

Chyron Weather 2.4

Product Overview

Weather v2.4 2026-08-11



Legal Notice



Chyron Weather — At a Glance — 1.0 — July 2026

This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

This document is protected under copyright law. An authorized licensee of Chyron Weather may reproduce this publication for the licensee's own use in preparing systems for the software. This document may not be reproduced or distributed, in whole or in part, for commercial purposes, such as selling copies of this document or providing support or educational services to others.

Product specifications are subject to change without notice and this document does not represent a commitment or guarantee on the part of Chyron and associated parties. This product is subject to the terms and conditions of Chyron's software license agreement. The product may only be used in accordance with the license agreement.

Any third-party software mentioned, described, or referenced in this guide is the property of its respective owner. Instructions and descriptions of third-party software are for informational purposes only, as related to Chyron products, and does not imply ownership, authority, or guarantee of any kind by Chyron and associated parties.

This document is supplied as a general overview of Chyron Weather. Reasonable care has been taken in preparing the information it contains. However, this document may contain omissions, technical inaccuracies, or typographical errors. Chyron and associated companies do not accept responsibility of any kind for customers' losses due to the use of this document. Product specifications are subject to change without notice.

Copyright © 2026 Chyron, ChyronHego Corp. and its licensors. All rights reserved.

Chapter 1. About This Guide



This guide is a general introduction to Chyron Weather: what it is, what each part of the suite does, and what getting up and running looks like at a high level. It's written for anyone evaluating the product — broadcasters, technical decision-makers, and partners — rather than for day-to-day operators.

For complete configuration reference, step-by-step installation instructions, and full day-to-day operating detail, Chyron provides two more detailed guides — the Chyron Weather User Manual and the Chyron Weather Installation Guide — to every licensed customer alongside the software.

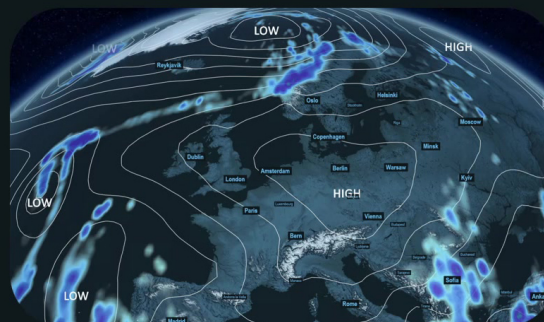
Chapter 2. About Chyron Weather

What is Chyron Weather?

Suite of tools to create data-driven weather graphics (rendered and in real-time)

Chyron Weather includes tools for the following:

- Managing data flow and conversion
- Creating graphical data driven templates
- Producing content in fully-automated fashion
- Creating and presenting playlists (shows) in a user-friendly manner
- Playing live to air (also interactively using touch screens)



Our Heritage

Chyron has produced broadcast titling and graphics systems since 1966 and is one of the best-established names in broadcast graphics — in the US, "chyron" is even used generically as a term for lower-thirds. Chyron Weather's product line descends from WeatherSuite, a weather-visualization toolset first developed by MeteoGraphics starting in 1997. Chyron acquired the WeatherSuite business in December 2020 and rebranded it Chyron Weather, bringing weather graphics fully into Chyron's broadcast product family.

The Suite at a Glance

Chyron Weather is a complete, end-to-end toolbox for producing data-driven weather graphics — from data intake through rendering or live playout. It's modular: customers license only the components their workflow needs.

Component	What it does
Weather Presenter	The flagship playout application, where a rundown is built and driven live or recorded. Includes PresenterGlobe (interactive 3D globe) and Presenter Panels (browser-based remote control).
Weather Designer	The authoring tool used to build the graphics, maps, charts, and data-driven templates that Weather Presenter plays out.
Weather Panorama	A cinematic 3D visualization tool for rendered flights, backgrounds, and establishing shots.
Weather DataFlow	The automated pipeline that ingests, converts, and routes weather data into the system.

Component	What it does
Weather RenderManager	Distributes rendering jobs across a cluster, keeping authoring and playout machines responsive.

Chapter 3. System Requirements

Chyron Weather is a Windows-based suite, sized to fit anything from a single edit workstation to a full broadcast operation with dedicated backend and render capacity.

Platform Support

A backend server, running a current Windows Server release, hosts the shared database and central data storage. Client workstations, running a current Windows desktop release, run the interactive applications — authoring, playout, and rendering. Smaller installations can run everything on a single machine; larger ones typically dedicate a backend server as the installation grows.

Hardware Expectations

A dedicated GPU is required on every workstation running one of Chyron Weather’s visualization tools (Weather Presenter, Weather Designer, PresenterGlobe, Weather Panorama) — real-time 3D rendering is core to how these applications work, not an optional extra. Beyond that, plan for enough RAM and disk space to comfortably hold the weather data and media your workflow processes; Chyron can help size a system to a specific workflow.

Data & Network

Chyron Weather centralizes weather data and shared production assets — typically a database plus shared file storage — on the backend, with client applications connecting to it over the network. This keeps content and data consistent across every workstation in the installation, whether there are two or twenty.

Chapter 4. Getting Started

How Deployment Works

Chyron Weather is deployed one component at a time: each product — Weather Presenter, Weather Designer, Weather Panorama, Weather DataFlow, Weather RenderManager — has its own installer, and a customer installs only the components their workflow needs. Chyron's delivery team works with customers to plan and set up a deployment that fits their environment, from a single workstation to a multi-site broadcast operation.

Licensing Model

Licensing is centrally managed by Chyron. A customer requests a license for the components they've purchased, Chyron issues a signed certificate for that request, and the certificate is applied to unlock the software. Because licensing is tied to the specific hardware it's issued for, a significant hardware change (for example, replacing a graphics card) requires a fresh request — Chyron Support/Delivery handles this as a routine part of ongoing support.

Chapter 5. Weather Presenter — The Playout Engine



Weather Presenter is the suite's flagship application — the tool a presenter, producer, or technical operator opens to build and run a weather show.

Authoring & Rundowns

Ahead of time, a rundown ("playlist") is assembled in Weather Presenter's authoring interface: content is arranged into a storyboard, segments are configured, and interactions are set up — all ready to go live or to be recorded.

Live Playout

On air, presenters can advance through the show, make last-minute changes, and drive interactive content in real time, including touchscreen-driven segments — all without leaving the same application used to build the show.

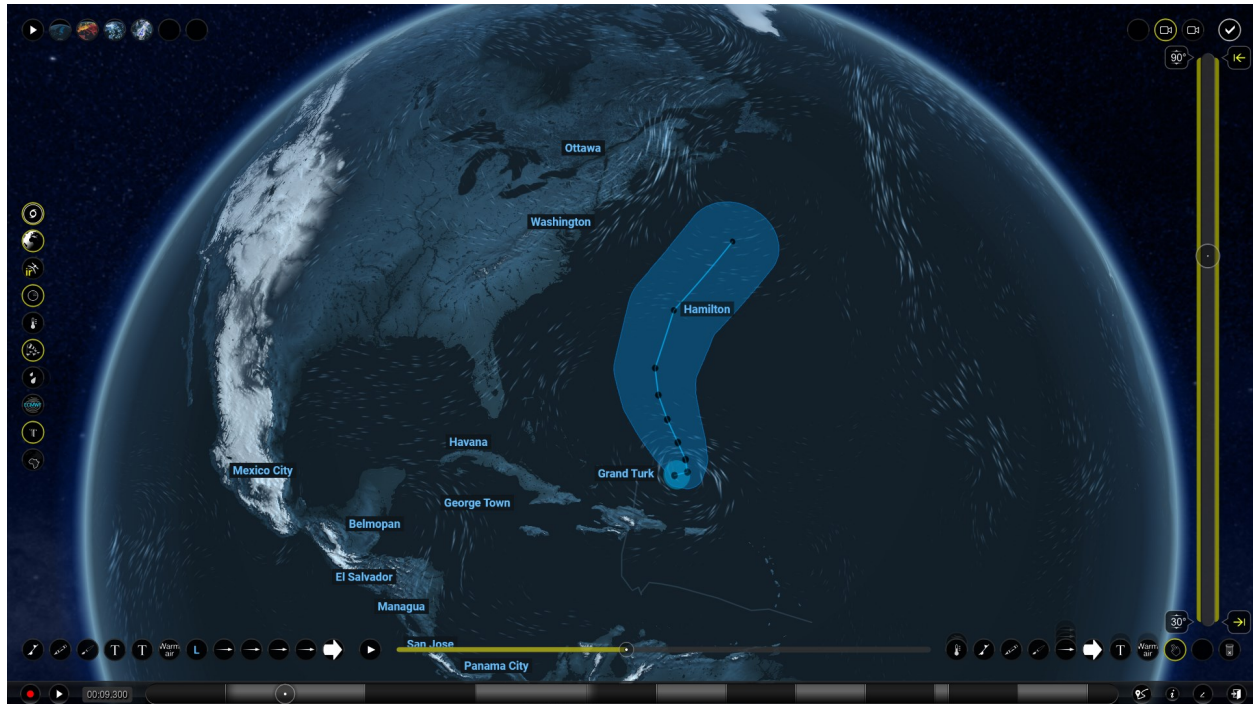
Overlays & Video Output

Weather Presenter can layer titles and 2D graphics on top of full-screen video and PresenterGlobe segments, and output to two independent SDI channels — practical flexibility for integrating with a studio's existing video workflow. For dedicated virtual-set and augmented-reality production, Chyron offers Prime VSAR, a separate Unreal Engine-based solution built for exactly that.

Chapter 6. PresenterGlobe — Weather in 3D



PresenterGlobe brings an interactive 3D Earth into Weather Presenter, for non-linear, global storytelling that a flat map can't offer.



- **Global context** — present the worldwide weather picture, or go straight to wherever a story is happening.
- **Nowcasting and forecasting** — the globe's data moves in step with the rest of the show.
- **Go anywhere, live** — because it draws on worldwide data layers prepared in advance for the deployment, a presenter can navigate anywhere on Earth on air, without needing to build something new for that location first.
- **Built for touch** — the on-screen interface is designed for touchscreen interaction, letting a presenter and a weather expert navigate the globe together in an interview-style segment.

PresenterGlobe segments drop into a Weather Presenter rundown just like any other segment, with transitions to and from the rest of the show handled automatically.

Chapter 7. Presenter Panels – Web Remote Control



Presenter Panels is a browser-based remote control for Weather Presenter playout – no separate app or hardware needed, just a browser on a tablet or phone.

The Three Screens

Trigger

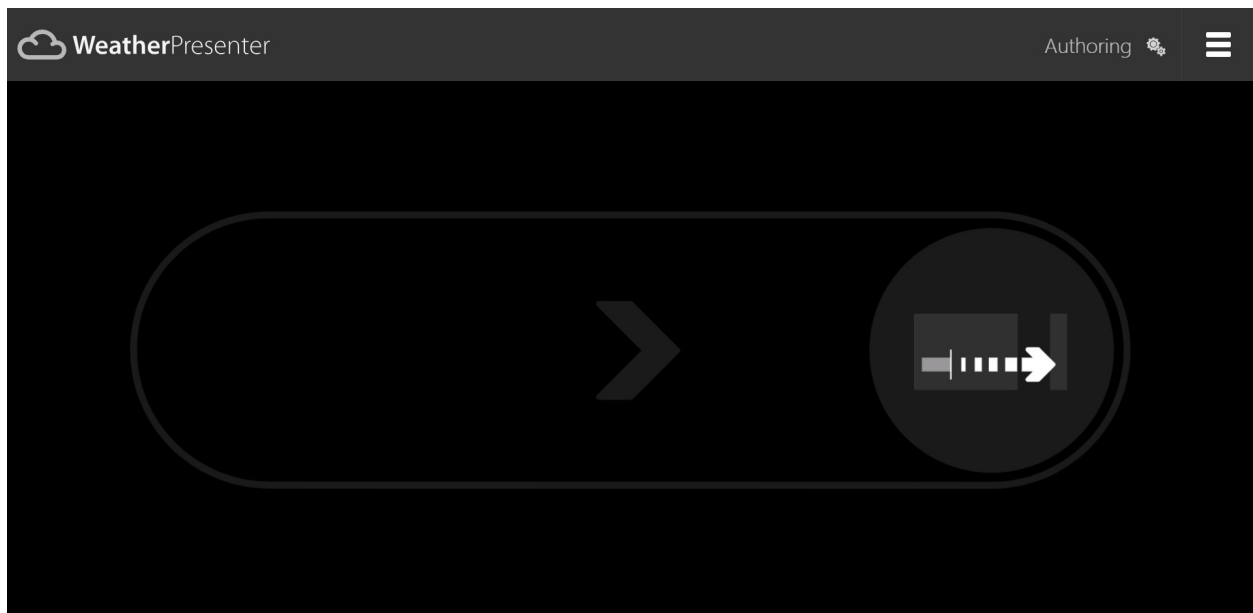
A deliberately minimal screen: one large swipe control to advance the show to its next segment, designed for someone holding a tablet who needs to keep the show moving without looking down at the screen.

Timeline

A fuller view of the show in progress – a thumbnail strip of every segment for jumping around the rundown, plus the interactions available for whatever’s currently on air.

Menu

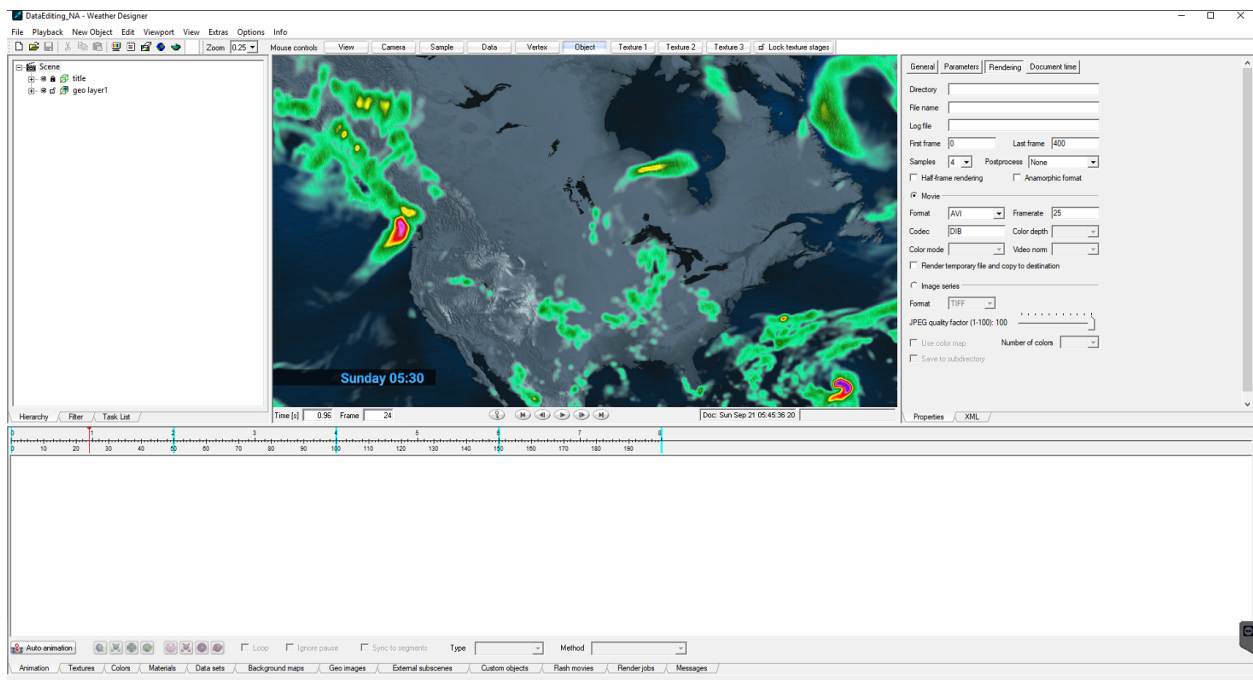
Quick access to common actions like switching modes, refreshing the playlist, or restarting from the top of the show.



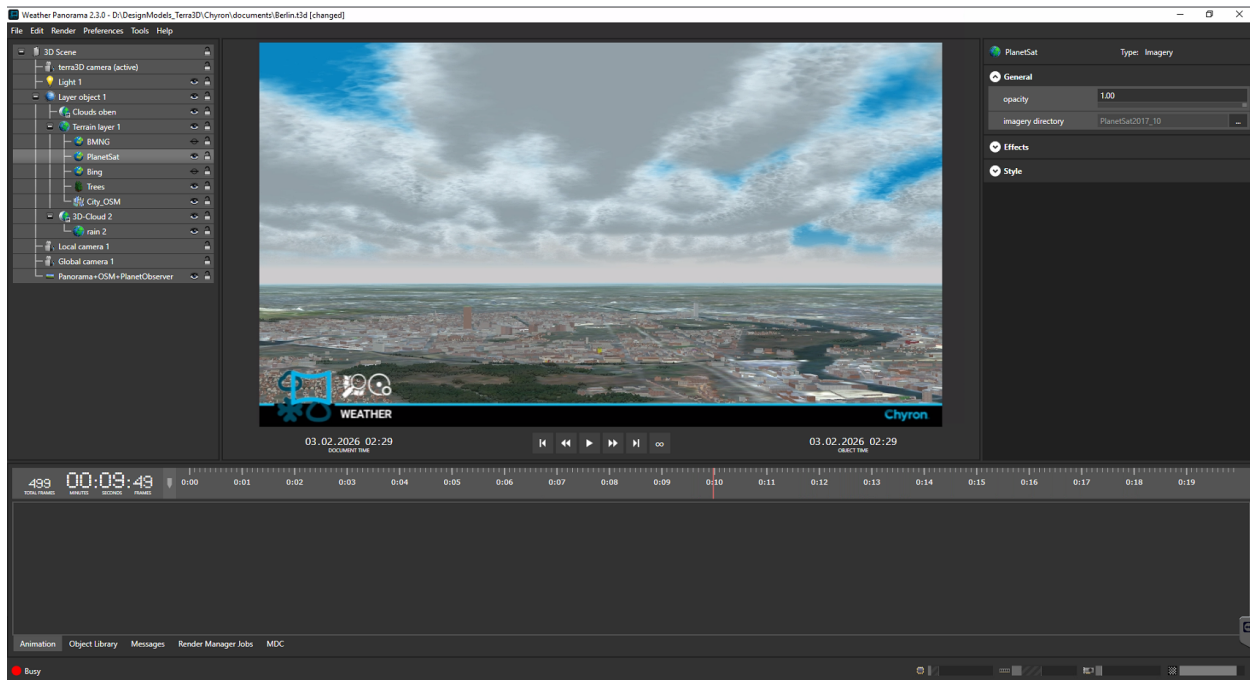
Chapter 8. Weather Designer — Build Your Own Graphics



Weather Designer is the suite's authoring tool: a graphical, keyframe-animation-driven editor for building the weather graphics, maps, charts, and data-driven templates that Weather Presenter plays out live. Build a piece of content once, bind it to live or forecast data, and it updates itself every time it's played out — no need to rebuild a graphic by hand each time the data changes.



Chapter 9. Weather Panorama – Cinematic 3D Visualization



Weather Panorama builds high-quality, data-driven 3D visualizations of weather and terrain — combining real elevation and imagery data with a fully adjustable virtual camera to move seamlessly from a full-globe view down to a street-level flight. Unlike Weather Presenter, everything Weather Panorama produces is rendered out rather than played live, which lets it push visual quality further: output is often difficult to distinguish from real footage.

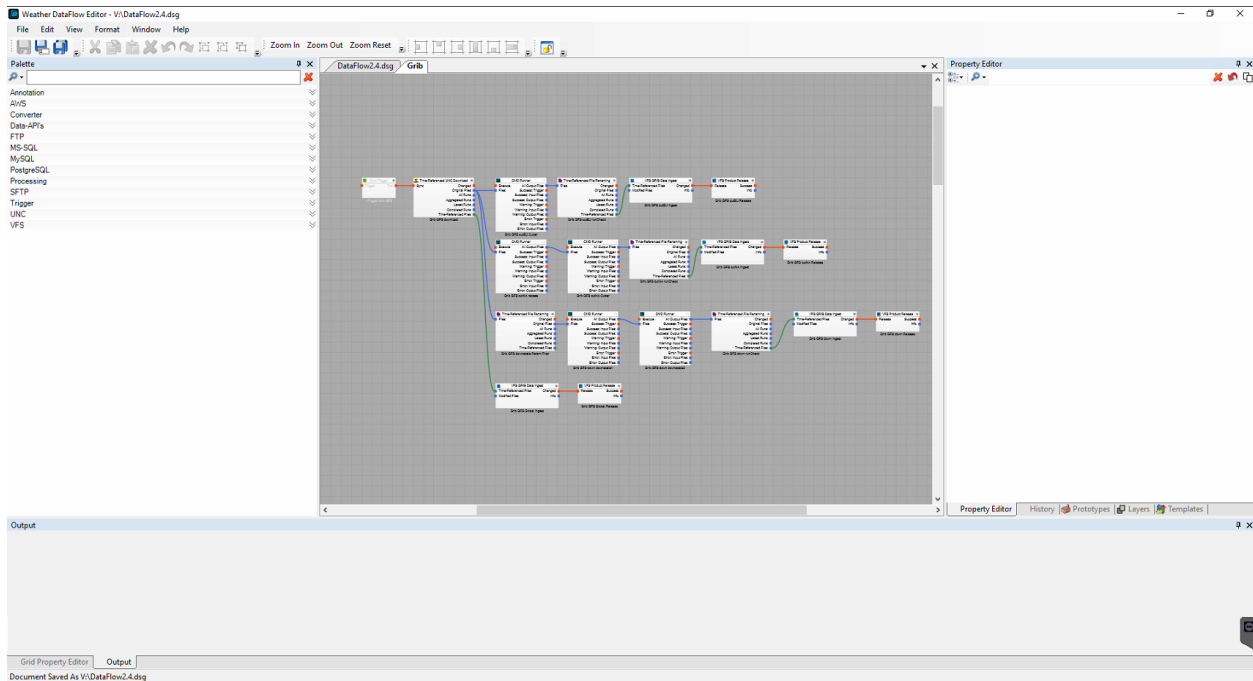
Common uses include:

- **"Future webcam" shots** — a simulated view from a plane, helicopter, or window, animated forward in time so the weather visibly evolves.
- **Event-based backgrounds** — a location built for a specific broadcast event, rendered out as a video background for the duration of the coverage.
- **Geo-referenced map export** — styled, projected maps exported as background assets for use elsewhere in the suite.

Chapter 10. Weather DataFlow — Automated Data Pipelines



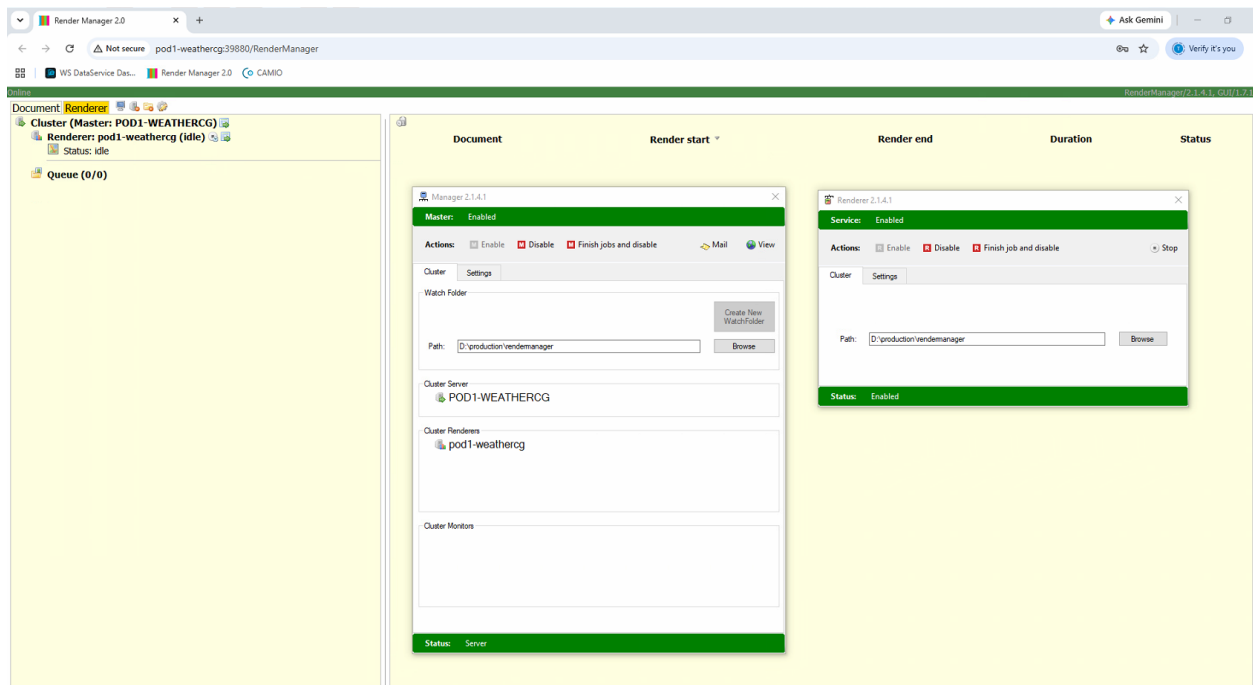
Weather DataFlow automates the essential work of getting weather data where it needs to go: downloading, converting, validating, and routing data on a schedule, unattended. It's the pipeline that keeps the rest of the suite fed with fresh data. Recent versions also ship certain data-processing tools built directly into the product, version-locked to the release — so a pipeline behaves the same way on every machine it runs on, with nothing extra to install or keep in sync.



Chapter 11. Weather RenderManager – Scalable Rendering



Weather RenderManager distributes rendering jobs from Weather Designer, Weather Panorama, and Weather Presenter across a cluster of machines, so heavy rendering work doesn't compete with the workstation someone is actively using to author or present. As a production's rendering needs grow, capacity can grow with it.



Chapter 12. Learn More

This guide is a starting point. Every licensed customer receives the complete Chyron Weather User Manual and Chyron Weather Installation Guide alongside the software — full configuration reference, step-by-step installation instructions, and day-to-day operating detail for every component in the suite.

To see Chyron Weather in action, discuss licensing, or ask a question this guide didn't answer, reach out to Chyron — see [About Us & Contact](#).

About Us & Contact



About Us

Chyron is ushering in the next generation of storytelling in the digital age. Founded in 1966, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. Chyron continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. Chyron products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

Contact Sales

EMEA • North America • Latin America • Asia/Pacific

+1.631.845.2000 • sales@chyron.com

Contact Support

For product questions or to arrange a demo, contact Chyron Sales, or your Chyron Support/Delivery contact if you're already a customer.