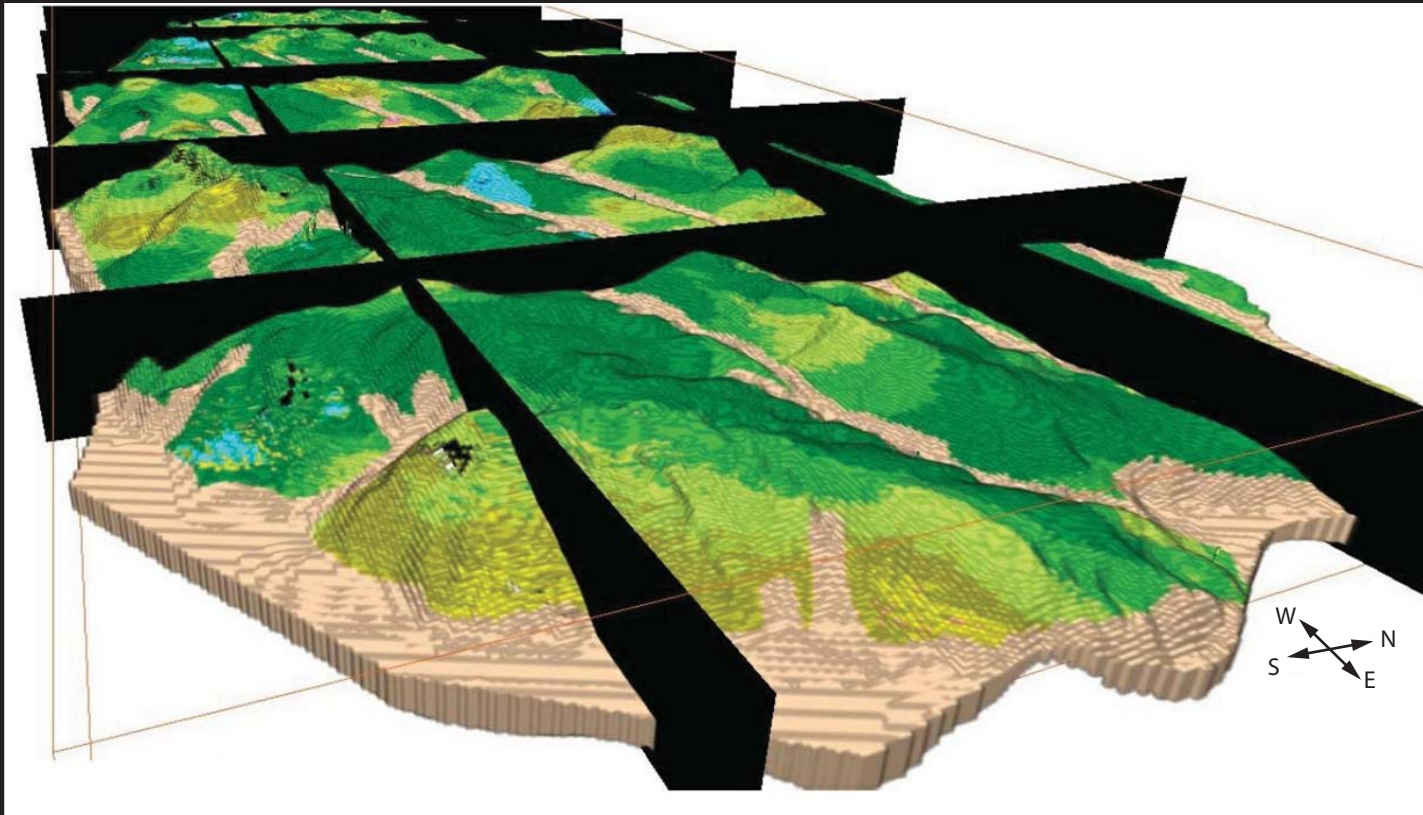


3D-models and voxel-models in geology



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BLUG, VITO and **VPO** invite you to the 2018 BLUG-workshop. This year's topic concerns geological 3D- and voxel-models with a special focus on the technical side of the modelling.



3D-models and voxel-models in geology

The making and use of geological 3D- and voxel-models has become standard practice within geological research. Exploration for ores and energy resources, civil engineering projects and so on, all make use of local or regional geological 3D-models in order to make the right assessments. Furthermore these models often provide policy support for local or regional authority. But how are these models generated?

PRESENTATIONS

- ◆ Data input and data quality in 3D-modelling
- ◆ Geostatistics and 3D-modelling
- ◆ TILES a 3D-model for the Belgian and southern Dutch part of the North Sea
- ◆ BRUSTRATI3D a 3D-model for the subsurface of Brussels
- ◆ VLAKO voxel-models for loam-, sand- and gravel-occurrence in Flanders
- ◆ GeoTOP voxel model of the Dutch provinces of Noord-Brabant and Limburg

FOR REGISTRATION

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