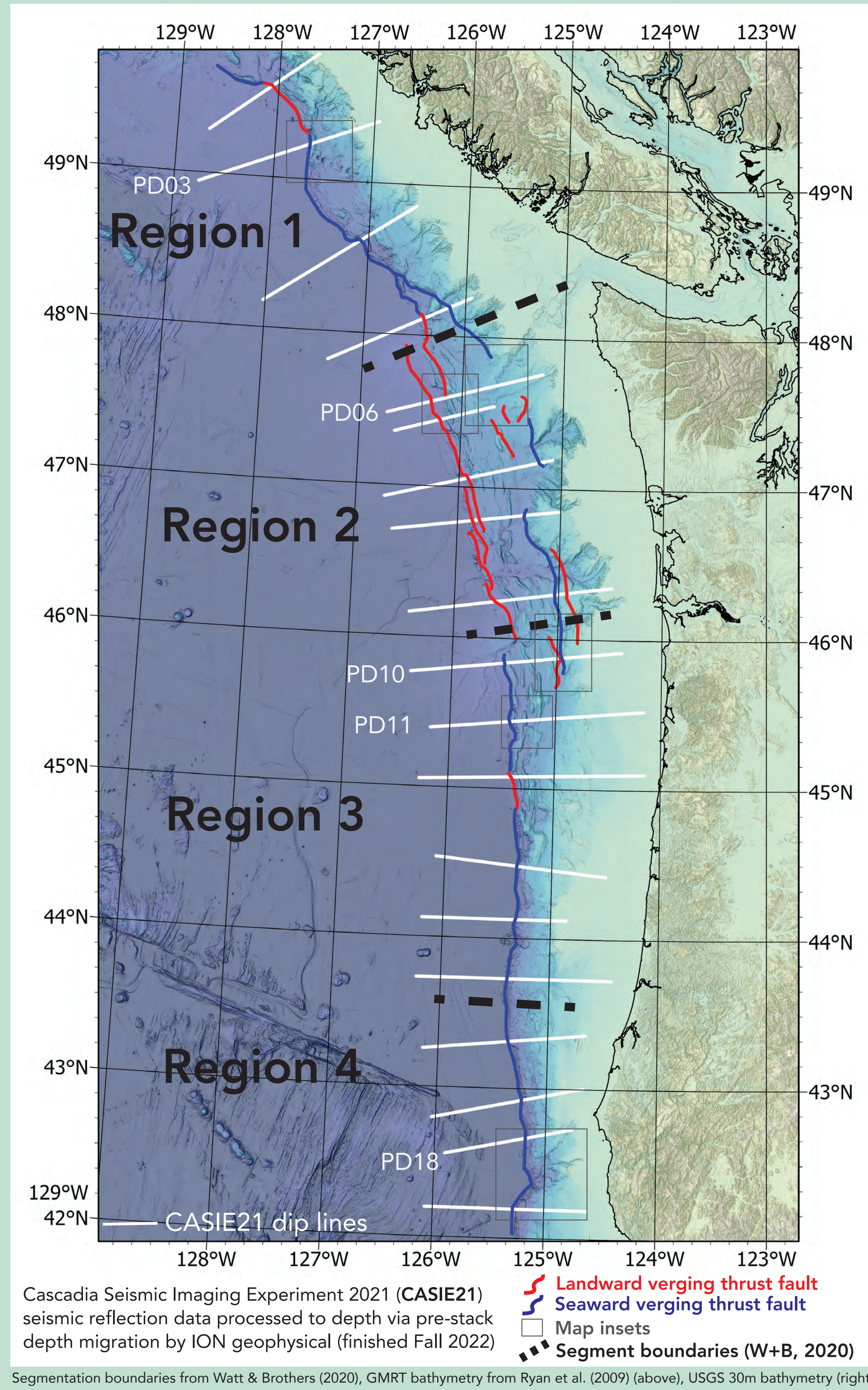
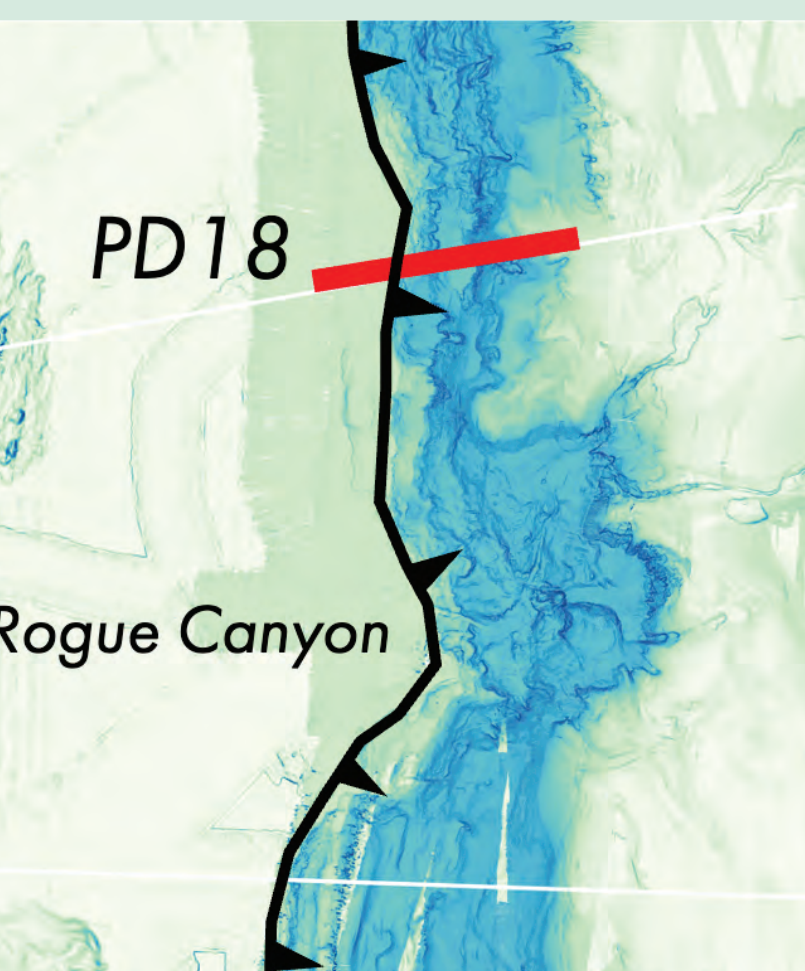
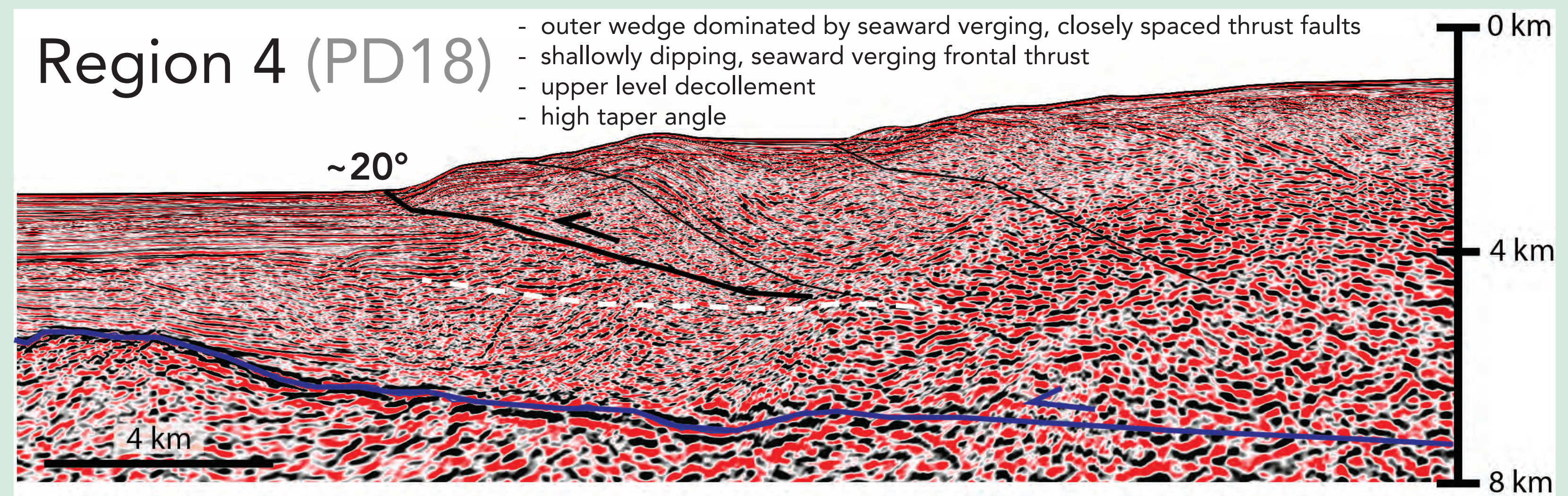
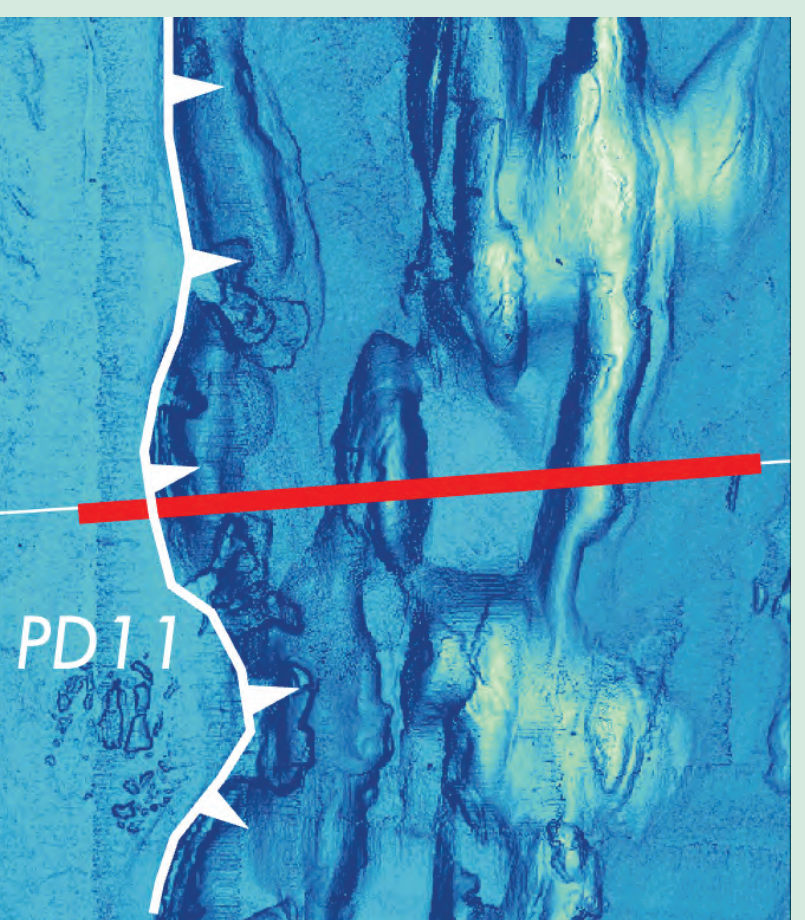
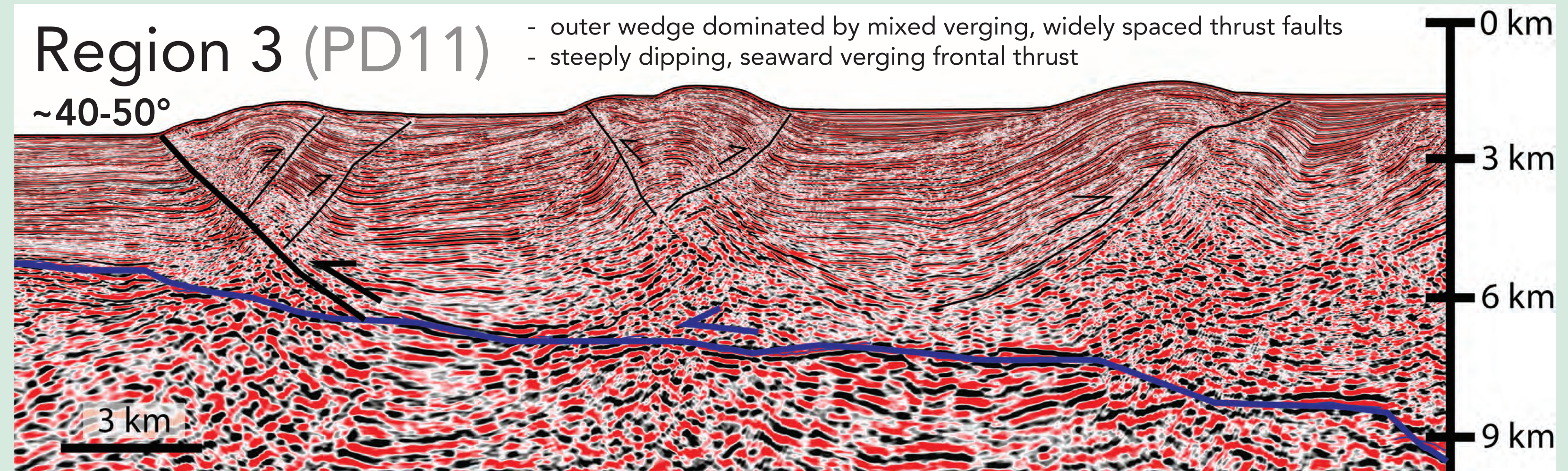
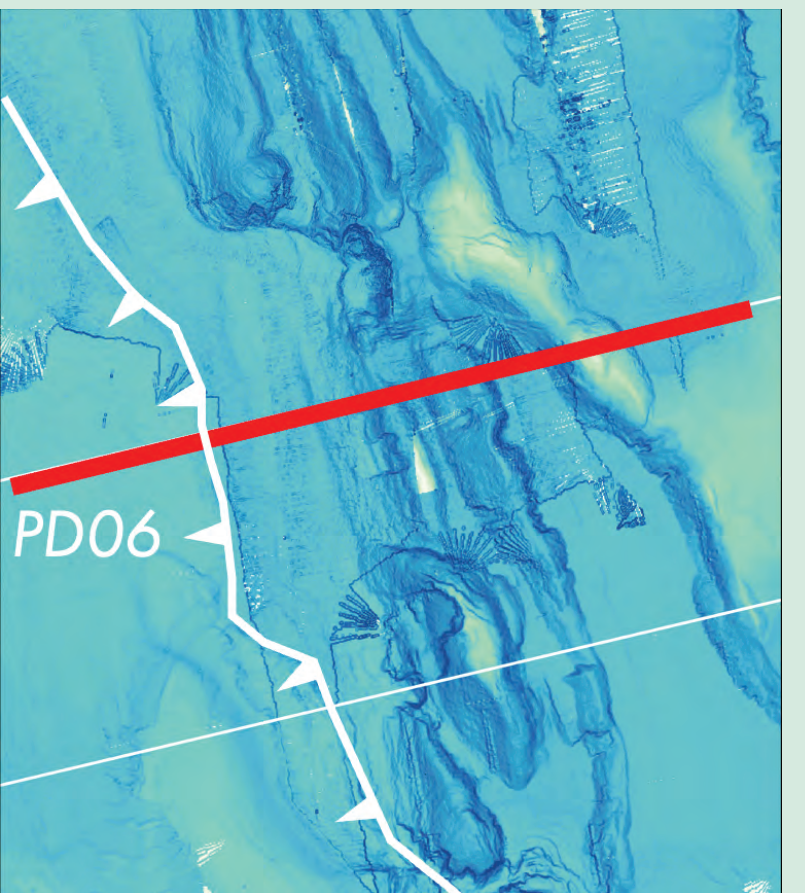
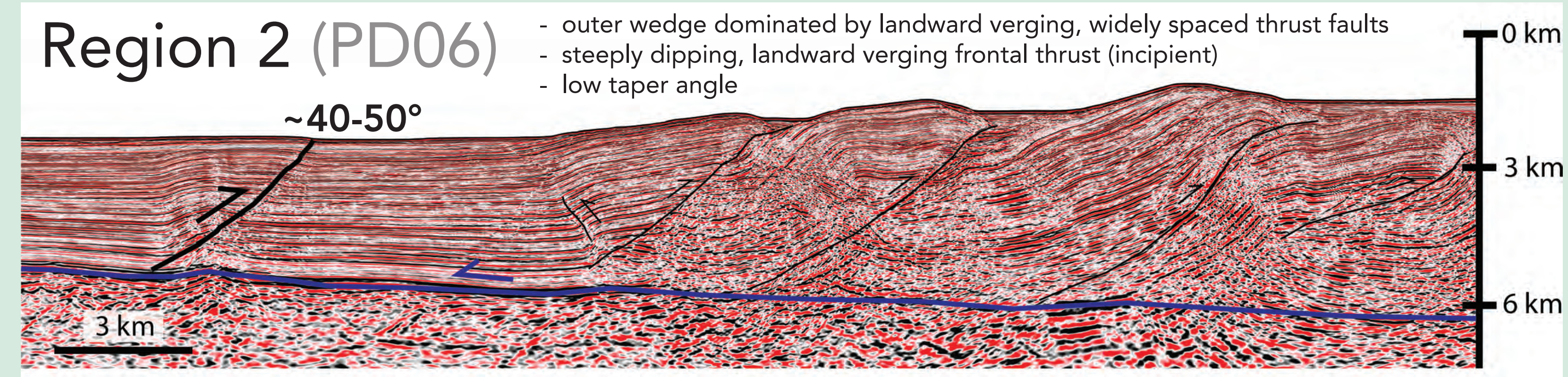
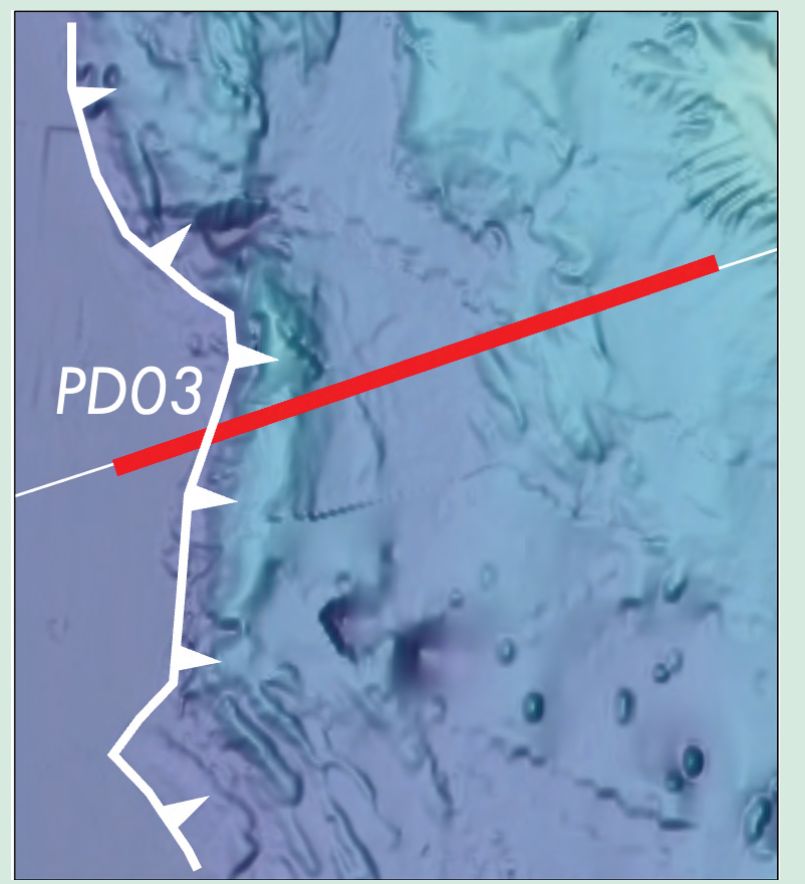
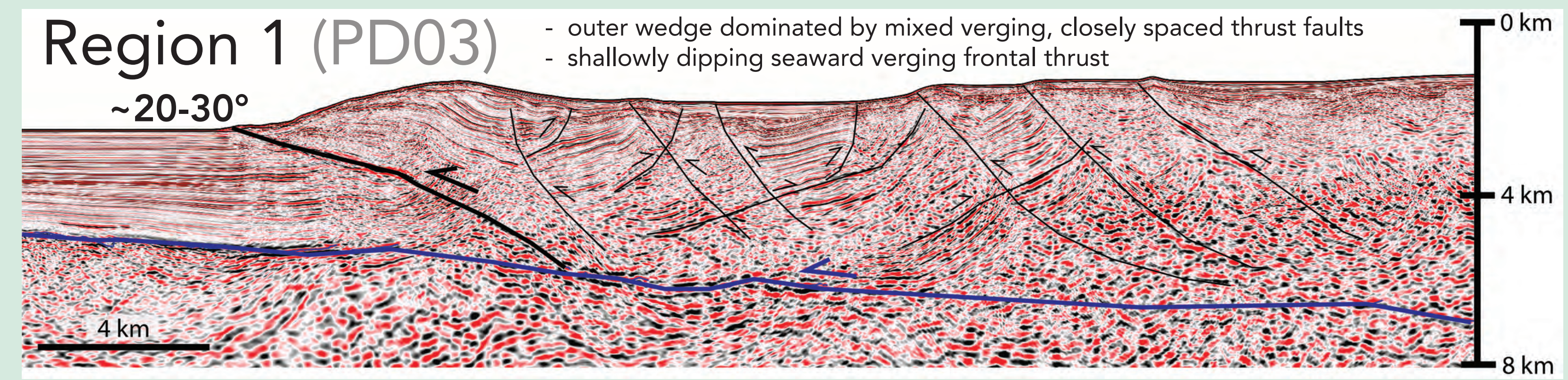


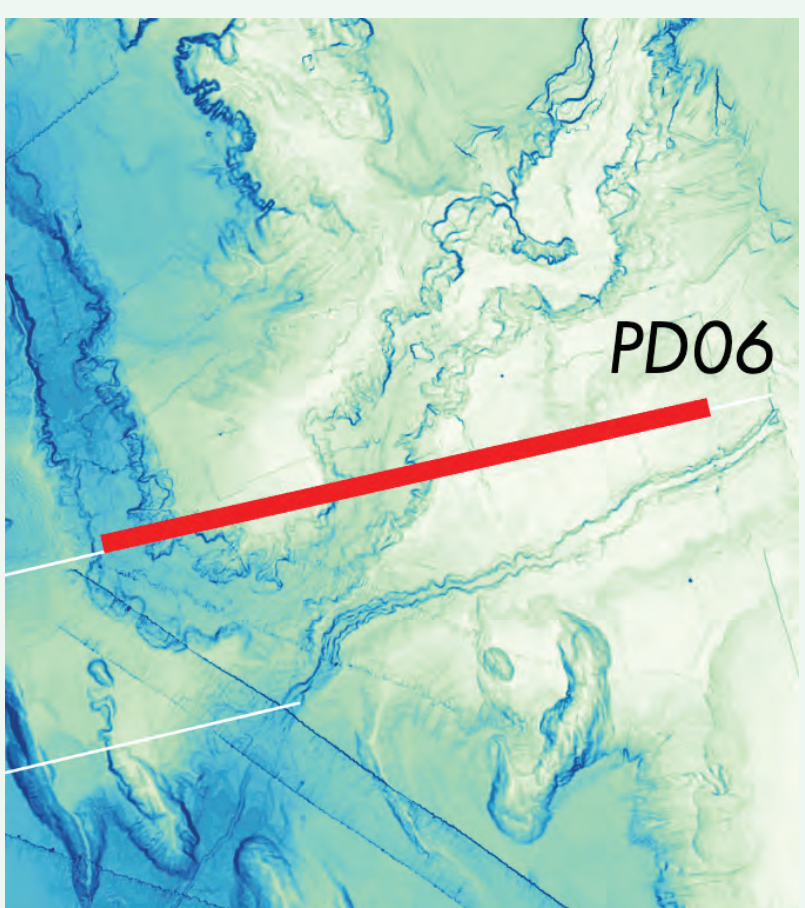
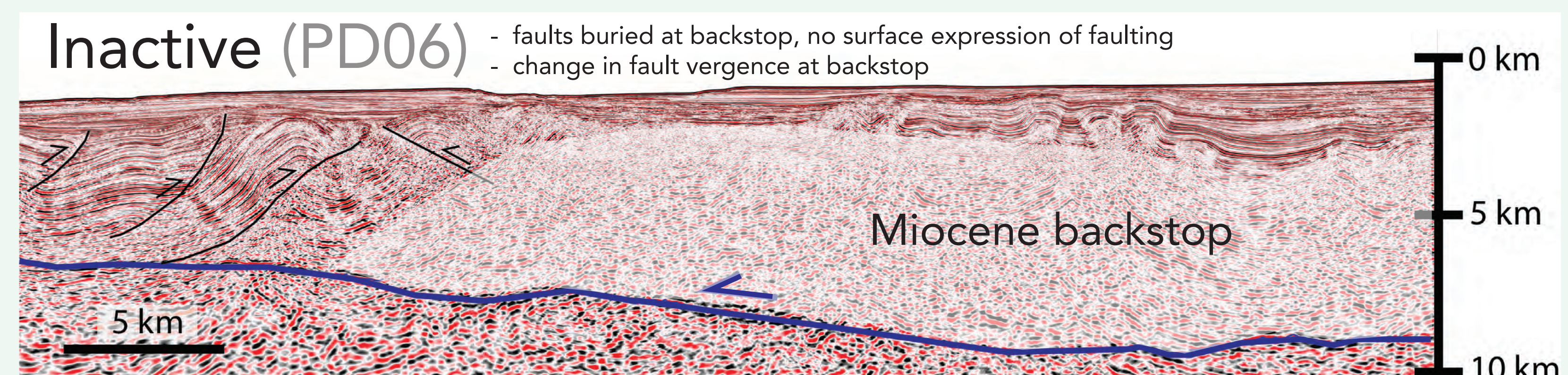
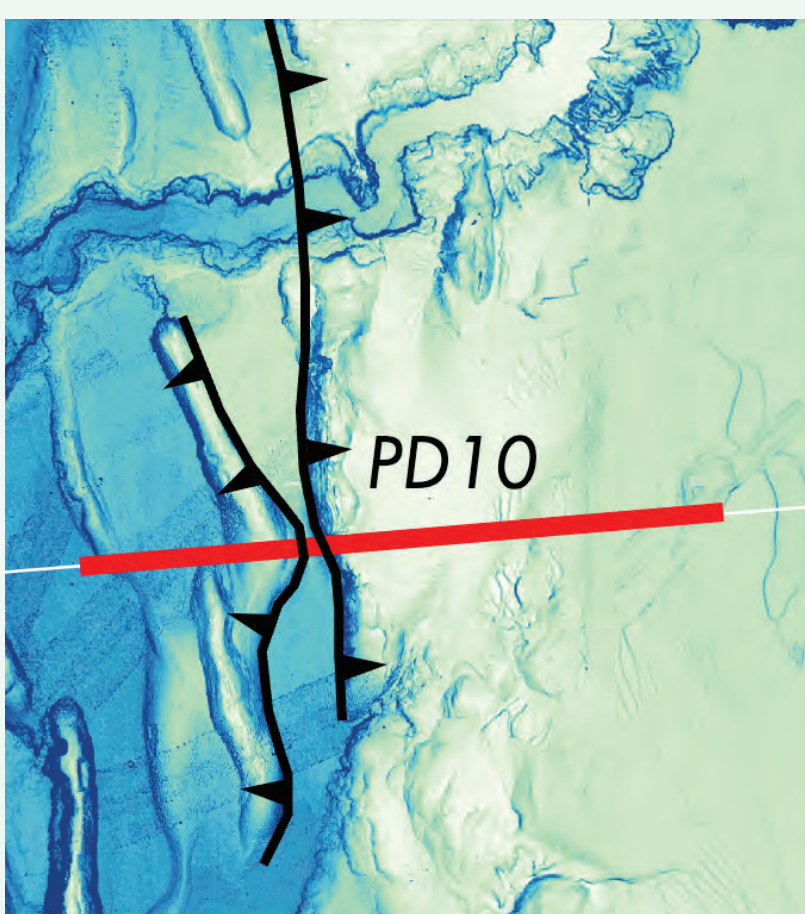
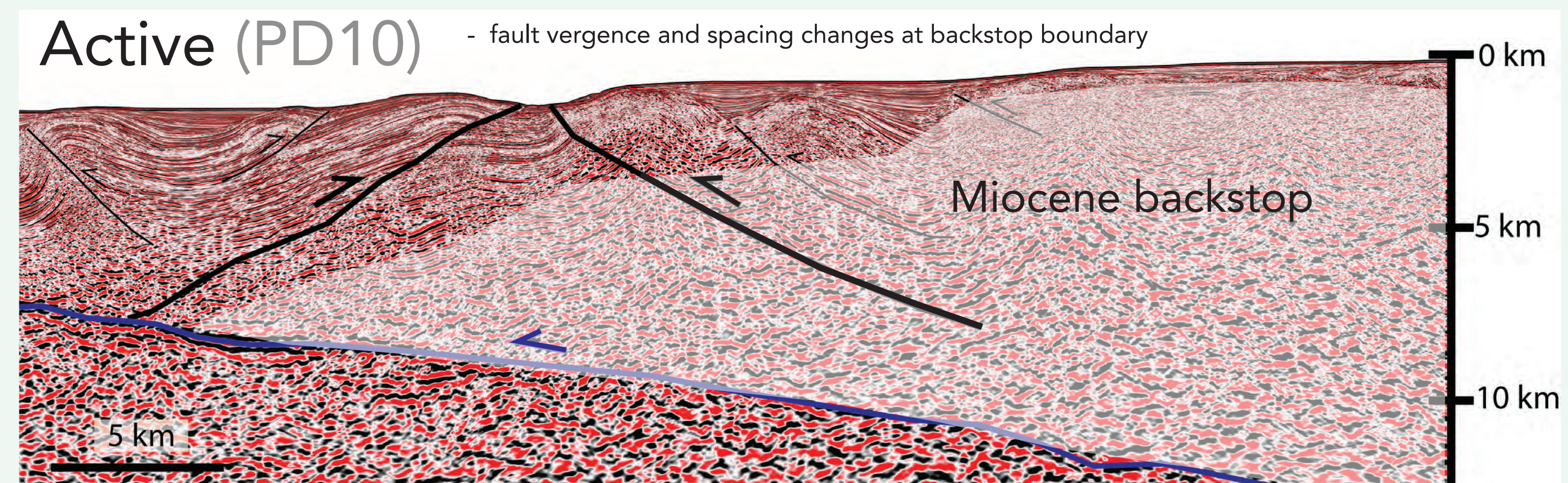
Splay fault activity in Cascadia is **discontinuous along strike**. Changes in splay fault geometry appear to be **correlated with segmentation boundaries**.



Frontal thrust faulting



Backstop-related splay faulting



We are building **3D fault surfaces** of all active splay faults in Cascadia

Provides realistic splay fault geometries for earthquake and tsunami modeling of Cascadia

