

## Fracture G-Value

If the **Output Type** is set to **Fractures** or **Merge Fractures with Existing Model**, voxels that are intersected by fractures will be set to a g-value as defined by the **Fracture G-Value**.

If the **Output Type** is set to **Fracture Intersections** or **Merge Fracture Intersections with Existing Model**, voxels that are intersected by fracture intersections (lines) will be set to the g-value defined by the **Fracture G-Value**.

Here's a useful trick that can be used when adding fractures or fracture intersections to a lithology or stratigraphy model: Add a lithology type called "Fracture" to the lithology and/or stratigraphy types tables. Assign a unique g-value to these types and use the same g-value when defining the **Fracture G-Value**.

