

## 3D simulation of intermediate-depth earthquakes in the Kanto plain

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Some investigation of the subsurface underground structure is made by some geophysical explorations. The newest model is Suzuki (1999) which showed the basement and sediment 3D structure model from the some results. We constructed the structure model of the Kanto area by using the result of Suzuki (1999) and Nishizawa et al (1996).

We have tested the 3D structure model on the simulation long-period velocity motions using a 3D finite difference numerical modeling approach. A target event is the intermediate-depth earthquakes around the Kanto area. The results of simulation are shown a variation the synthetic waveform and amplitude are useful information for constructing of the 3D earth model for the simulation of ground motion.