

## **Walking Along a Cretaceous Beach**

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We are at a technology tipping point in human history where hardware and software are enabling us to step into a virtual world. In the not so distant future the new generation scientist will be surprised when we tell them we worked in two dimensions. Today people are already utilizing and reaping the benefit of virtual reality. In these environments we are not only integrating data and information into shared immersive views of the subsurface, we are also integrating people ideas and knowledge. This paper details current uses of virtual technology including collaborative interpretation, seismic QC, prospect high grading, pattern detection as well as many other examples and explores future trends in both this captivating technology and its use.