

Data-Driven Weather Graphics Solution

Raiden is an integrated, transformative weather graphics solution that empowers newsrooms with greater control and collaboration to elevate their storytelling with engaging weather and climate content.

Powered by XPression, the world's fastest-growing real-time motion graphics engine, and Voyager, built on the cutting-edge Epic Unreal gaming engine for stunning Augmented and Extended Reality, Raiden fuses data gathering, processing, and visualization tools to create riveting content. With seamless integration into existing news station workflows, Raiden allows weather teams to produce unique, immersive weather stories quickly and easily from a single solution.

Seamless Collaboration

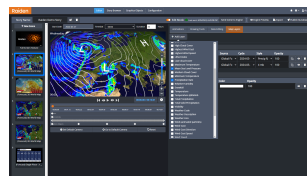
Immersive Weather Stories

Produce Anywhere, Anytime

Easily access your latest weather graphics and rapidly prepare weather content from any location with Raiden's intuitive web-based story creation tool.

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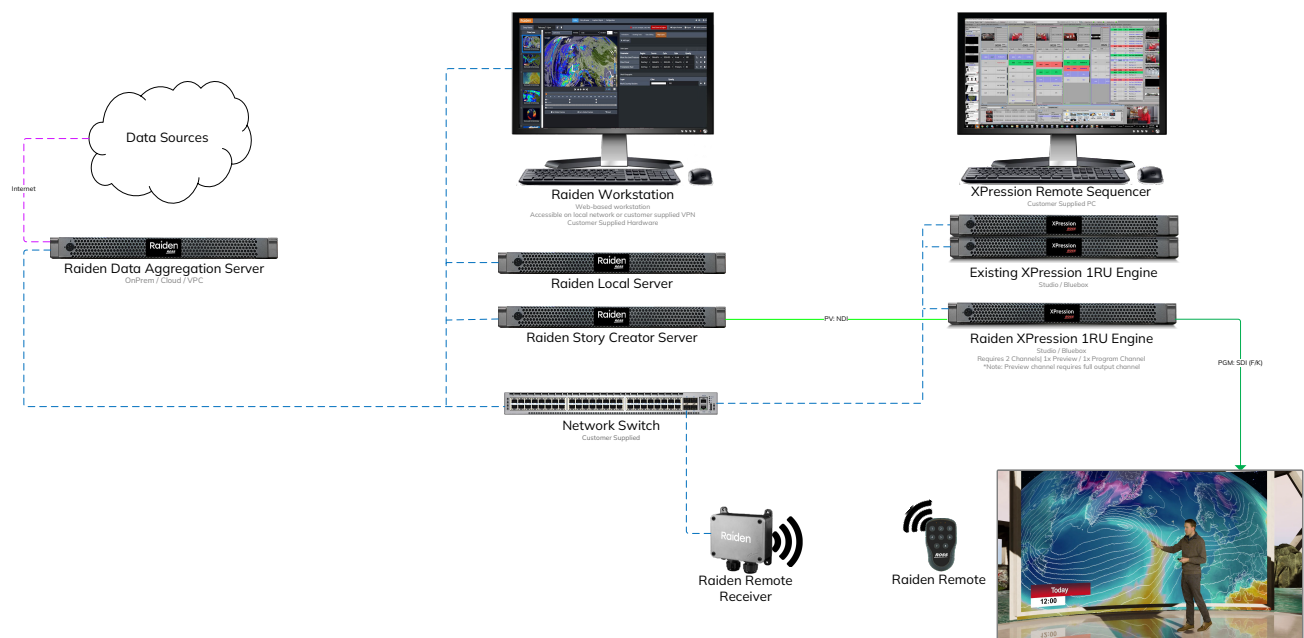
Raiden acquires, processes, and visualizes preferred weather data from a wide range of sources for the graphics engine.

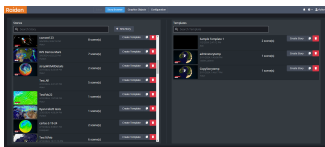


A web-based tool enables users to quickly build or update a weather story and rundown from anywhere for live production.



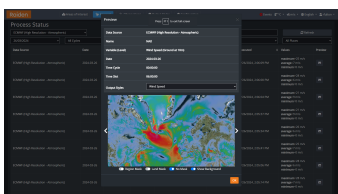
XPression and Voyager
Plugins with DataLinq™
enable design and operation
of news, sports, and weather
content from one end-to-end
graphics solution.





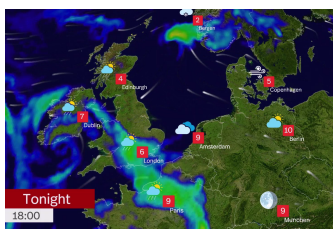
Web-Based Workstation

A user-friendly web interface enables meteorologists to build weather stories anywhere with an internet connection. Users can build complete weather stories online, save templates and reuse predefined layouts for improved newsroom efficiency.



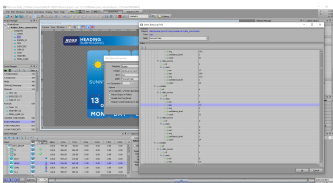
Data Agnostic

Seamless integration with various data sources, ensures compatibility with different forecasting models. Forecast editing capabilities allow meteorologists to fine-tune predictions as needed.



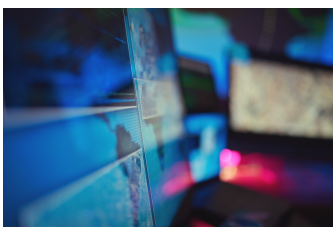
Forecast and Real-Time Animations

Configurable content, dynamic 3D maps, and customizable annotations for enhanced visual presentation of observations, forecasts, and advisories.



DataLinq™ Integration

Use existing design and control workflows to build new and unique data-driven graphics.



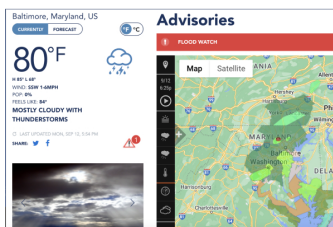
MOS Enabled Workflows

Integration with MOS (Media Object Server) devices for enhanced workflow efficiency and broader weather content use.



Flexible Hosting Options

Various hosting options are available, including on-premise, virtual, hybrid, and cloud hosting, to support different organizational preferences, security requirements, and scalability needs.



Digital Weather Content

Generate weather content for web, mobile, and OTT (Over-the-Top) applications, ensuring that forecasts and weather stories can reach audiences across different digital platforms.

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