

Interactive comment on “Monte Carlo Simulations for Uncertainty Estimation in 3D Geological Modeling, A Guide for Disturbance Distribution Selection and Parameterization” by Evren Pakyuz-Charrier et al.

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Agree that perturbing data from within the VMFisher distribution is ideal due to less parameters as a start is great. Going to quaternions for perturbing data in a simulation is a whole new topic, but it does have the potential to produce more natural effects. It would be interesting to test the differences or at least allude to these in the discussion and why nobody seems to be going in this direction when the computer graphics community uses these to simulation natural motions routinely using quaternions.

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Discussion paper

