

**BotoSeis: A new interactive platform for seismic data processing with SU**  
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Despite the Seismic Unix (SU) be the most famous open-source package of seismic processing is still a challenge to use it, especially for inexperienced users. Usually the SU package is used from a command line and using complicated shell scripts. There are few possibilities to have friendly user graphical interface for the SU package, namely TK/SU, iSU and GêBR. In order to obtain a more simple, flexible and robust way to work with the SU package, we present a new graphical user interface, called BotoSeis, written in the Java programming language, which can be used under any operational system that have support for Java. It is adequate to be used both as a production and as an interactive environment, by creating and managing projects, lines and flowcharts of seismic data processing. It is also possible to add new SU programs or edit any already included programs in an interactively way and without knowledge about any programming language. In the BotoSeis platform also can be included programs of the other packages as MADAGASCAR and proprietary programs. Additionally, the BotoSeis project has as objective to develop interactive tools for seismic process that need high interactivity as data visualization, velocity analysis, f-k filtering, muting and others. Currently, were developed the botoView and the botoVelan, the former is for data visualization and the latter is for velocity analysis.