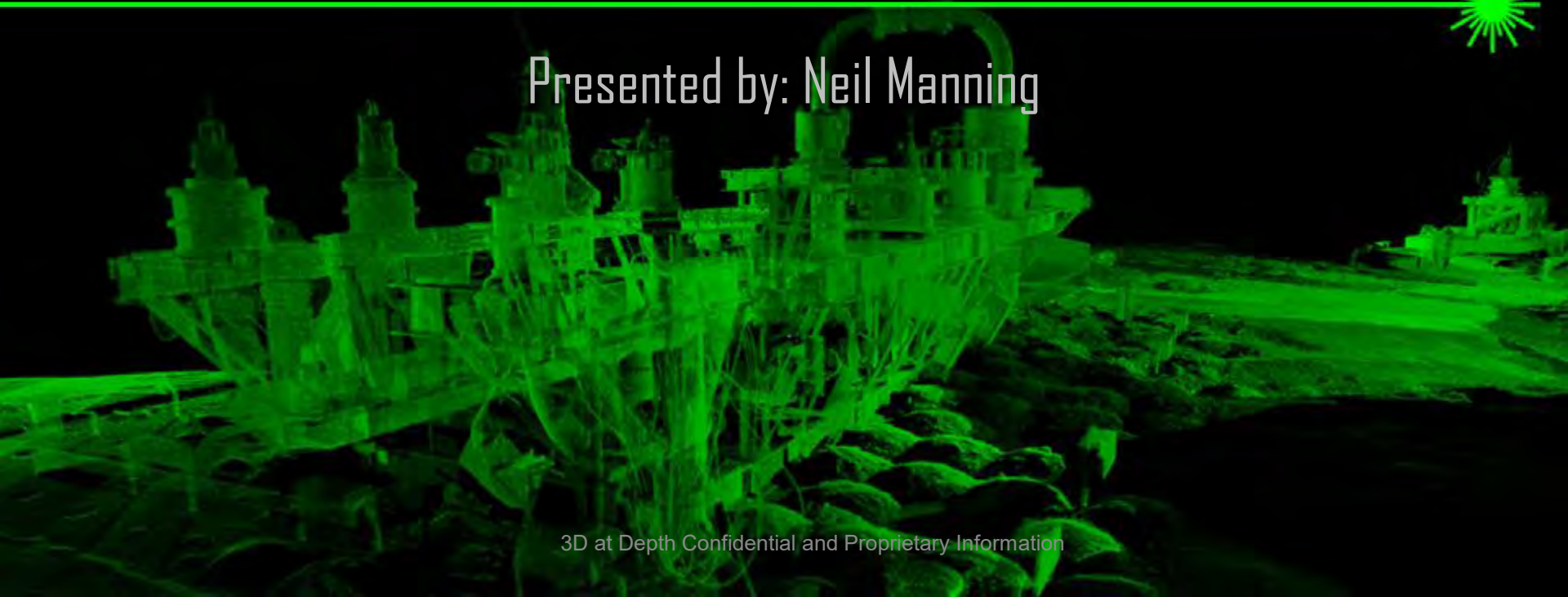




## SUBSEA LIDAR

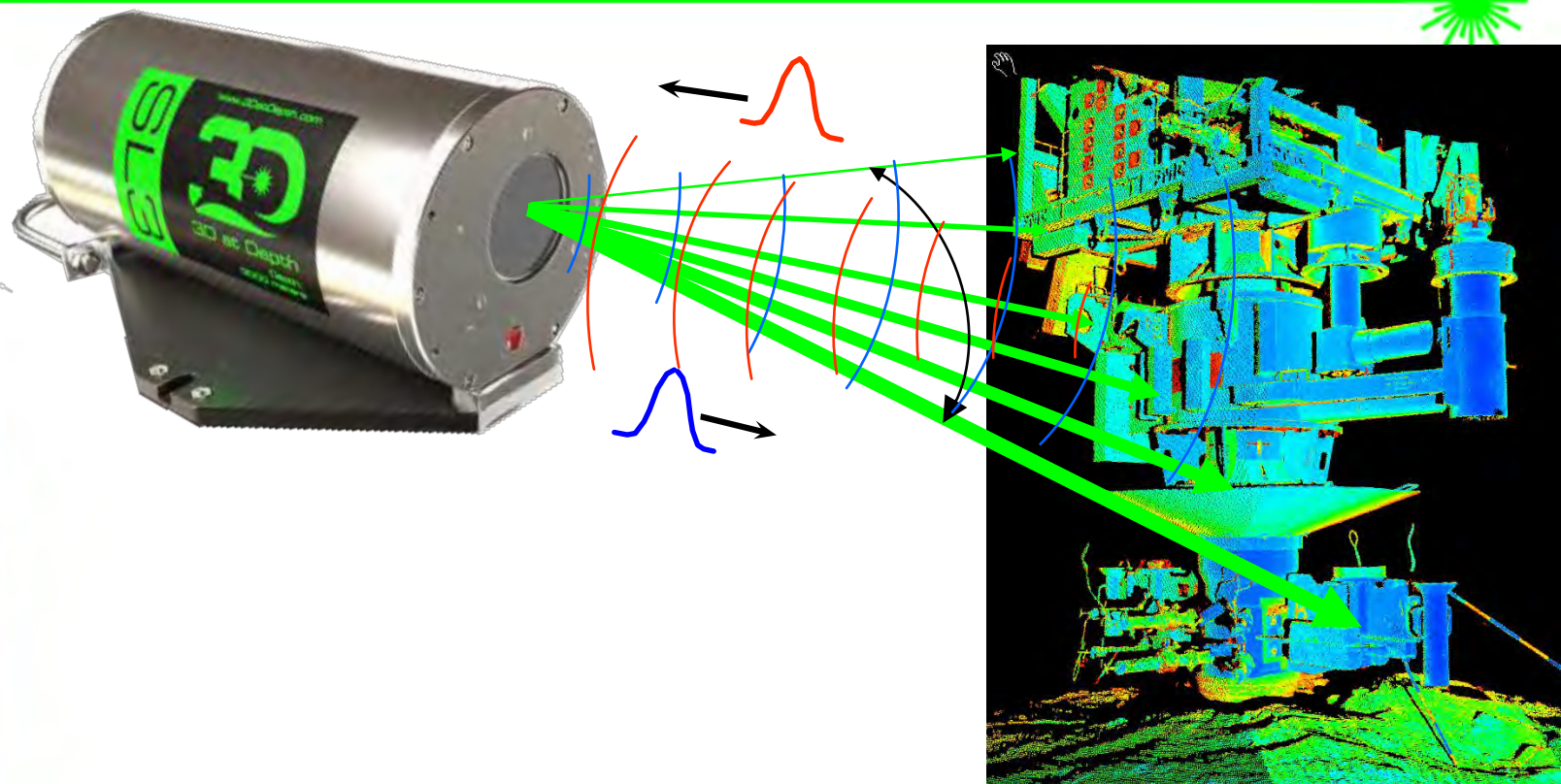
Presented by: Neil Manning







# PRINCIPLES OF LIDAR



- 1) Pulse of light is **emitted** at 40kHz and the precise time is recorded
- 2) **Light travels** in waves (**propagation**)
- 3) The **reflection** of that pulse is detected and the precise time is recorded
- 4) Using the constant speed of light, the delay can be converted into a "slant range" distance.
- 5) Knowing the position and orientation of the sensor, the XYZ coordinate of the reflective surface can be calculated







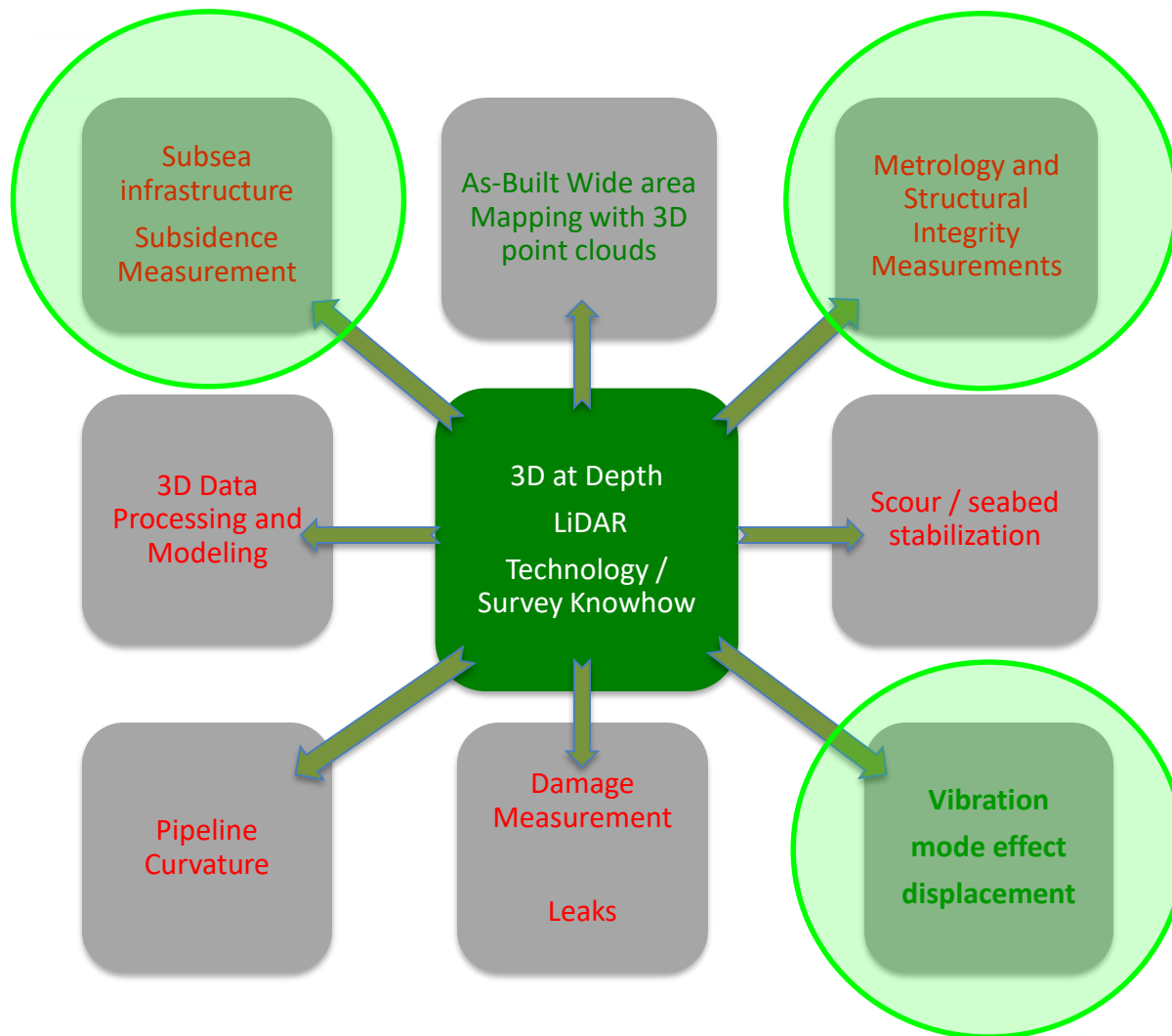
# TERRESTRIAL TRENDS – TAKEN SUBSEA







# LIDAR APPLICATIONS







# THE COMPANY

---

- Longmont, Colorado (HQ)
- Houston, Texas
- Norwich, UK
- Perth, Western Australia







# WHO WE WORK FOR



Below is a list of repeat customers and IOC's whom have used the technology on more than a single occasion.







# **DIFFERENTIATING TECHNOLOGY**

---

# **INDEX OF REFRACTION**





# WHAT IS INDEX OF REFRACTION



- The ratio of the speed of an electromagnetic wave (light) in a vacuum to that in matter is known as the Refractive Index, or Index of Refraction

$$n = \frac{c}{v}$$

Where;

$n$  = the index of refraction

$c$  = the speed of light in a vacuum,

$v$  = the phase velocity of light in the medium (matter)

**As the speed of light is faster in a vacuum than in matter, the refractive index is larger than 1.**

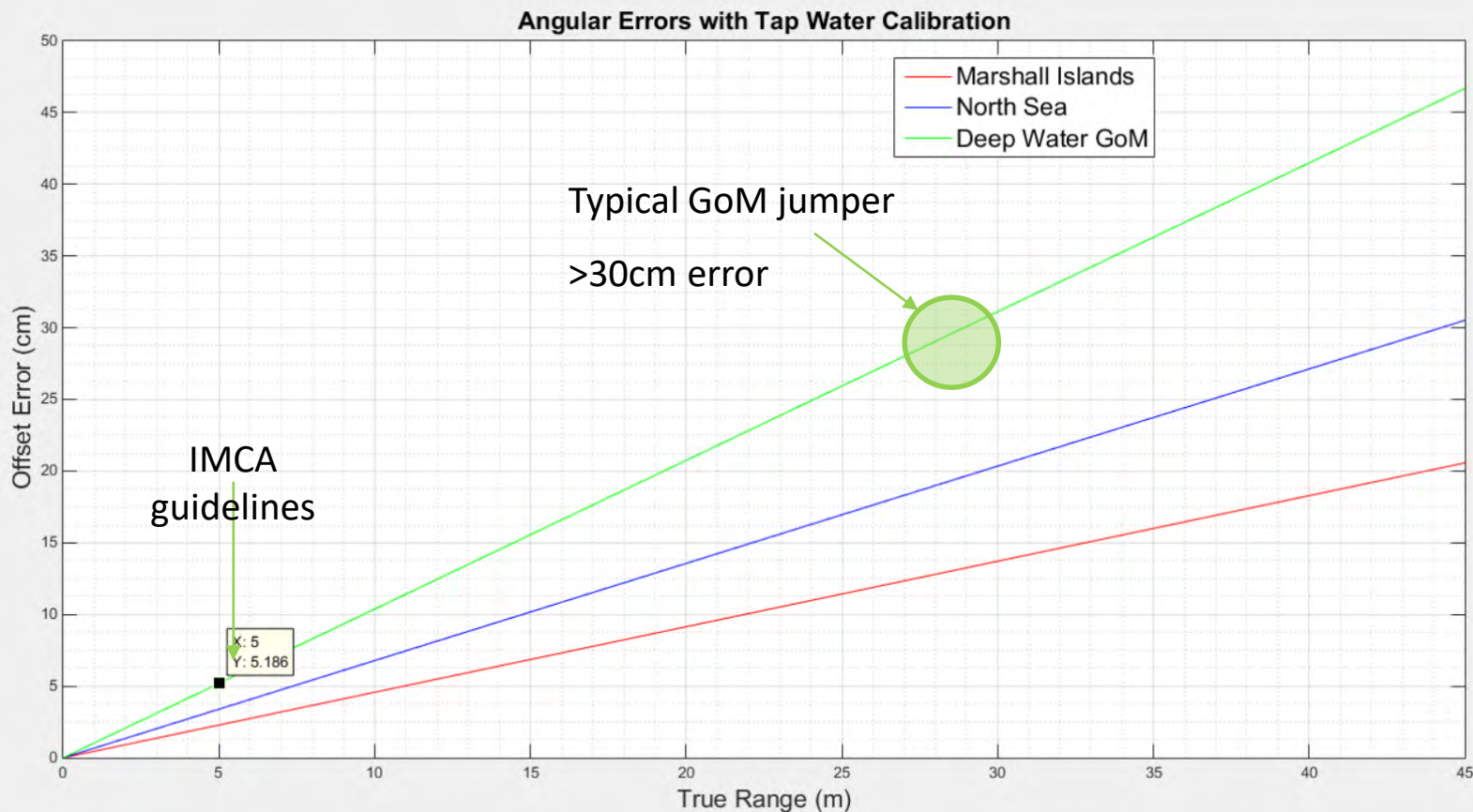
- The speed of light in a vacuum is approximately 299,792.5 km / sec
- The index of refraction for the atmosphere is approximately  $n = 1.00029$  at standard atmospheric temperature and pressure
- **Just like sound velocity, the index of refraction is dependent upon the temperature, pressure, and salinity of the water, along with the wavelength of light.**

*Thomas Young was presumably the person who first used, and invented, the name "index of refraction", in 1807.*





# ANGULAR ERRORS IN A SINGLE DIMENSION DUE TO TAP WATER CALIBRATION IN LAB – ASSUMES OTHER DIMENSION IS CORRECT



Over 51 mm error at 5 meter range in the Gulf of Mexico (GoM) when assuming error in only one dimension







# PATENT PROTECTED



3D at Depth owns two issued patents on methods for compensating for the index of refractions when making measurements in water

## Issued US Patents

- 8,184,276 Continuous index of refraction compensation method for measurements in a medium
- 8,467,044 Continuous index of refraction compensation method for measurements in a medium



US008184276B2

(12) **United States Patent**  
**Embry**

(10) **Patent No.:** **US 8,184,276 B2**  
(45) **Date of Patent:** **May 22, 2012**

(54) **CONTINUOUS INDEX OF REFRACTION  
COMPENSATION METHOD FOR  
MEASUREMENTS IN A MEDIUM**

5,309,288 A 5/1994 Kahre  
5,343,284 A 8/1994 Keeler et al.  
5,446,529 A 8/1995 Stettner et al.  
5,457,639 A 10/1995 Ulich et al.



US008467044B2

(12) **United States Patent**  
**Embry**

(10) **Patent No.:** **US 8,467,044 B2**  
(45) **Date of Patent:** **Jun. 18, 2013**

(54) **CONTINUOUS INDEX OF REFRACTION  
COMPENSATION METHOD FOR  
MEASUREMENTS IN A MEDIUM**

5,309,288 A 5/1994 Kahre  
5,343,284 A 8/1994 Keeler et al.  
5,446,529 A 8/1995 Stettner et al.  
5,457,639 A 10/1995 Ulich et al.







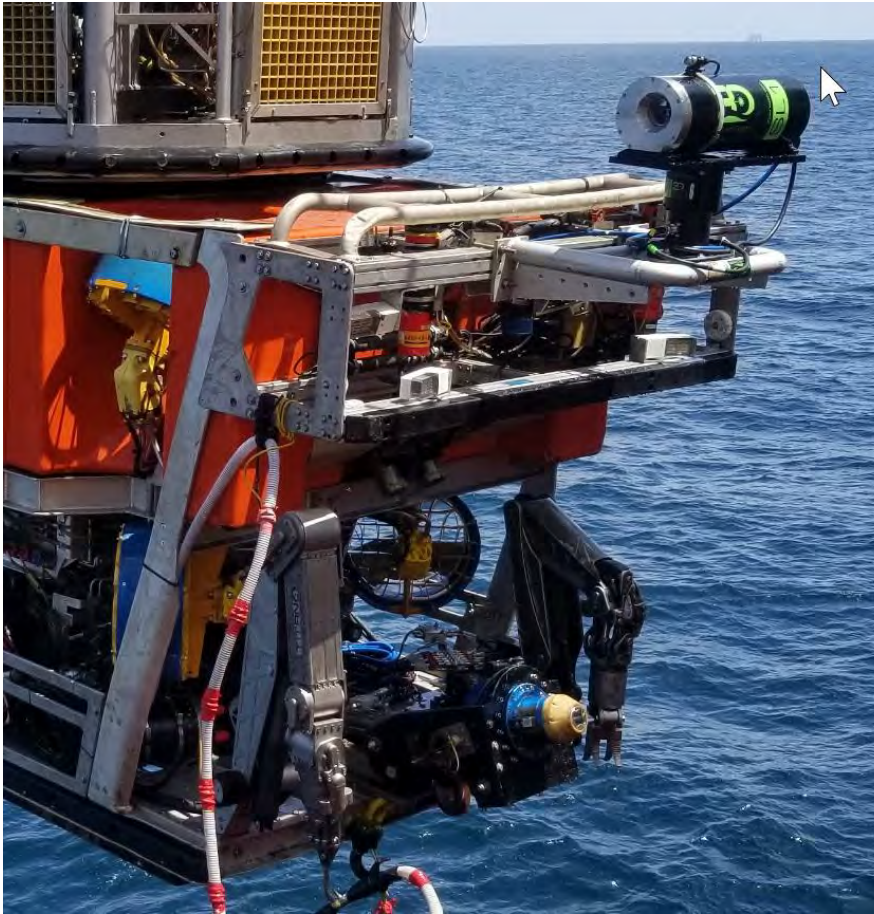
# LIDAR DEPLOYMENT METHODS



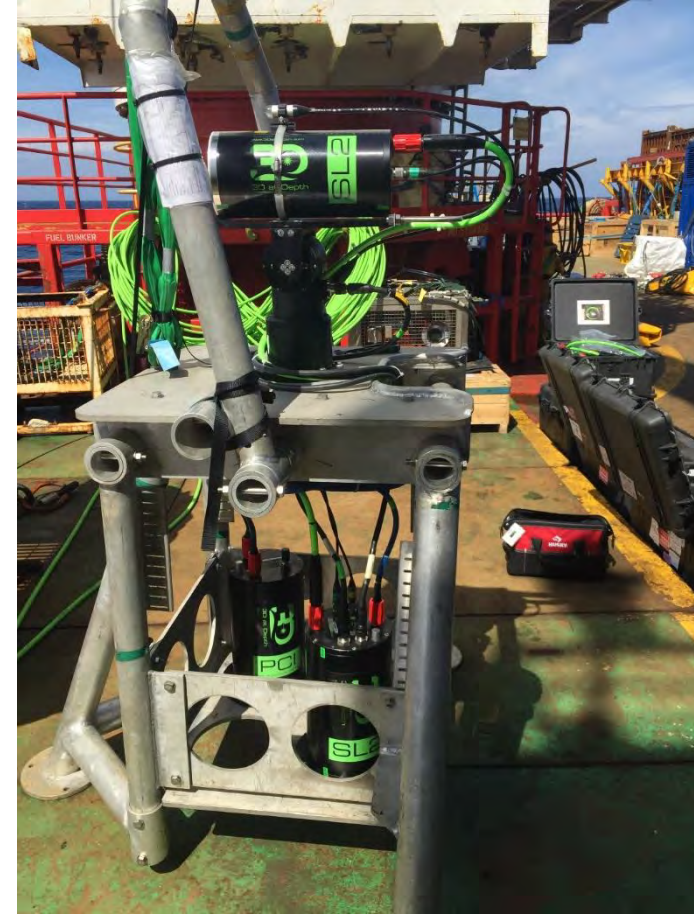




# ROV & DIVER DEPLOYED SOLUTIONS (STATIC)



Working Class ROV



Diver Frame with  
250m Umbilical





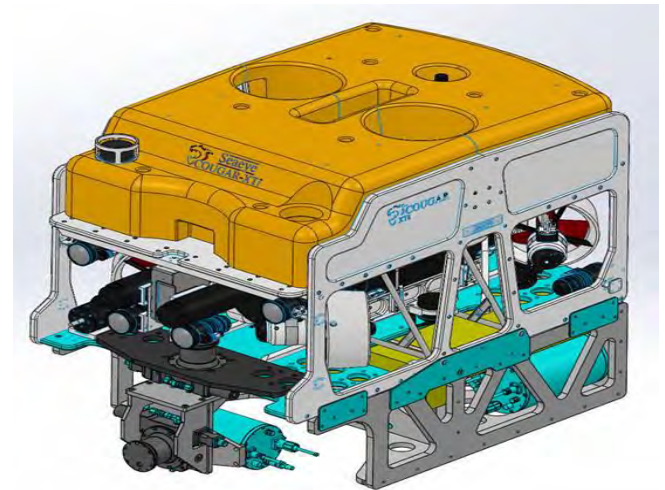
# SMALL TO LARGE PLATFORMS (DYNAMIC AND STATIC)



AUV (Autonomous Underwater Vehicle)



Inspection Class ROV







# COLLECTION METHODS







# STATIC LIDAR ACQUISITION METHOD



- **Static Scanning (ROV)**
  - Stationary and Touchless
  - Stable platform
  - No corrections needed
  - No external sensors required
  - Limited Range but higher point density



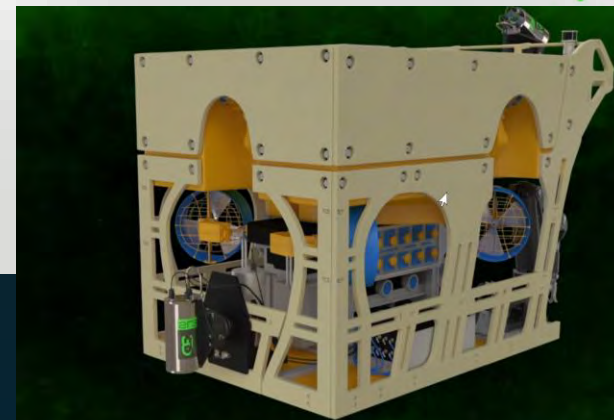




# DYNAMIC LIDAR ACQUISITION METHOD



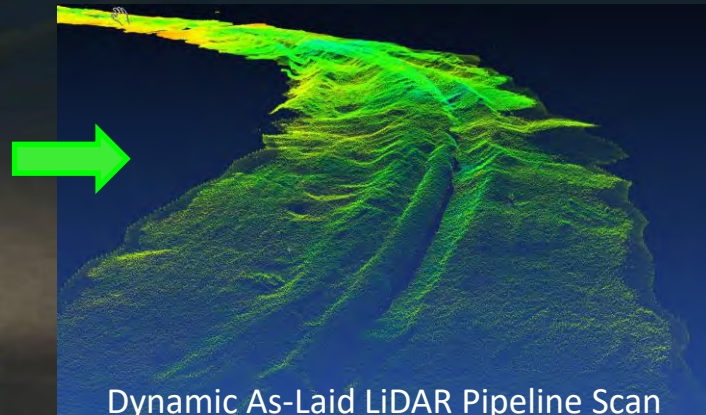
- **Dynamic Scanning (Motion)**
  - Mobile and Touchless
  - Unlimited data collection
  - Greater coverage / less collection time
  - Additional sensors required (INS, DVL & USBL/LBL)



Vertical Dynamic ROV Mount



Typical Dynamic LiDAR Pipeline Scan



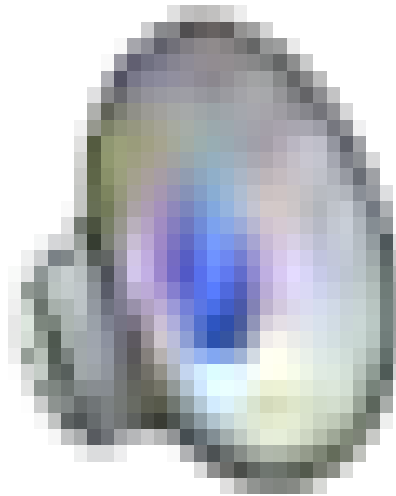
Dynamic As-Laid LiDAR Pipeline Scan







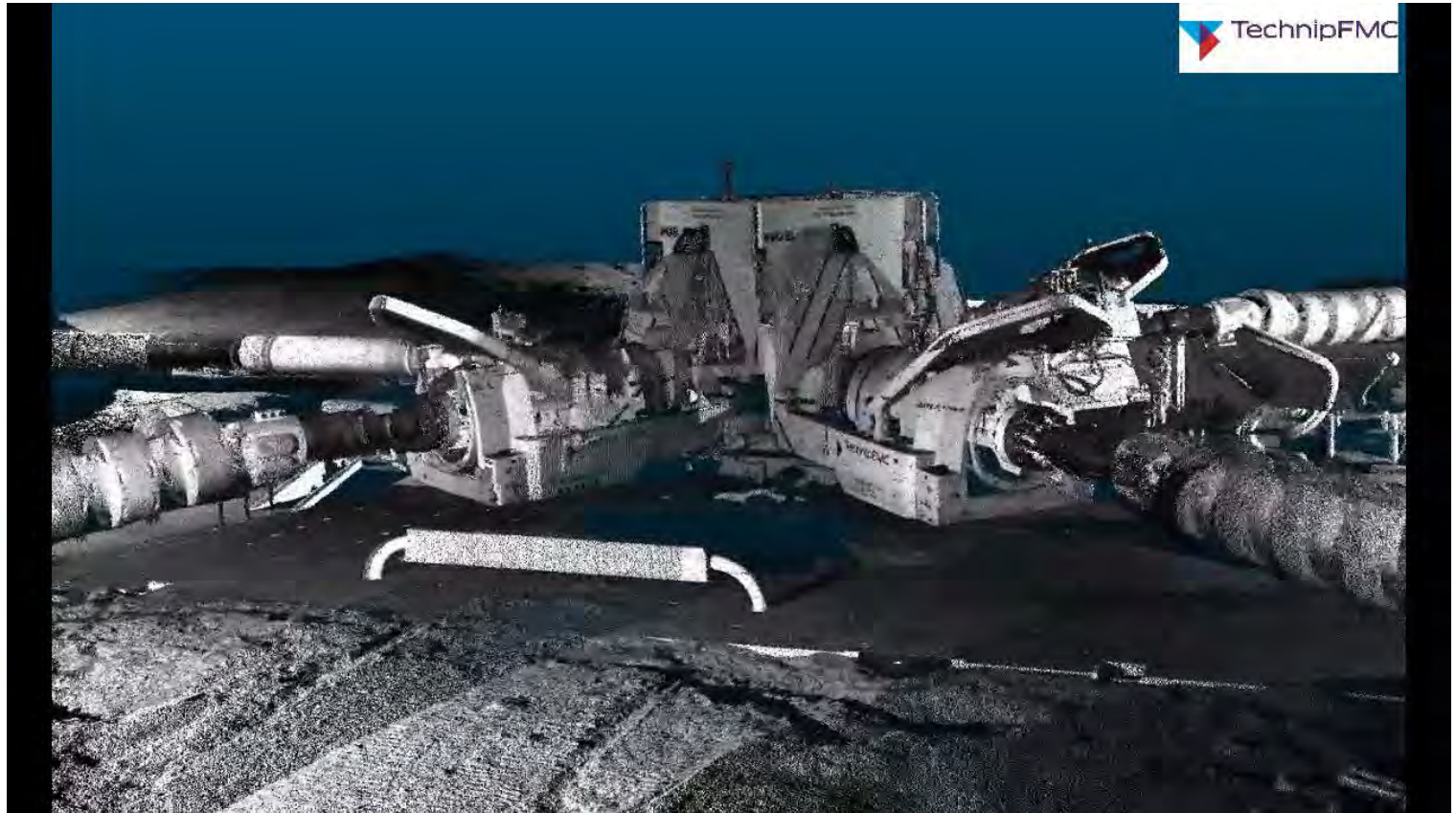
# STATIC AND DYNAMIC DATA COLLECTION







# 3D AT DEPTH – REALTIME







# THE BASELINE VALUE



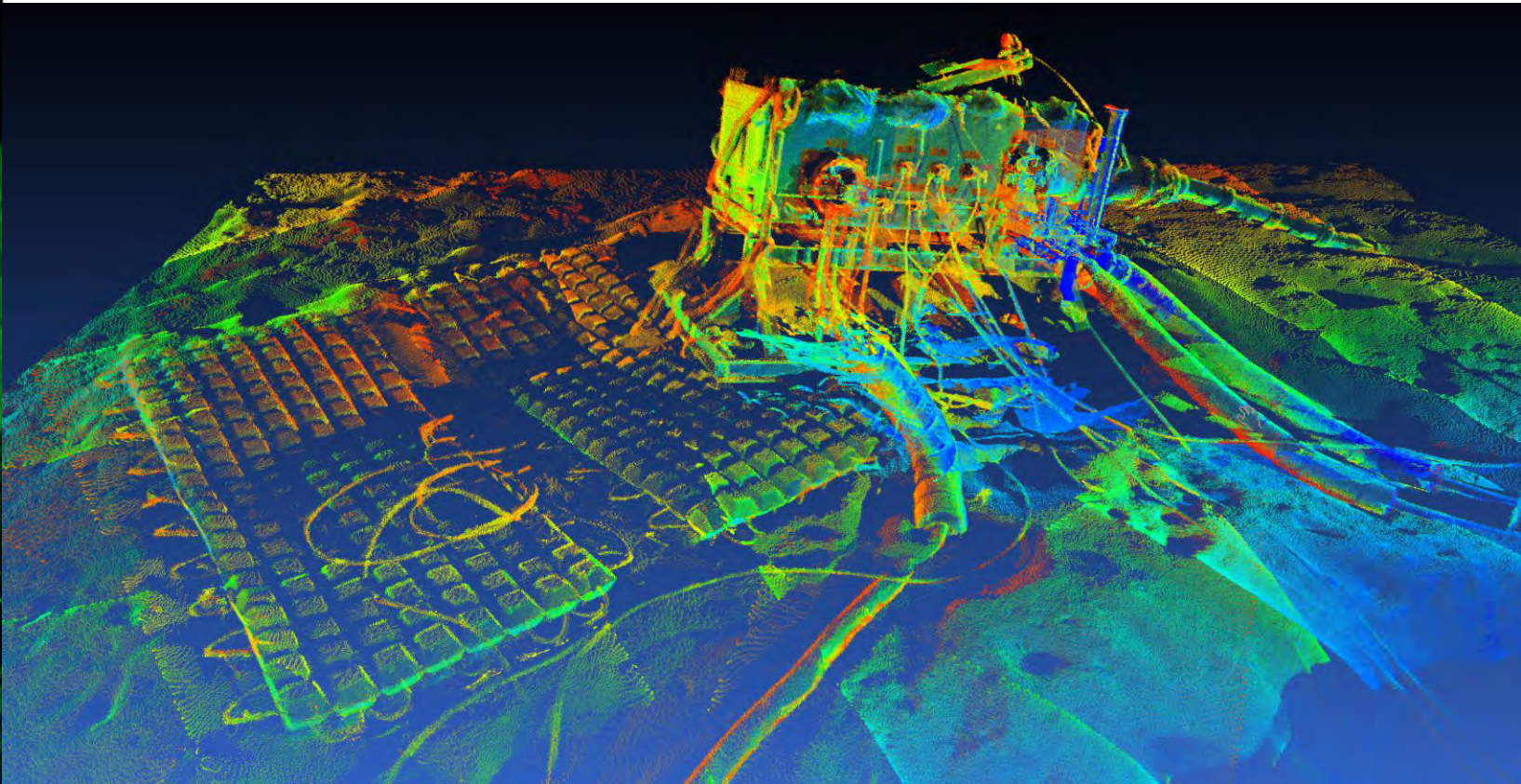




# BENEFITS OF A LIDAR-BASED SOLUTION



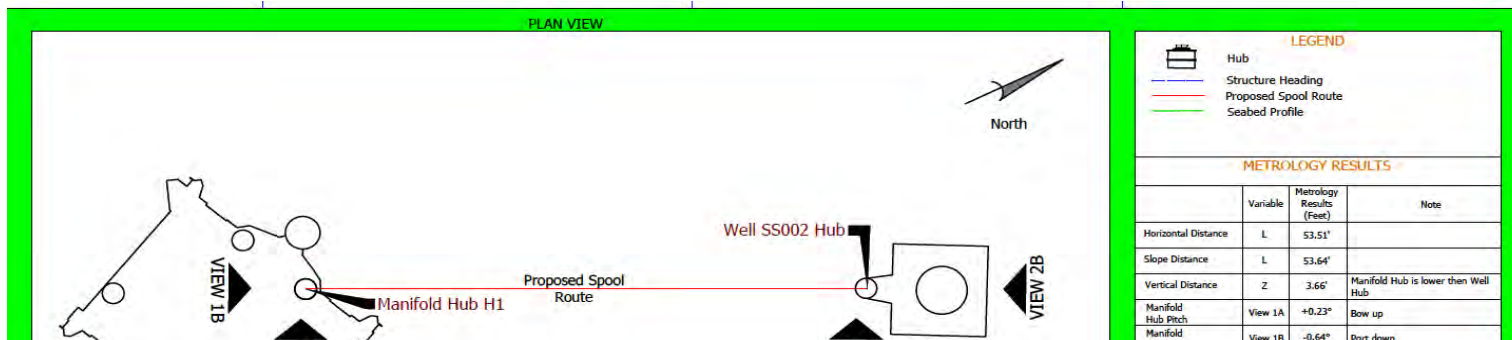
- Unparalleled accuracy in subsea imaging
- Faster turnaround of project data
- Increased safety to assets due to zero exposure to damage
- Decreased disruption of project environment “Touchless”
- Create Baseline Point Cloud Maps for annual movement/settlement comparison



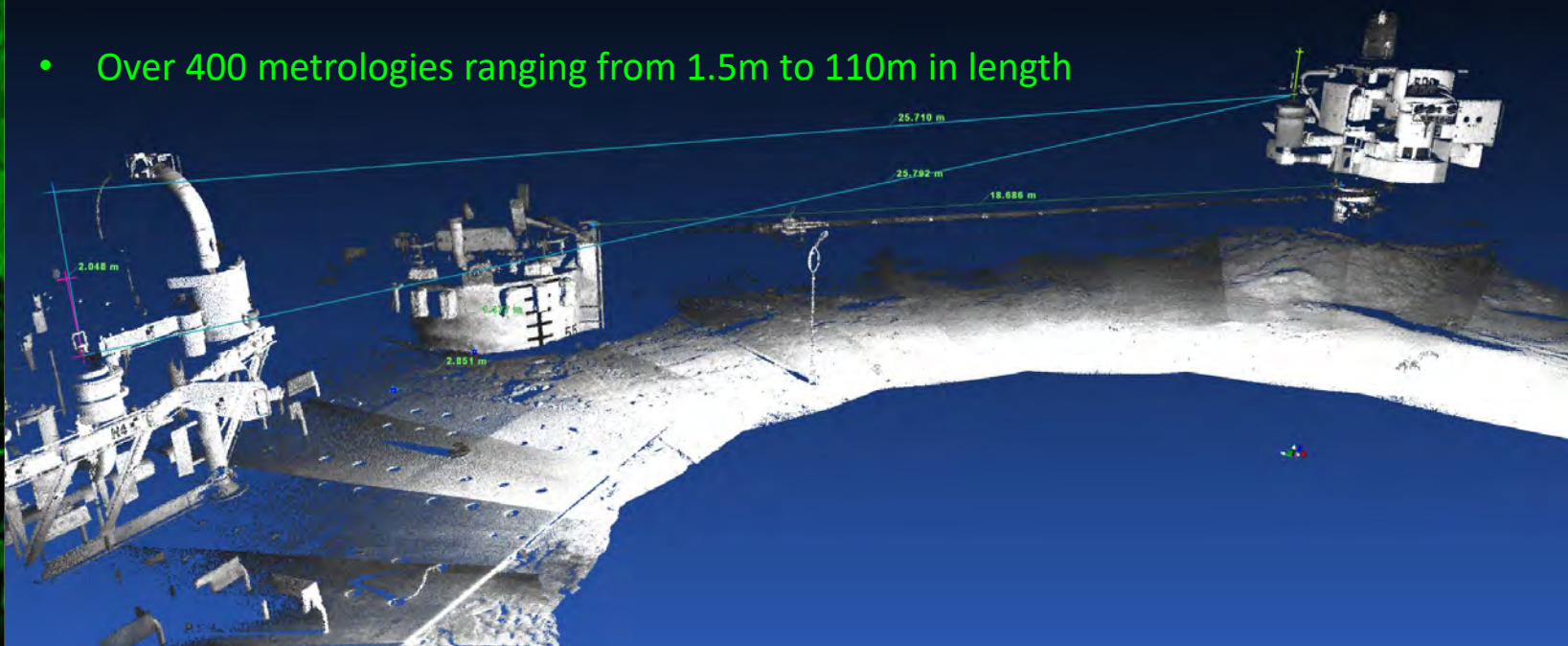




# TRACK RECORD – OFFERING VISIBLE VALUE TO COMPLEX MEASUREMENTS



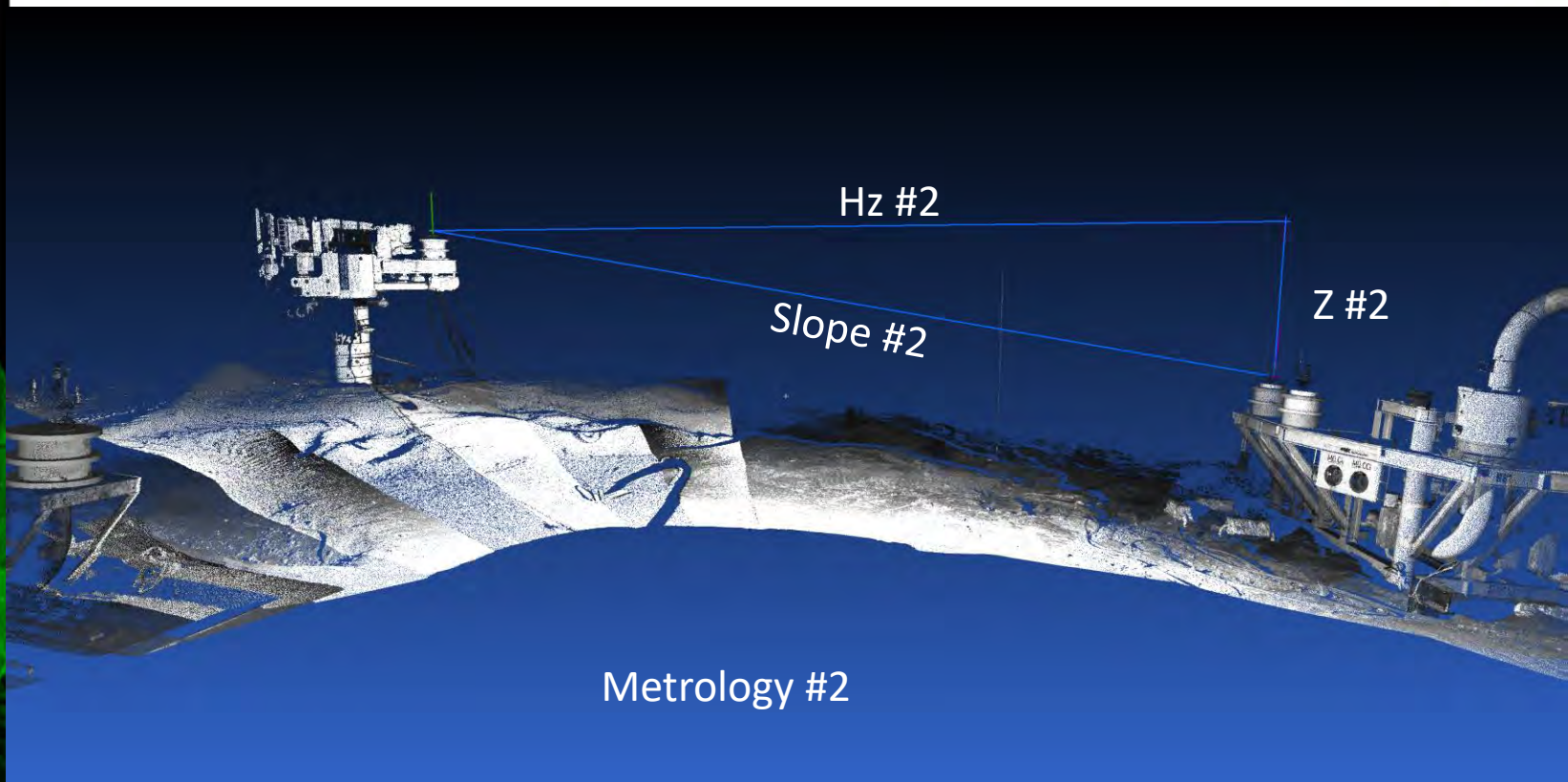
- 200 individual offshore projects ranging from 9m to 4000m water depths
- Over 400 metrologies ranging from 1.5m to 110m in length







# LONGER RANGE EQUALS MORE DATA COLLECTED



**ONE SCAN POSITION / 2 X METROLOGY COLLECTED IN 1.5 HOURS**



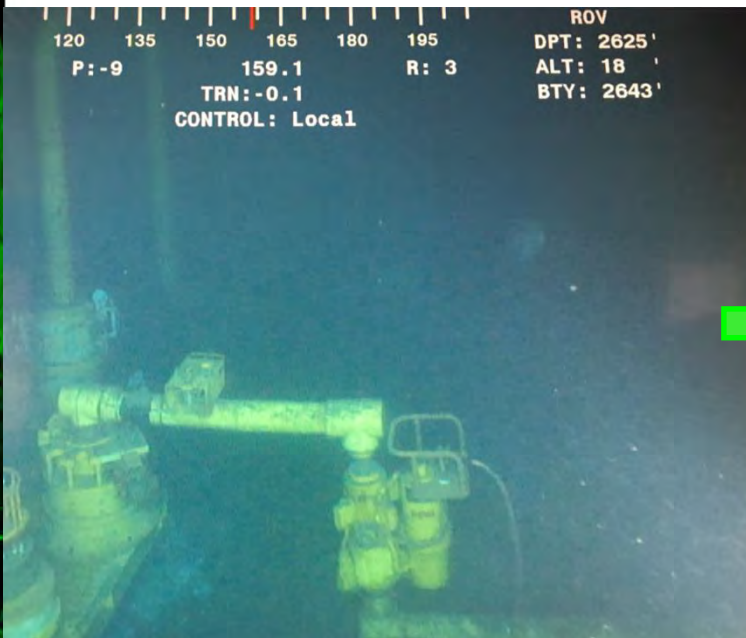




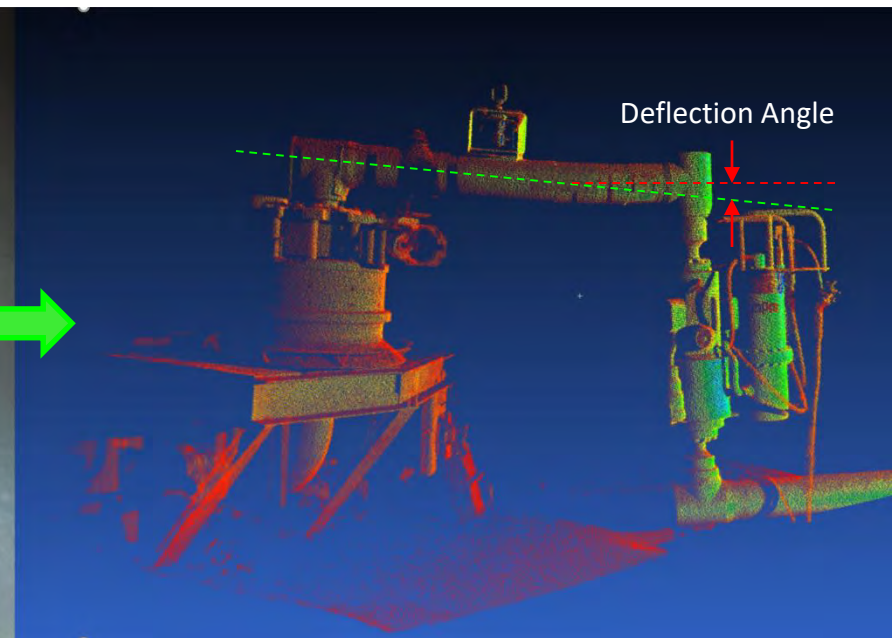
# DATA ANALYTICS



- Measurable data available to engineers to help analyze and form corrective actions
- Allows for accurate analysis from quantifiable data rather than “best guessing” from ROV video and photographs.



ROV Video



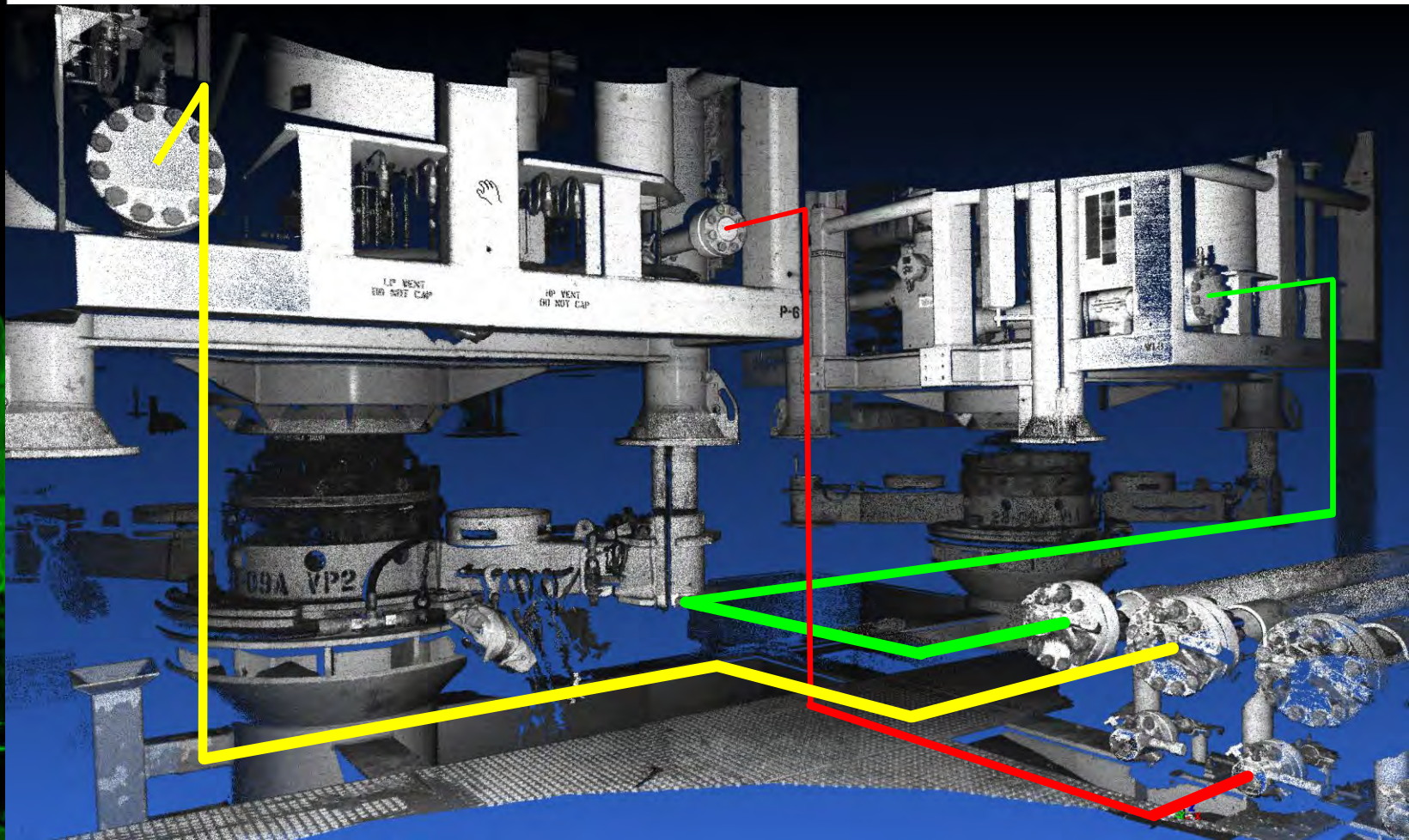
LiDAR derived point-cloud







# MULTIPLE MEASUREMENTS FROM A SINGLE SCAN

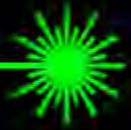






# DIMENSIONAL CONTROL

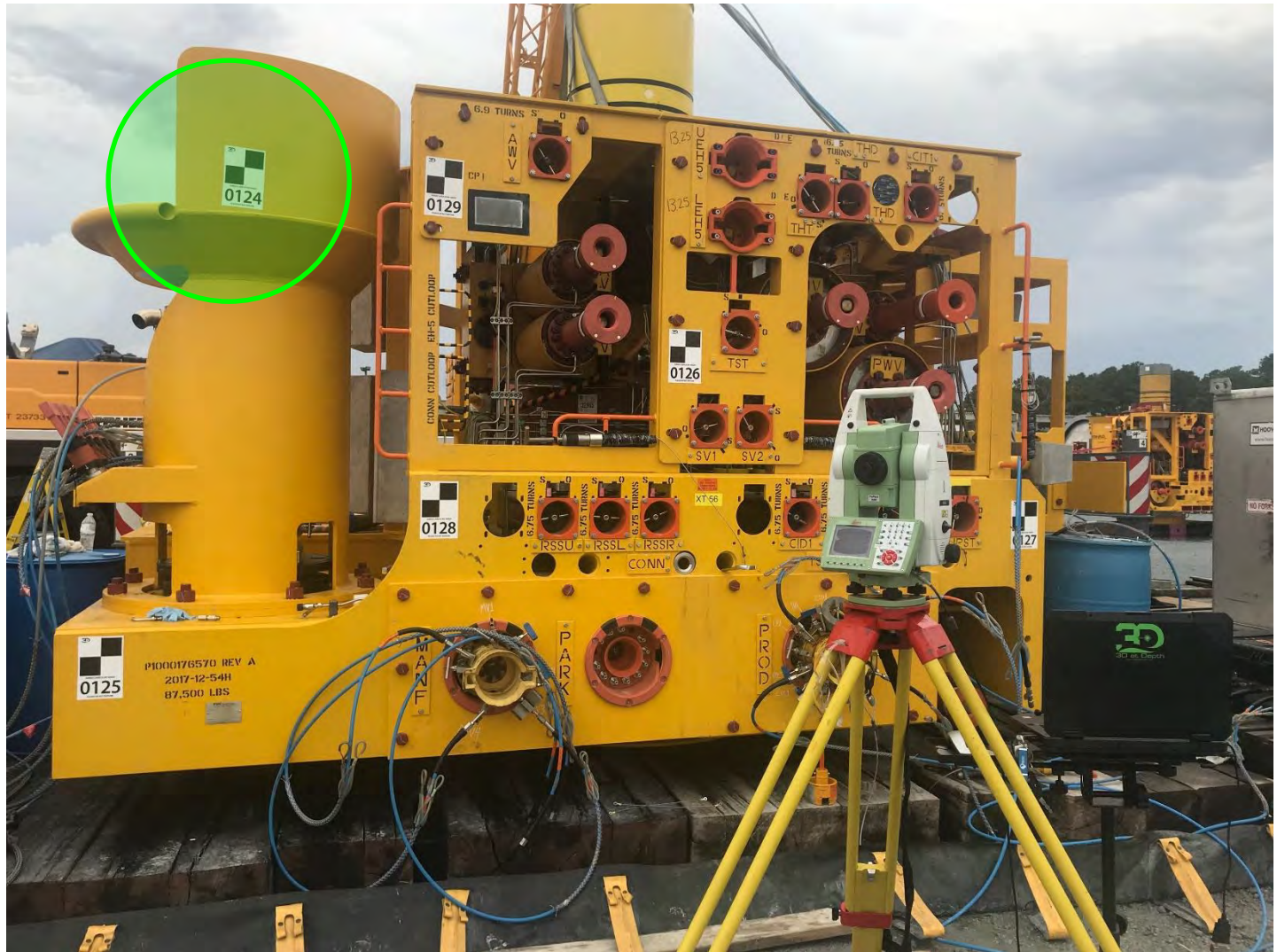
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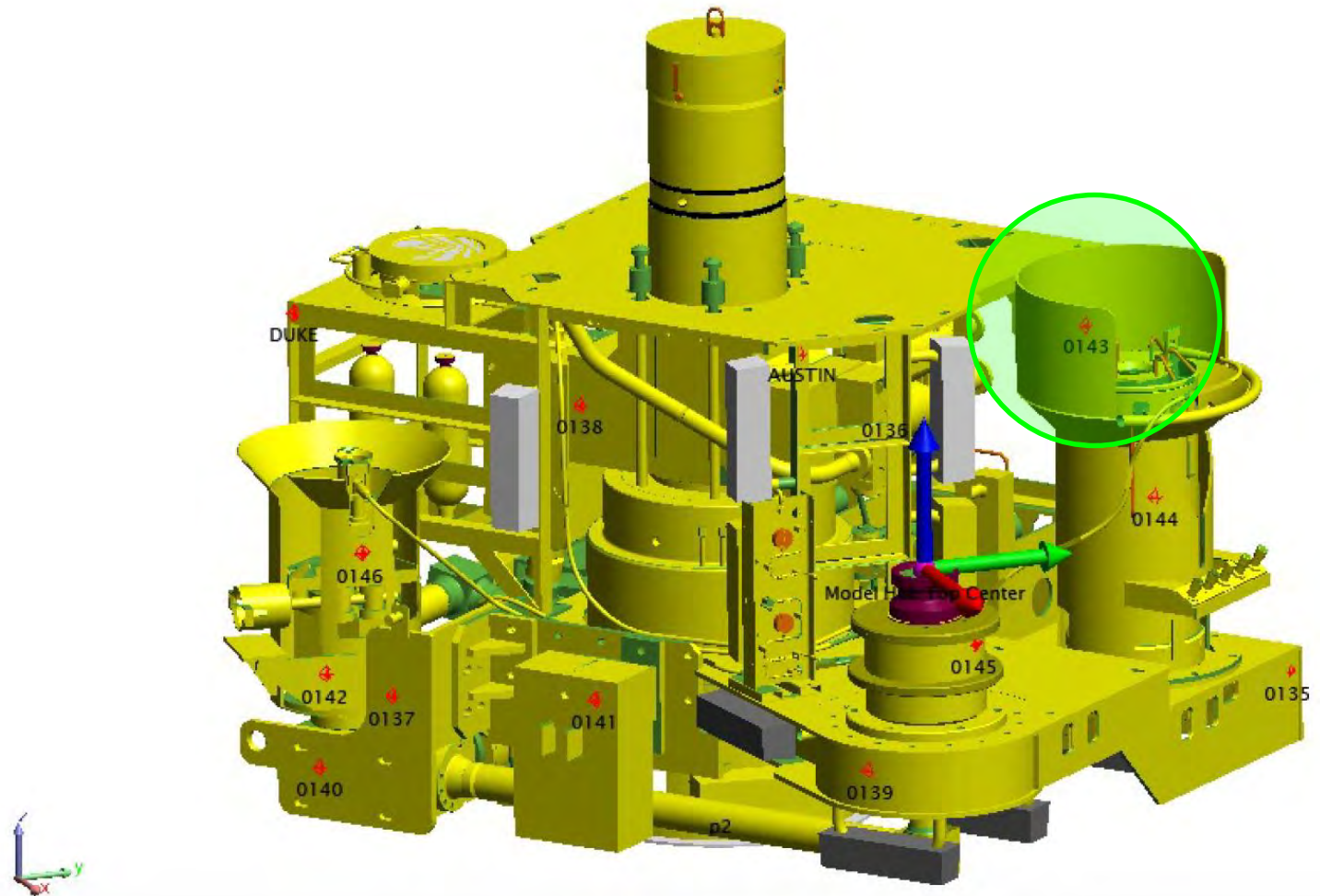
# TERRESTRIAL DIMENSIONAL CONTROL







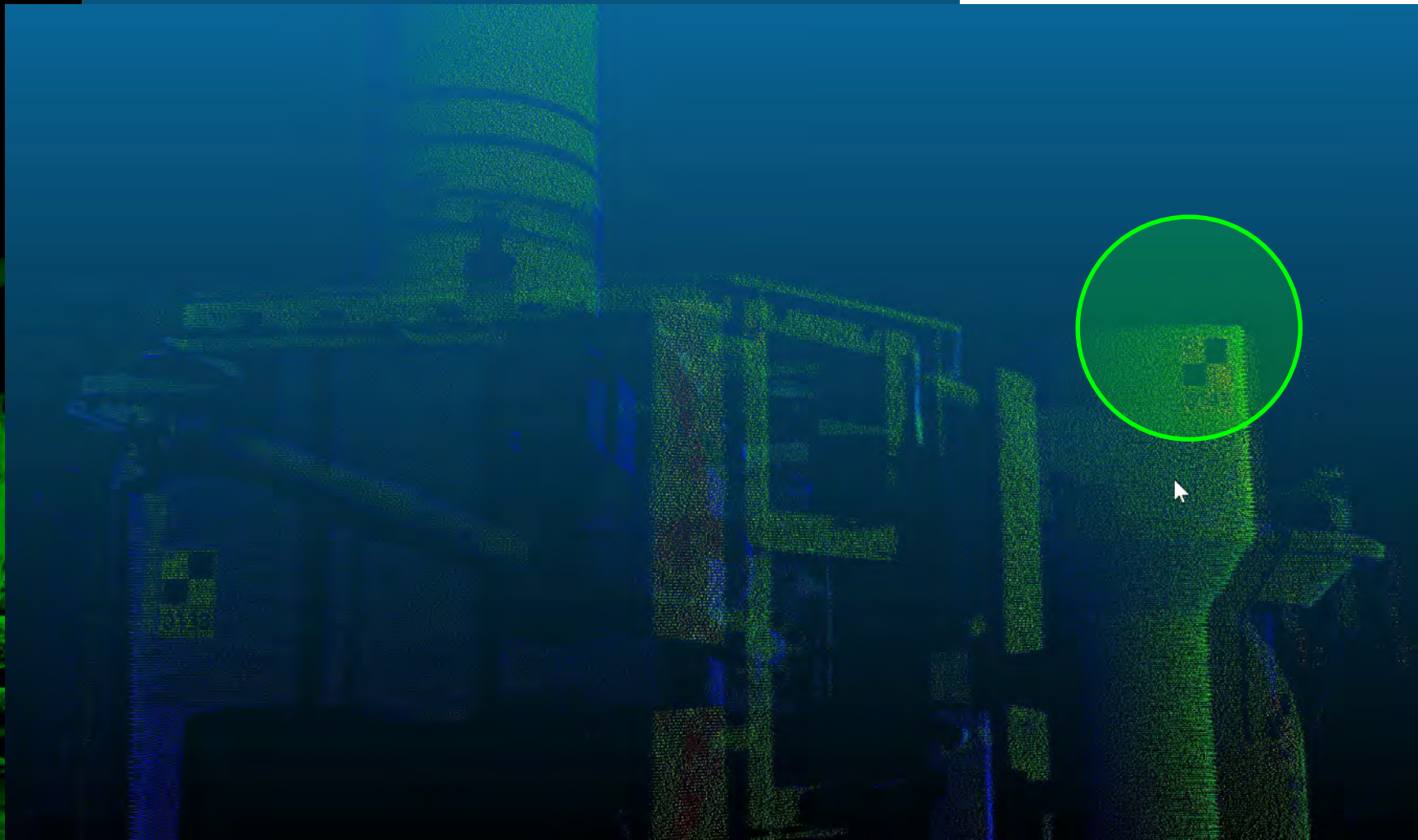
# DC POINTS ADDED TO 3D CAD MODEL







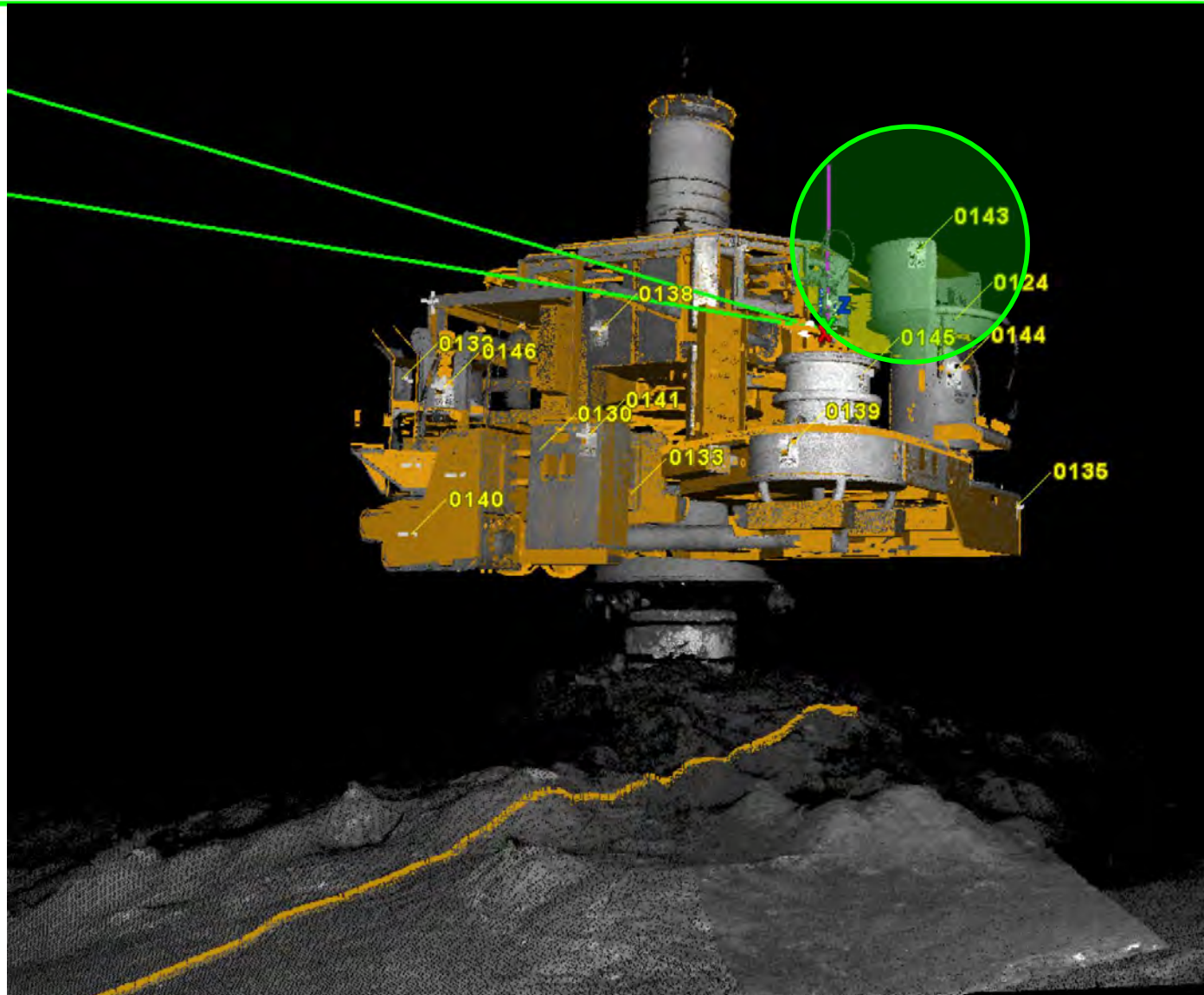
# CONTROL POINTS SUBSEA LIDAR SCAN







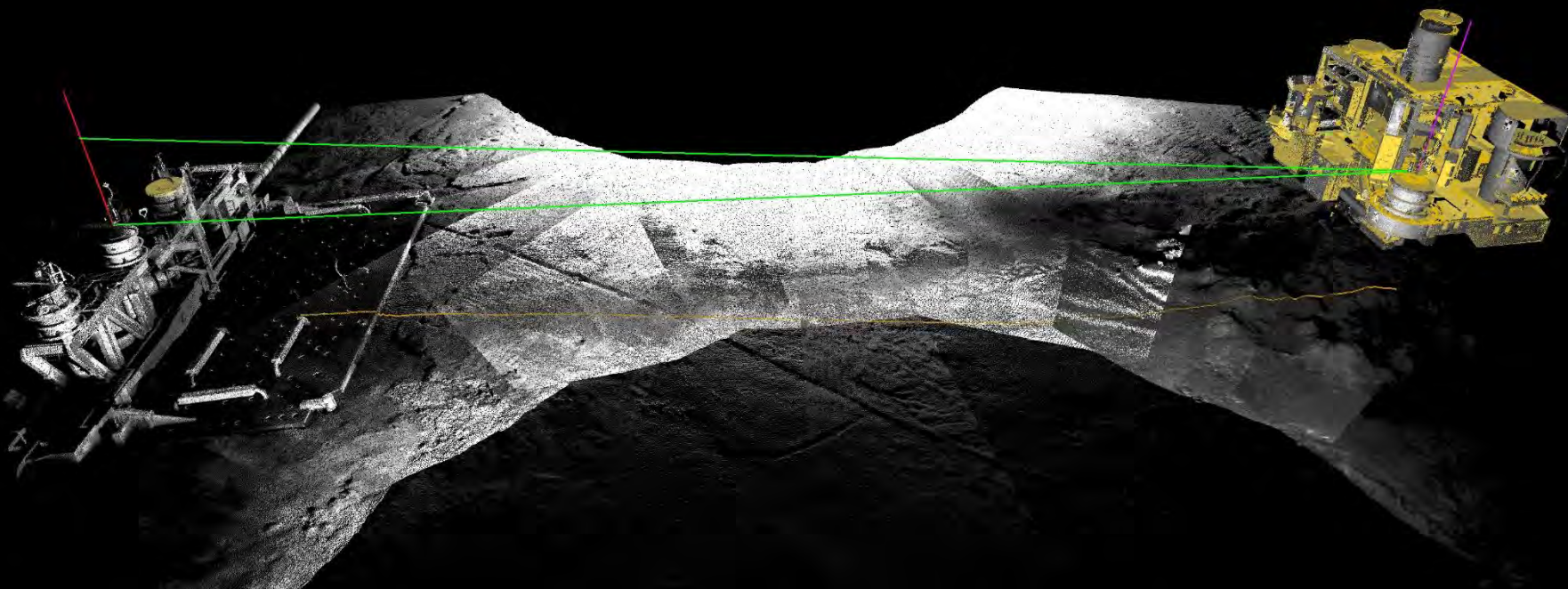
# 3D CAD TO POINT CLOUD REGISTERED







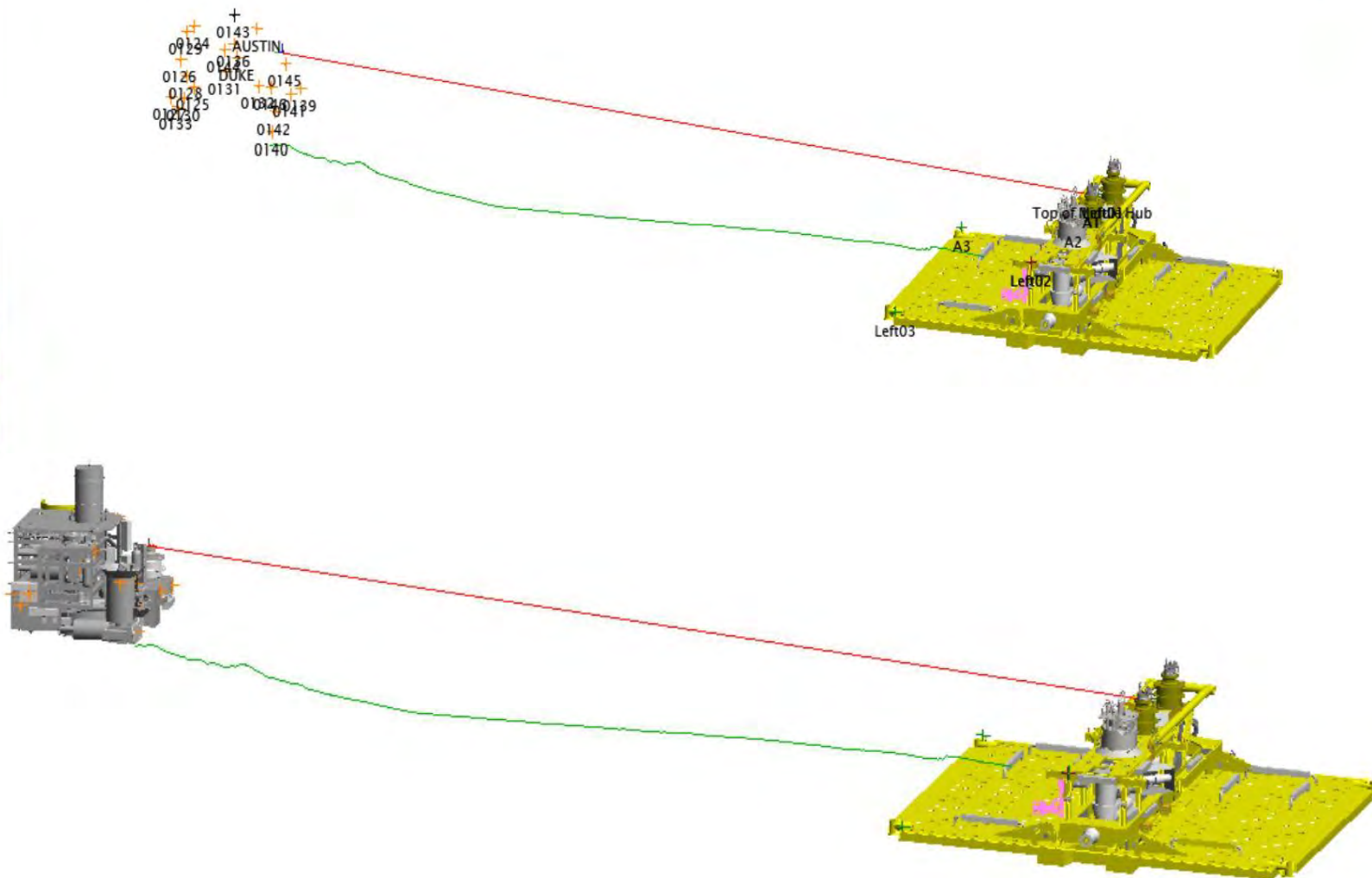
# 3D CAD TO POINT CLOUD REGISTERED







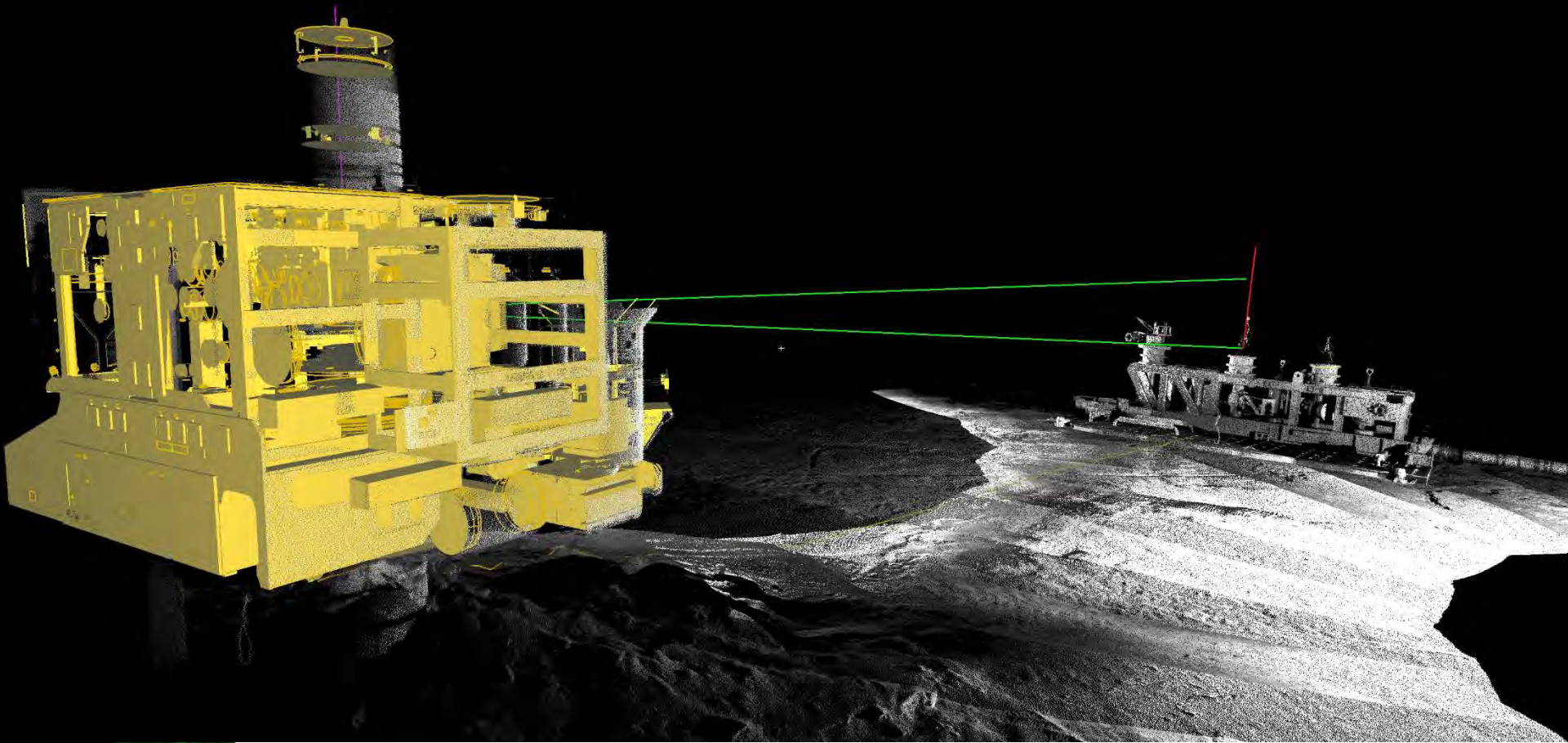
# DIMCON POINTS GEO LOCATED WITH PROFILE







# MOVING TO A DIGITAL TWIN







# INSPECTION







# DETAILED POINT CLOUDS



- Millimetric measurements for any engineering requirement

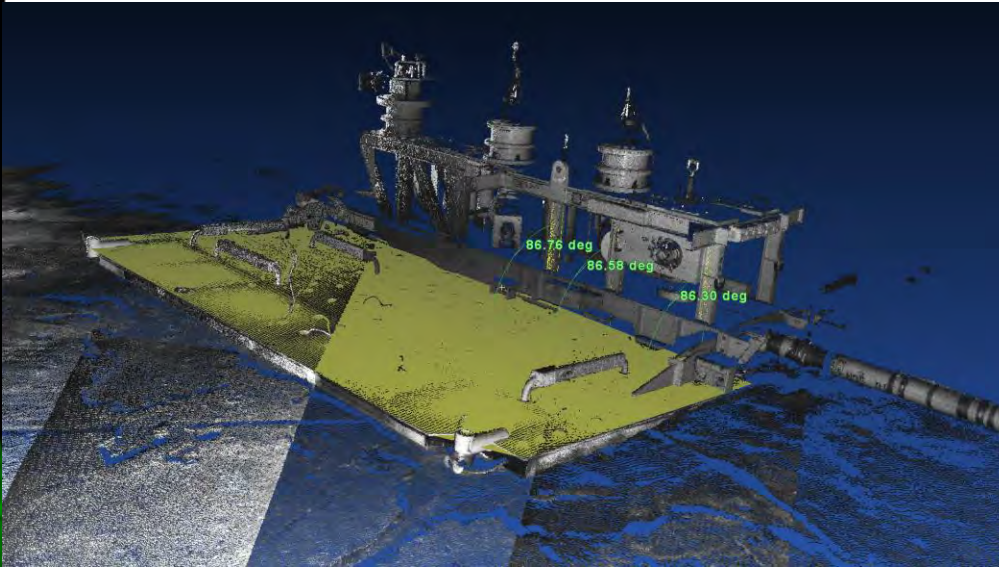
- Marine growth
- Anode life
- Debris location
- Asset settlement
- Damage assessment





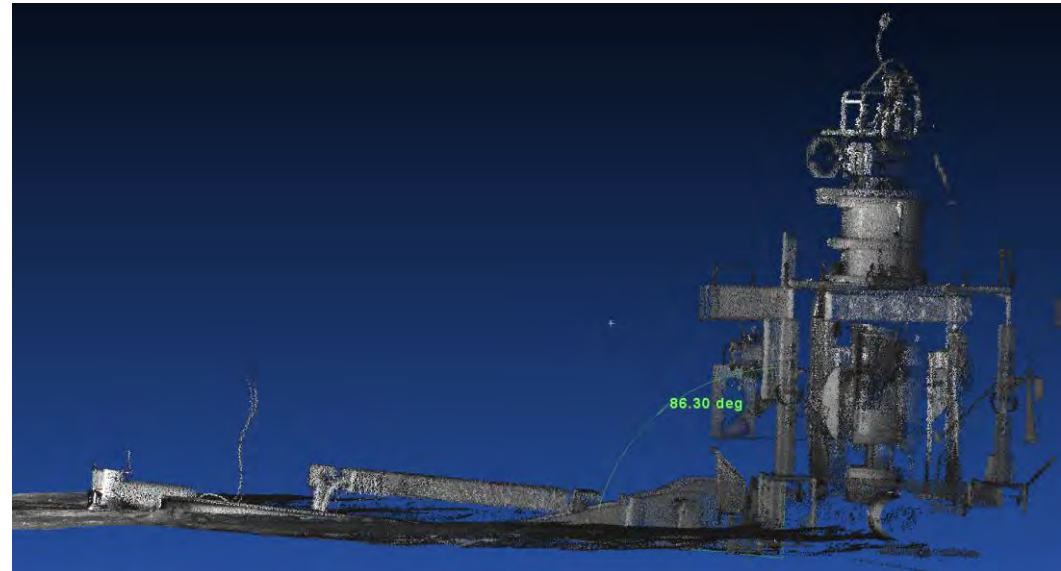


# ANGULAR MEASUREMENTS FROM ANY LOCATION



- Repeatabile and accurate measurements

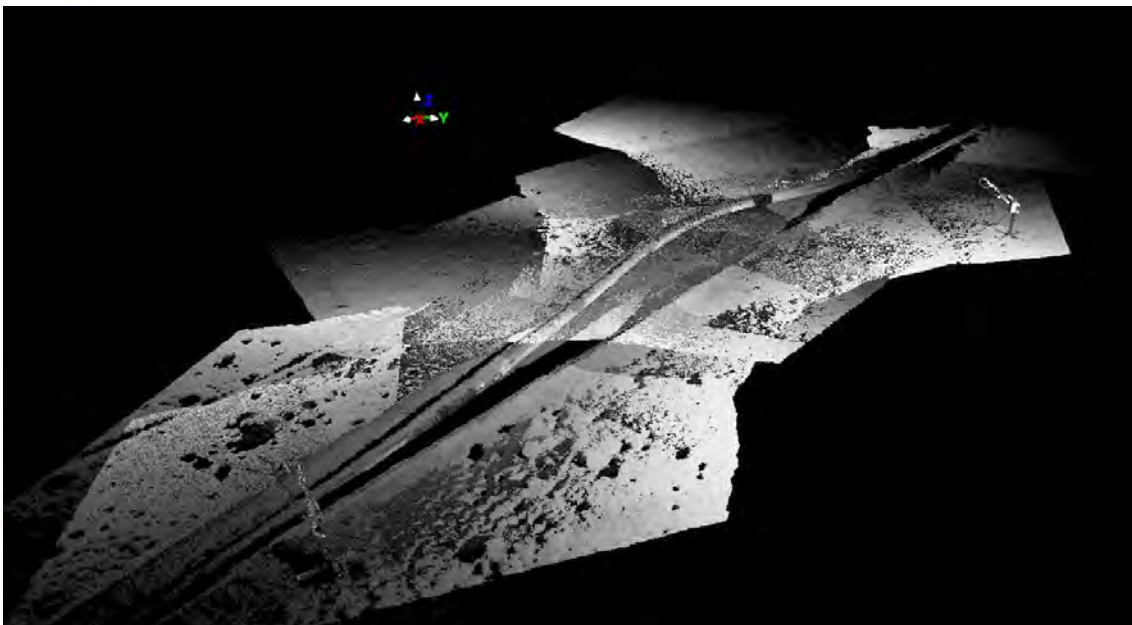
- Measurements you can rely on







# PIPELINE BUCKLE MEASUREMENT



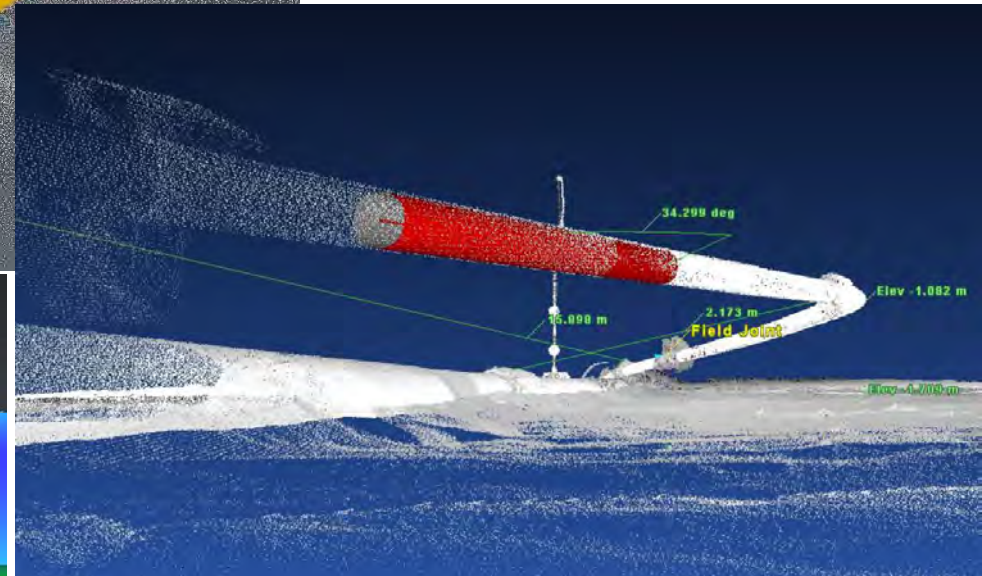
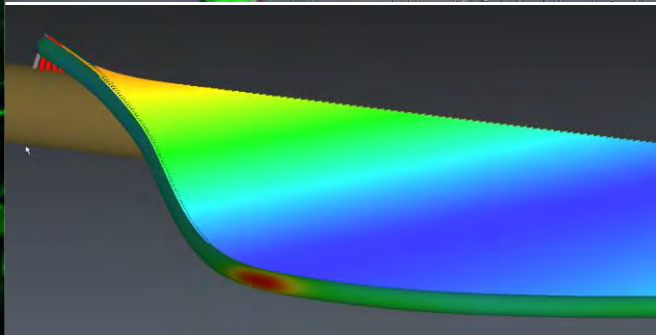
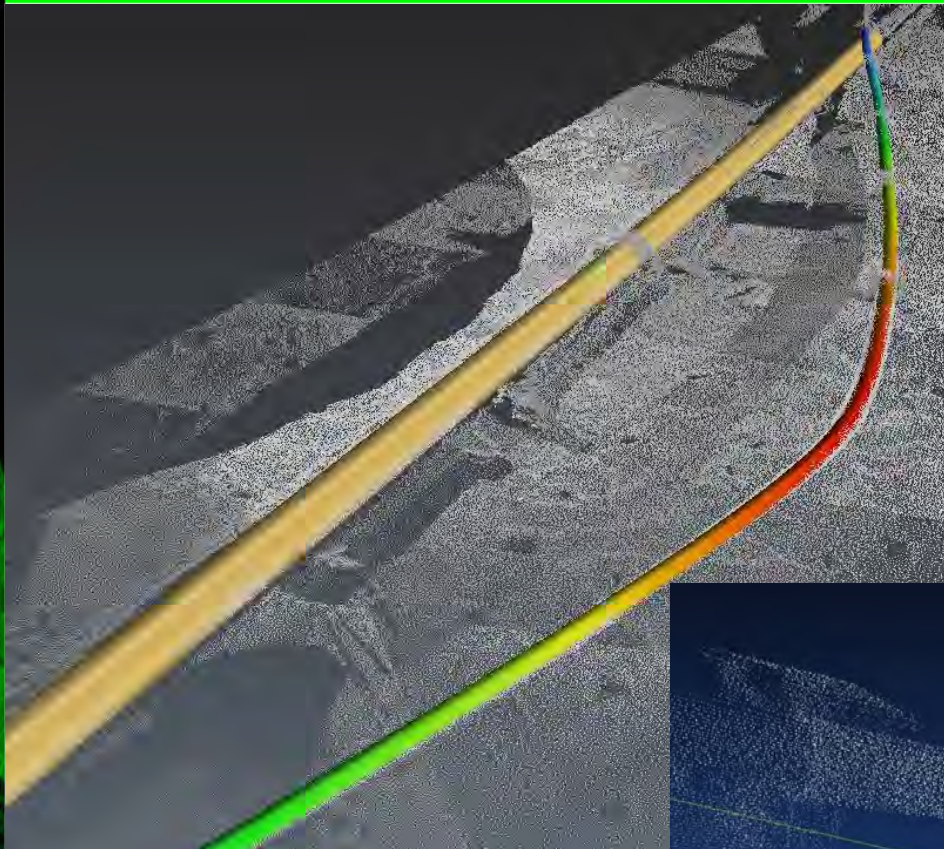




# PIPELINE CURVATURE ANALYSIS



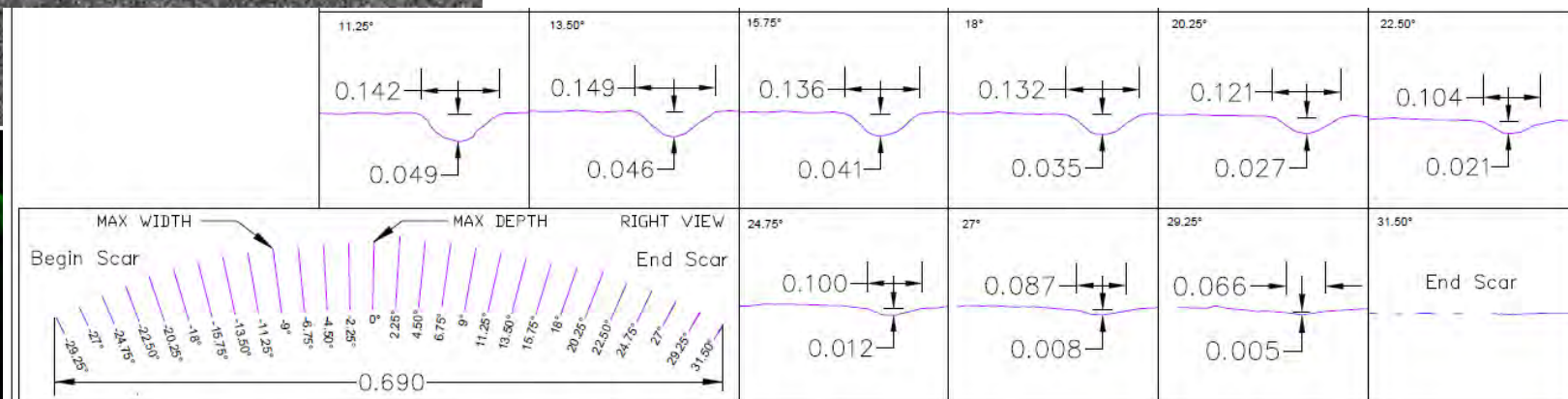
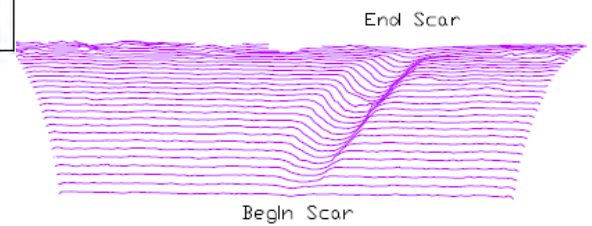
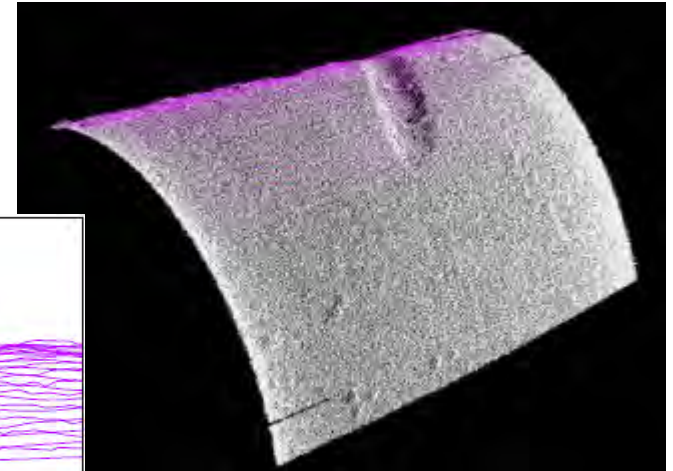
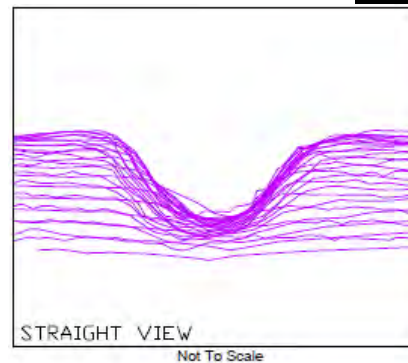
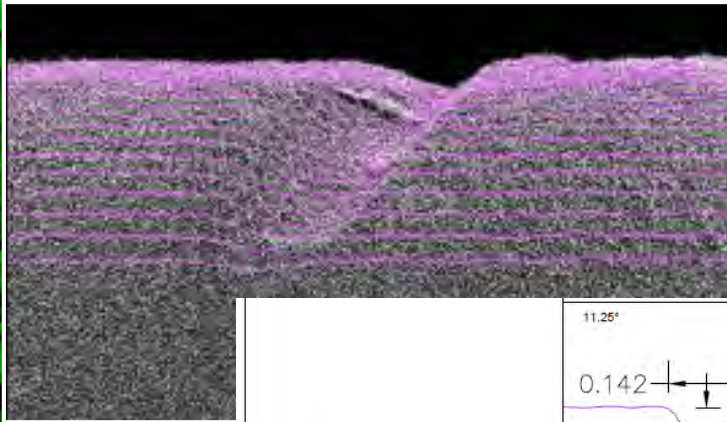
- Cloud extruded to 3D Mesh
- Curvature
- Lateral Distance
- Quantification of distances, angles and heights is straightforward.







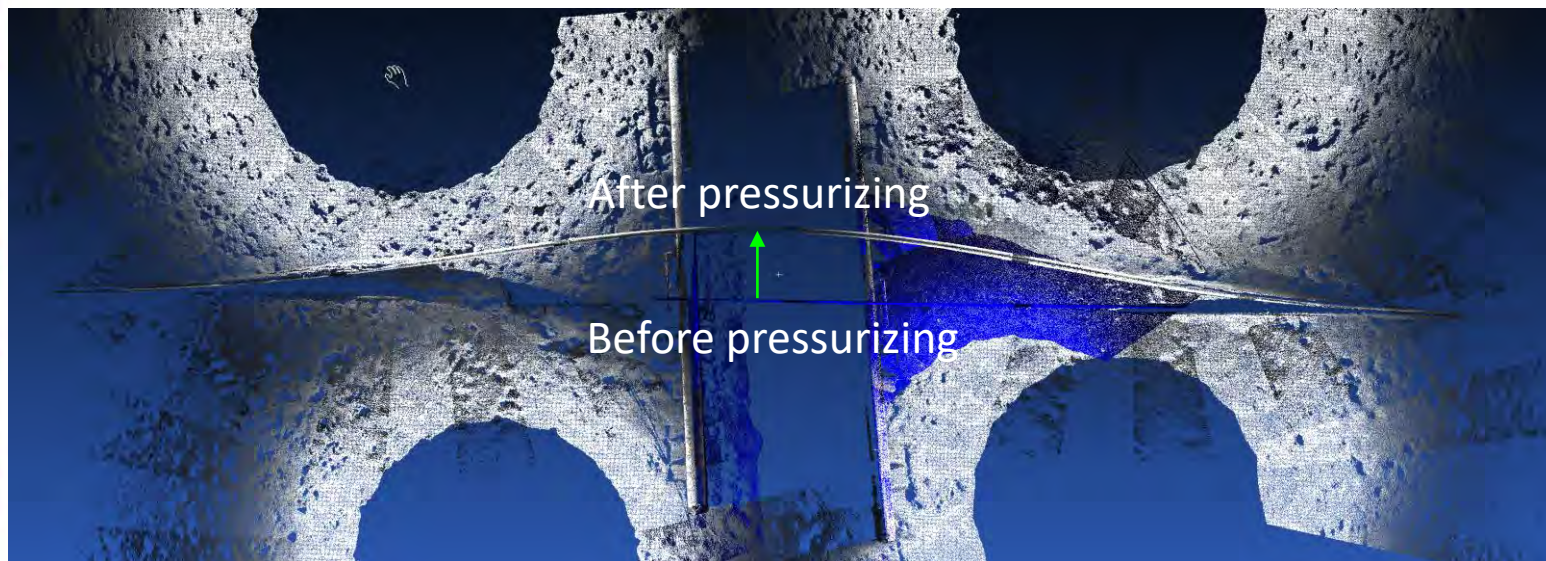
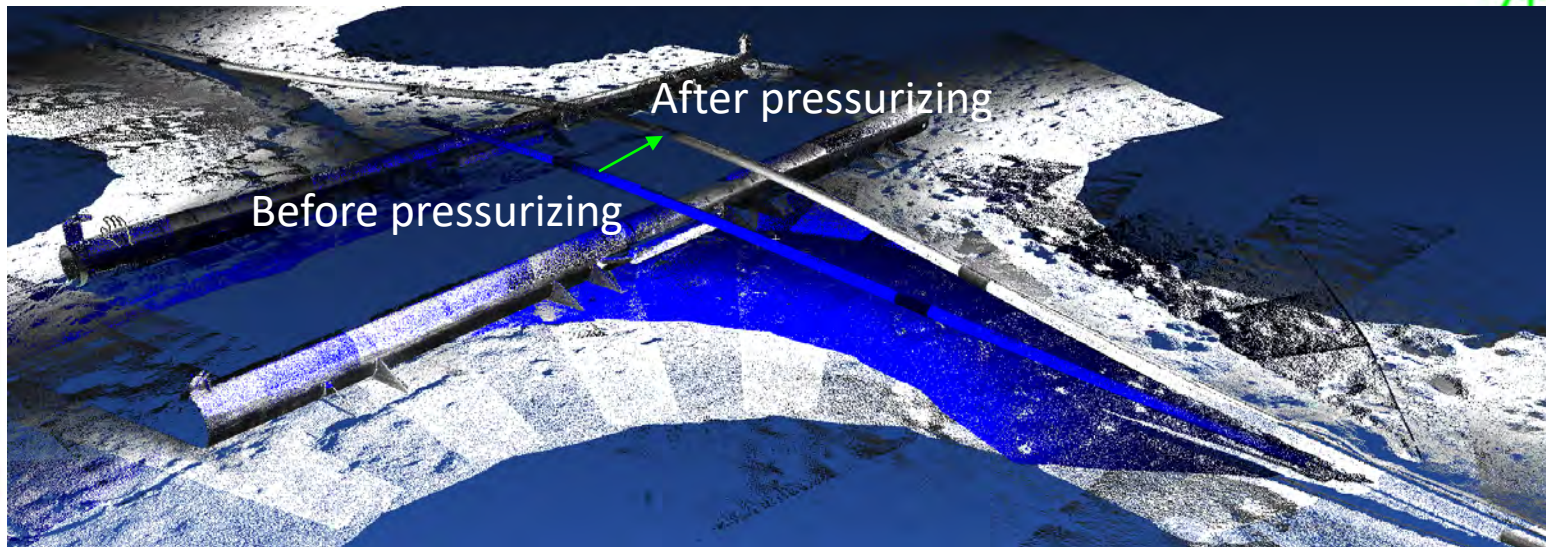
# PIPELINE DAMAGE ASSESSMENT







# PIPELINE MOVEMENT – HOT VS. COLD



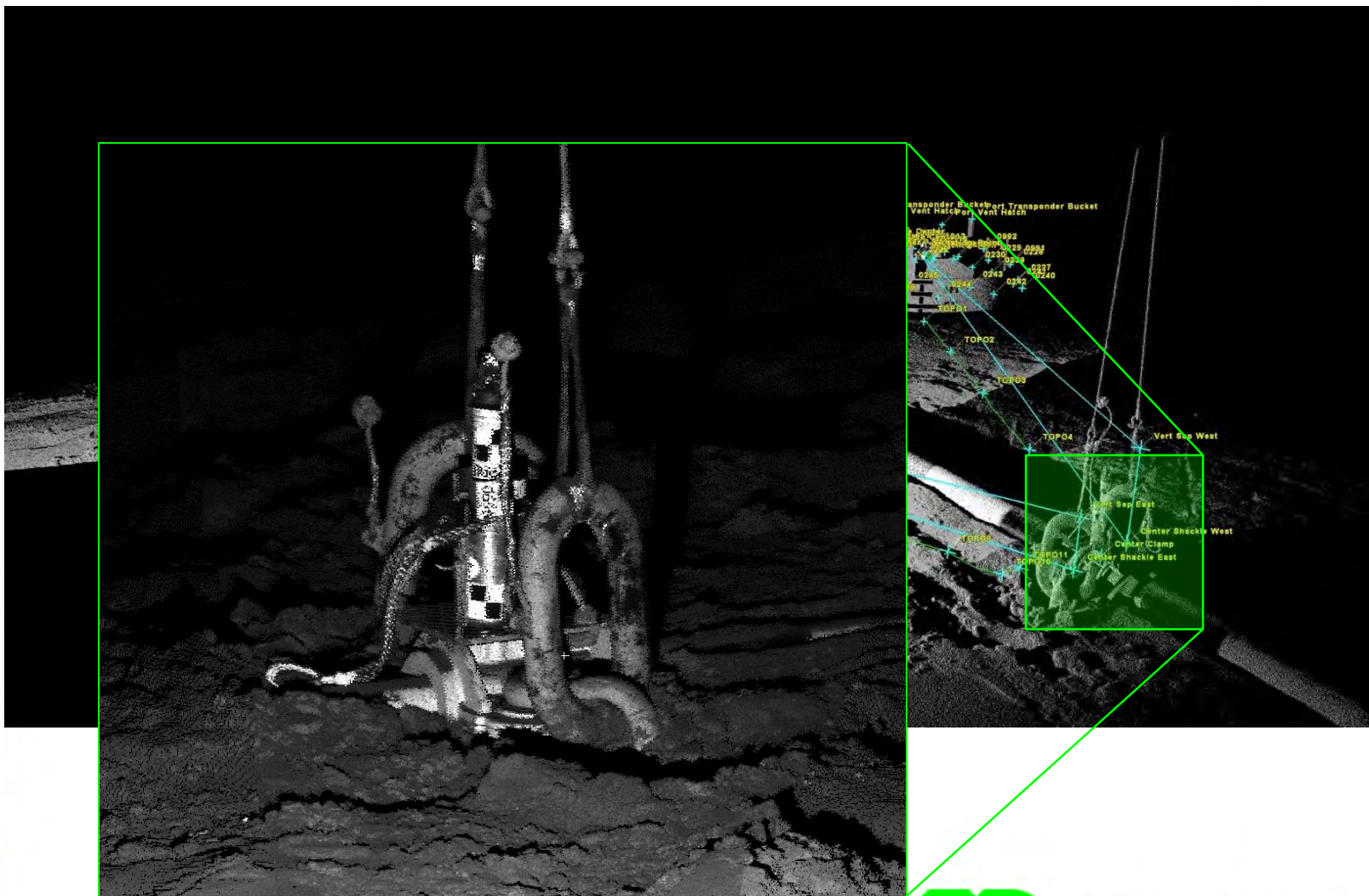




# SLIP JOINT MONITORING



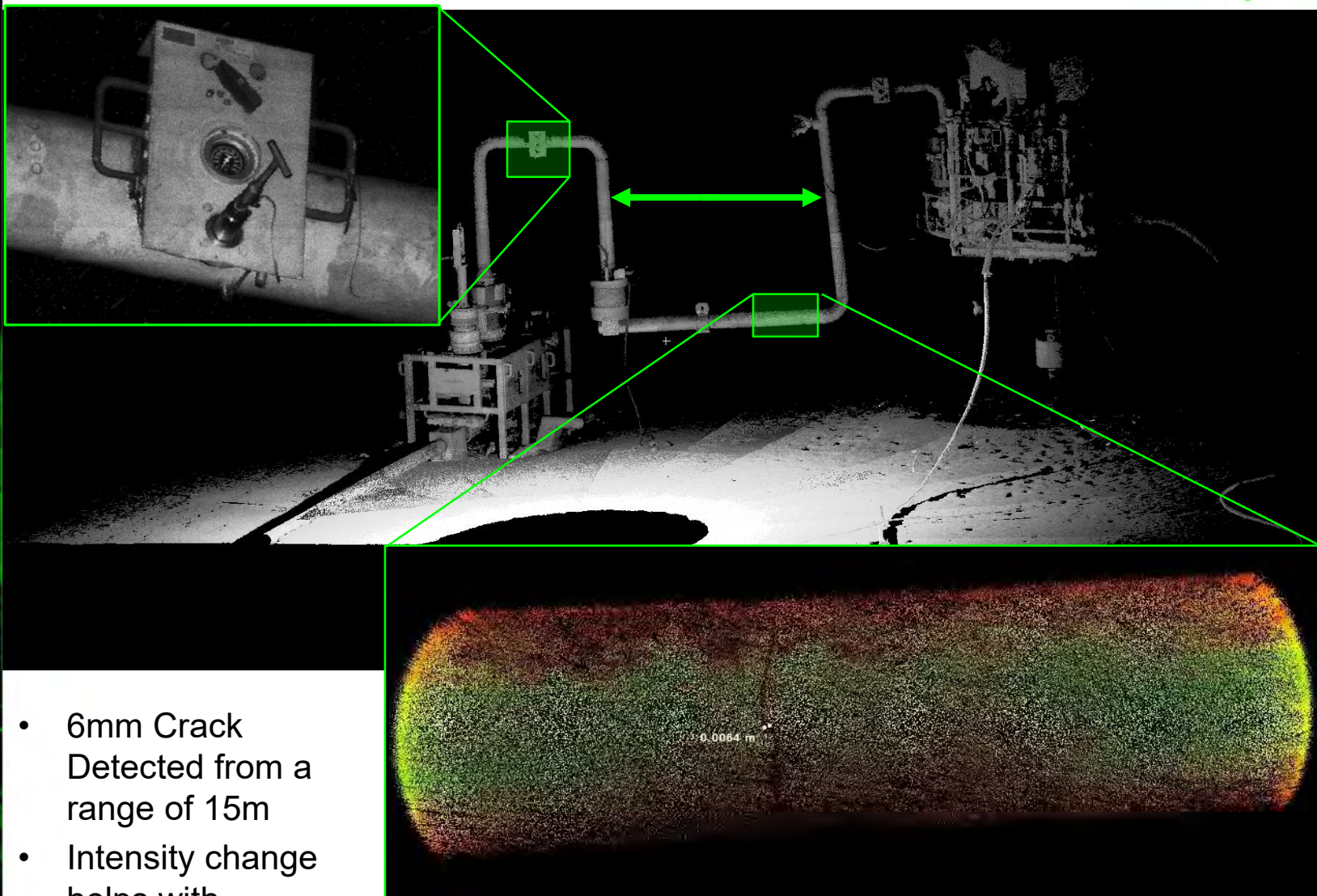
- Sediment disturbance measured to increase awareness for engineering prognosis







# JUMPER / SPOOL / PIPELINE INSPECTION



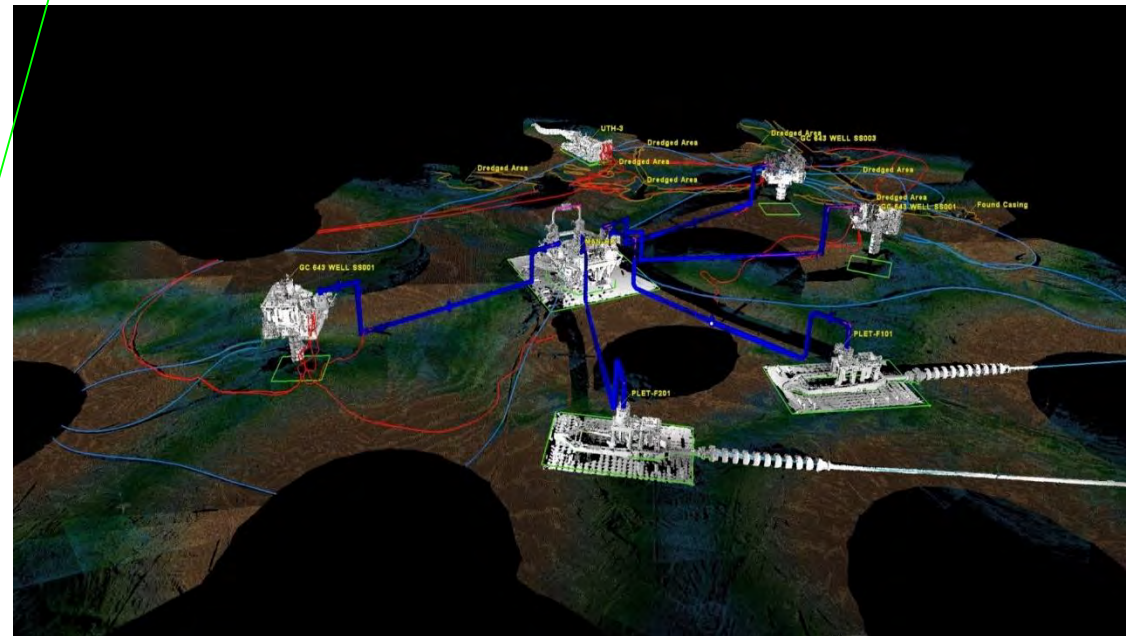
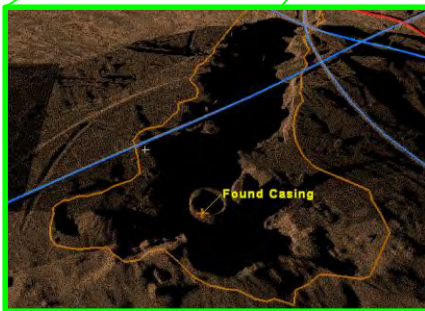
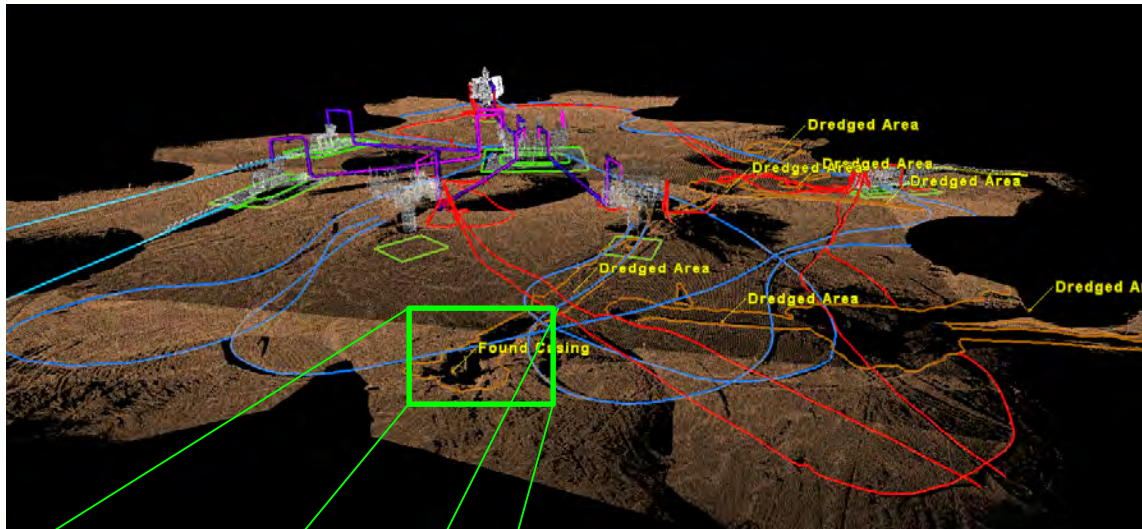
- 6mm Crack Detected from a range of 15m
- Intensity change helps with visualisation







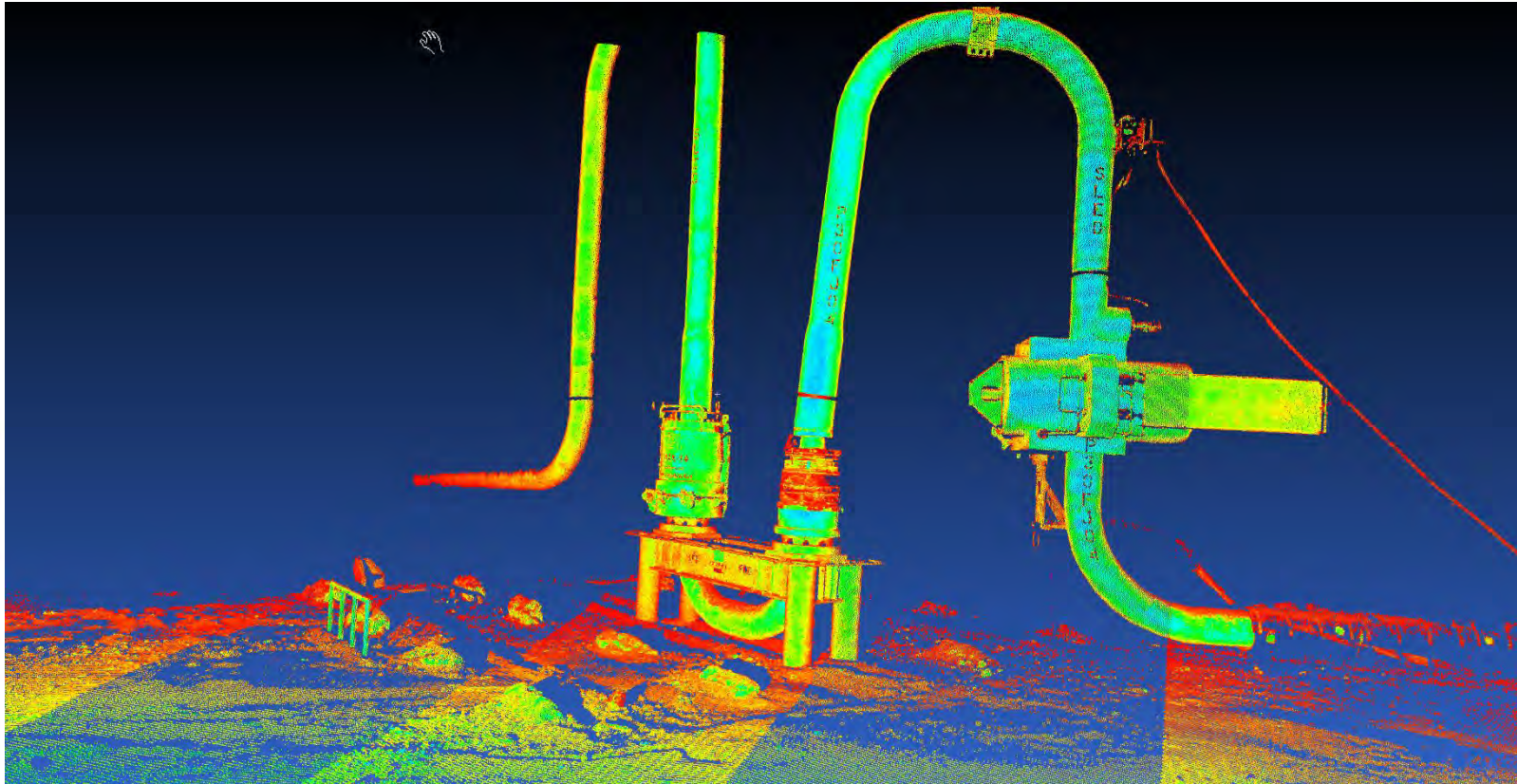
# DRILL CENTER - FIELD SCAN







# MORE THAN A MEASUREMENT



- Visual evidence of existing conditions to back-up numerical findings
- Actionable corrective planning without the need for additional trips
- Archivable data for comparison measurements







# SUBSIDENCE





# PRO-ACTIVE VERSUS RE-ACTIVE



Typical jumper connection



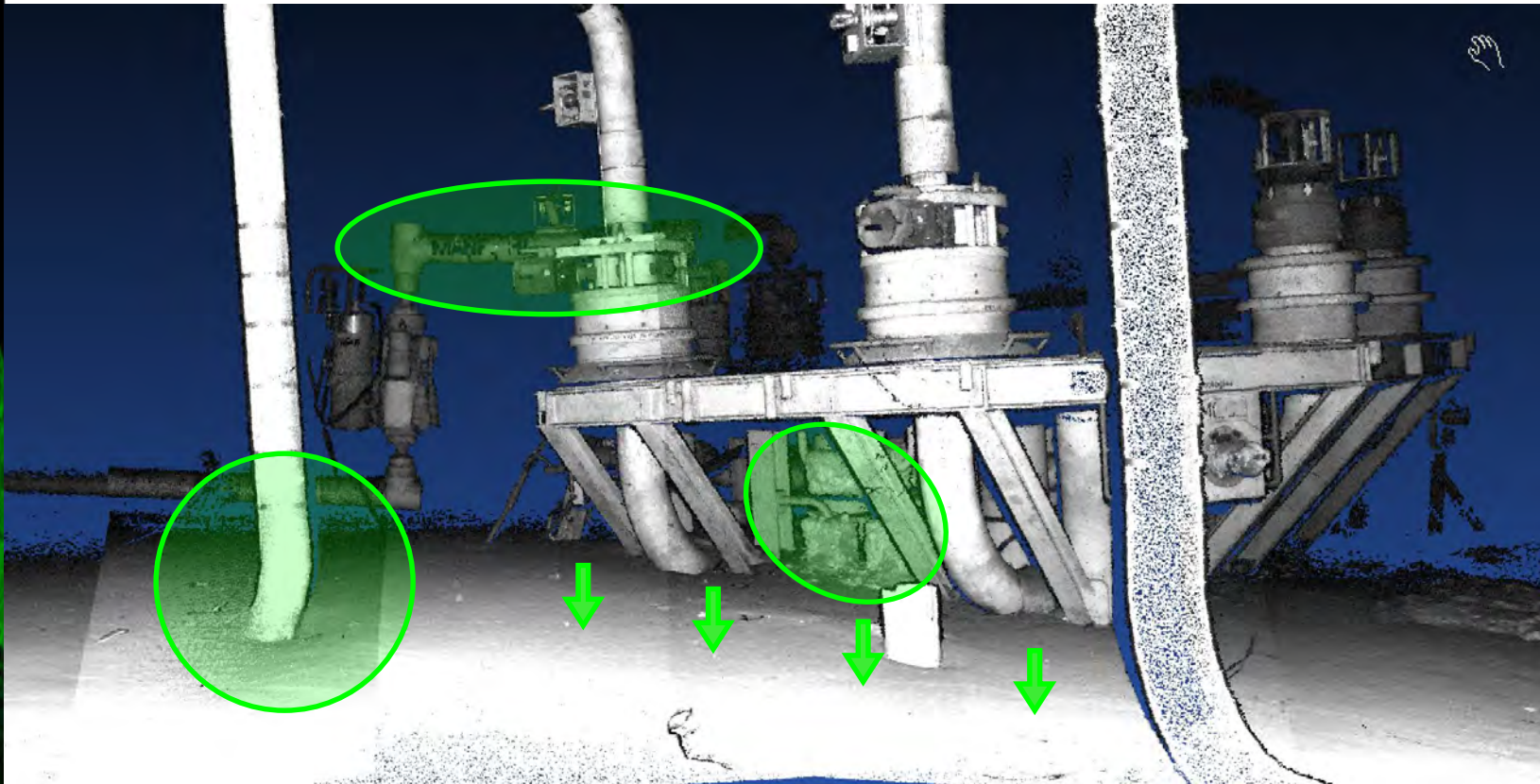
Non-typical Jumper connection with possible future issues







# LIFE OF FIELD



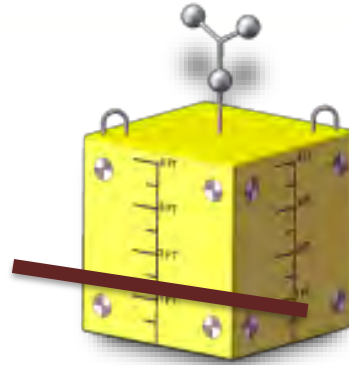
- Can you find any issues with this manifold?



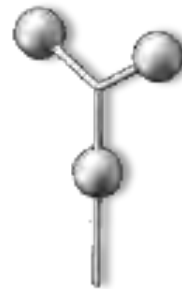




# SUBSIDENCE – STRUCTURE MOVEMENT



- Seafloor Mounted reference targets – designed to suit soil conditions and local currents

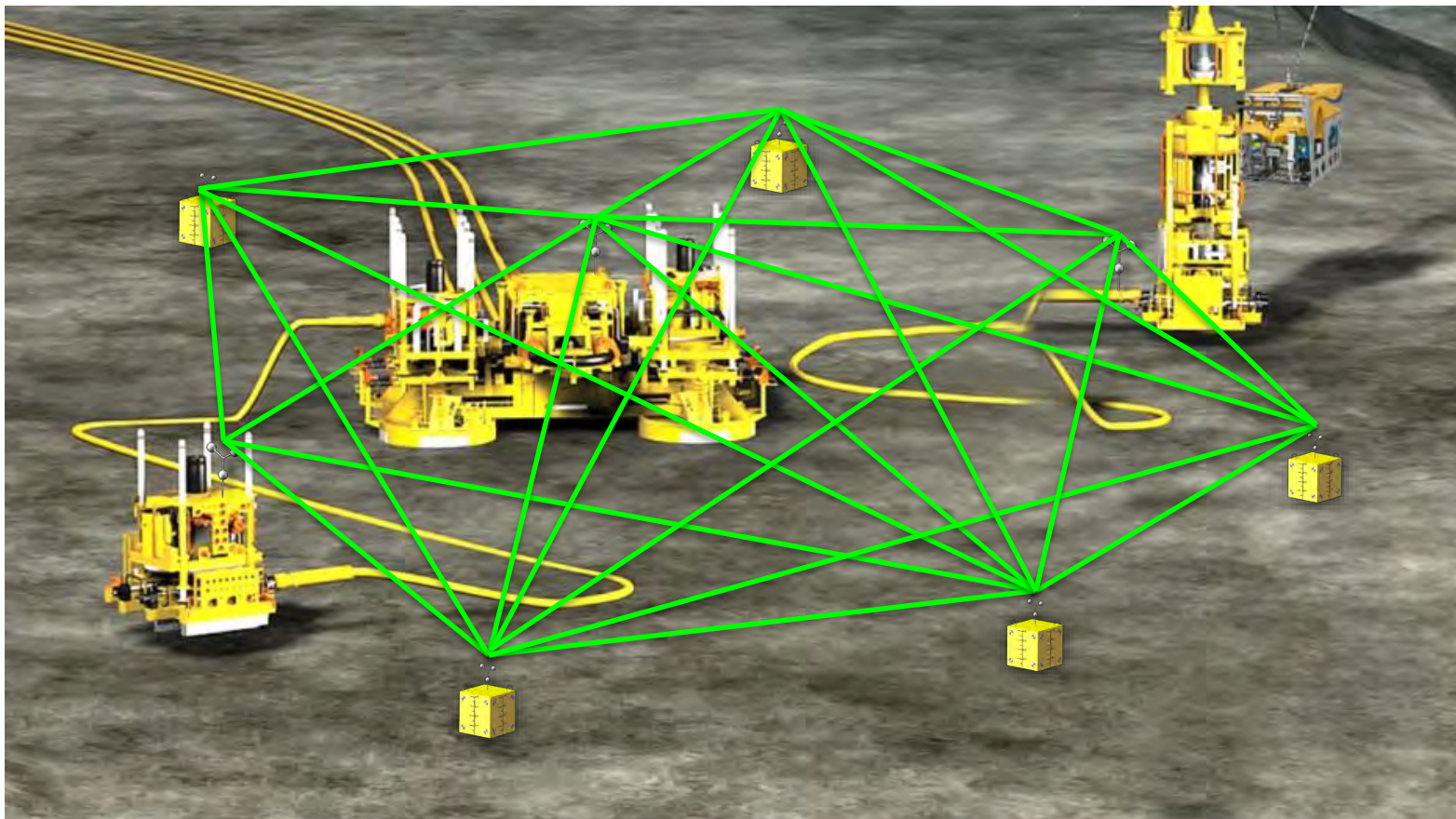


- Structure mounted spheres to aid in pitch / roll and heading references





# CHECK FOR CHANGE X, Y, Z MEASUREMENTS







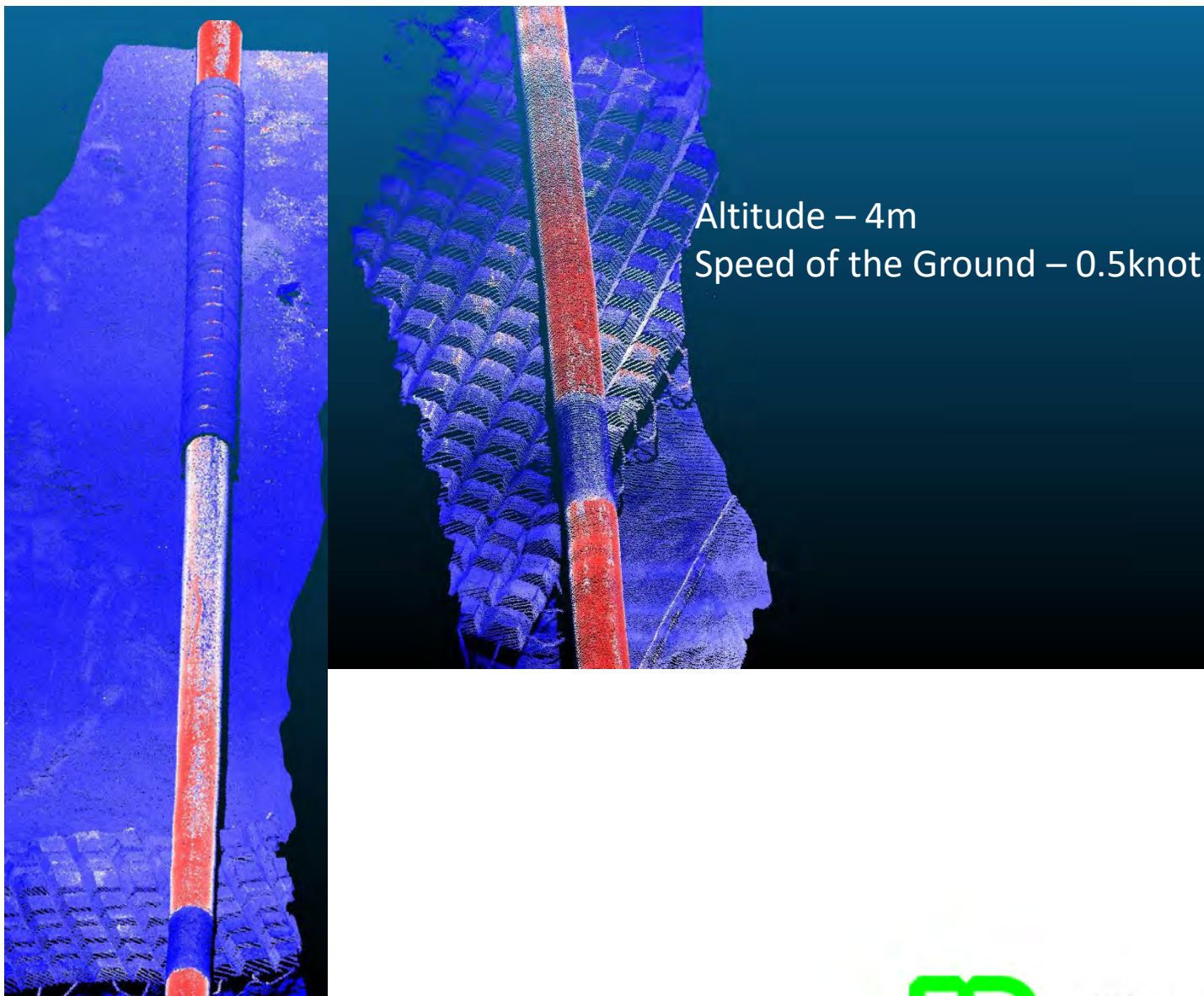
# LIGHT IN MOTION (DYNAMIC LIDAR)







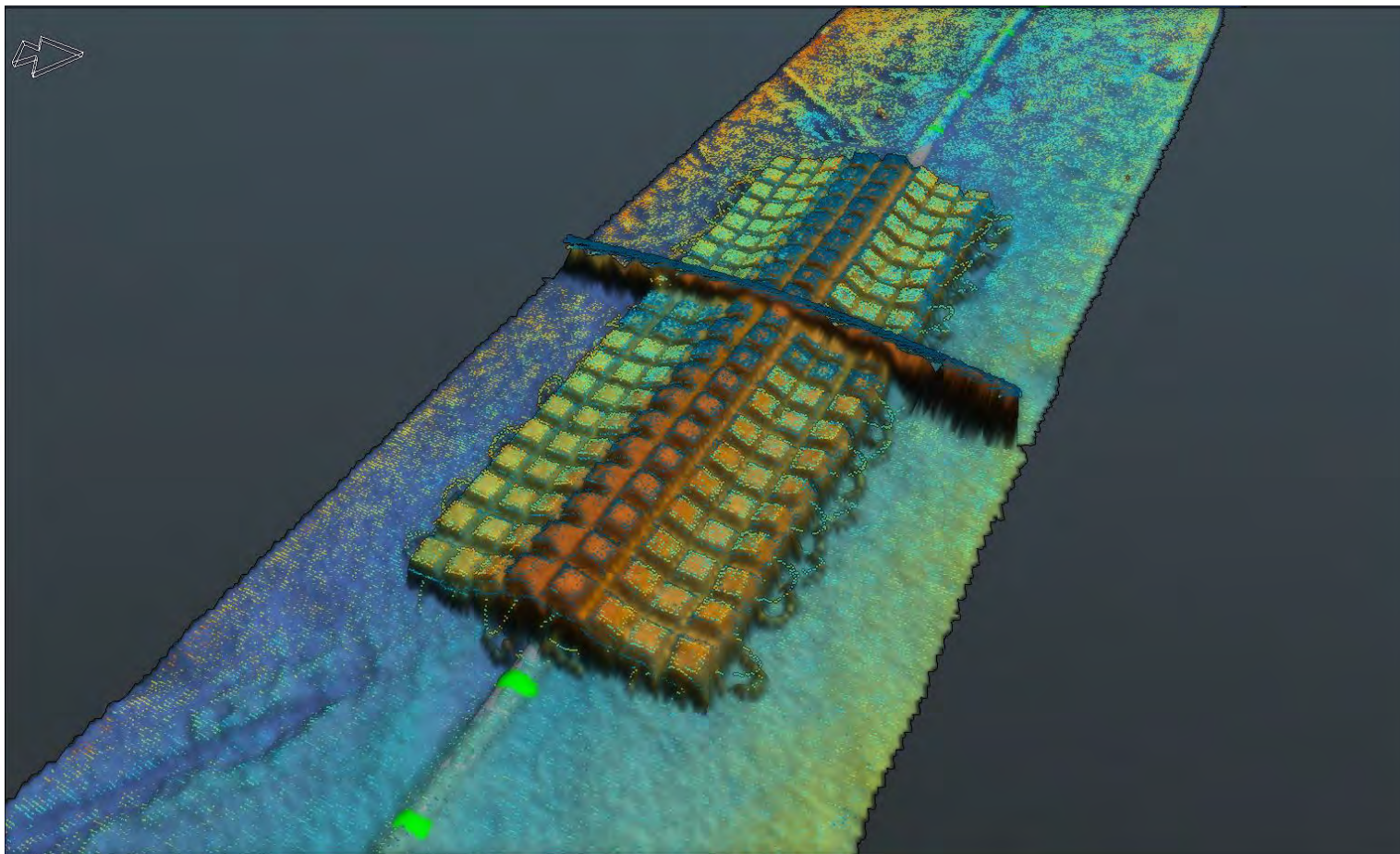
# PIPELINE SURVEY USING MOTION BASED COMPENSATION







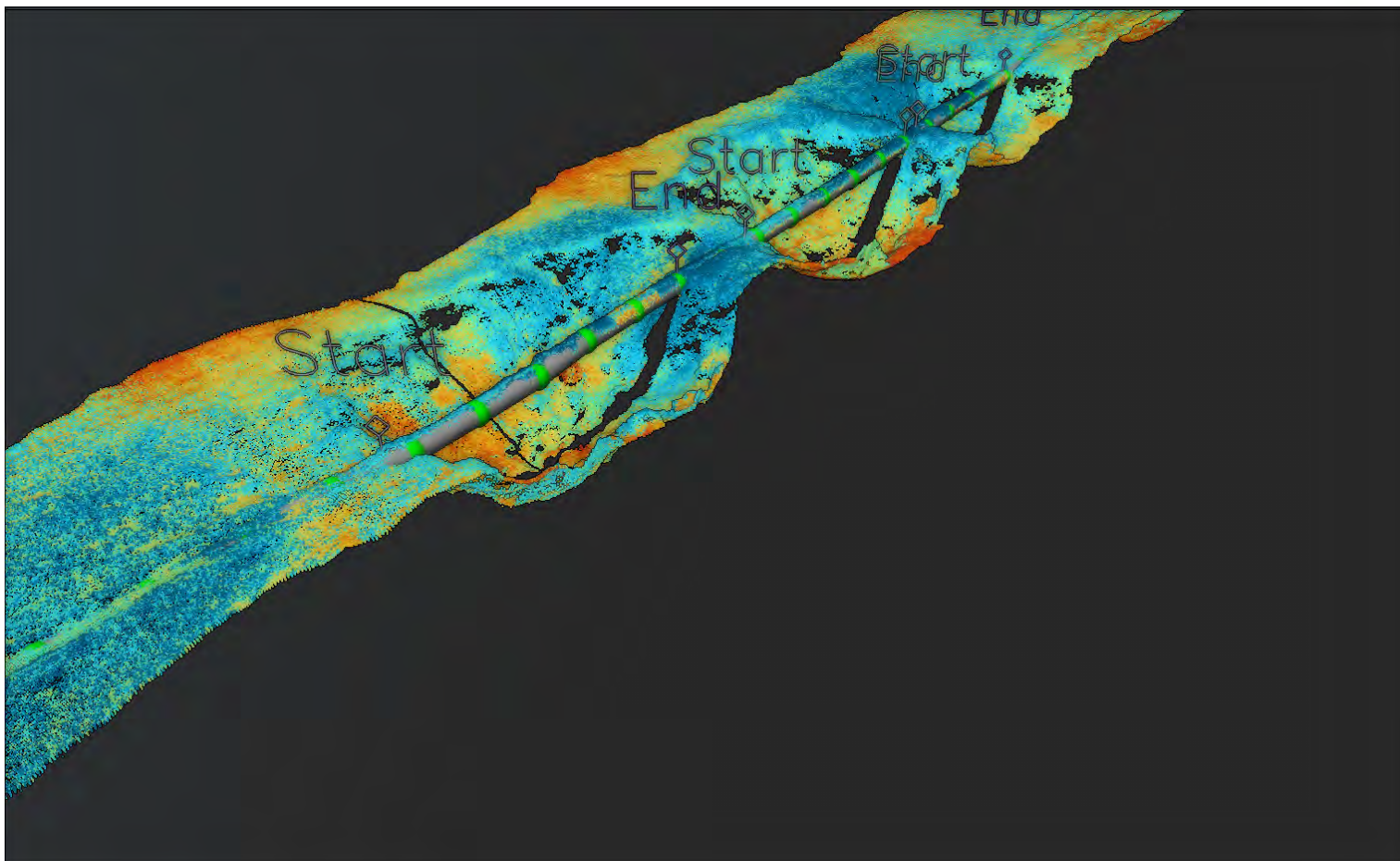
# CONCRETE MATTRESS & CROSSING







# 10" RISER TOUCHDOWN AND FREE SPAN DETAILS







# DRILLING





# NON TOUCH - DRILLING APPLICATIONS



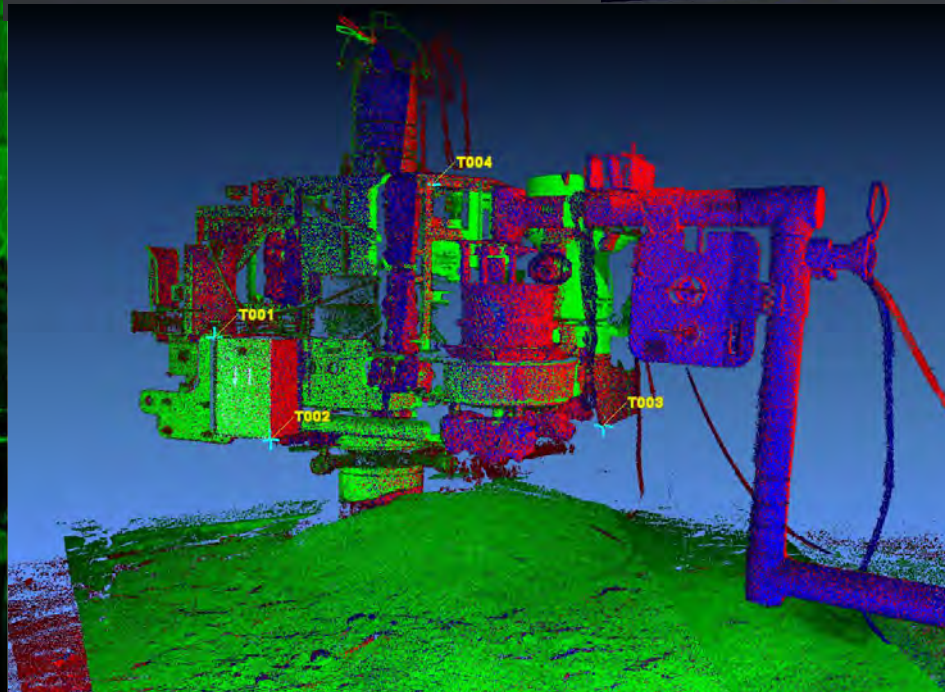
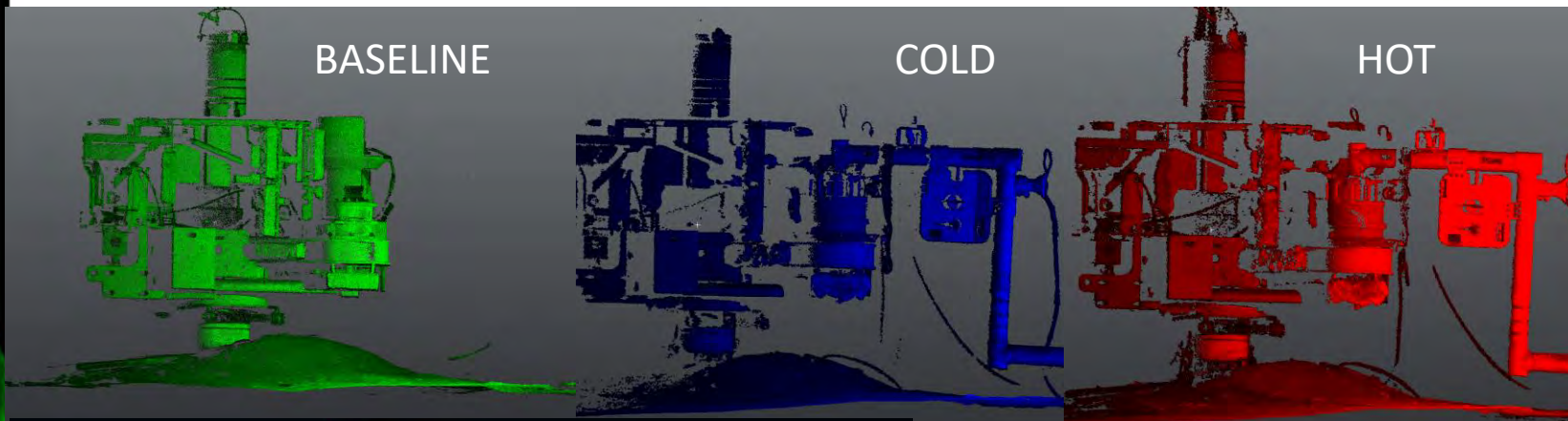
- Vortex induced Vibration monitoring – movement measurements of the Subsea tree
- Subsea pump Vibration measurements from one or more static or moving Laser transmitter and receiver.
- **Hydrocarbons, drilling fluids and other fluids such as glycol and hydraulic fluids used to operate and test subsea infrastructure for leaks.**
- Gas kick detection and vibration during drilling and production.
- Water Hammer kick detection during drilling and production.
- Top hat structure rotational alignment monitoring.
- Seabed volume measurement for Drill cuttings and or subsidence.
- Reservoir over pressure from well injection and stimulation the seafloor for cracks / deformation as well as seepage from methane gas bubbles and other hydrocarbon.
- Single or multiple scanners to be time sync'd or independent measurement devices







# THERMAL TREE GROWTH



3D at Depth Confidential and Proprietary Information

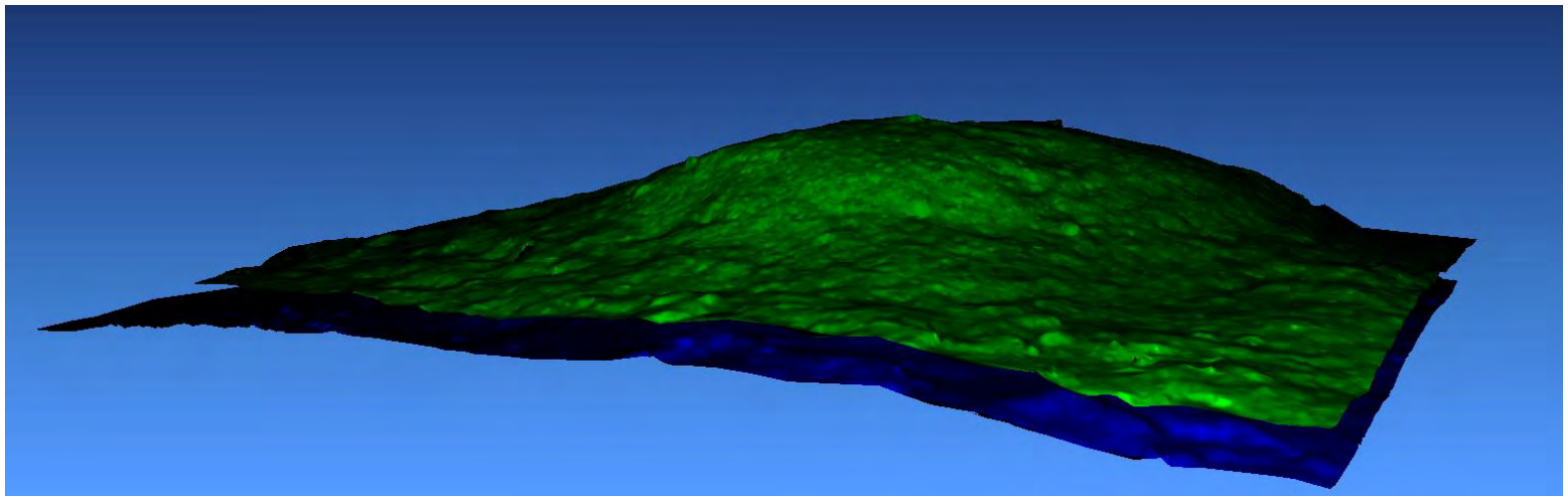
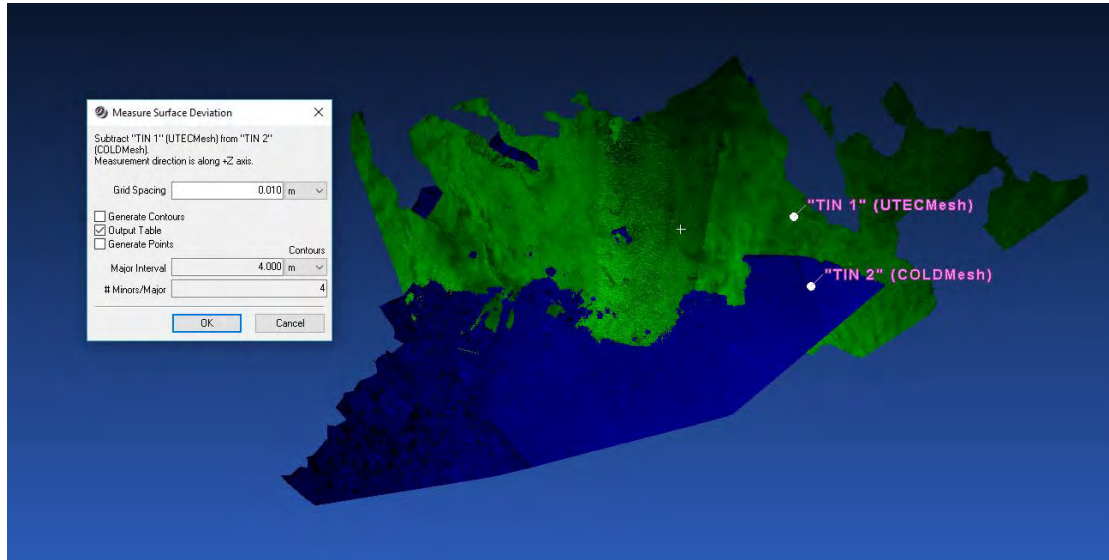


3D at Depth





# VOLUMETRIC TREE CUTTING CALCULATIONS







# **VIBRATION – DURING DRILLING OR WORKOVER ACTIVITIES**







# COMMON APPLICATIONS



- Drilling and well intervention work over operations
- Subsea pumping & production systems
- Subsea pipeline
- Well injection / P&A
- Production start up

## Rapid Deployment

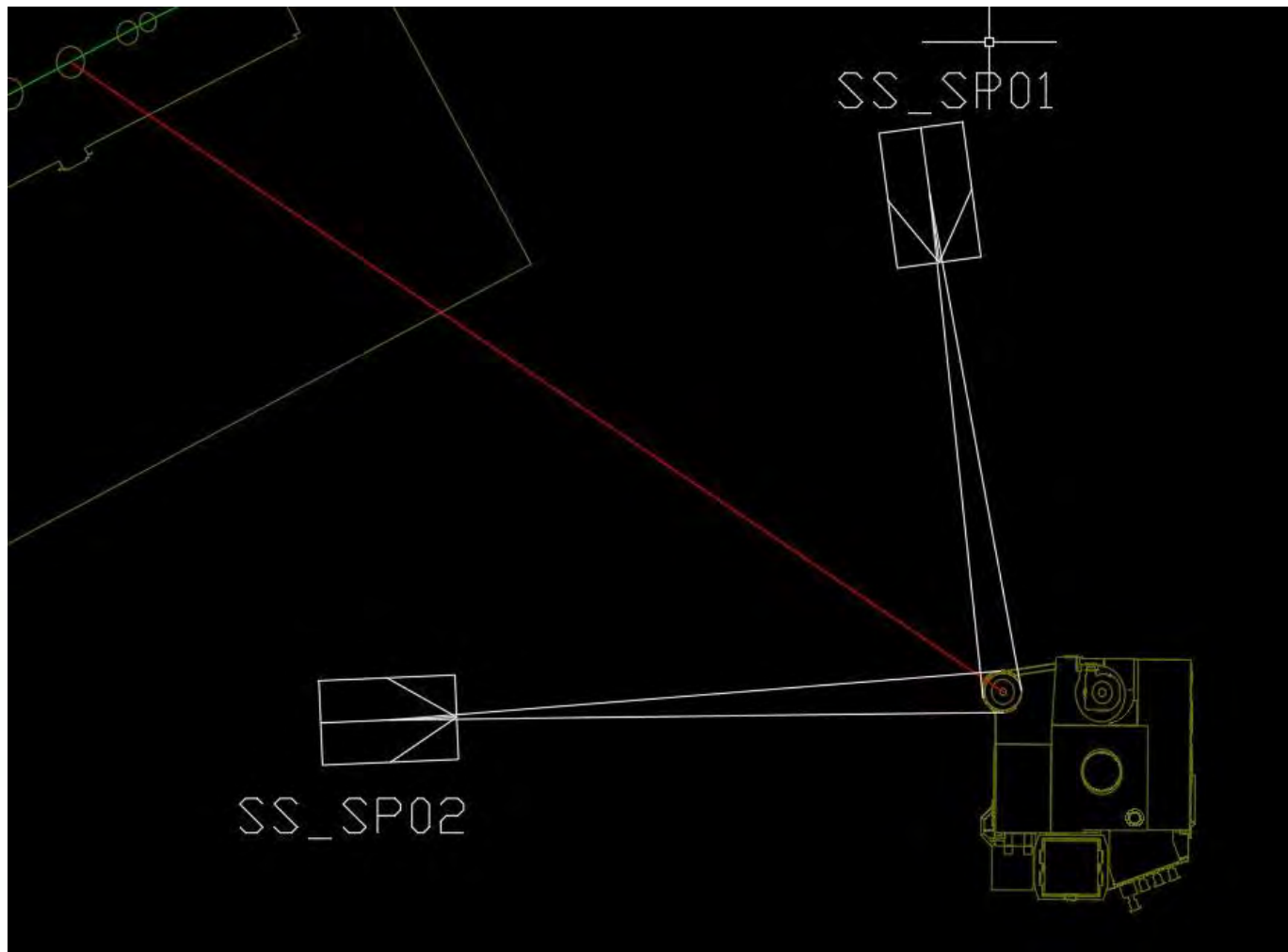
- ROV Deployable from drill support or other inspection host vehicles
- Remote sensing







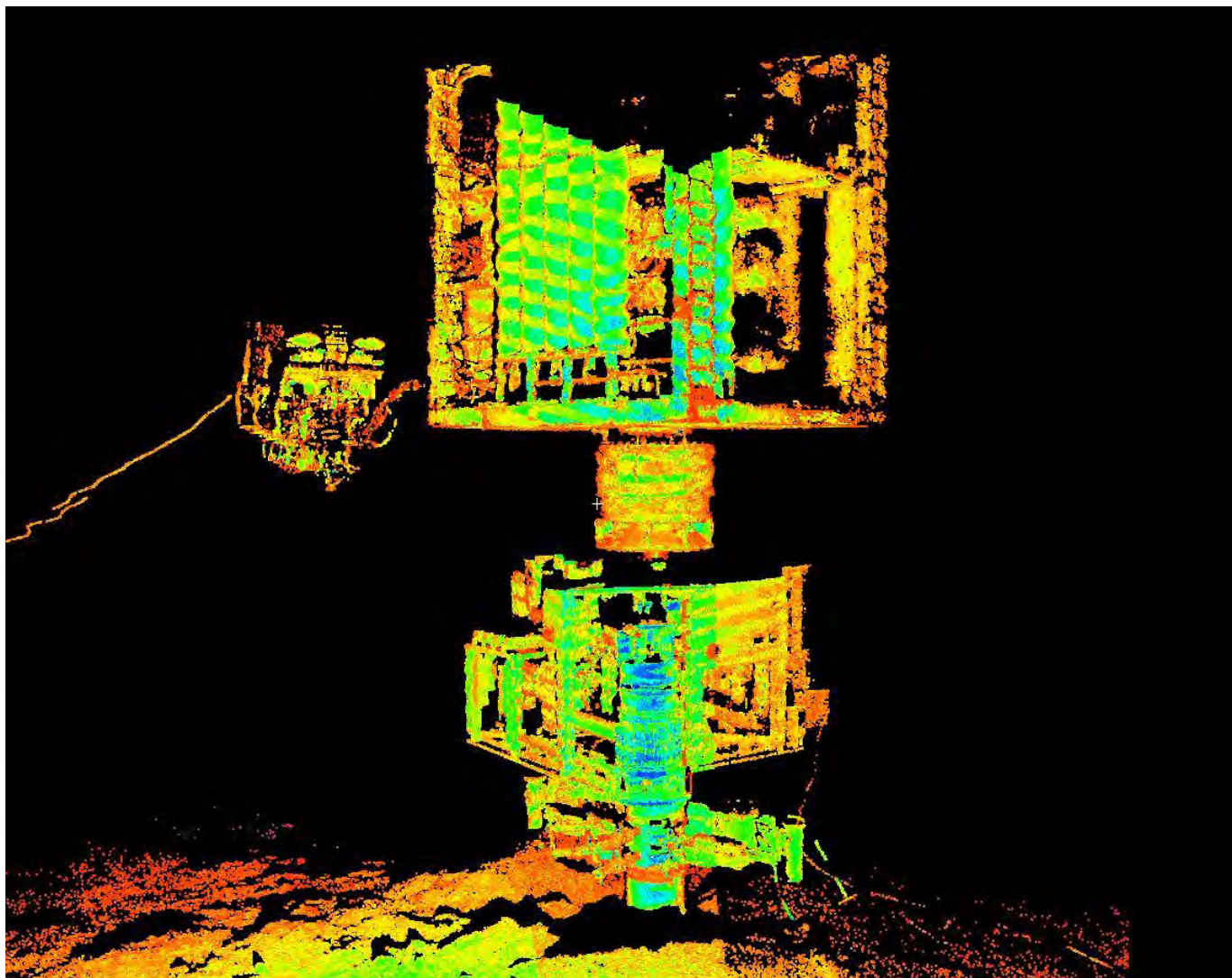
# SCANNING – WE NEED TO BE PERPENDICULAR







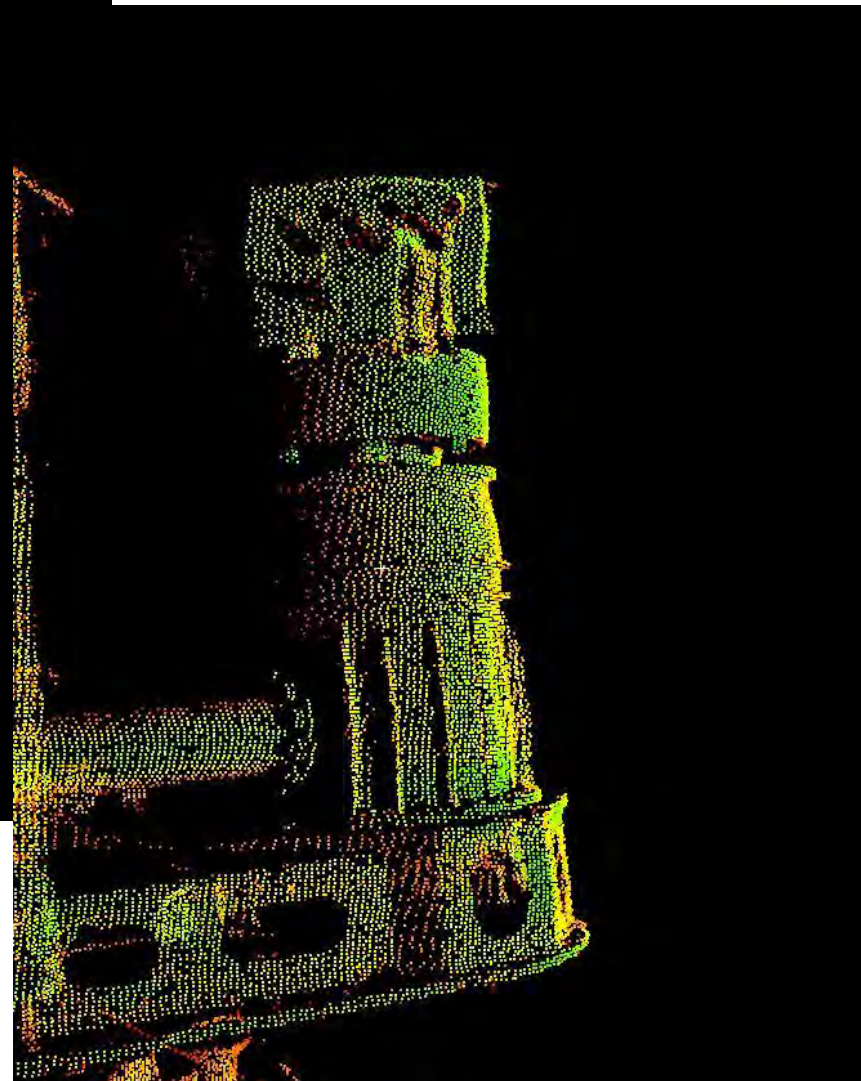
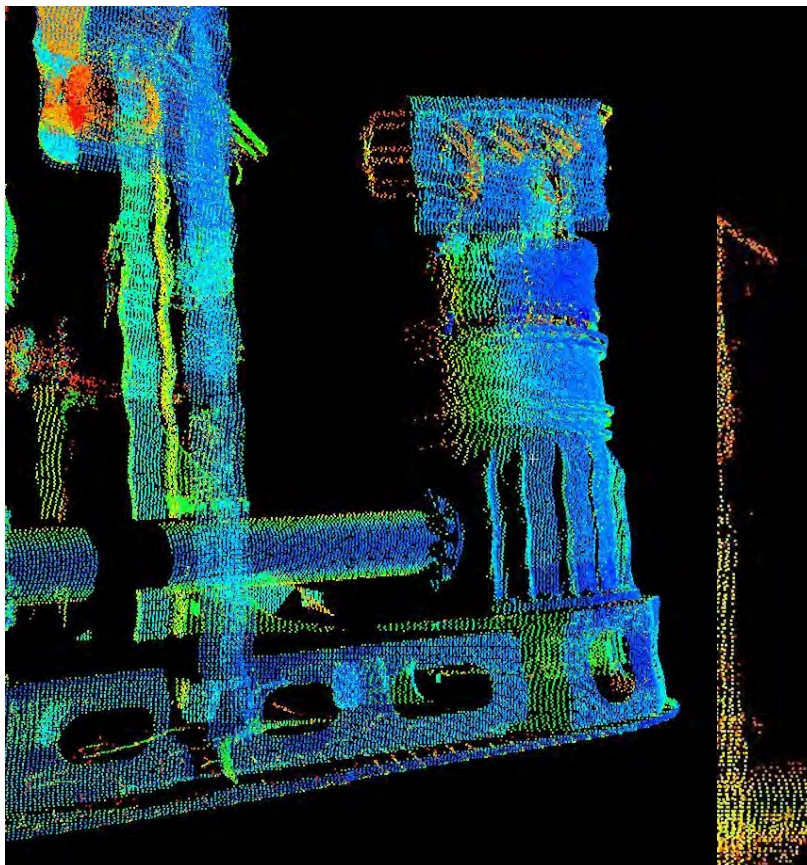
# WAVY / BANDING







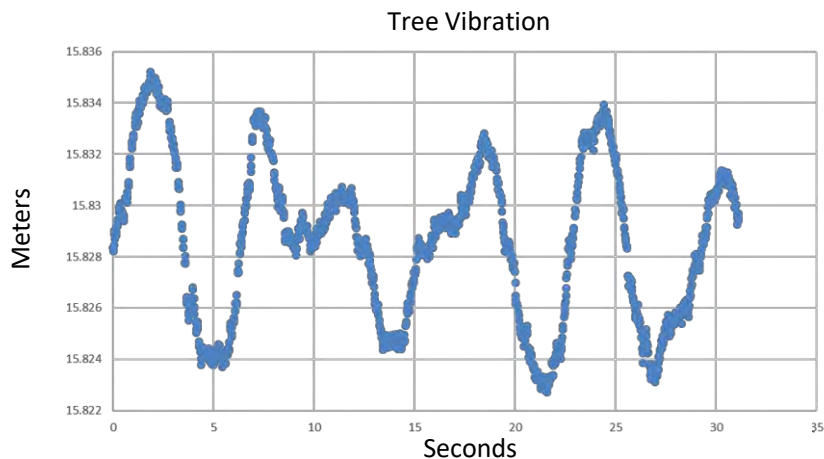
# WAVY DATA



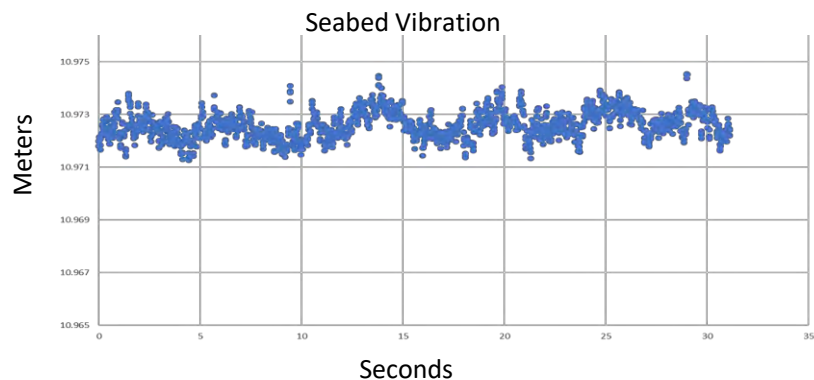




# GOM TREE VIBRATION THIS WEEK



~ 11mm of movement  
from tree

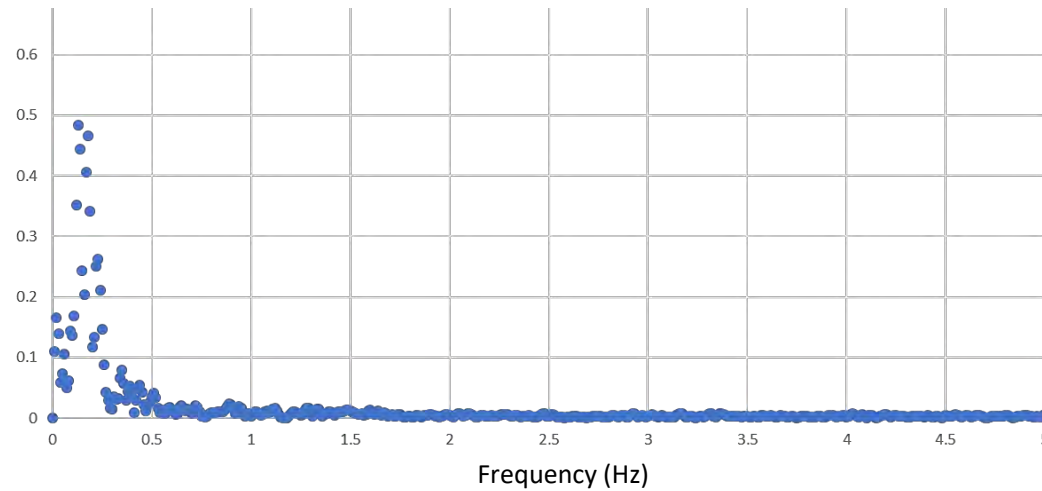


~ 2mm of movement  
when looking at seabed  
(ROV or other movement)





# GOM TREE VIBRATION THIS WEEK



~ 0.14Hz frequency of movement





The image features a dark background with a green particle stream or data flow moving from the bottom left towards the top right. A solid green horizontal line spans the width of the image, with a bright green starburst or sunburst graphic at its right end.

# A DIGITAL TWIN





# DATA VISUALIZATION - IMMERSED



3D at Depth Confidential and Proprietary Information

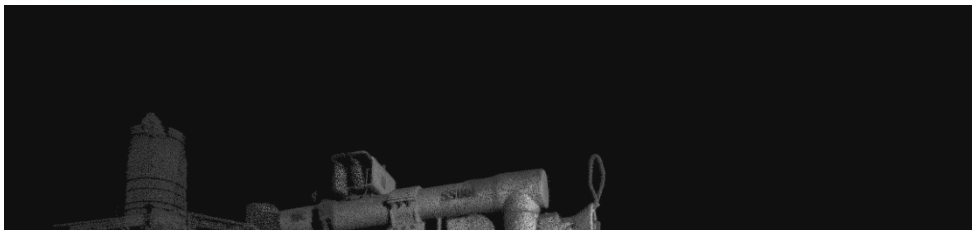


3D at Depth

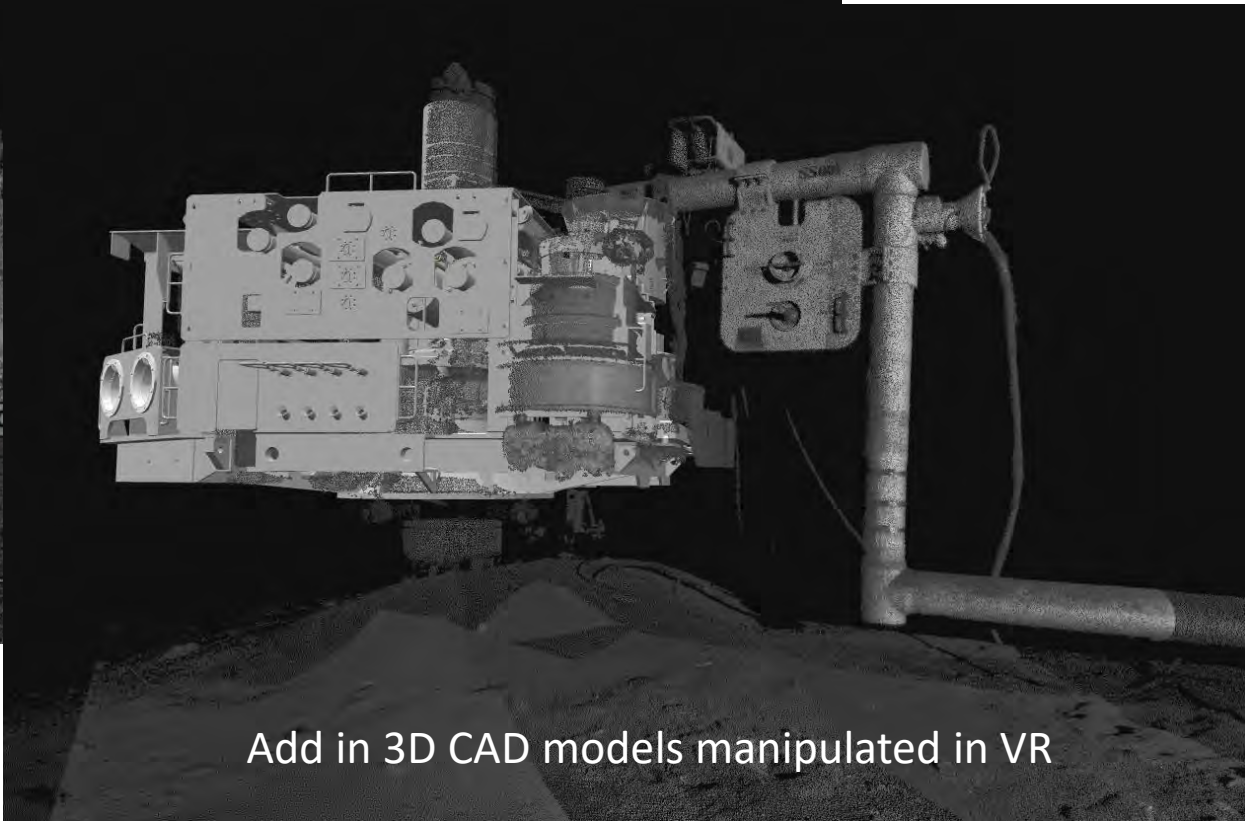
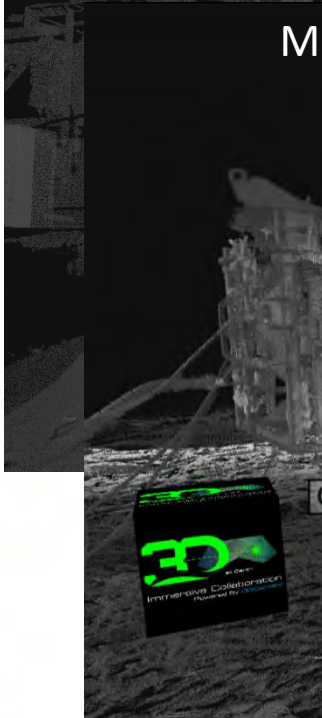




# VISUALIZE MEASURE AND SIMULATE



Measure from any two points and annotate



Add in 3D CAD models manipulated in VR



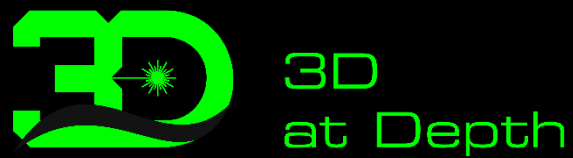




# FAST MOVING DATA







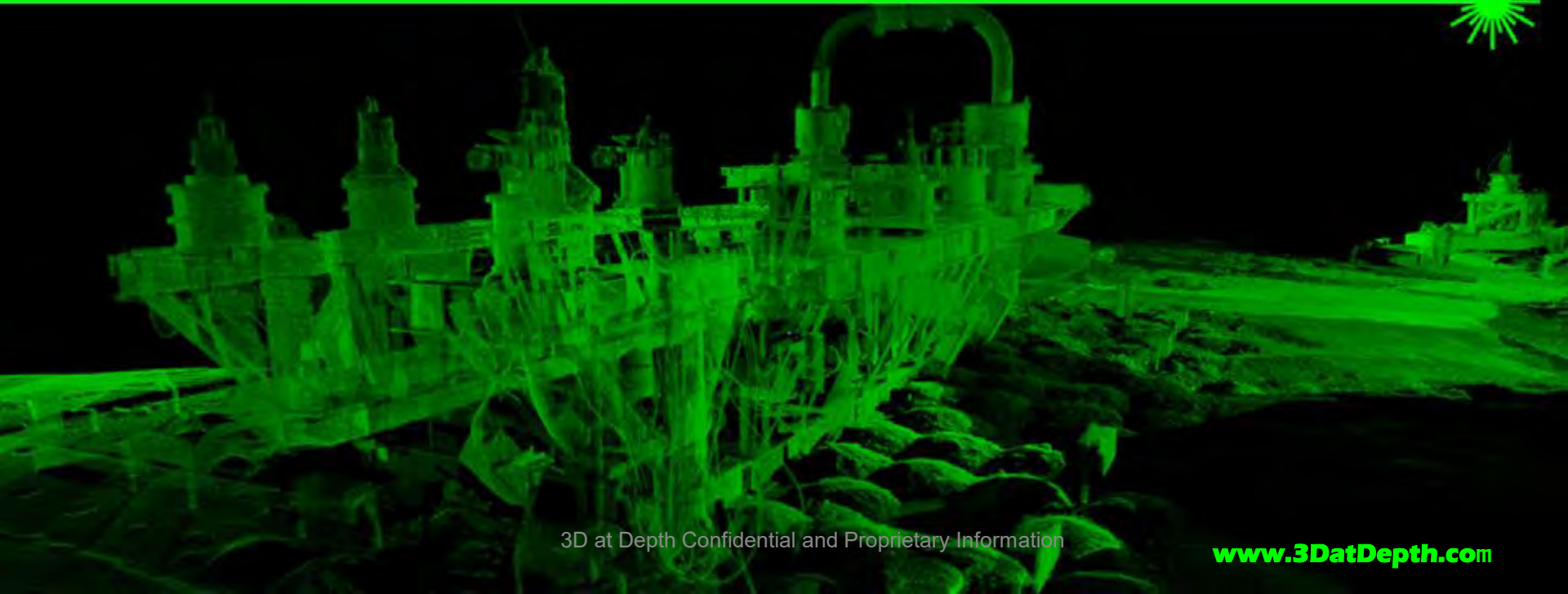




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