

Ocean for Studio 2014

Create advantage by extending the reach of the Studio environment

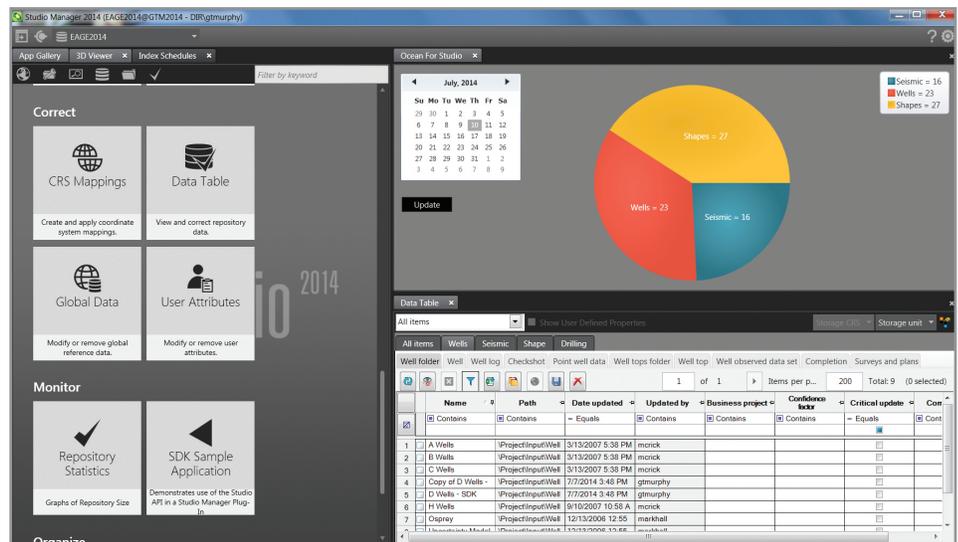
BENEFITS AND FEATURES

- Create custom plug-ins for the Studio Manager function
- Access and extend the Studio environment
- Enable standalone applications to access Studio environment data with the Runtime function
- Share your creations with the world via the Ocean Store
- Solve your challenges with ready-made solutions in the Ocean Store
- Index new data sources and load indexed data immediately into the Studio environment
- Manage new index creation with the Studio Manager index scheduler
- Integrate new data management and data quality applications directly into the Studio environment workflows
- Benefit from easy-to-use application programming interfaces (APIs) to accelerate your development process
- Leverage community knowledge around best practices
- Innovate faster by taking advantage of the Ocean framework utility libraries

New in the 2014 release of Studio* E&P knowledge environment, is the latest addition to the Ocean* software development framework—Ocean for Studio. The Ocean framework is an open system that enables software developers to create and deploy plug-ins which extend the Schlumberger software platform.

With Ocean for Studio, the Studio environment is opened up to new possibilities that fully leverage the value of your data. Custom plug-ins for the Studio manager function automatically integrate with existing end-user workflows, while providing enhanced insight into your organization’s knowledge assets and the power to manage those assets using tools appropriate to your business. In addition to core data access, Ocean for Studio enables the creation of new discovery and load workflows using programmatic access to Studio Find on top of Studio Function.

As the Studio environment becomes the hub of your E&P knowledge network, Ocean for Studio helps accelerate your ability to find, manage, and share the information the Studio environment has pooled together. Ocean for Studio frees you to adapt to new challenges and solve them by taking advantage of the Ocean framework ecosystem and the power to dynamically extend the Studio knowledge environment.



Ocean for Studio plug-in



Ocean for Studio 2014

Ocean for Studio components

Studio E&P knowledge environment framework

Analogous to Ocean for the Petrel* E&P software platform data access layers, the Studio environment framework provides a growing breadth of data-type coverage for access to the Studio environment database. Whether you are using the Studio environment with Oracle or SQL Server database software, the Studio environment framework provides transparent programmatic access to the data structures you need in order to read, insert, update, and delete E&P information in the database.

The Studio environment framework is based on Ocean for Petrel data APIs where large blocks of code can be ported and recompiled without changes.

The Studio framework supports four high-level domains: wells, seismic, drilling, and shapes. Under each high-level classification is a growing list of supported data types documented in the Studio framework API guide provided with Ocean for Studio.

Studio Find API

Locating and organizing data outside of the Studio environment for reference by data administrators and end-users is a core strength. The Studio Find API allows you to extend the types of data that can be indexed by the Studio environment and to make those newly created indices part of scheduled updates run by the Studio environment's manager indexing service.

Here are some of the tasks a developer can implement using the Studio environment Find API:

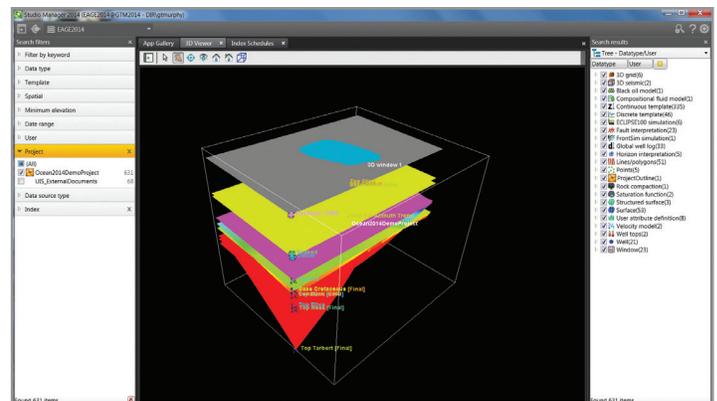
- Indexing arbitrary data sources by providing the inputs to the Studio Find function
- Adding searchable custom attributes to the Studio Find index
- Displaying and filtering by data sources and attributes created with the Studio environment Find function
- Loading data via the load method in the Studio Find user interface
- Viewing spatially-enabled data sources in the Studio manager 2D and 3D canvases.

Studio Manager

With the tools provided by Ocean for Studio, it is easy to host a custom plug-in in the Studio Manager function. Documentation and sample code demonstrate the basic implementation needed to create a basic plug-in, and from there, customer workflows can be readily added. Style guidelines for the user interface are documented in the developer's guide. Studio Manager provides a modern ModelView ViewModel (MVVM) environment for rich user experiences that promote new levels of productivity.

Highlights of the Studio environment manager API:

- Ability to specify custom settings for each plug-in visible in the Studio Manager settings panel
- Custom icons for use in the Studio Manager plug-in facility
- Custom widgets for use in plug-ins
- Event handling at the plug-in level allows your plug-in to respond to Studio Manager events generated by the framework
- Reuse of the current Studio Manager connection for Studio framework calls, and the ability to open multiple repositories concurrently
- Freedom to use WPF or windows forms graphical elements in the plug-in canvases
- License framework for plug-ins to control access by license features



Studio Find indexing



software.slb.com/ocean

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