

## January 2019 Newsletter

MEETINGS

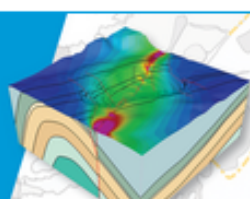
DIARY DATES

MOVE FEATURE

TOP TIPS

### Meetings

Structural Modelling  
for Minerals and Mining



**Technical Meeting:  
Vancouver, 12 March**

To find out more and register, [click here](#). Space is limited and places are allocated on a first come, first served basis.

### Important 2019 dates for your diary



#### EVENTS

AAPG ACE, San Antonio: 19-22 May  
EAGE, London: 3-6 June  
EAGE Faults and Top Seals, Palermo: 8-12 Sept

#### USER/TECHNICAL MEETINGS

Vancouver: 12 March  
Edinburgh: 10-14 and 17-20 June

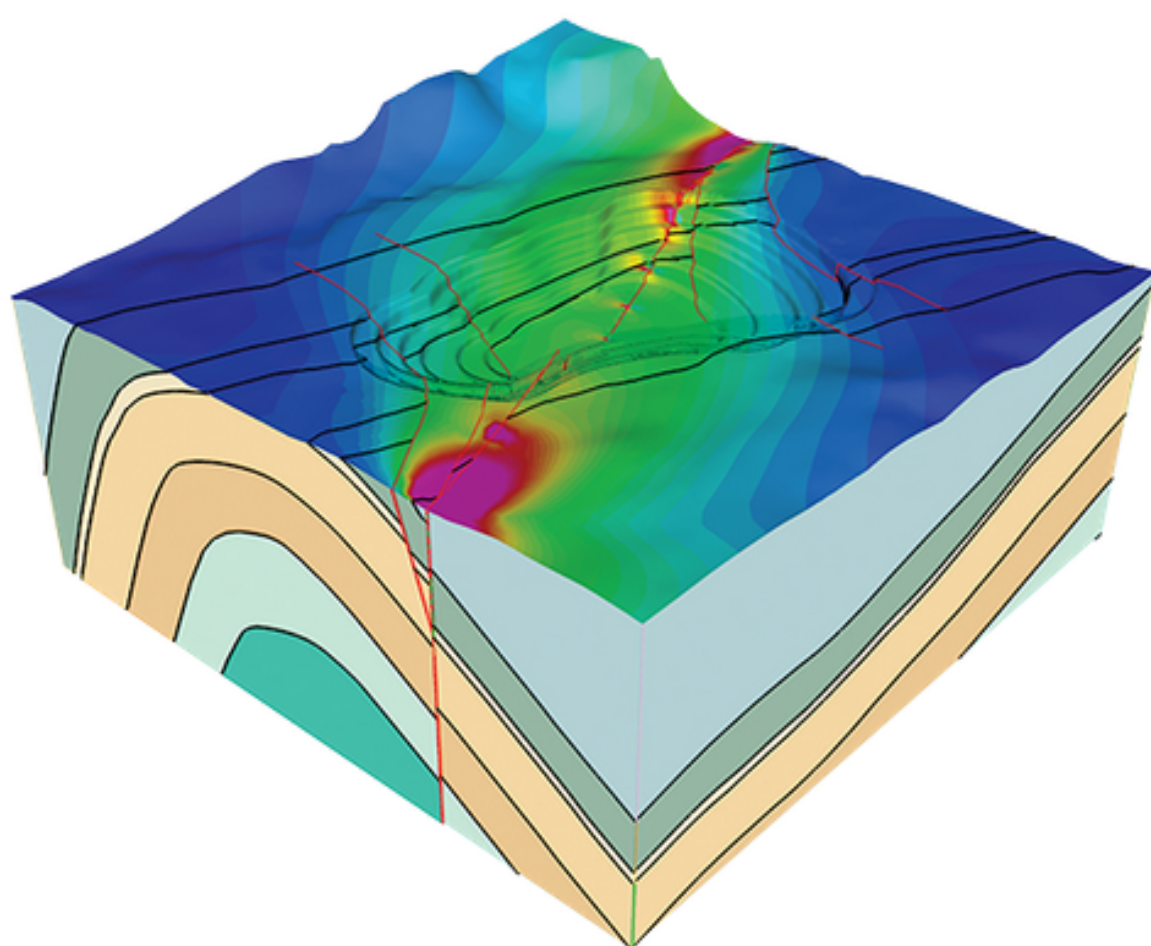
#### TRAINING

Edinburgh: 25 February - 1 March

### Move Feature

#### Structural Modelling for Minerals and Mining

Analysis of the role of structures in controlling mineralization or deposit shape and stability is often neglected; however, it can have a large impact on successful exploration strategy or resource recovery, and is essential for safe mine operation. This becomes even more important now that shallow, easy to find deposits are becoming rarer. The future lies in locating and developing deposits that are deeply buried or blind. Finding deposits that are masked at the surface requires integration of a wide range of data types and techniques. At the stage of mine planning, structures (faults and fractures) are equally important to understand, because incomplete or incorrect understanding can result in decisions being made that have negative economic impact, or have potentially fatal consequences.



[Download the full Move Feature](#), or for a list of previous Features, [click here](#).

## Jacob's Top Tips



Our experts share their knowledge, experience, and their tips and tricks for getting the most out of Move.

To correlate and check consistency of horizon and fault interpretations between 2D sections, you can visualize intersections of line interpretations from other sections by toggling on 'Show Line Intersections' in the View tab. Additionally it is possible to visualize intersections of surfaces from the 3D model by toggling on 'Show Surface Intersections'.

