

# Fracture aperture computation

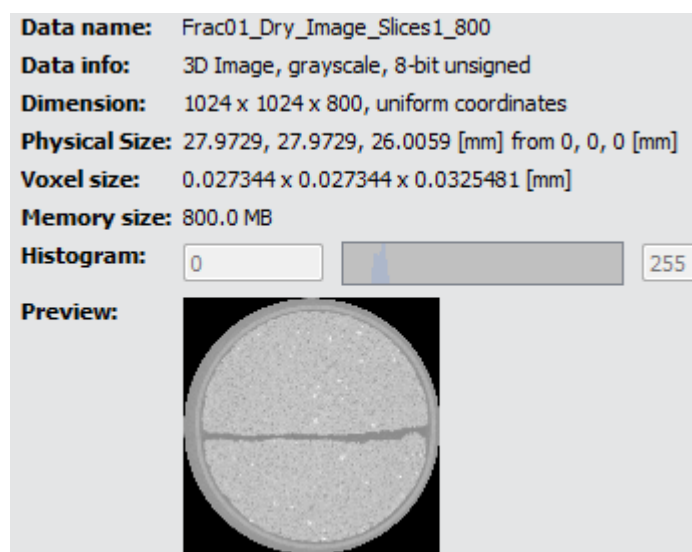
## 1. Introduction

This tutorial is part of the PerGeos Training course, and will detail how to compute the fracture aperture on a fractured sandstone sample.

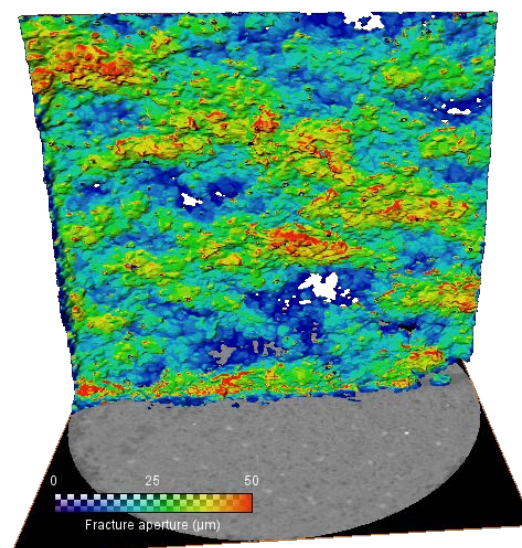
The data comes from the digital rock portal at [https://www.digitalrockportal.org/projects/31/origin\\_data/169/](https://www.digitalrockportal.org/projects/31/origin_data/169/)

As multiple data corresponding to different fractured steps are available, defining a recipe with the entire workflow ( pre-processing, fracture segmentation, fracture aperture computation ) will allow us to simply re-apply the recipe when changing the input data.

The fracture segmentation will be based on a Watershed transform, thus can be easily automated without any user interaction.



*Fractured sandstone sample*

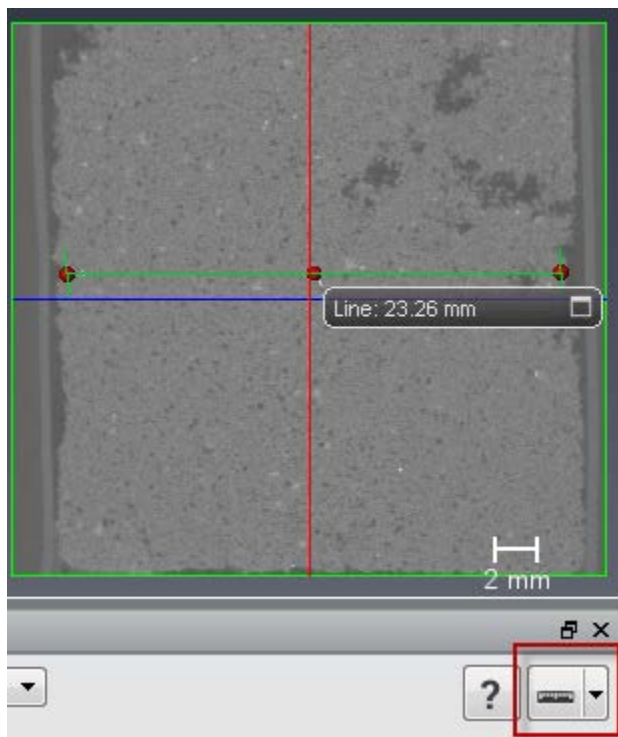


*Fracture aperture in 3D*

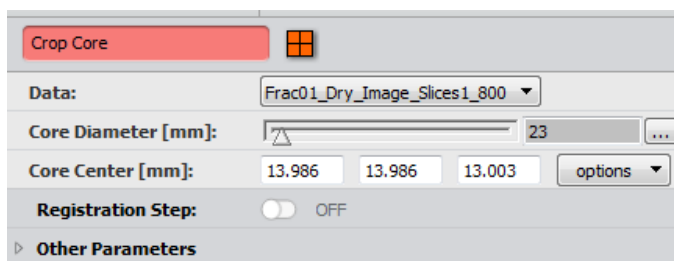
## 2. Data pre-processing

The pre-processing step will only consist on cropping the core with Crop Core, in order to remove the barrel.

After having measured the radius of the core with the length tool ( 23 mm ) , apply the Crop Core module ( without registration).



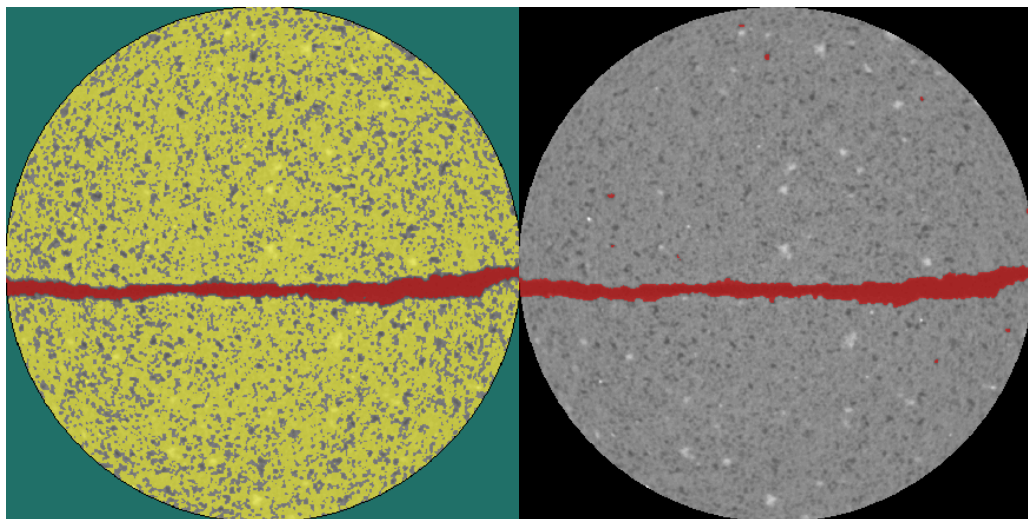
Core measurement



Crop core module

### 3. Fracture segmentation

The fracture will be segmented by a Watershed from thresholded markers.



*Watershed Markers*

*Segmented fracture before filtering*

The segmentation will be enhanced by a *Label Analysis / Analysis Filter* in order to remove eventual vugs or pores.

#### 4. Fracture aperture computation

A 3D aperture map will be obtained after a surface mesh analysis.

Generate the fracture surface with *Generate Surface*, and compute the thickness for each point with *Surface thickness*.

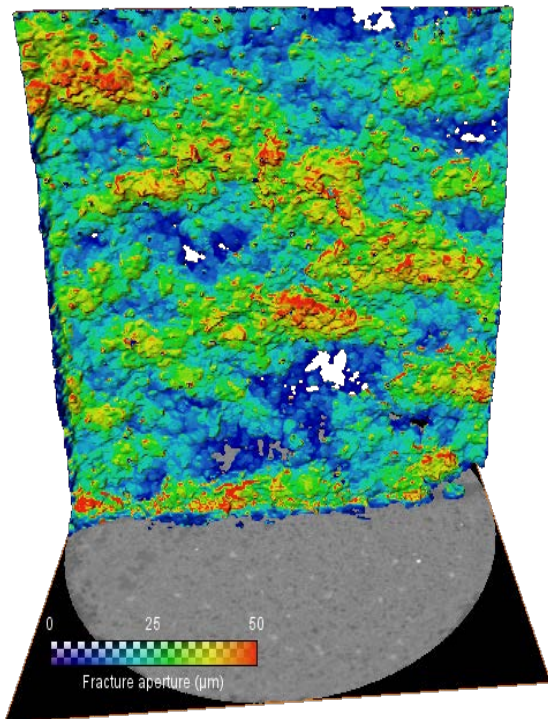
Generate Surface	
Data:	Frac01_Dry_Image_Slices1_2.fracture
Options:	<input type="checkbox"/> Compactify Minimum edge length: 0
Border:	<input checked="" type="checkbox"/> ON
Settings:	<input checked="" type="checkbox"/> Adjust Coords <input type="checkbox"/> Extra Material <input type="checkbox"/> Create All Patches
Smoothing:	Unconstrained Smoothing
Smoothing Extent:	<input type="text" value="5"/>
Smooth Material:	None

*Generate surface module*

Surface Thickness	
Data:	Frac01_Dry_Image_Slices1_2.surf
Material:	Material1

*Surface Thickness module*

The thickness can be used as a scalar field for the surface display in the Explore workspace.
















*Visualization in the Explore workspace*

5. Saving/Applying the recipe on the other data

Prior to saving the recipe, you can set multiple outputs to the recipe so that you can get:

- The cropped core
- The binary fracture 3D grid
- The surface mesh
- The thickness scalar field

✓		Module:Marker-Based Watershed	
✓		Segmentation: Removing Material	
✓		Segmentation: Removing Material	
✓		Module:Label Analysis	
✓		Module:Analysis Filter	
✓		Module:Generate Surface	
✓		Module:Surface Thickness	

Setting multiple outputs to the recipe

Applying the recipe on other data will directly generate the fracture thickness so that the fracture evolution can be analyzed.