Shaky grounds –

building a 3D model for the new Earthquake Hazard Map of Germany

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Overview

Earthquake risk in Germany

 \rightarrow Need for regulations for building structures

- Meeting of the standards commitee for building of the DIN
- Decision to review the maps (earthquake zones + subsurface classes)

Review of old risk map

- Zones enlarged due to new definitions
- Higher resolution needed

Task for BGR:

- New map for subsurface classes based on 3D model
- Data from the GSO, compilation by BGR





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Geologic subsurface classes

Geologic subsurface classes

R (,,Rock")

Areas <u>without or with only thin sediments (mostly Quarternary)</u>, followed by hard rock with s-wave-velocities higher than 800 m/s.

T ("shallow sediments or transition zone")

Areas with <u>up to 100 m sediments (mostly Quaternary</u>), followed by hard rock with s-wave-velocities higher than 800 m/s. or

areas with <u>up to 500 m thick Tertiary sedimens without Quaternary</u> <u>cover</u>. S-wave-velocities increasing with depth up to 1800 m/s. Velocity jump at the transition to hard rock up to more than 2000-2500 m/s.

S (,,deep sedimentary basins")

Areas with more than 100 m sediments (mostly Quaternary) followed by hard rock with s-wave-velocities higher than 800 m/s

or

areas with more than 500 m thick Tertiary <u>sedimens without Quaternary</u> <u>cover</u>. S-wave-velocities increasing with depth up to 1800 m/s. Velocity jump at the transition to hard rock up to more than 2000-2500 m/s.



Former map for geologic subsurface classes



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New model

- 3 horizons:
- earth surface,
- base Quaternary,
- base Tertiary)



Calculation of thickness in a 1000m raster



Definition of subsurface classes

- Subsurface class T: thickness Q <= 100m, thickness T <= 500m
- Subsurface class S: thickness T > 500m
- Subsurface class R: everything else

Plotting the subsurface classes as region on the DEM



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Data by GSO



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3D model





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Map of the subsurface classes



Bild 3 — Geologische Untergrundklassen in den Erdbebenzonen der Bundesrepublik Deutschlan

One federal state is missing (will be modeled next 2 years)

Open questions in the deep alpine valleys (will be solved)

DEM will be delivered to the cartography department





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Thank you for your attention

3D-Modell of the BGR headquarter in Minecraft

