

# Depth Conversion Results

## Method Conclusions (Pradeep Jeganathan)

### Method 1

- Only one layer used
- South of Gurnard-1 depth errors are 'flat' and so depth conversion relatively stable
- North of Gurnard-1 depth conversion becomes unstable, with Bream-2 & -3 outliers

### Methods 3&4

- More smoothing of average velocity required
- Multi-vintage stacking velocity data creates "average velocity misties"
- Bullseyes at Bream-2 & -3
- Very similar results, although 4 slightly better resolution over ZaneGrey

### Method 5

- Only one layer used
- Channel footprint obscured Top Latrobe depth surface