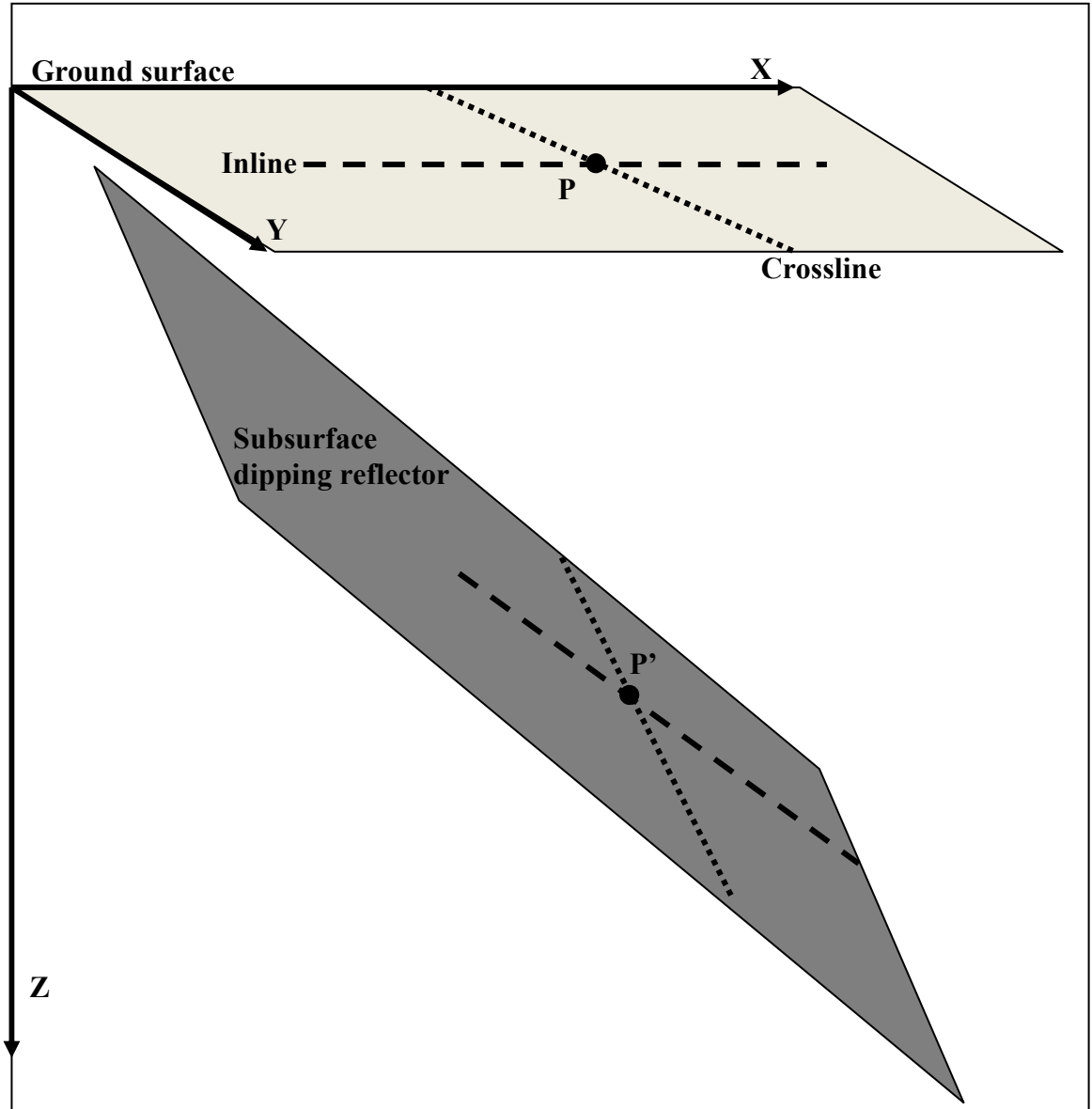
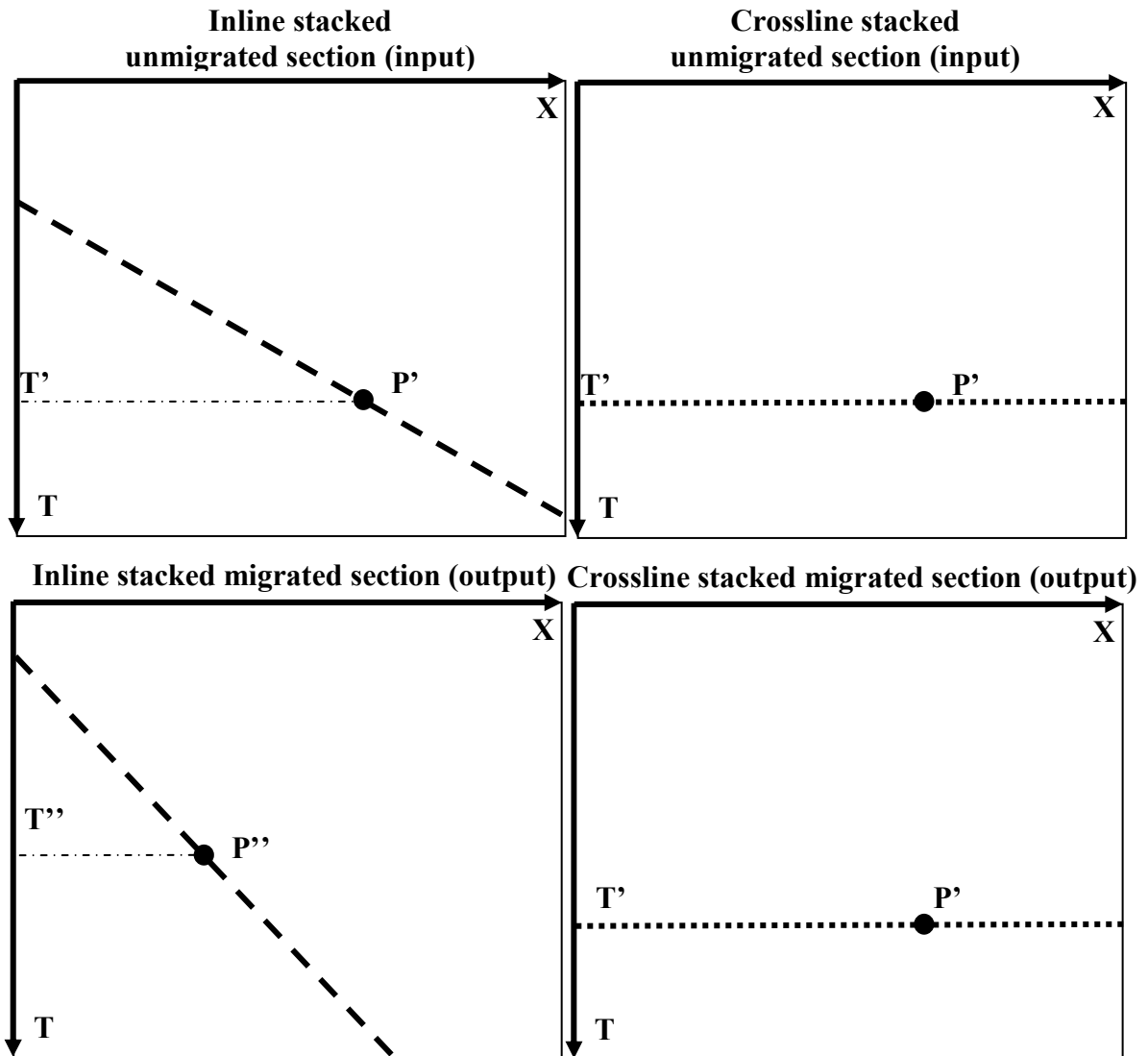


# Migration Mistie

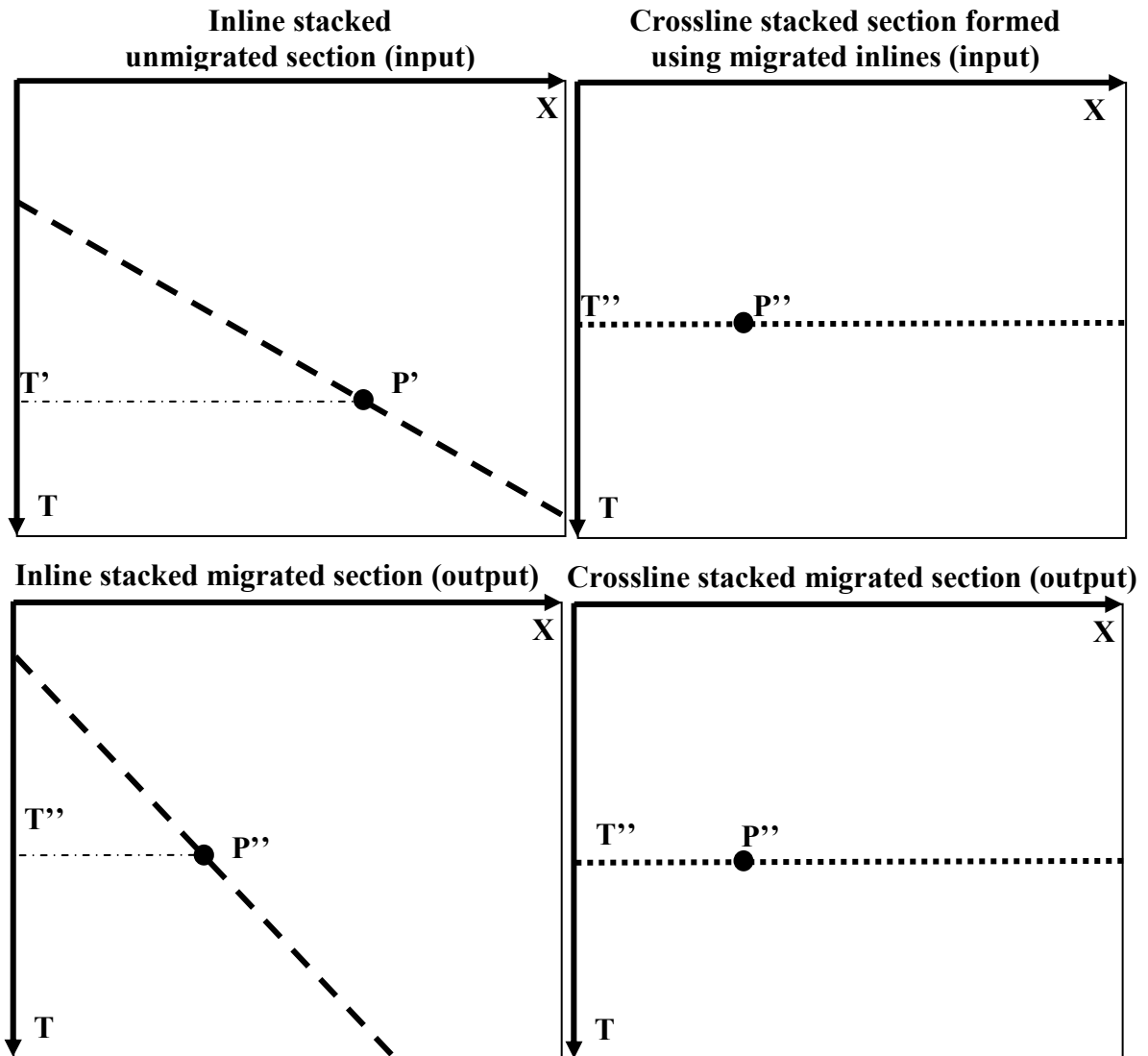


# 2-D Migration



In 2-D migration, we migrate the inline and crossline separately. This causes the intersection point at depth ( $P'$ ) to have two different positions on the migrated sections generating a lateral and vertical mistie.

# 3-D Migration



In 3-D migration, we migrate the inlines, take the inline migrated data, form crosslines, and migrated them. This avoids misties at lines intersection points.