



Geological Mapping and Modelling at the Alberta Geological Survey



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Alberta, Canada



- ∑ 661,000 km²
- Characterizing surface and subsurface geology
- GeologicalFrameworkProgram



Surface and Shallow Subsurface

Resource potential

 Metallic, non-metallic and industrial minerals, baseline environmental geochemistry

Landscape and Surficial Material characterization

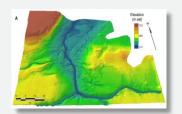
- The geologic interval where resources development and societal interests meet
- Nature and distribution of surficial materials for land use planning

Geohazard mapping

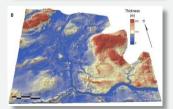
 Landslide characterization, permafrost distribution

Modelling and Machine Learning Approaches

Surficial Geological Modelling



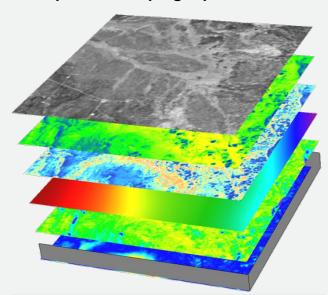
Bedrock topography



Sediment isopach

Machine Learning

Spectral/Topographic/Climatic Predictors



Spectral data

Relative height/slope

Topographic openness

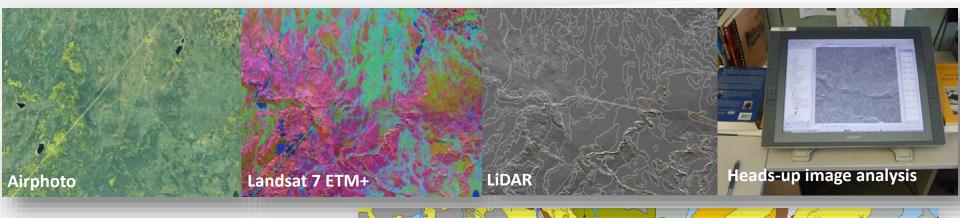
Temperature/precipitation/ snow acc.

Ruggedness

Surface wetness



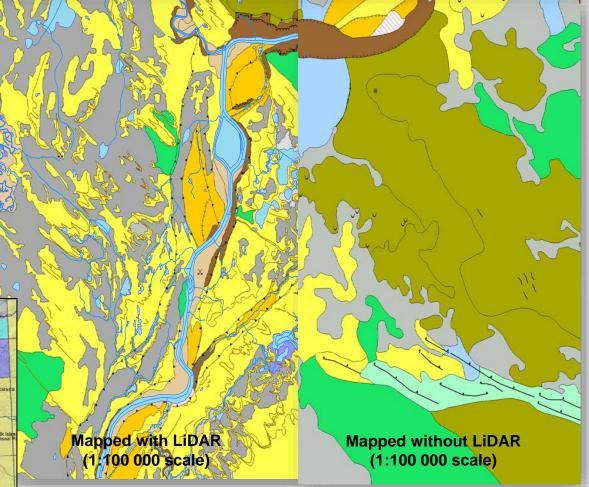




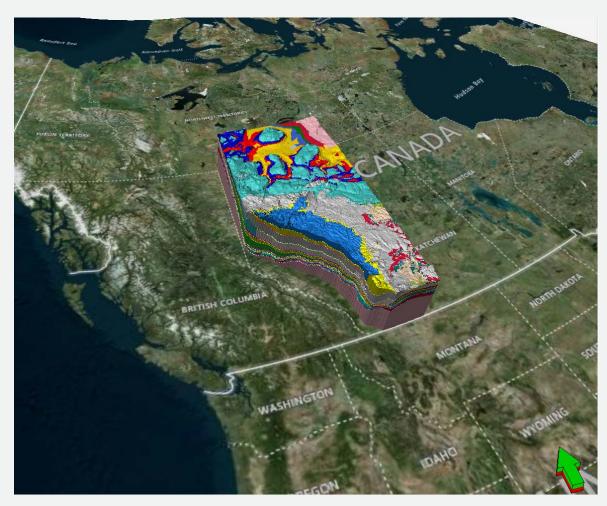
Technological Developments

- Targeted/focused ground truthing
- Combination of digitization and semi-automated tools
- More accurate placement of geological boundaries

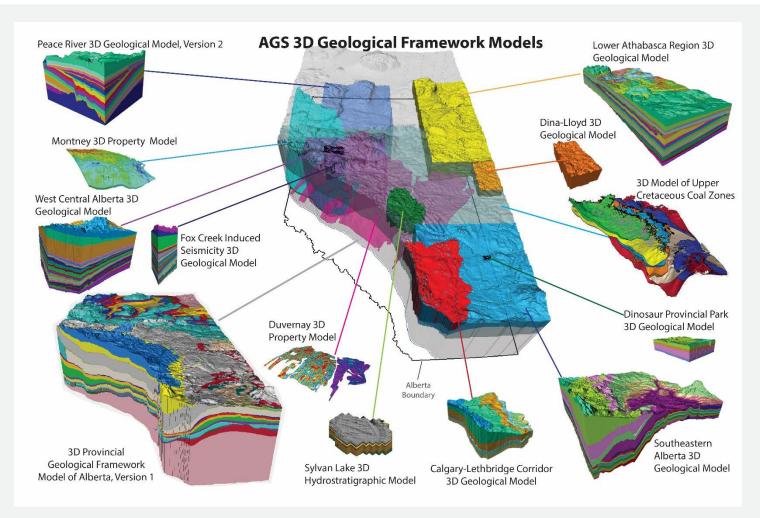
geological boundaries



3D Geological Framework Program



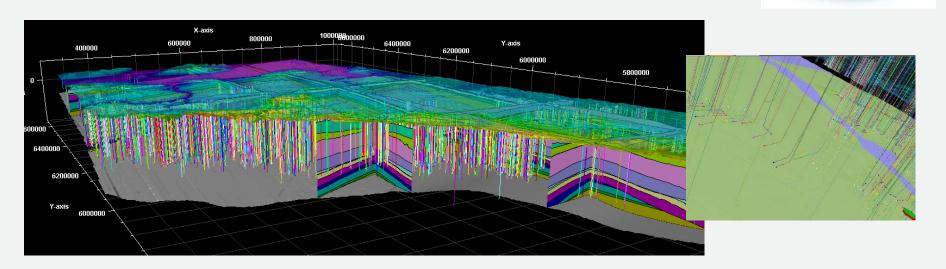
3D Geological Framework Program



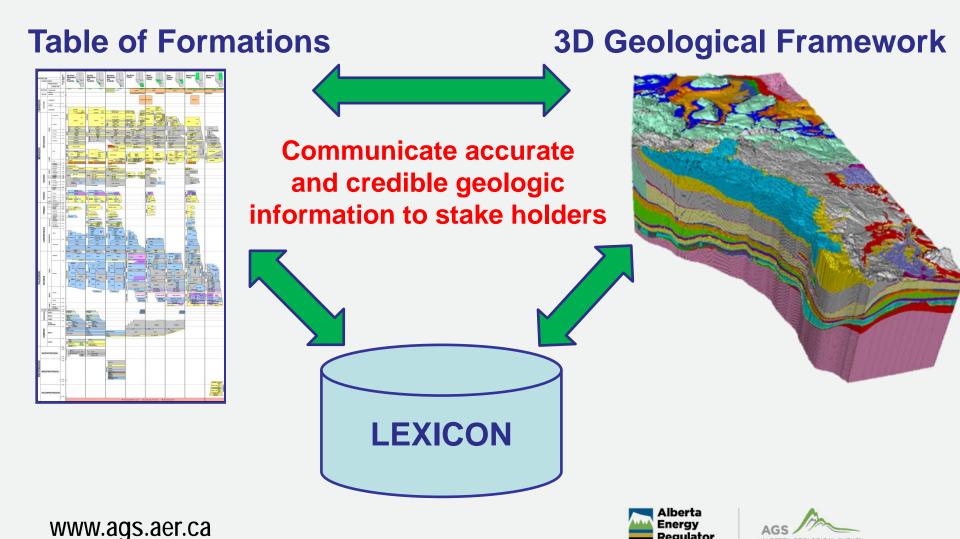
Supporting Data Transparency for Information Integration

- Manage and Efficiently Evaluate Well Data
 - 2 **450,000+ wells** (541,000 Km)
 - Support science-based decision making
 - Identify resource potential

13.5 x



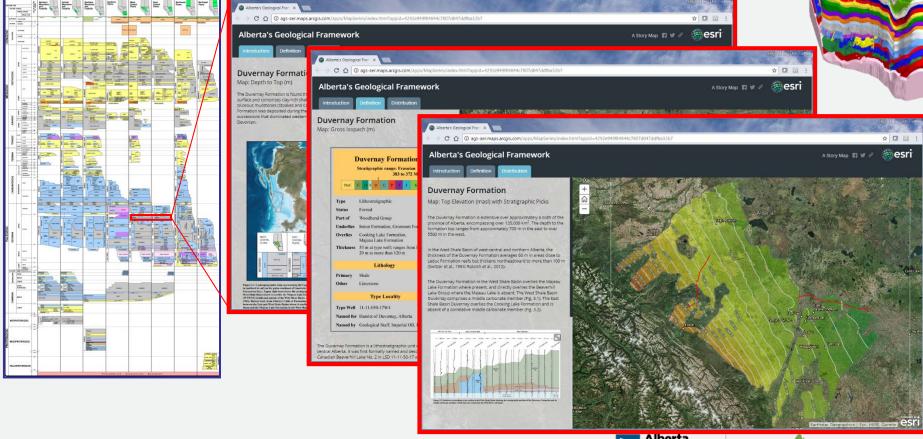
Ensuring Geologic Consistency and Credibility



Integrated and Interactive Geological Information

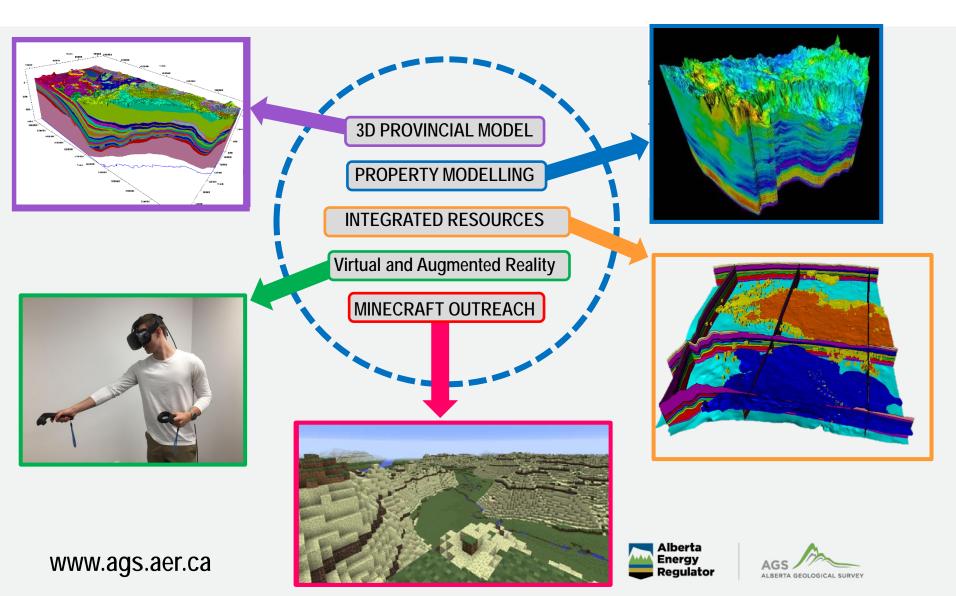
Table of Formations

Online Stratigraphic Unit Summaries





Geological Framework Activities



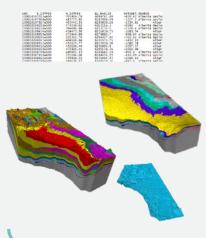
Value of Integrated Resource Modelling



Disseminating 3D Model Information

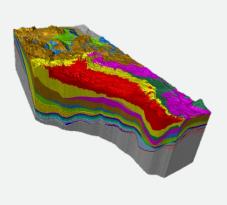
Publishing our Geomodels

- top/pick datasets
- geological extents
- 2.5D surfaces



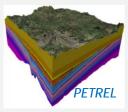
IMOD

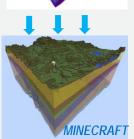
Entire geocellular model available via free IMOD software



MINFCRAFT

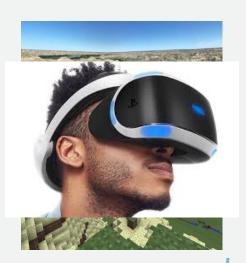
Downscaling and transformation of Petrel models into Minecraft worlds





VIRTUAL REALITY

360 video tours of 3D Models and Minecraft models



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