

Unlock creative and operational performance in weather production

Raiden transforms weather graphics from a standalone workflow into a fully integrated part of the newsroom production ecosystem.

Streamline weather storytelling across your newsroom

Deliver distinctive weather coverage with greater efficiency, flexibility, and control. Raiden seamlessly integrates weather graphics into your existing graphics and production environment, helping broadcasters simplify workflows, reduce operational complexity, and scale confidently as newsroom demands evolve.

Why choose Raiden?

Weather without walls

Eliminate silos and reduce friction by integrating weather directly into your production ecosystem. Unify workflows, scale automation, and give meteorologists full narrative control through a powerful web-based experience.

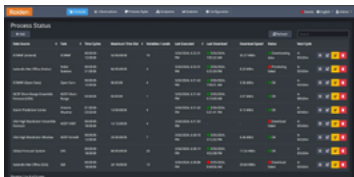
Creativity unlocked and sustainable

Make creative storytelling part of daily production, leaving behind the stagnant graphics package. Enable continuous visual evolution with familiar design tools, flexible data integration, and repeatable virtual workflows.

Simplified and built to advance

As your newsroom evolves, weather keeps pace with new workflows, graphics, and technology. Reduce cost and operational burden while making better use of your existing investments.

Explore the Solution



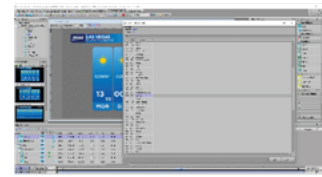
Data Aggregation

Raiden acquires, processes, and visualizes preferred weather data from a wide range of sources for the graphics engine.



Story Creation

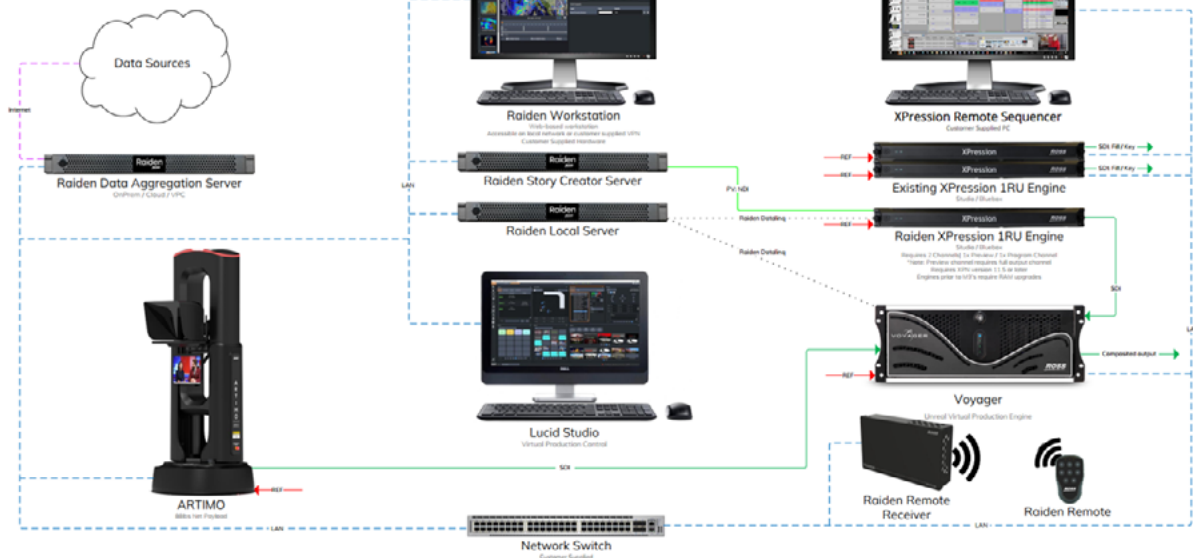
A web-based tool enables users to quickly build or update a weather story and rundown from anywhere for live production.



Graphics Integration

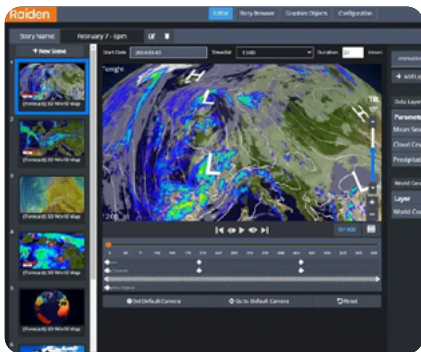
XPression and Voyager Plugins with DataLinq™ enable design and operation of news, sports, and weather content from one end-to-end graphics solution.

Raiden



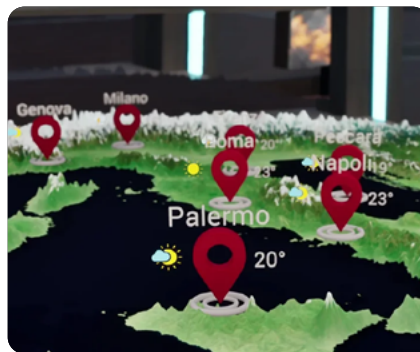
Work faster with a **unified workflow**

Raiden seamlessly integrates with newsroom workflows so meteorologists can collaborate with producers and graphic designers to build the most dynamic and visually appealing weather content.



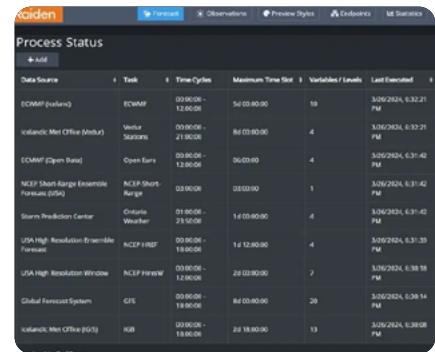
Create weather stories anywhere

Create and update weather stories from any location using an intuitive web interface with configurable maps, templates, and reusable story elements.



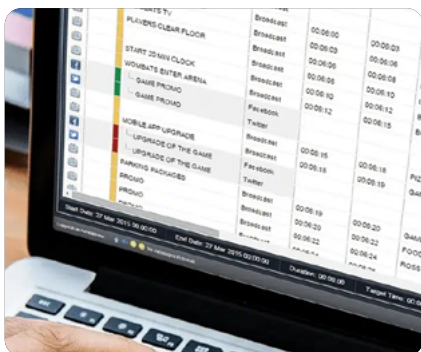
Power virtual weather storytelling

Produce engaging AR, virtual, and XR weather segments with native Voyager integration, making advanced storytelling easy and repeatable.



Use the data you trust

Use preferred data sources and forecasting models with tools that let meteorologists refine forecasts and adapt quickly to changing conditions.



Connect weather to your newsroom

Integrate with NRCS, automation, and graphics systems to enable faster updates, streamlined workflows, and broader use across your operation.



Scale with flexible deployment

Choose on-prem, cloud, or hybrid deployment to meet your infrastructure, security, and scalability requirements.



Reach audiences everywhere

Create and distribute weather stories for online channels, and viewer-specific data across web, mobile, and OTT applications.

Technical Specifications

Data Aggregator	
Storage	512GB or higher (not including OS, separate drive for data only)
Memory	32GB or higher
CPU	2.9Ghz 8 logical processors or higher

*Requires Internet Connection for Data acquisition

*Can be a Virtual Machine

Local Server	
Storage	2TB or higher (not including OS, separate drive for data only)
Memory	64GB or higher
CPU	2.9Ghz 12 logical processors or higher

*Can be a Virtual Machine

*Requires Internet Connection for the Satellite Imagery (Bing/Mapbox)

*Requires Local Network with Data Aggregator

Story Creator	
Storage	256GB or higher
Memory	16GB or higher
CPU	2.9Ghz 8 logical processors or higher

*Can be a Virtual Machine

*Requires Local Network with Local Server

Meteorologist Client PC	
OS	Windows 10/11
Browser	Google Chrome
Memory	8GB or higher
Disk Drive	256GB or higher
CPU	Intel i7 2.0Ghz or higher

*Requires Local Network connection with Story Creator