

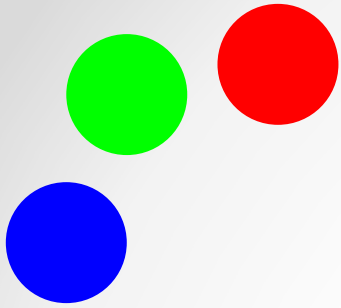
# Outline of RGB Composite Imagery

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Updated 6 July, 2015



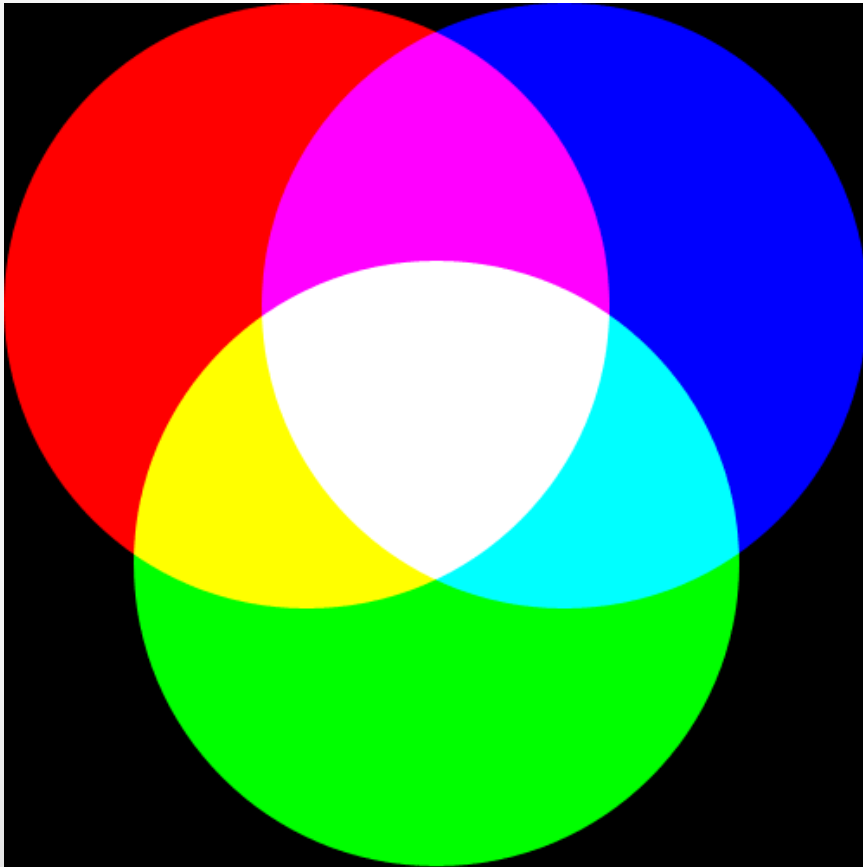
# Contents

- What's **RGB** composite imagery?
- How to create **RGB** composite imagery
- **RGB** composite imagery presented by **EUMETSAT**
  - ✓ RGB composite imagery which are possible to create by traditional images of MTSAT satellites
  - ✓ RGB composite imagery which are possible to create by Himawari-8 and -9 imagery
- **RGB** composite imagery by **Himawari-8 and -9**
- Practical training to create **RGB** composite imagery by **SATAID**



What's RGB composite  
imagery?  
...

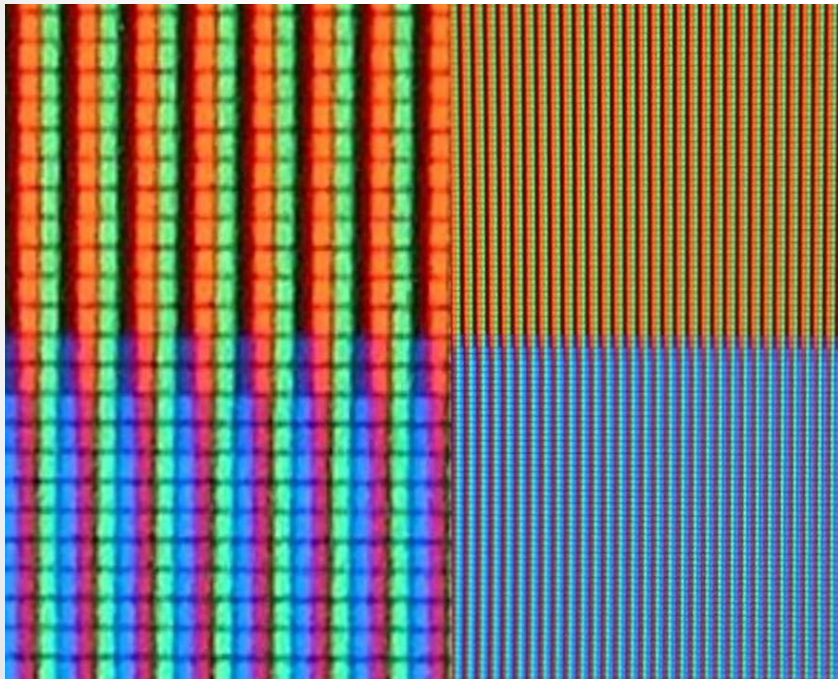
# What's RGB composite imagery?



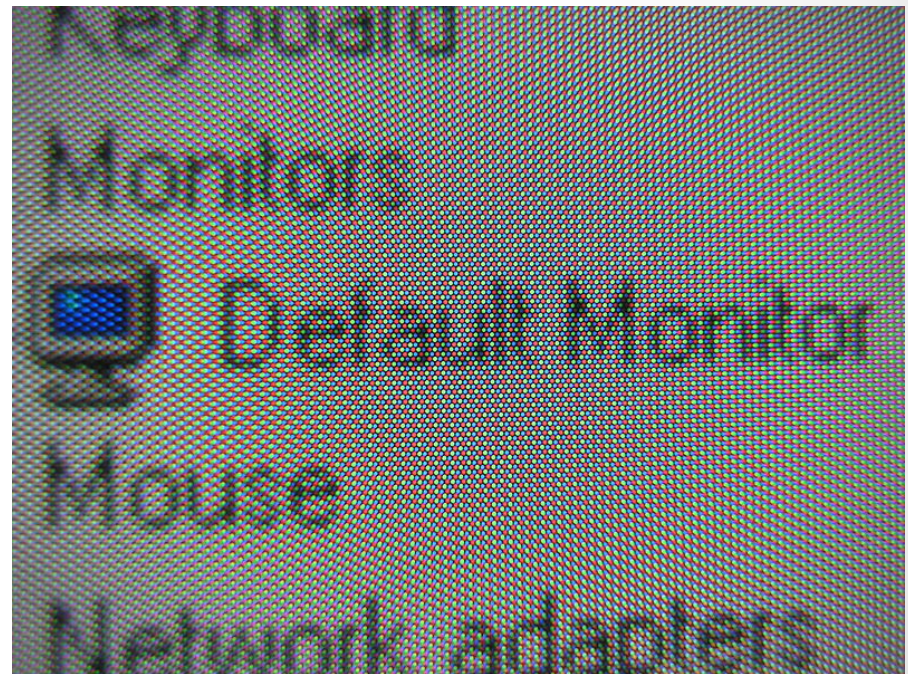
- Red (R), green (G) and blue (B) which are the three primary colors of light constitute color space expressing additive color composite
- The RGB composite imagery is a technique to display a color using this property of the three primary colors of light



# What's RGB composite imagery?



RGB sub-pixels in an LCD TV



RGB phosphor dots in a CRT monitor

# What's RGB composite imagery?

## List of satellites/imagers specifications

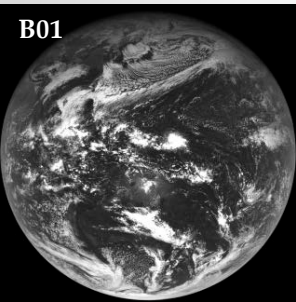
Channel	Himawari-8/ -9	MTSAT-1R/-2	MSG	Physical Properties	
1	0.46 $\mu\text{m}$			vegetation, aerosol <b>B</b>	Visible
2	0.51 $\mu\text{m}$			vegetation, aerosol <b>G</b>	
3	0.64 $\mu\text{m}$	0.68 $\mu\text{m}$	0.635 $\mu\text{m}$	low cloud, fog <b>R</b>	
4	0.86 $\mu\text{m}$		0.81 $\mu\text{m}$	vegetation, aerosol	Near Infrared
5	1.6 $\mu\text{m}$		1.64 $\mu\text{m}$	cloud phase	
6	2.3 $\mu\text{m}$			particle size	
7	3.9 $\mu\text{m}$	3.7 $\mu\text{m}$	3.92 $\mu\text{m}$	low cloud, fog, forest fire	Infrared
8	6.2 $\mu\text{m}$	6.8 $\mu\text{m}$	6.25 $\mu\text{m}$	mid- and upper level moisture	
9	6.9 $\mu\text{m}$			mid- level moisture	
10	7.3 $\mu\text{m}$		7.35 $\mu\text{m}$	mid- and lower level moisture	
11	8.6 $\mu\text{m}$		8.70 $\mu\text{m}$	cloud phase, SO <sub>2</sub>	
12	9.6 $\mu\text{m}$		9.66 $\mu\text{m}$	ozone content	
13	10.4 $\mu\text{m}$	10.8 $\mu\text{m}$	10.8 $\mu\text{m}$	cloud imagery, information of cloud top	
14	11.2 $\mu\text{m}$			cloud imagery, sea surface temperature	
15	12.4 $\mu\text{m}$	12.0 $\mu\text{m}$	12.0 $\mu\text{m}$	cloud imagery, sea surface temperature	
16	13.3 $\mu\text{m}$		13.4 $\mu\text{m}$	cloud top height	

There are different properties in each channel, as shown in the left figure.

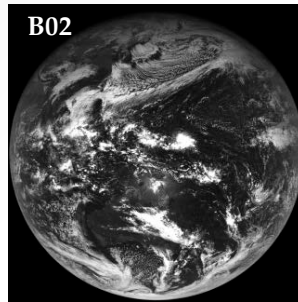


# What's RGB composite imagery?

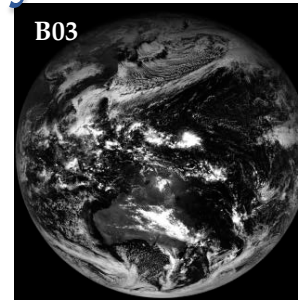
## 16 bands Images by Himawari-8/AHI



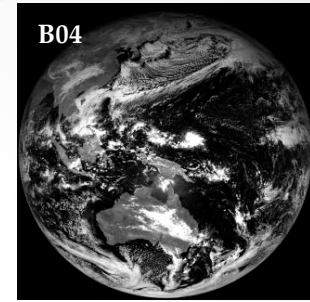
**B01:**  
0.46  $\mu\text{m}$   
Visible  
  
Vegetation,  
aerosol



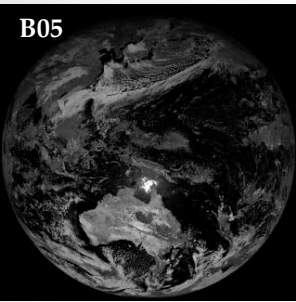
**B02:**  
0.51  $\mu\text{m}$   
Visible  
  
Vegetation,  
aerosol



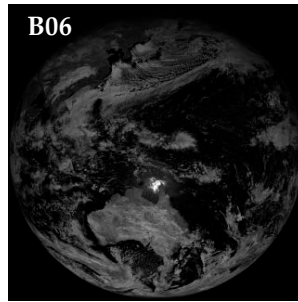
**B03:**  
0.64  $\mu\text{m}$   
Visible  
  
Low cloud,  
fog



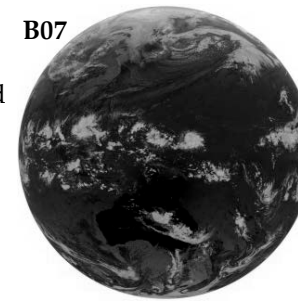
**B04:**  
0.86  $\mu\text{m}$   
Near infrared  
  
Vegetation,  
aerosol



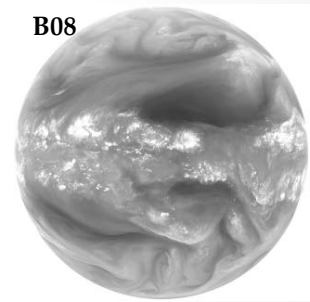
**B05:**  
1.6  $\mu\text{m}$   
Near infrared  
  
Cloud phase



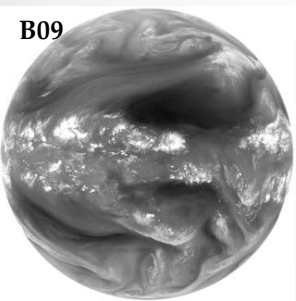
**B06:**  
2.3  $\mu\text{m}$   
Near infrared  
  
Particle size



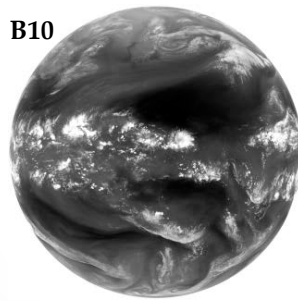
**B07:**  
3.9  $\mu\text{m}$   
Infrared  
  
Low cloud,  
fog, forest  
fire



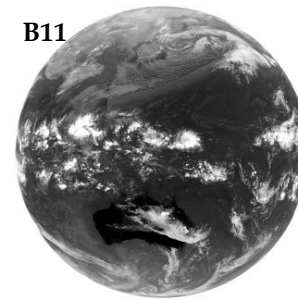
**B08:**  
6.2  $\mu\text{m}$   
Infrared  
  
Mid- and  
upper level  
moisture



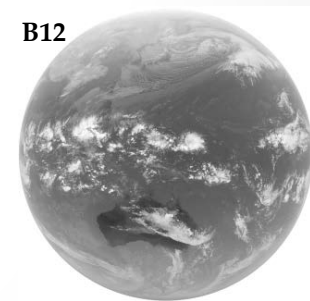
**B09:**  
6.9  $\mu\text{m}$   
Infrared  
  
Mid level  
moisture



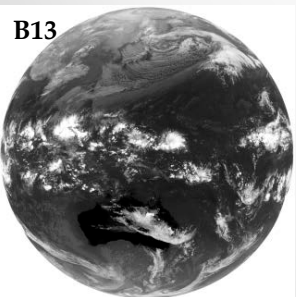
**B10:**  
7.3  $\mu\text{m}$   
Infrared  
  
Mid- and  
lower level  
moisture



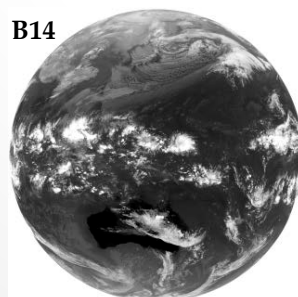
**B11:**  
8.6  $\mu\text{m}$   
Infrared  
  
Cloud  
phase, SO<sub>2</sub>



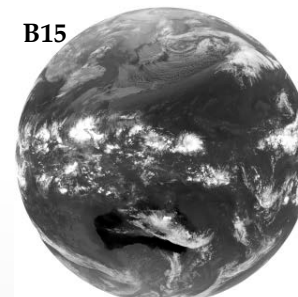
**B12:**  
9.6  $\mu\text{m}$   
Infrared  
  
Ozone  
content



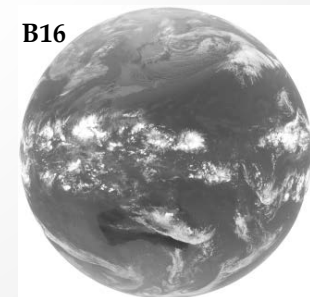
**B13:**  
10.4  $\mu\text{m}$   
Infrared  
  
Cloud  
imagery,  
information  
of cloud top



**B14:**  
11.2  $\mu\text{m}$   
Infrared  
  
cloud  
imagery, sea  
surface  
temperature

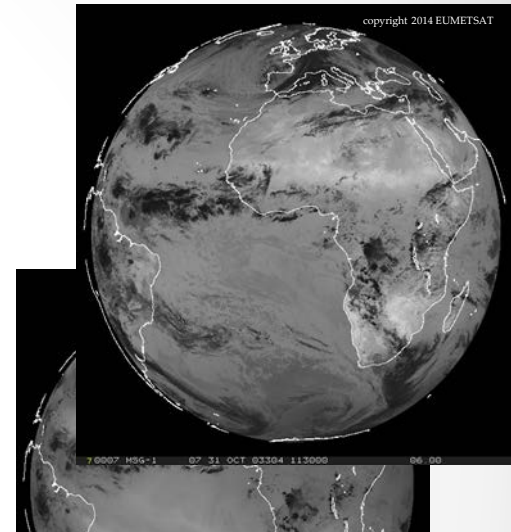
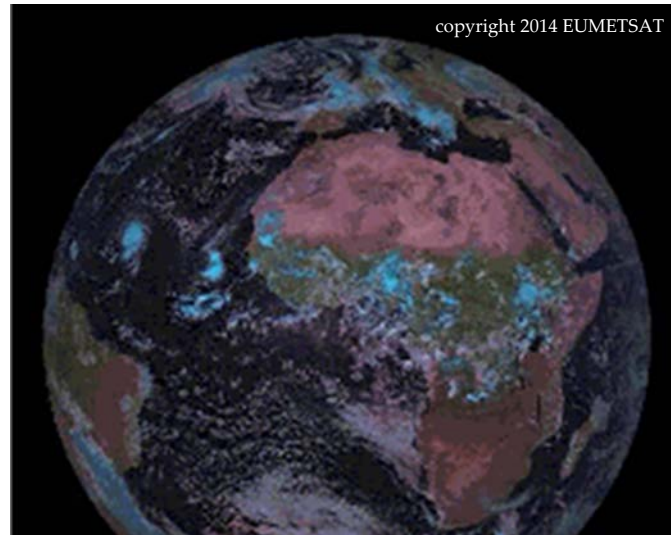
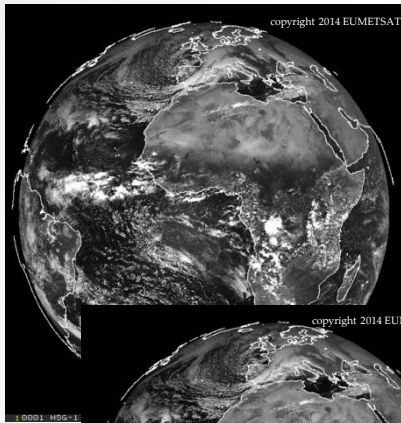


**B15:**  
12.4  $\mu\text{m}$   
Infrared  
  
Cloud  
imagery, sea  
surface  
temperature



**B16:**  
13.3  $\mu\text{m}$   
Infrared  
  
Cloud top  
height

# There are **too many** channels!



The **RGB** technique is ...

- Simple process by composition of images enable to create RGB imagery.
- Various information are derivable by one RGB image.
- RGB imagery retain "natural texture" of single channel images.

→ Various information can be derived by colorizing and composing imagery.

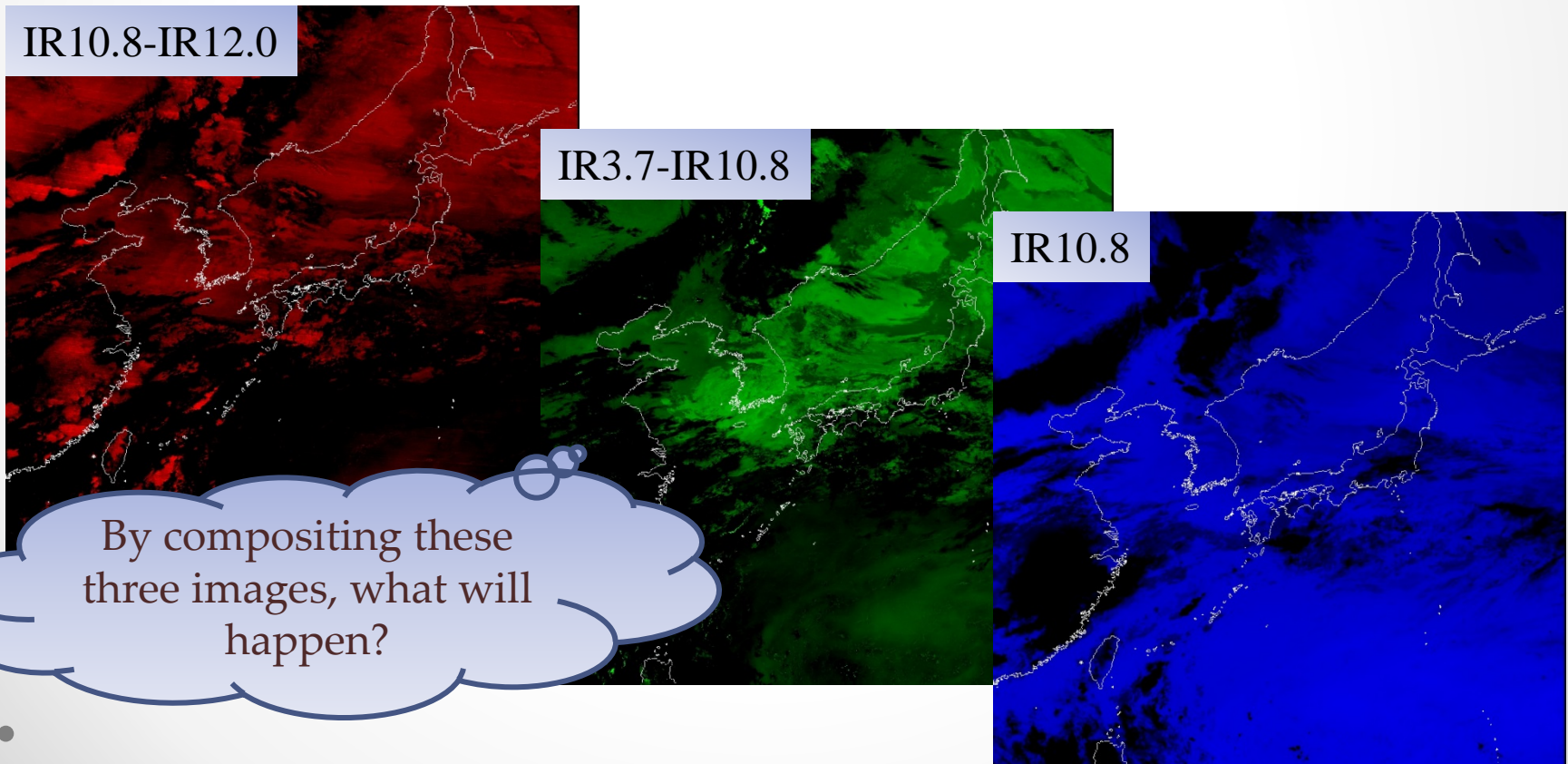


# How to create RGB composite imagery ...

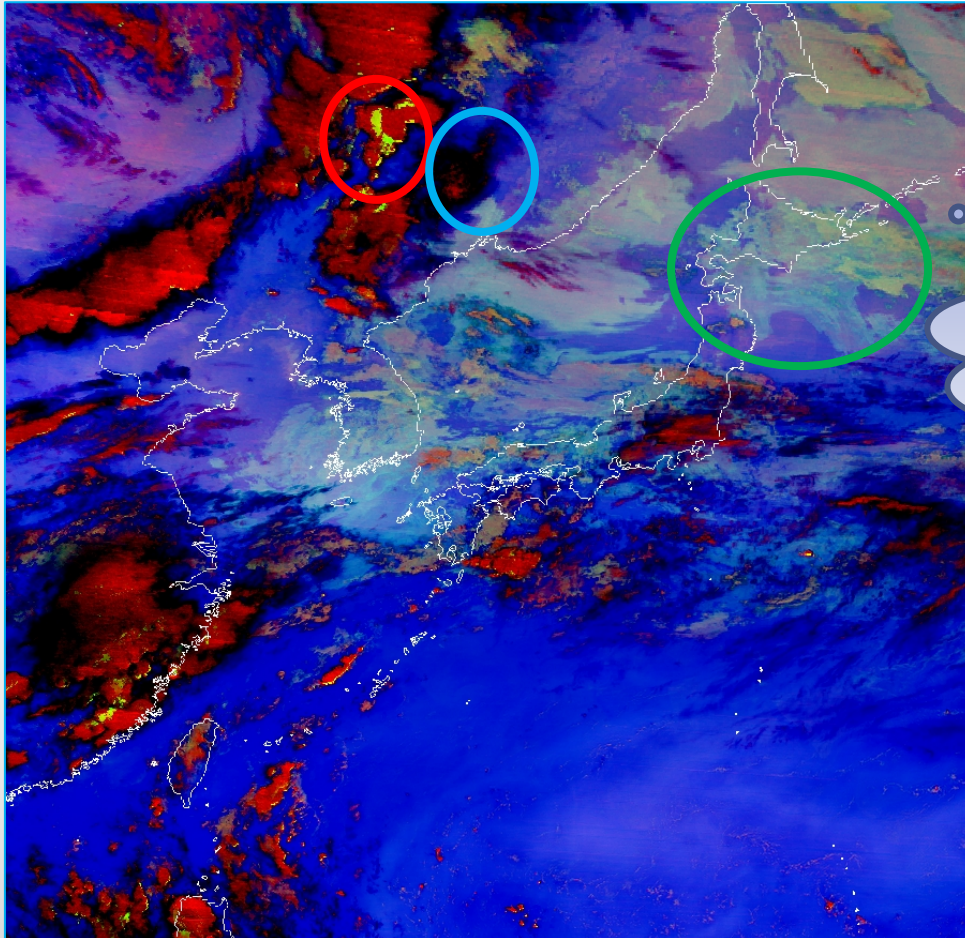


# How to create RGB composite imagery

- RGB composite imagery can be displayed by three individual colorized (red, blue or green) images of 2 or 3 channels (or channel differences) and by composing them.



# How to create RGB composite imagery



- Hereby a RGB image is created.

Information can be derived from coloration by overlapping plural images.

In this example,

low cloud or fog, thin high cloud and thick Cb cloud etc.

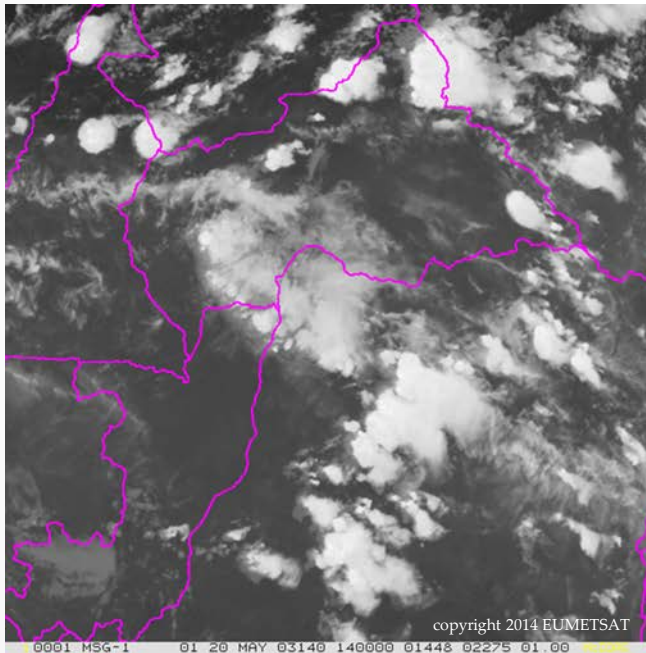
# How to create RGB composite imagery

- Adjustment of gradation
  - For extracting and enhancing specific phenomenon
  - Requirement to adjust visual aspects when compositing images
  - The visual aspects of RGB composite imagery are manipulated by adjusting “gradation (gray-scale) range” and “gamma correction”

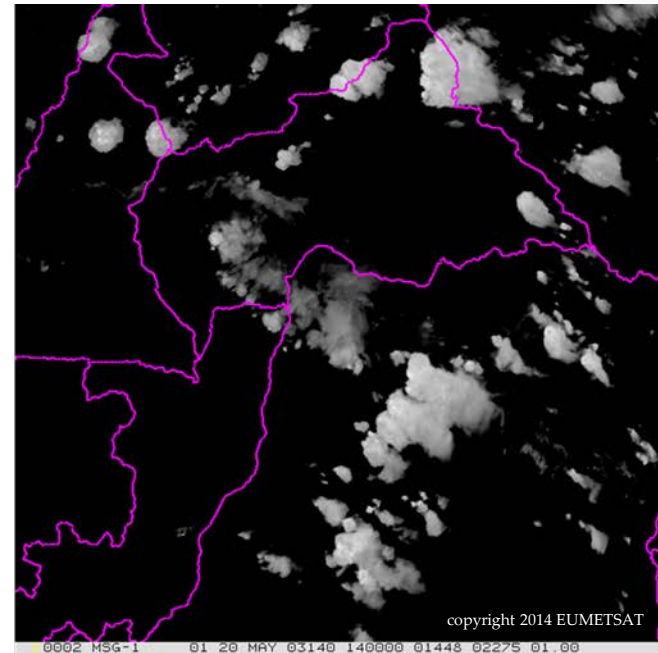


# How to create RGB composite imagery

- Example of gradation (gray-scale) adjustment (emphasis on "Cb")



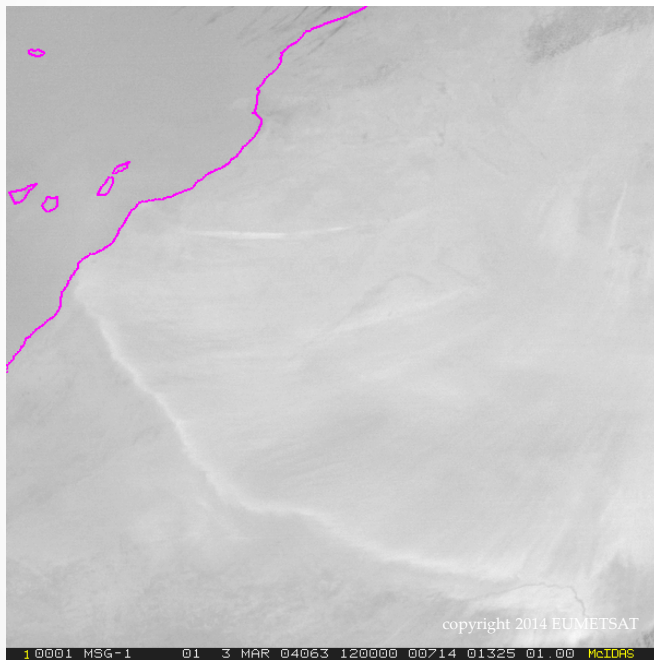
IR10.8  
Range : 180~340K  
Gamma: 1



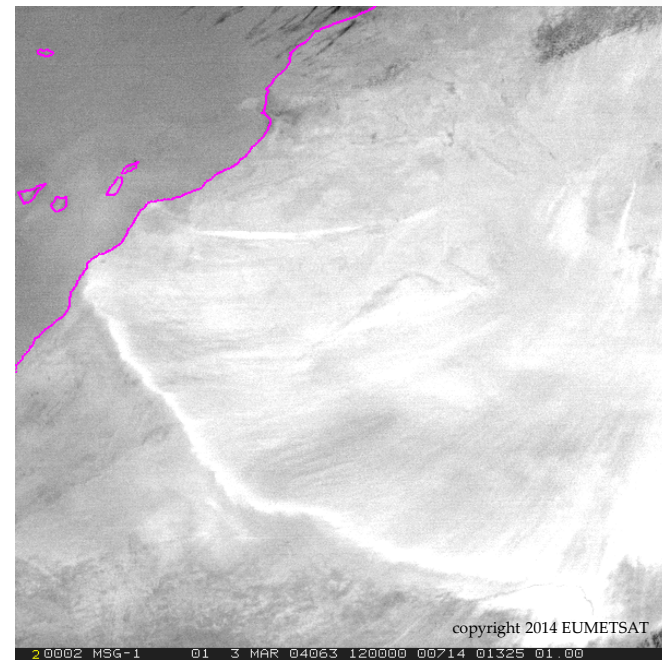
IR10.8  
Range : 180~**233K**  
Gamma : 1

# How to create RGB composite imagery

- Example of gradation (gray-scale) adjustment (emphasis on "dust")



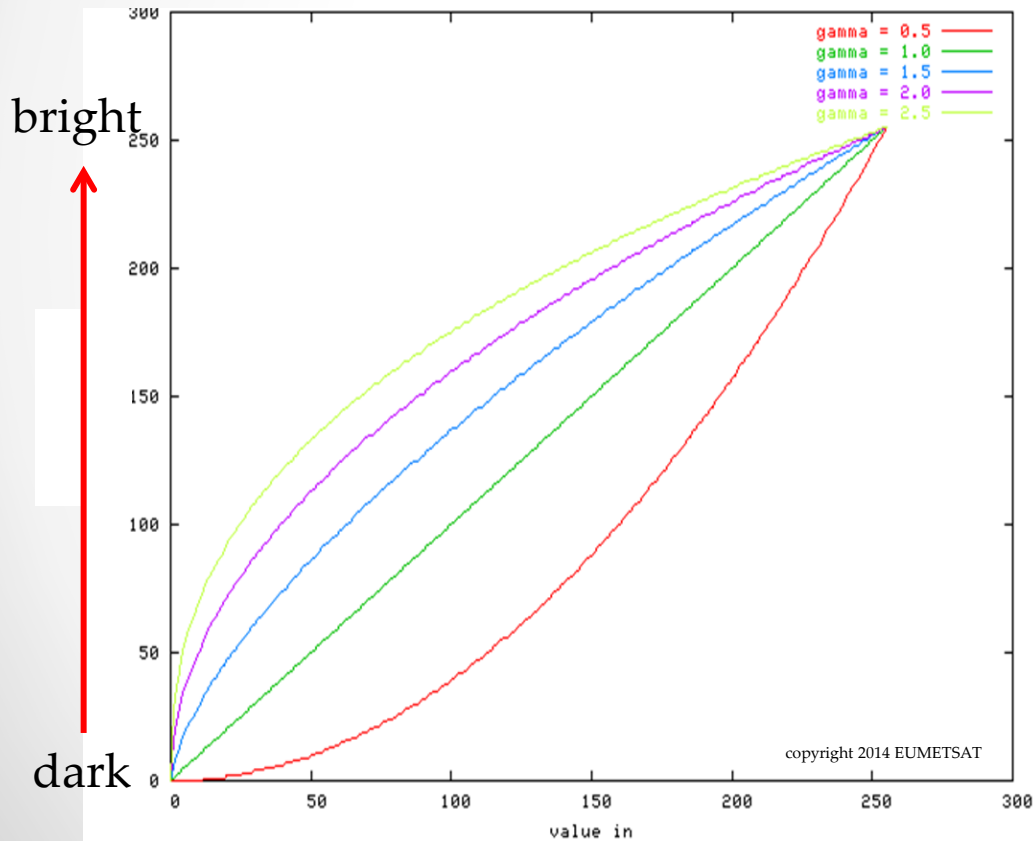
IR12.0-IR10.8  
Range : -15~5K  
Gamma : 1



IR12.0-IR10.8  
Range : -4~2K  
Gamma : 1

# How to create RGB composite imagery

- Gradation (gray-scale) vs gamma value



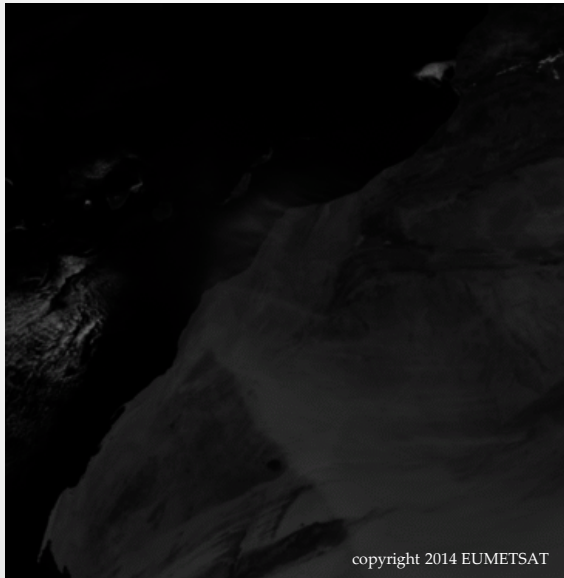
Mapping function for different gamma corrections with calibration of 0 – 255 (8 bit)

It's not easy to imagine this concept.

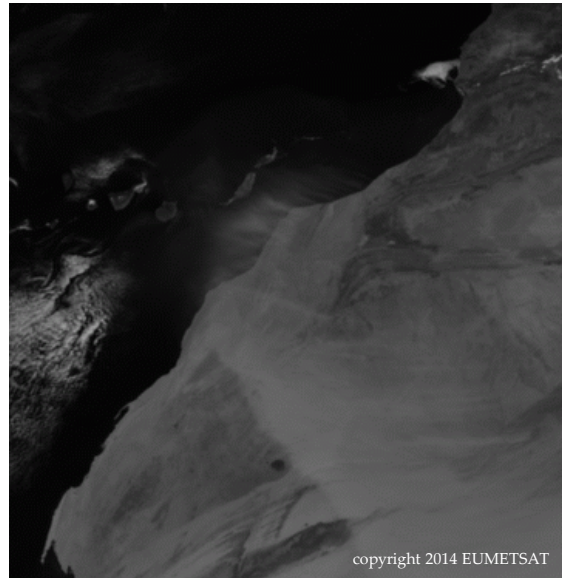
Let's move on to the next slide!

# How to create RGB composite imagery

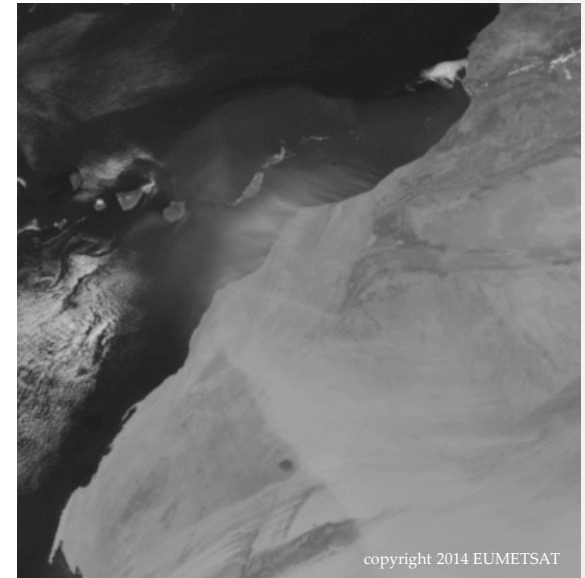
- Examples of gradation (gray-scale) adjustment (emphasis on "land")



VIS0.6  
Range : 0~100%  
Gamma : 0.5



VIS0.6  
Range : 0~100%  
Gamma : 1.0



VIS0.6  
Range : 0~100%  
Gamma : 2.0



# RGB composite imagery presented by EUMETSAT

...



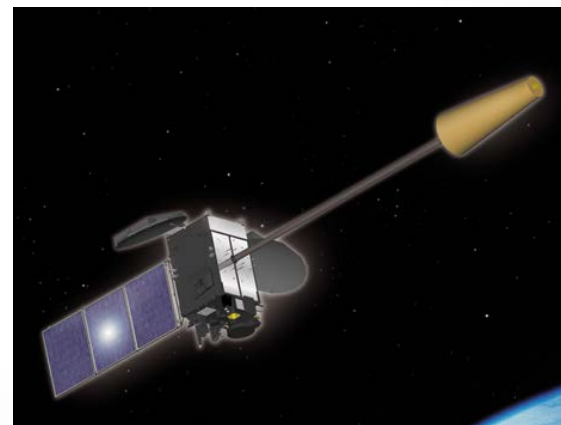
# RGB composite imagery presented by EUMETSAT

- RGB composite imagery which are possible to create by traditional images of MTSAT satellites
  - Limited combinations by VIS • IR10.8 • IR12.0 • IR6.8 • IR3.7
- RGB composite imagery which will be possible to create by Himawari-8 and -9 imagery
  - Various combinations are covered almost all RGB composite imagery schemes presented by EUMETSAT

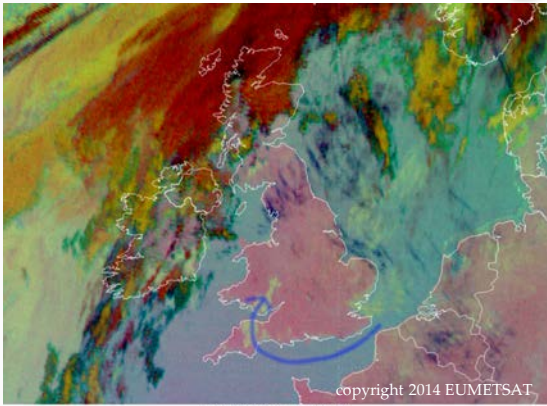
→ Let's see some examples on the following slide!



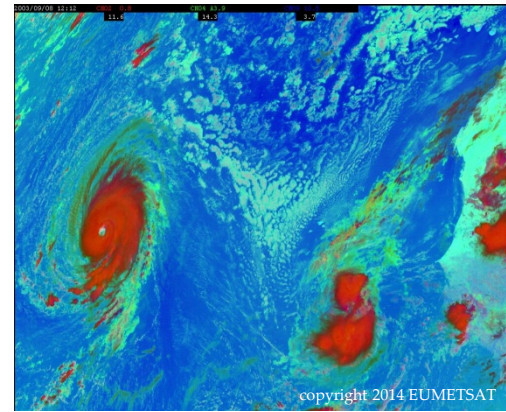
RGB composite imagery  
which are possible to create by  
traditional images of **MTSAT** satellites



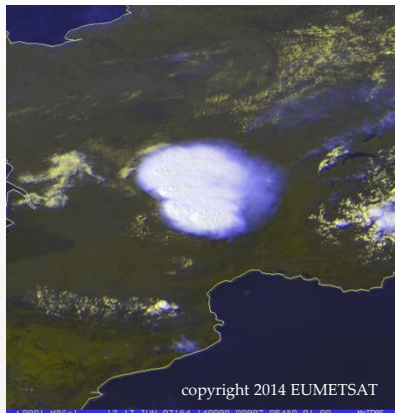
# RGB composite imagery which are possible to create by traditional images of **MTSAT** satellites



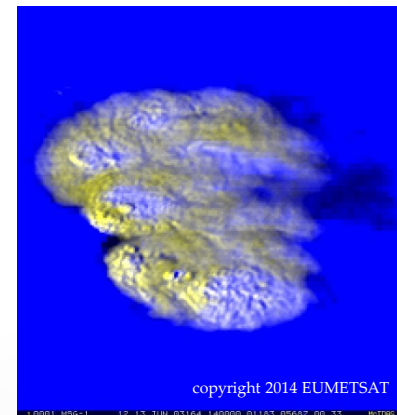
Night Microphysics



Day Microphysics



Clouds Convection



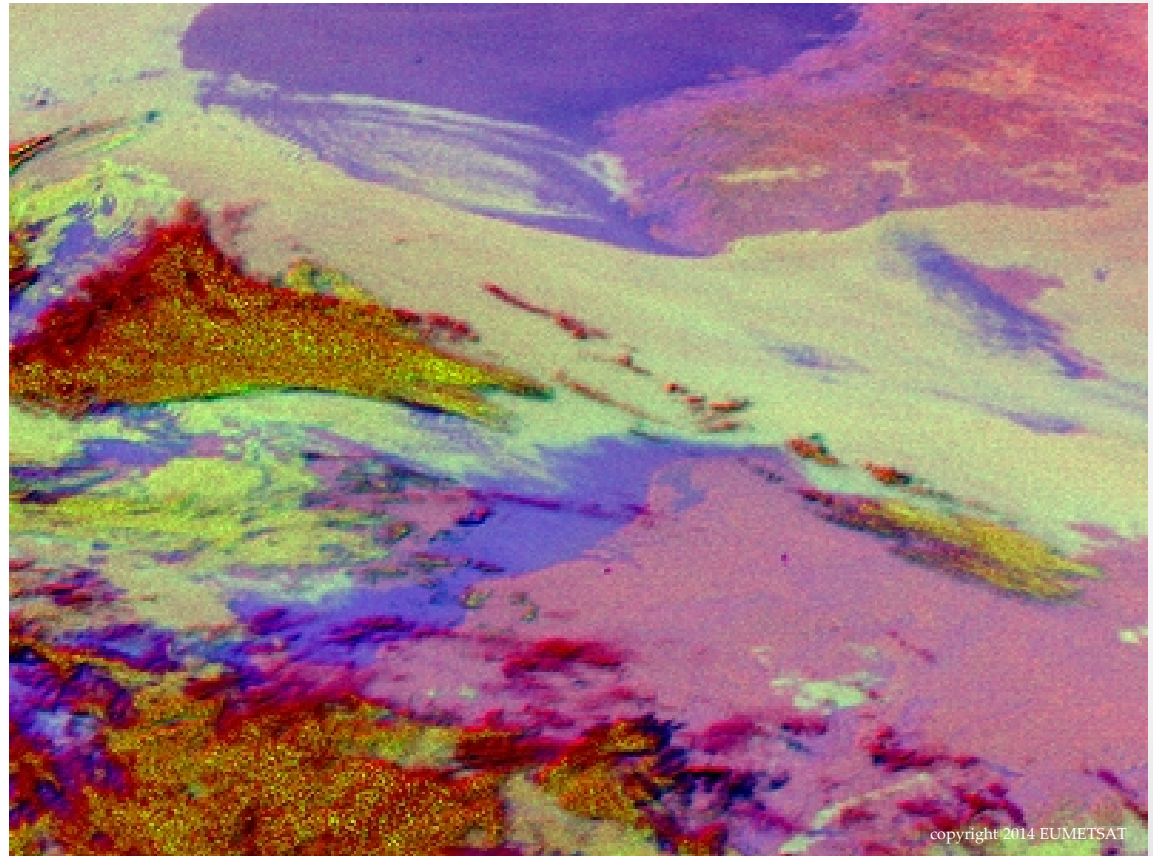
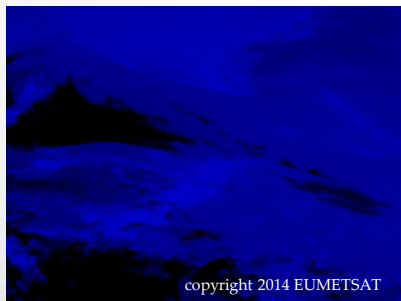
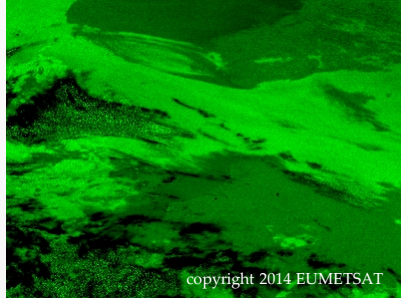
Severe Storms



# Night Microphysics (for night-time cloud analysis)

- R : IR12.0 – IR10.8  
Range : -4~2 [K] Gamma : 1.0
- G : IR10.8 – IR3.9  
Range : 0~10[K] Gamma : 1.0
- B : IR10.8  
Range : 243~293[K] Gamma : 1.0
- Applications
  - night-time cloud analysis
  - Fog/low cloud distinction for night-time

# Night Microphysics



MSG 2003/11/9 02:45UTC

# Interpretation of Colors for “Night Microphysics”

Cold, thick, high-level cloud

Very cold ( $< -50^{\circ}$  C), thick,  
high-level cloud

Thin Cirrus cloud

Thick, mid-level cloud

Thin, mid-level cloud

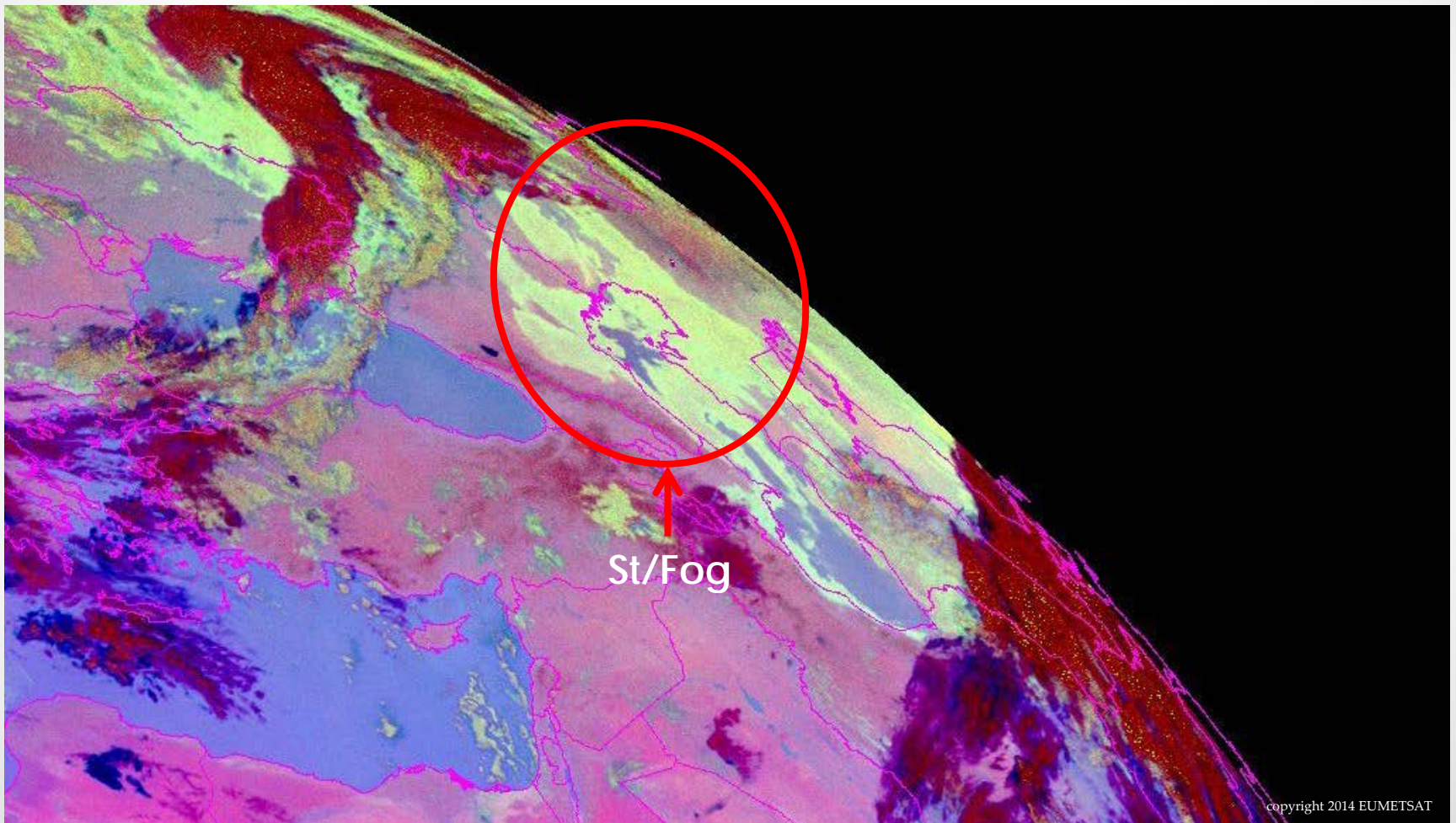
Low-level cloud  
(high latitudes)

Low-level cloud  
(low latitudes)

Ocean

Land

# Night Microphysics (St/Fog)

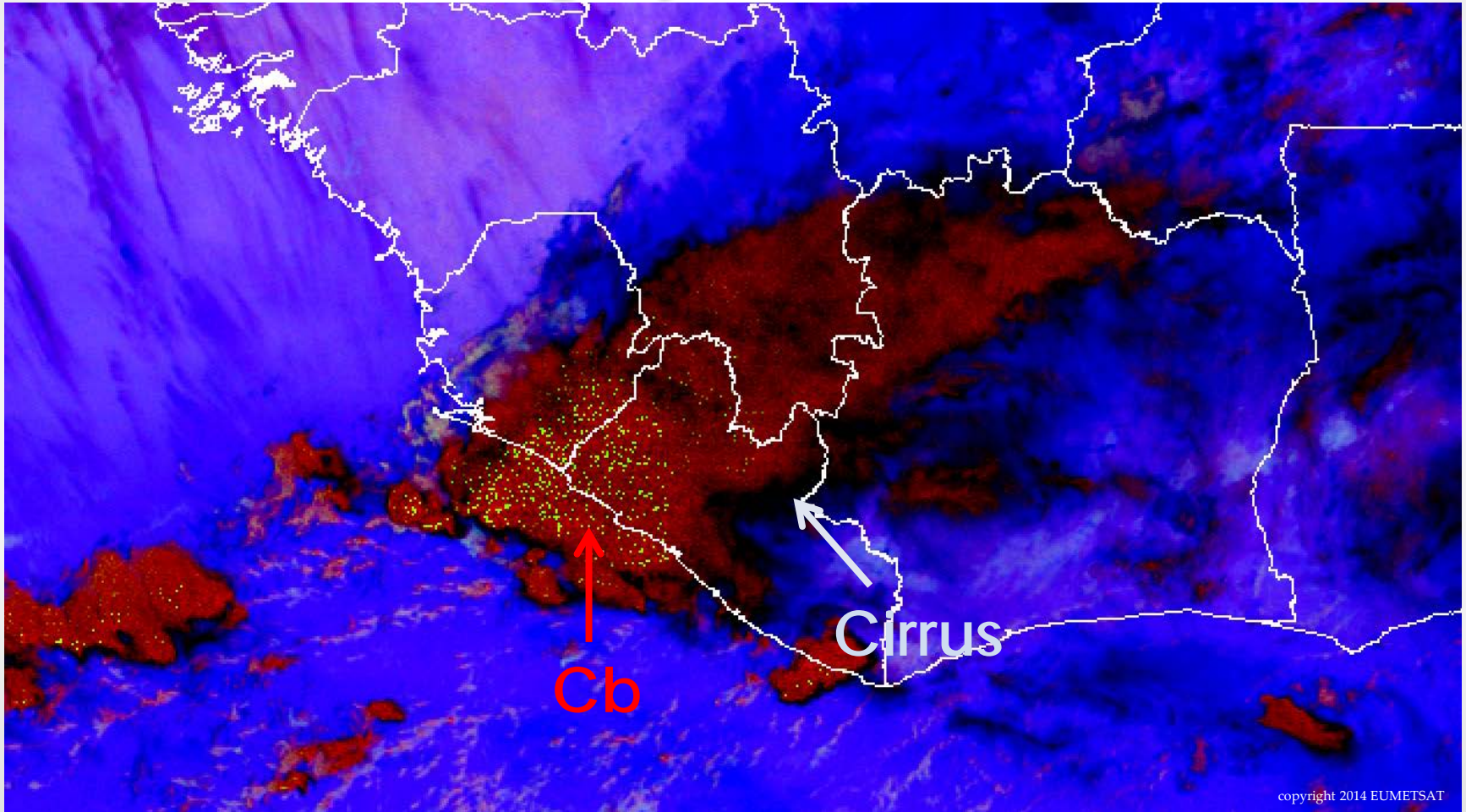


copyright 2014 EUMETSAT

MSG 2005/3/14 00:00UTC ●24



# Night Microphysics (Cb/Cirrus)



MSG 2005/4/19 03:15UTC

# Night Microphysics (summary)

This RGB scheme is ...

- effective for low cloud distinction in night time (especially St/Fog)
- effective for thick Cb cloud distinction in night time
- viewable by SATAID (the details will follow later)
- available on MSC website for the Southeast Asia and the South Pacific Islands in real time
  - the web site is [here!](#)



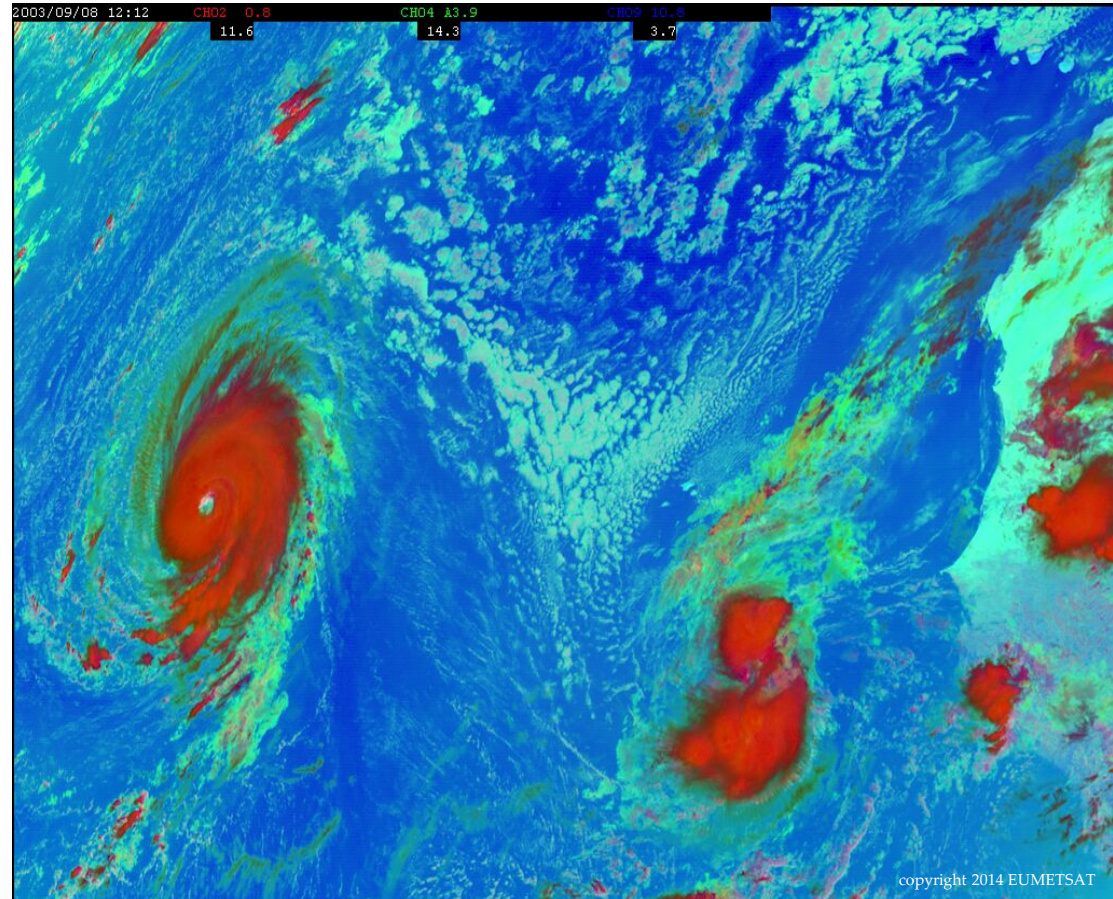
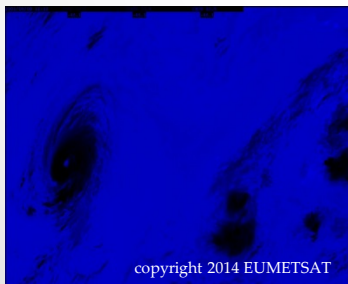
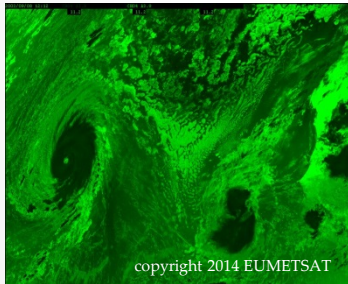
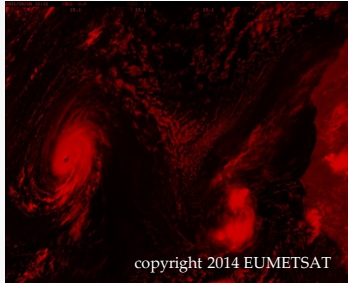
# Day Microphysics

## (for day-time cloud analysis)

- R : VIS0.8  
Range : 0~100 [%]   Gamma : 1.0
- G : IR3.9 Solar reflectance component  
Range : 0~60[%]   Gamma : 2.5   (summer)  
Range : 0~25[%]   Gamma : 1.5   (winter)
- B : IR10.8  
Range : 203~323[K]   Gamma : 1.0
- Applications
  - Day-time cloud analysis
  - Convective cloud with strong updrafts
  - Vegetation
  - Fire (hot spot)



# Day Microphysics (for day-time cloud analysis)



MSG 2003/9/8 12:00UTC



# Interpretation of Colors for “Day Microphysics”



Deep precipitating cloud  
(precip. not necessarily reaching the ground)

- Bright, thick
- Large ice particles
- Cold cloud



Deep precipitating cloud  
(Cb cloud with strong updrafts and severe weather)\*

- Bright, thick
- Small ice particles
- Cold cloud

\*or thick, high-level lee cloudiness with small ice particles



Thin Cirrus cloud  
(Large ice particles)



Thin Cirrus cloud  
(Small ice particles)

Ocean

Vegetation

Fires(Hot Spot) /Desert

Snow

# Interpretation of Colors for “Day Microphysics”



Supercooled, thick water cloud  
- Bright, thick  
- Large droplets



Supercooled, thick water cloud  
- Bright, thick  
- Small droplets



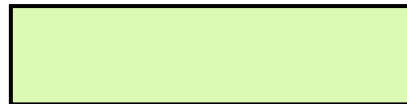
Supercooled thin water cloud  
- Large droplets



Supercooled, thin water cloud  
- Small droplets



Thick water cloud (warm rain cloud)  
- Bright, thick  
- Large droplets



Thick water cloud (no precipitation)  
- Bright, thick  
- Small droplets



Thin water cloud  
- Large droplets



Thin water cloud  
- Small droplets

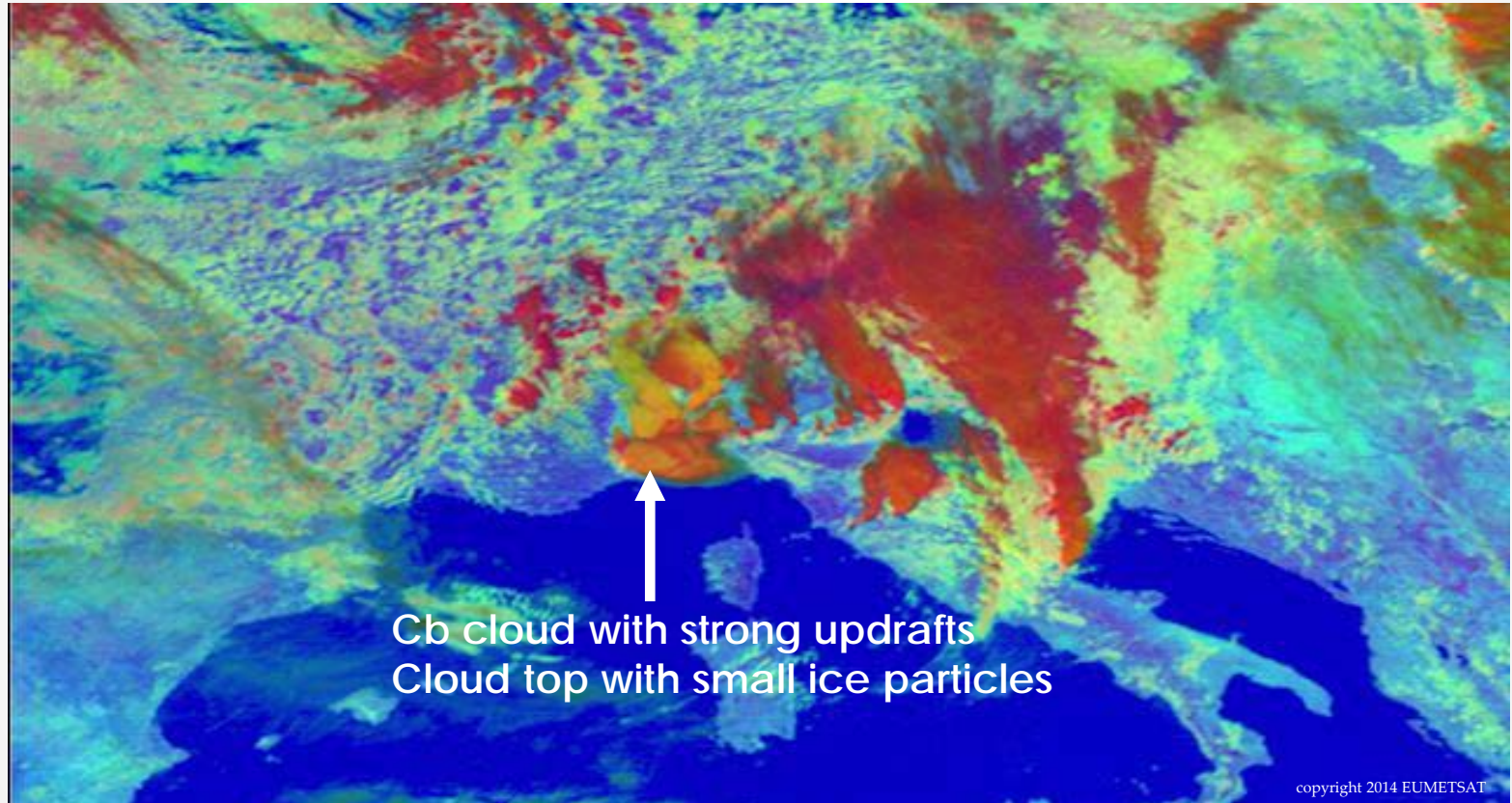
Ocean

Vegetation

Fires(Hot Spot) /Desert

Snow

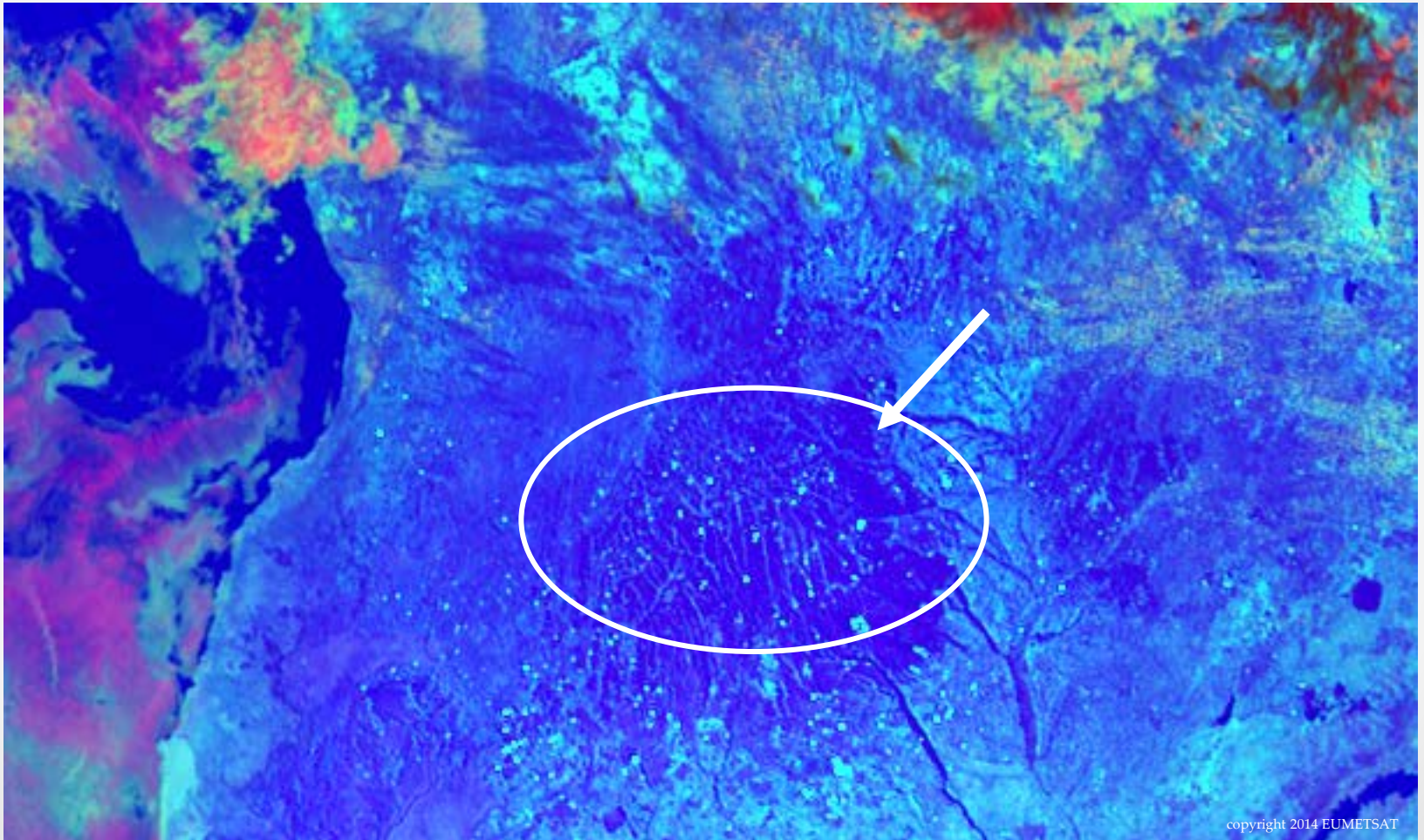
# Day Microphysics (Severe Convection)



MSG 2003/5/20 13:30UTC



# Day Microphysics (Fires)



# Day Microphysics (summary)

This RGB scheme is ...

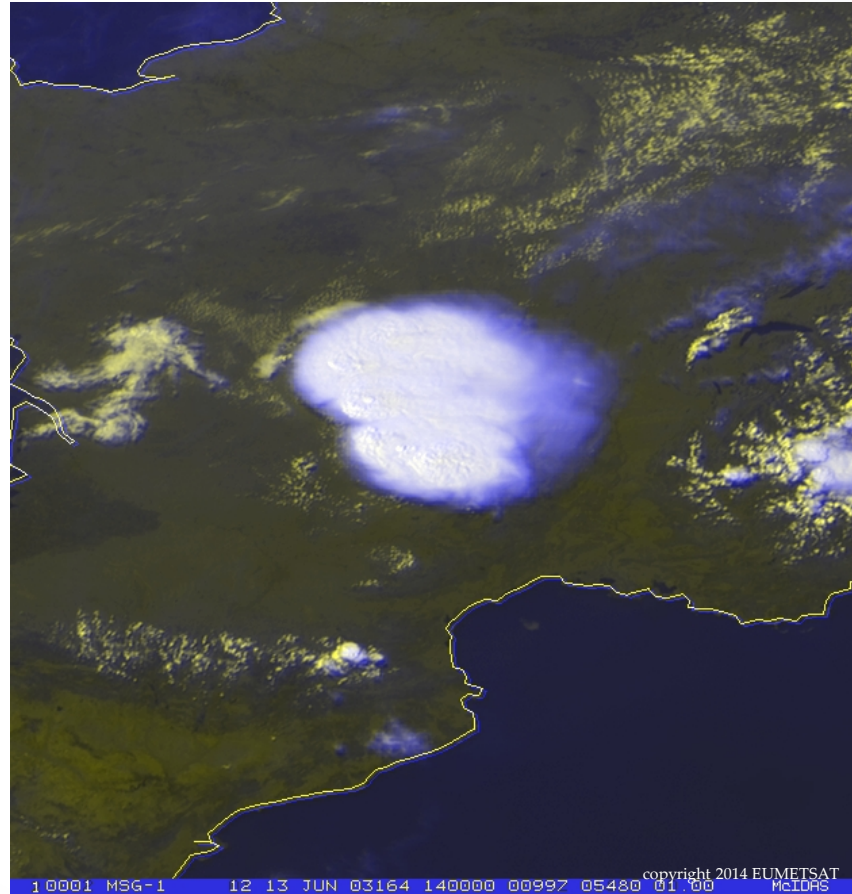
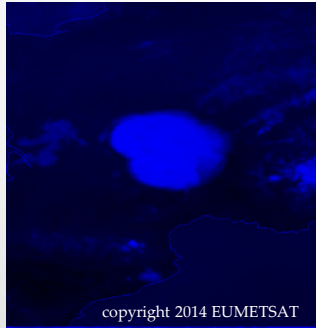
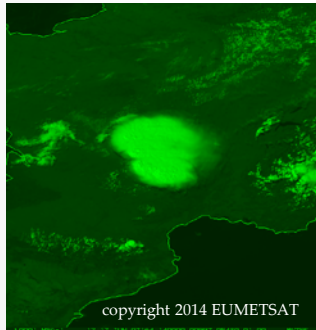
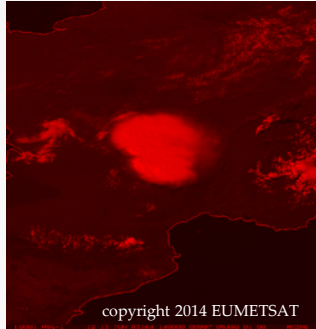
- effective for convective cloud distinction in day time (especially particle size distinction in rough)
- effective to distinguish the distribution of fires
- so far, unavailable for SATAID, because this includes the solar reflectance component



# Clouds Convection

- R : VIS0.8  
Range : 0~100 [%] Gamma : 1.0
- G : VIS0.8  
Range : 0~100 [%] Gamma : 1.0
- B : IR10.8  
Range : 323~203 [K] Gamma : 1.0
- Applications
  - Day-time cloud analysis
  - Convective cloud distinction

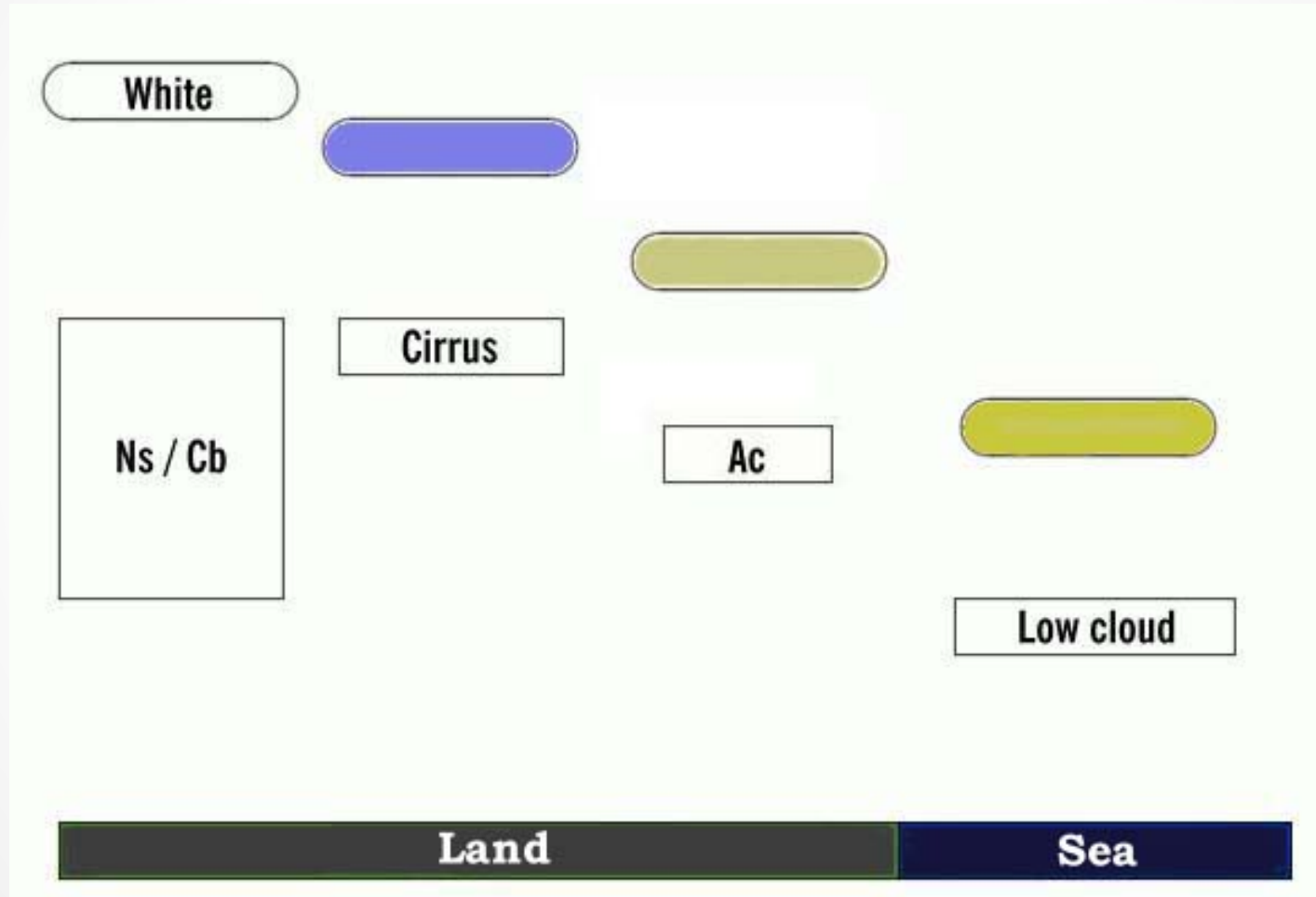
# Clouds Convection



MSG 2003/6/12 14:00UTC

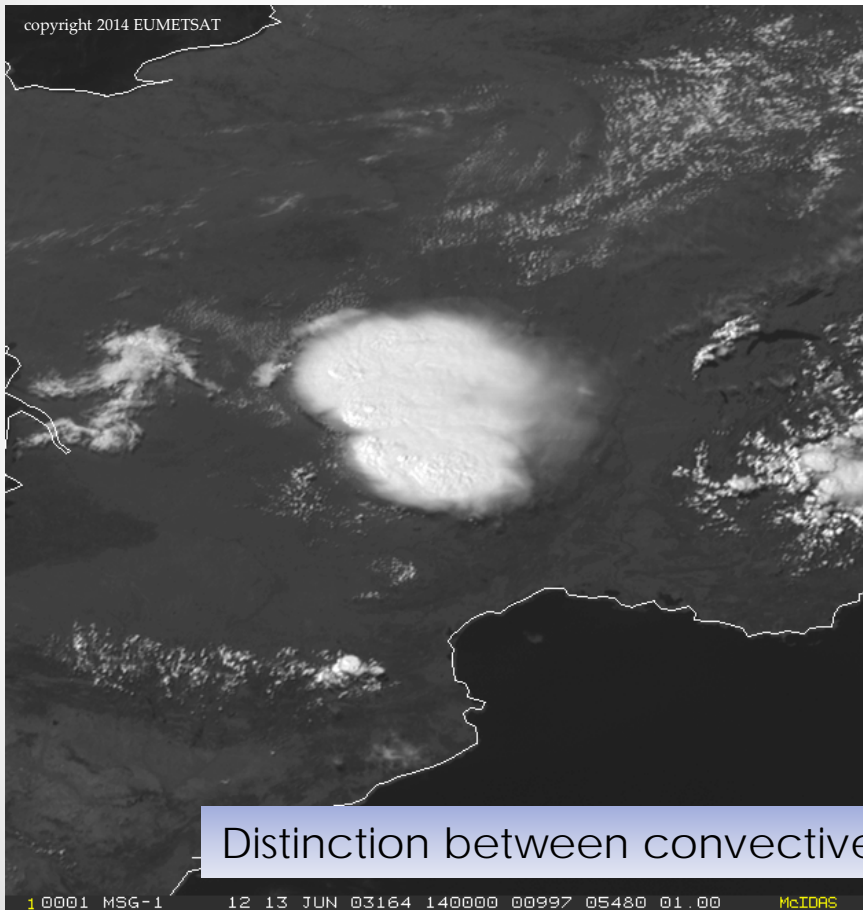


# Interpretation of Colors for “Clouds Convection”

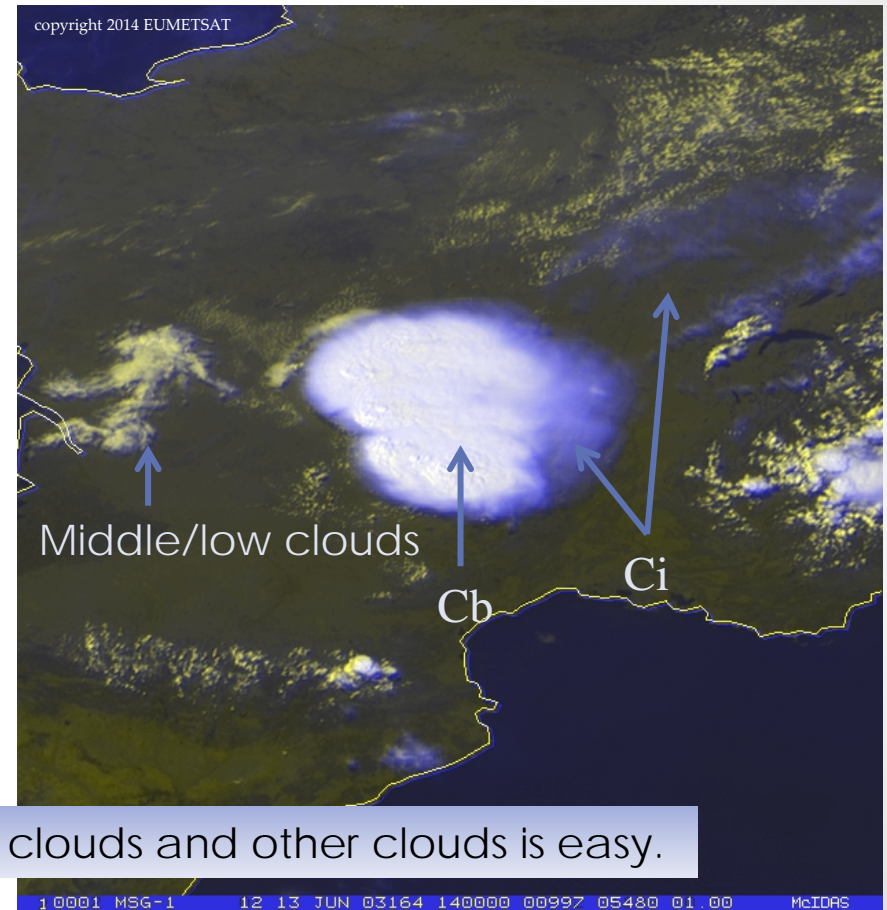




# Clouds Convection vs. VIS



VIS



RGB

Distinction between convective clouds and other clouds is easy.

# Clouds Convection (summary)

This RGB scheme ...

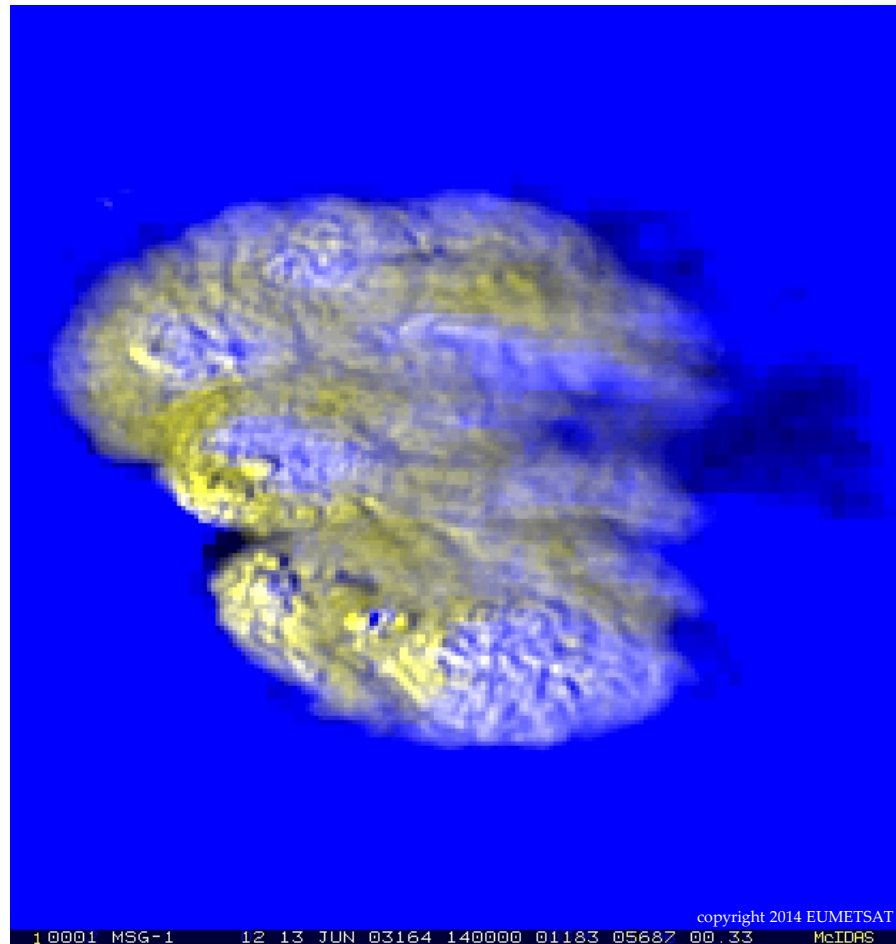
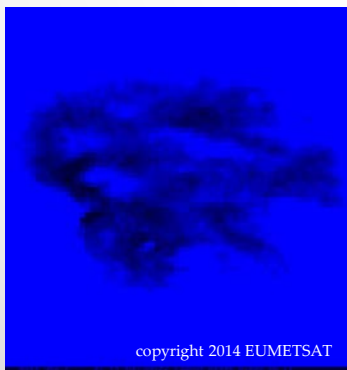
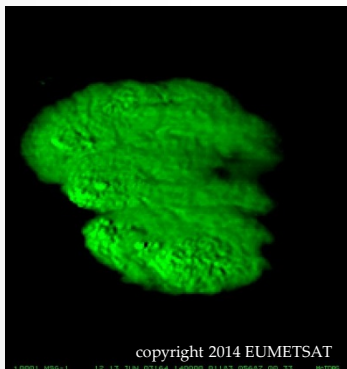
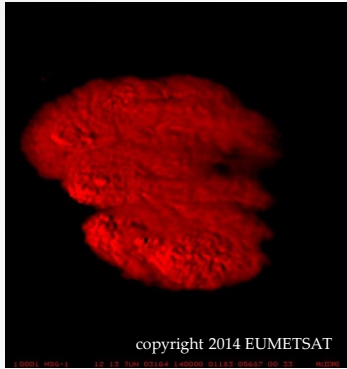
- makes easy to distinguish clouds even in case that the distinction is difficult by switching individual IR and VIS imagery
- is viewable by SATAID (the details will follow later)
- is being used by relevant aviation office



# Severe Storms

- R : VIS0.8  
Range : 0~100 [%] Gamma : 1.0
- G : VIS0.8  
Range : 0~100 [%] Gamma : 1.0
- B : IR10.8-IR3.9  
Range : -60~-40 [K] Gamma : 2.0
- Applications
  - distinction for severe convection

# Severe Storms



MSG 2003/6/12 14:00UTC

# Interpretation of Colors for “Severe Storms”

white



black

**Cb / Ns**

large ice

weak or  
moderate  
updrafts

**Cb**

small ice

strong and  
vigorous  
updrafts

**Ci**

thin Ci

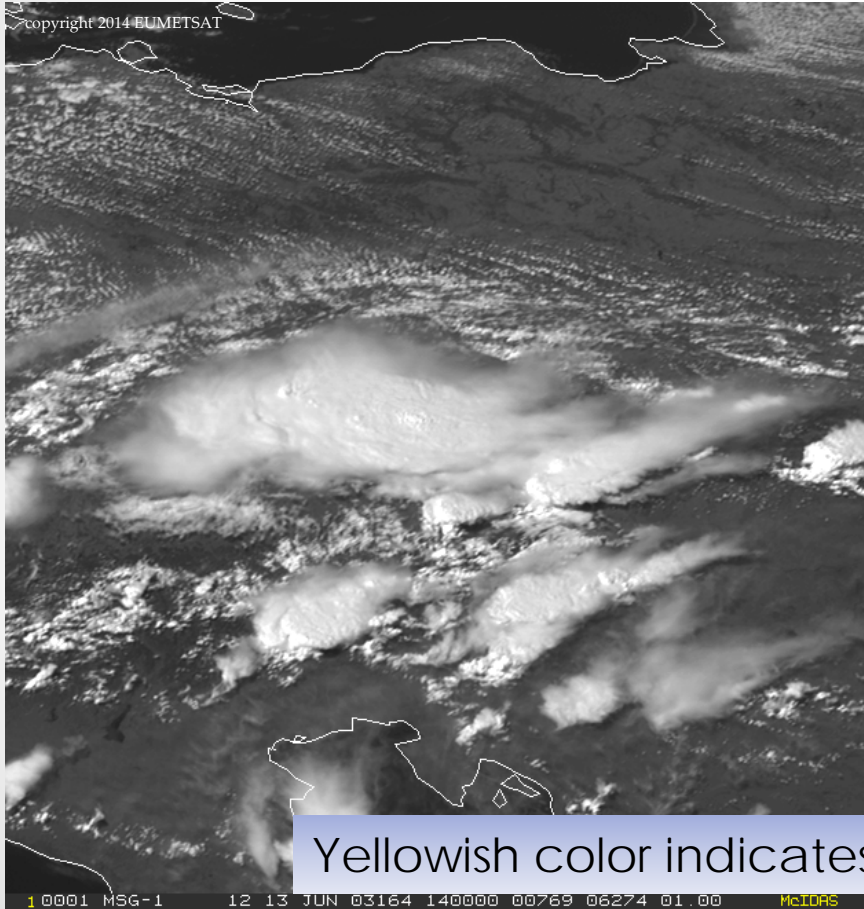
small ice  
particles

white

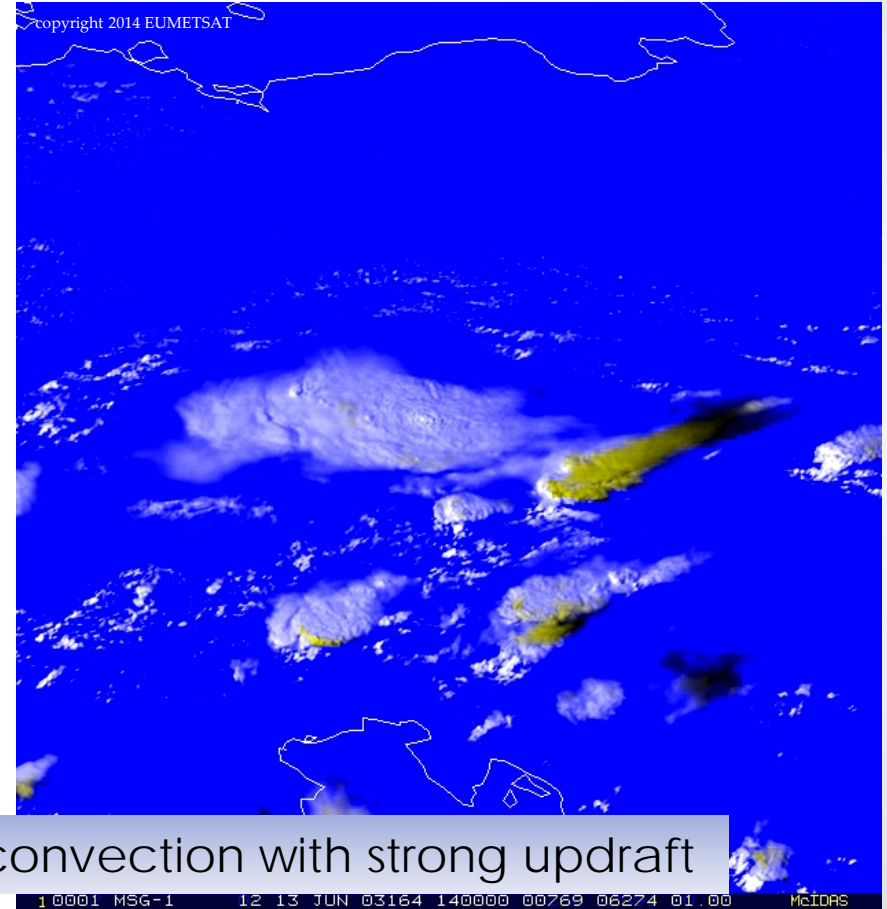
**Cu cong**



# Severe Storms vs. VIS



VIS



RGB

Yellowish color indicates convection with strong updraft



# Severe Storms (summary)

This RGB scheme is...

- available to distinguish strong updraft location from convective clouds
- but in day-time only
- viewable by SATAID

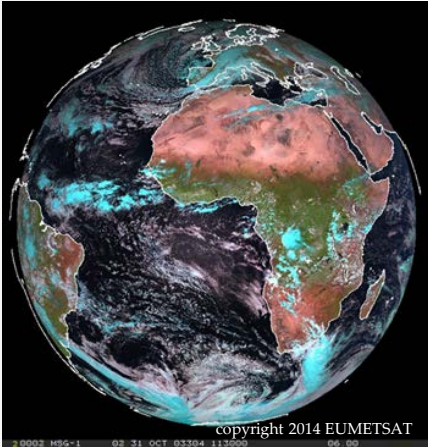




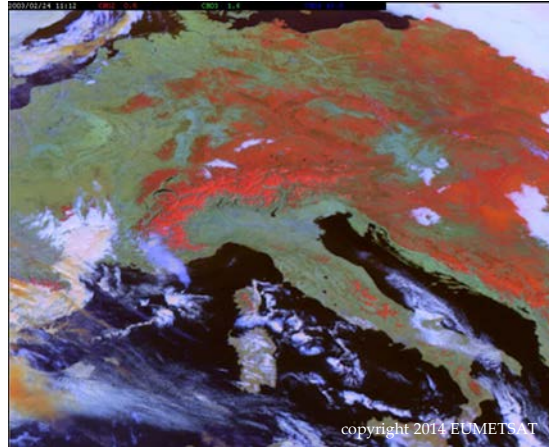
RGB composite imagery  
which will be possible to create by  
Himawari-8 and -9 imagery



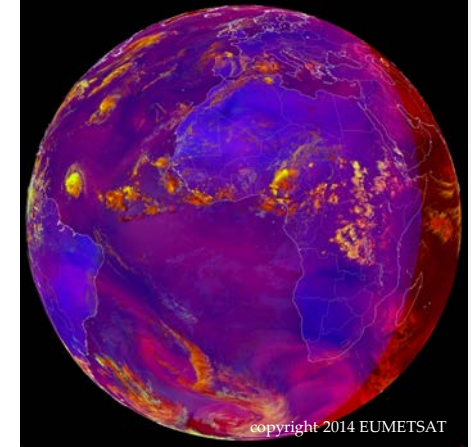
# RGB composite imagery which will be possible to create by Himawari-8 and -9 imagery



Natural Colors



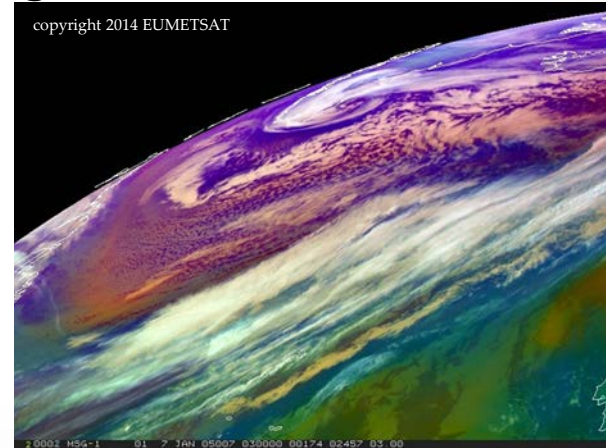
Day Snow-Fog



Day Convective Storms



Dust



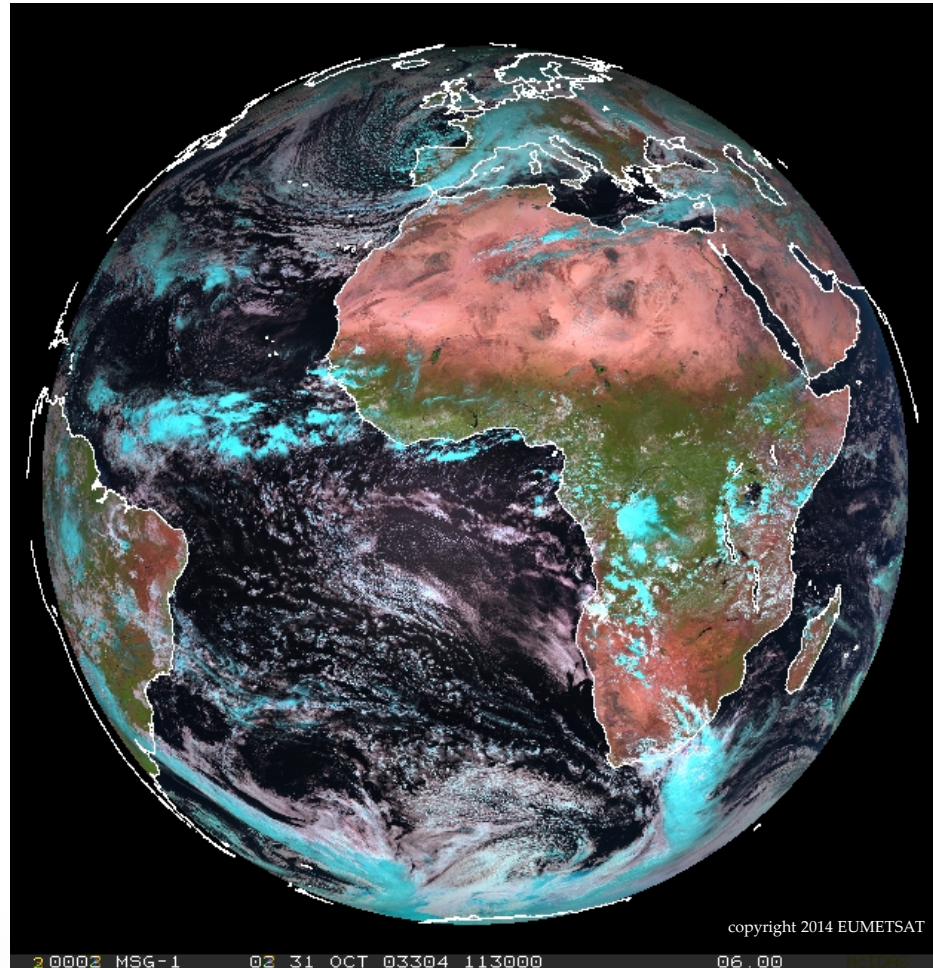
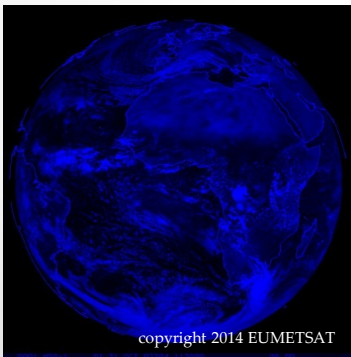
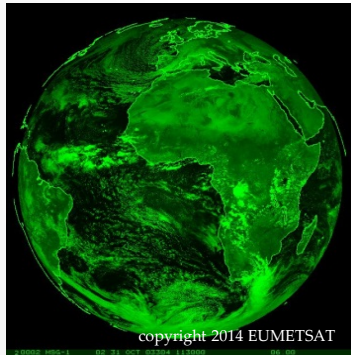
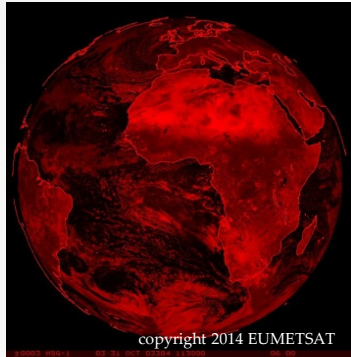
Airmass

# Natural Colors

- R : NIR1.6  
Range : 0~100 [%] Gamma : 1.0
- G : VIS0.8  
Range : 0~100 [%] Gamma : 1.0
- B : VIS0.6  
Range : 0~100 [%] Gamma : 1.0
- Applications
  - Day-time cloud analysis
  - Distinction for snow and ice
  - Vegetation



# Natural Colors



MSG 2003/10/31 11:30UTC



# Interpretation of Colors for “Natural Colors”

High-level ice clouds

Low-level water clouds

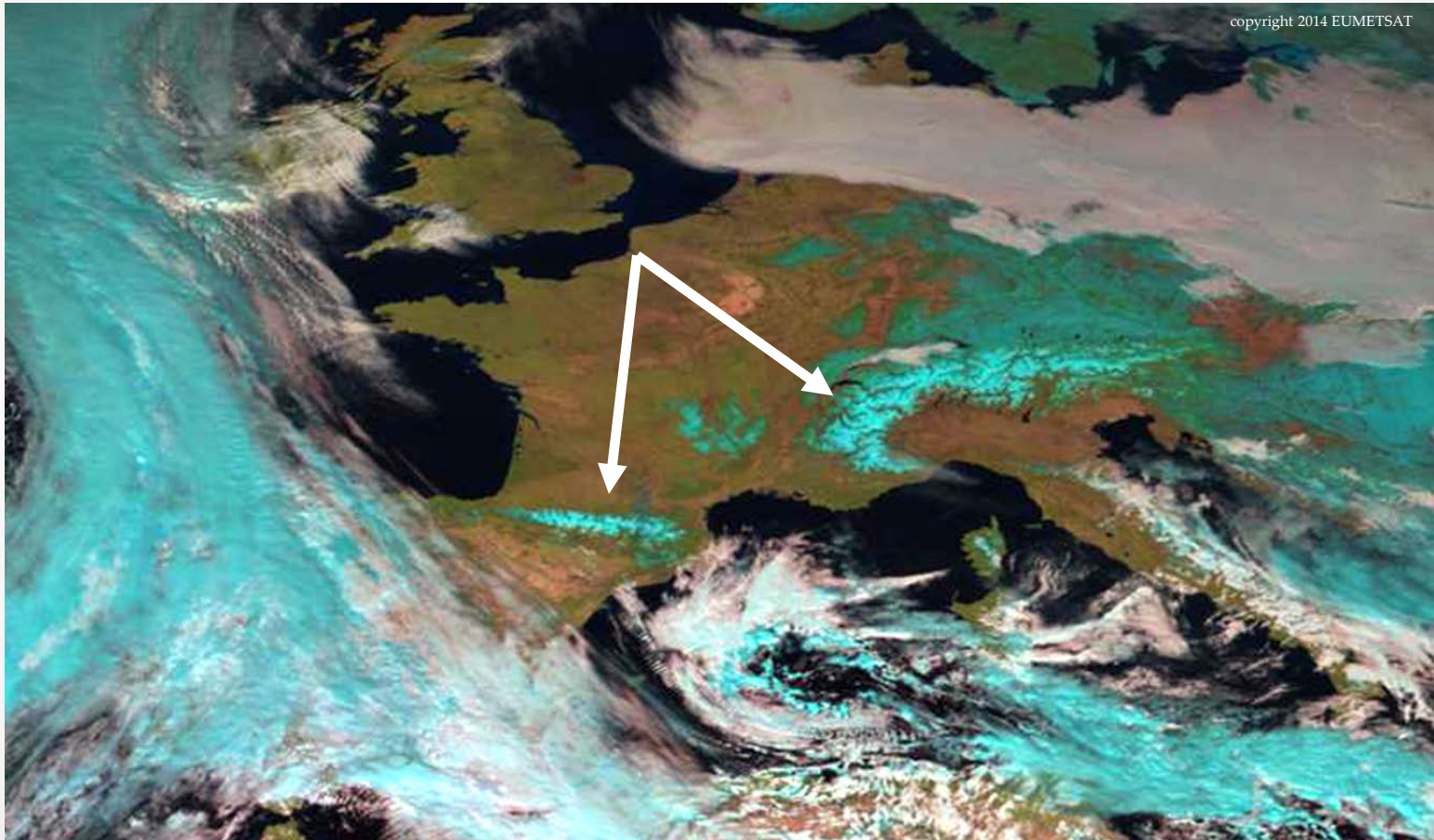
Ocean

Vegetation

Desert

Snow

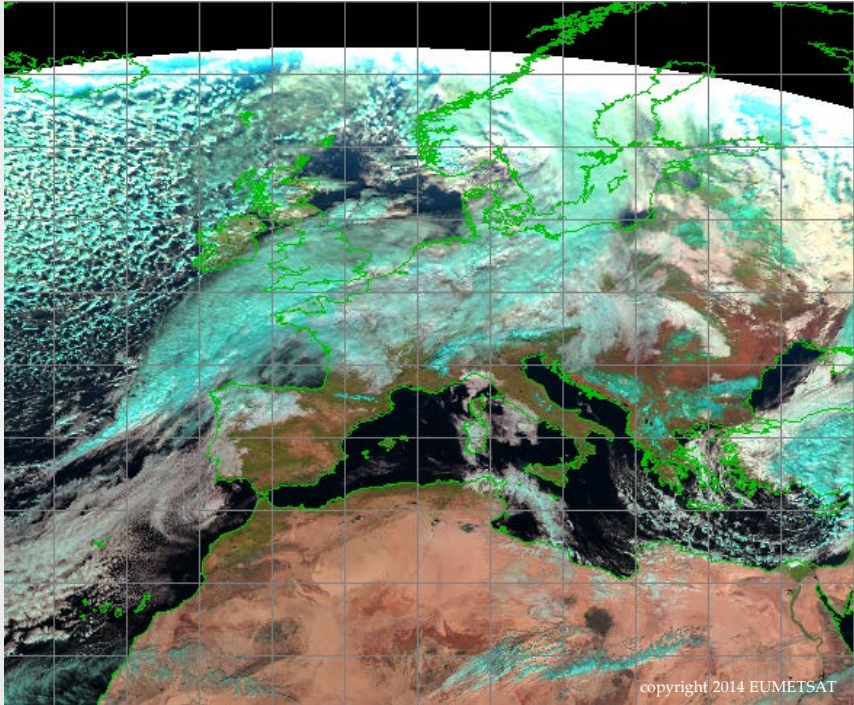
# Natural Colors (snow)



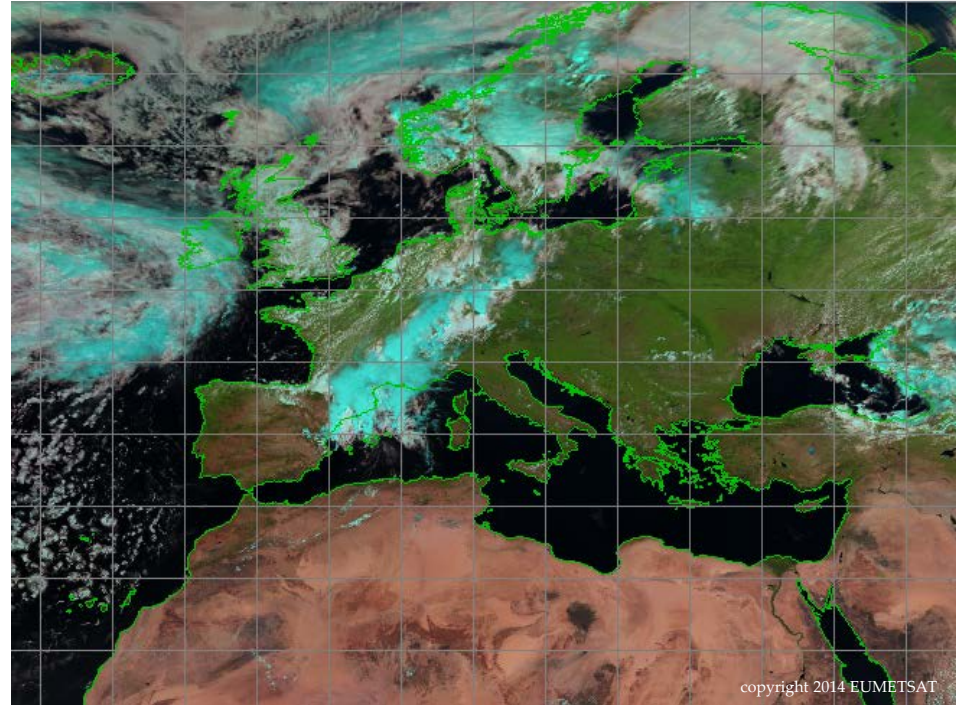
MSG 2003/2/18 13:00UTC



# Natural Colors (vegetation)



MSG 2012/1/1 11:57UTC



MSG 2012/7/1 11:57UTC

By comparison, seasonal changes are obvious.

# Natural Colors (summary)

This RGB scheme will...

- make easy to distinguish between high-level ice clouds and low-level water clouds
- be available to distinguish vegetation, desert and snow/ice
- but in day-time only

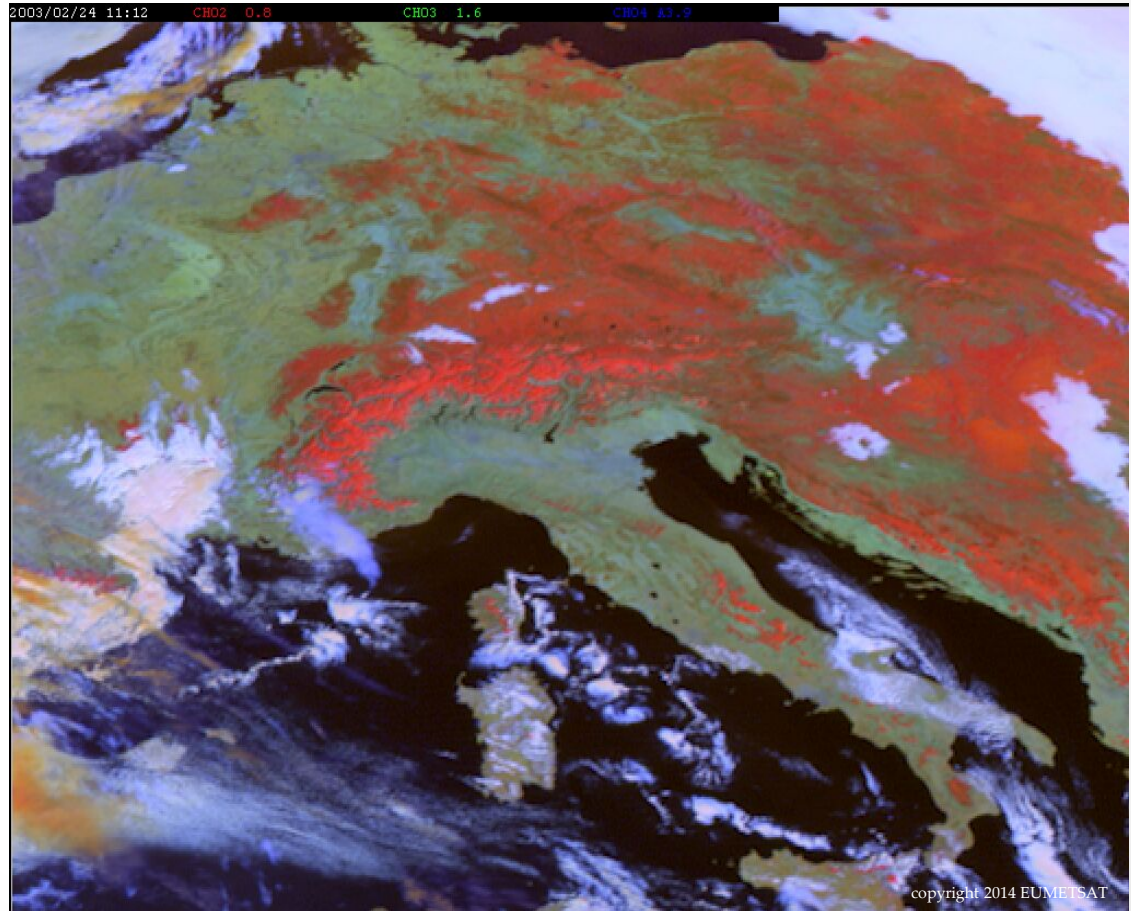
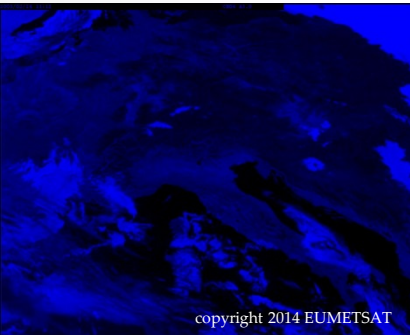
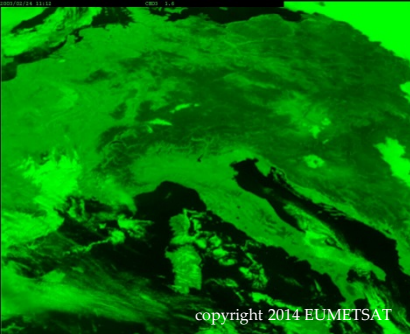
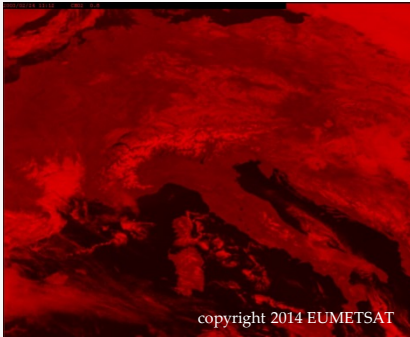




# Day Snow-Fog

- R : VIS0.8  
Range : 0~100 [%] Gamma : 1.7
- G : NIR1.6  
Range : 0~70 [%] Gamma : 1.7
- B : IR3.9 Solar reflectance component  
Range : 0~30 [%] Gamma : 1.7
- Applications
  - distinction between low clouds and snow/ice

# Day Solar



MSG 2004/2/24 11:00UTC

# Interpretation of Colors for “Day Snow-Fog”



Deep precipitating cloud  
(precip. not necessarily  
reaching the ground)

- Bright, thick
- Large ice particles

Deep precipitating  
cloud\*

- Bright, thick
- Small ice particles

\*or thick, high-level lee  
cloudiness with small ice  
particles



Thick water cloud  
- Large droplets



Thick water cloud  
- Small droplets

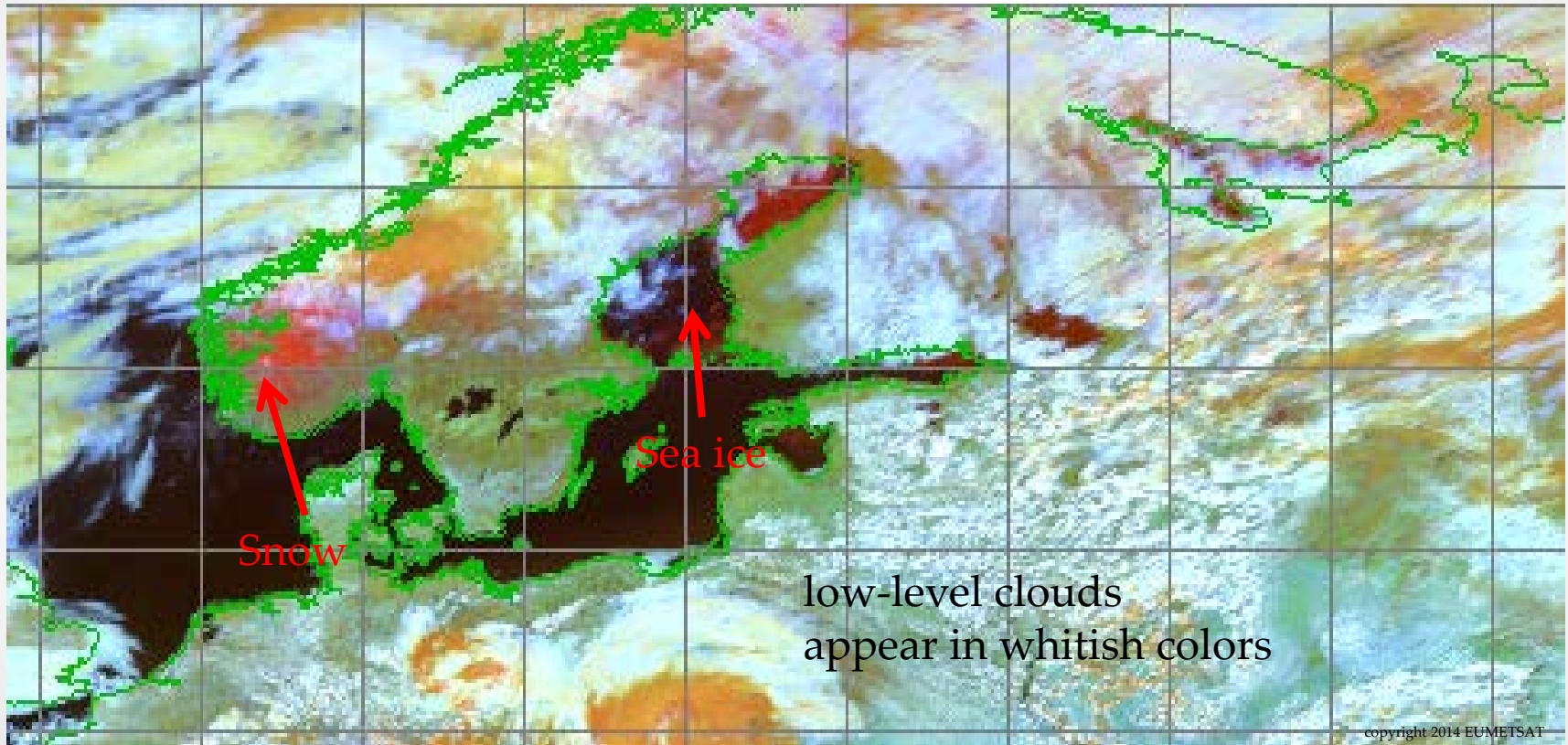
Ocean

Vegetation

Desert

Snow

# Day Snow-Fog (low clouds and ice)



MSG 2010/4/14 11:57UTC



# Day Snow-Fog (summary)

This RGB scheme will...

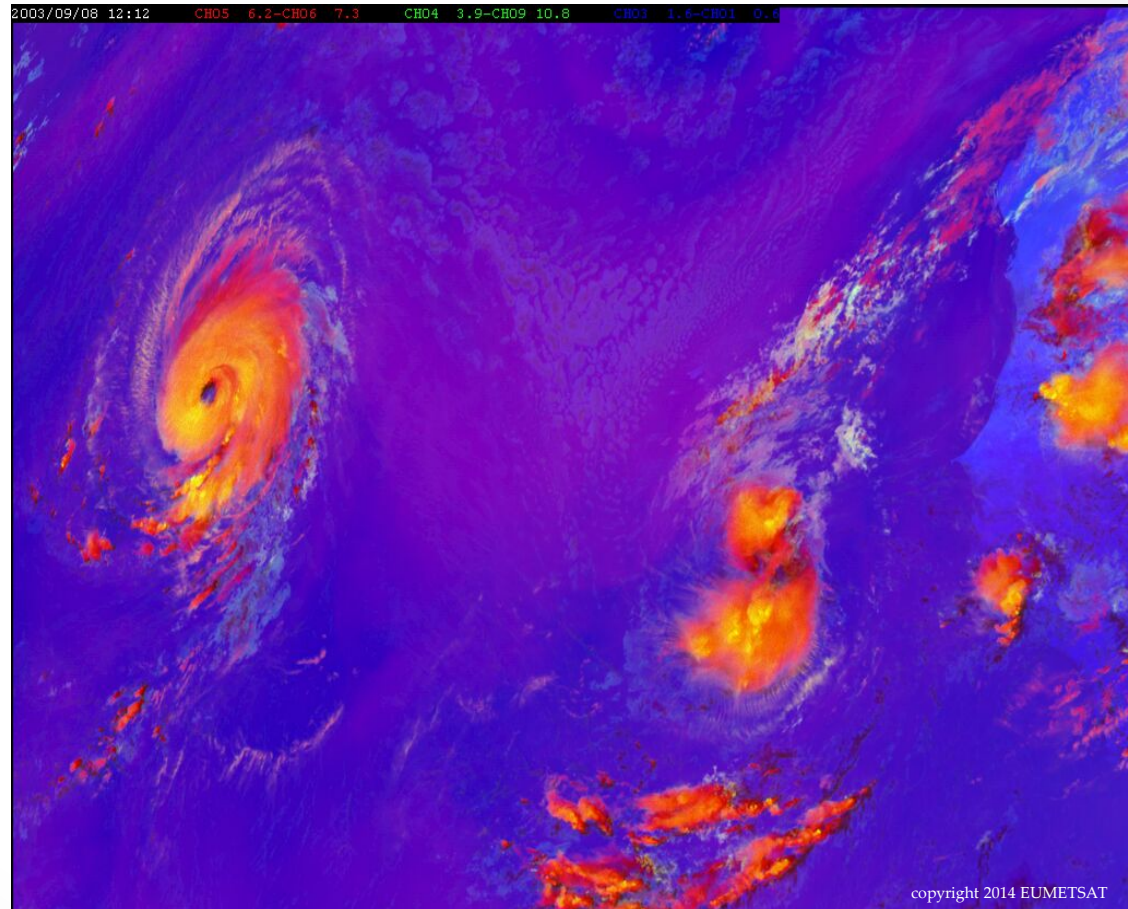
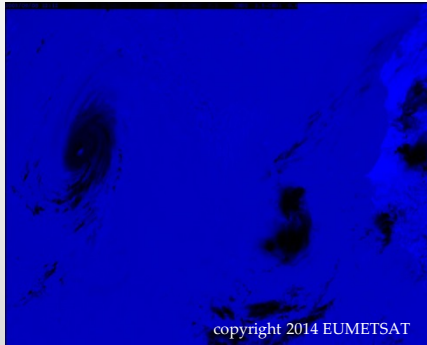
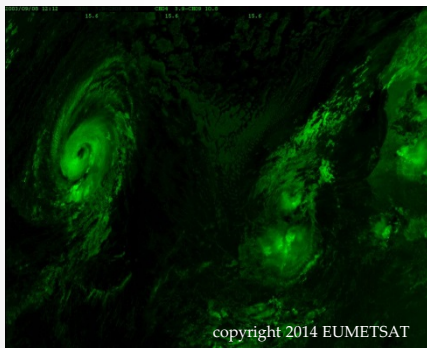
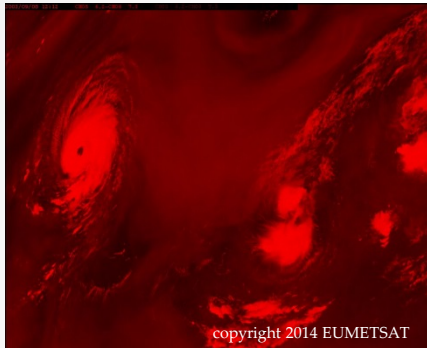
- make easy to distinguish between low clouds and snow/ice rather than only VIS
- but in day-time only



# Day Convective Storms

- R : WV6.2-WV7.3  
Range : -35~5 [K] Gamma : 1.0
- G : IR3.9-IR10.8  
Range : -5~60 [K] Gamma : 0.5
- B : NIR1.6-VIS0.6  
Range : -75~25 [%] Gamma : 1.0
- Applications
  - distinction of convective clouds with severe phenomenon such as gust and tornado etc.

# Day Convective Storms



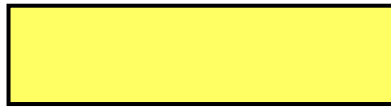
MSG 2003/9/8 12:00UTC

# Interpretation of Colors for “Day Convective Storms”



Deep precipitating cloud  
(precip. not necessarily reaching the ground)

- High level Cloud
- Large ice particles



Deep precipitating cloud  
(Cb cloud with strong updrafts and severe weather)\*

- High level Cloud
- Small ice particles

\*or thick, high-level lee cloudiness with small ice particles



Thin Cirrus cloud  
- Large ice particles

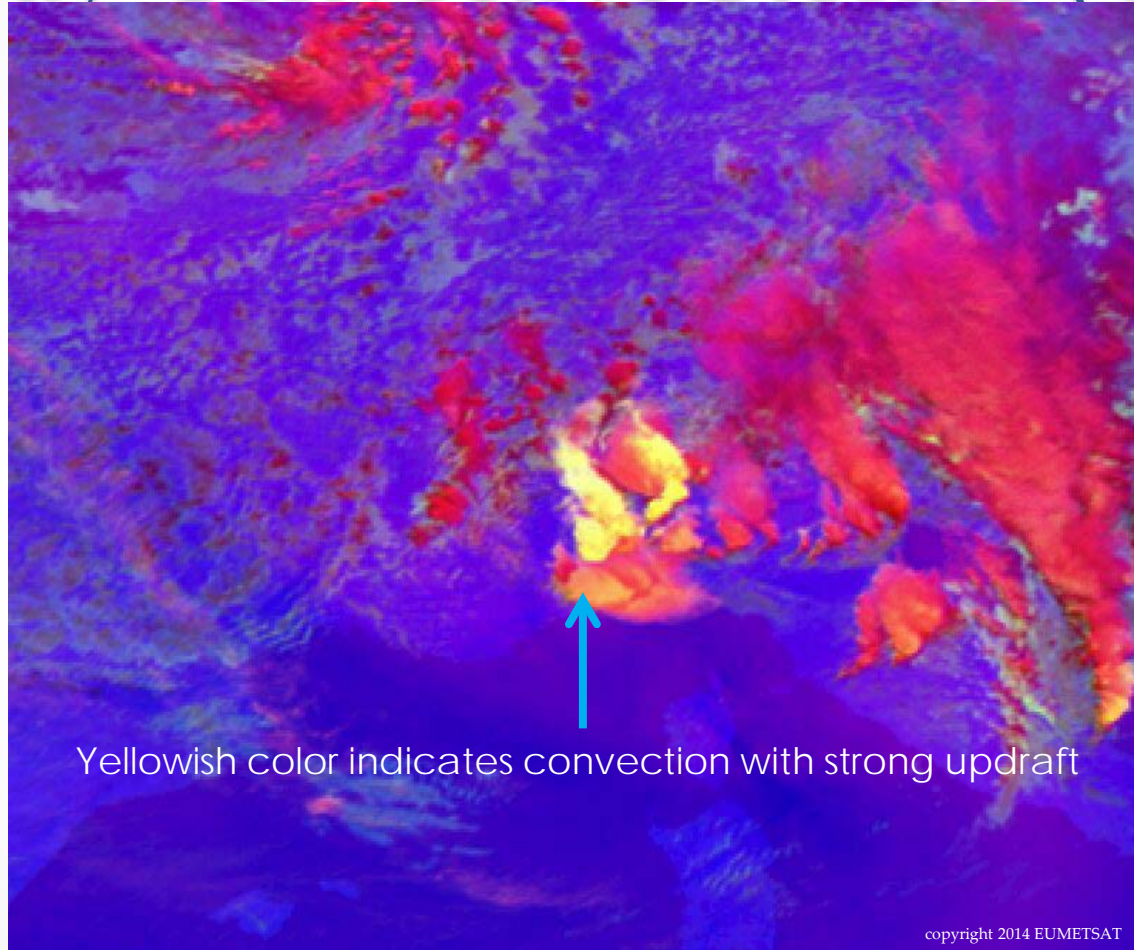


Thin Cirrus cloud  
- Small ice particles



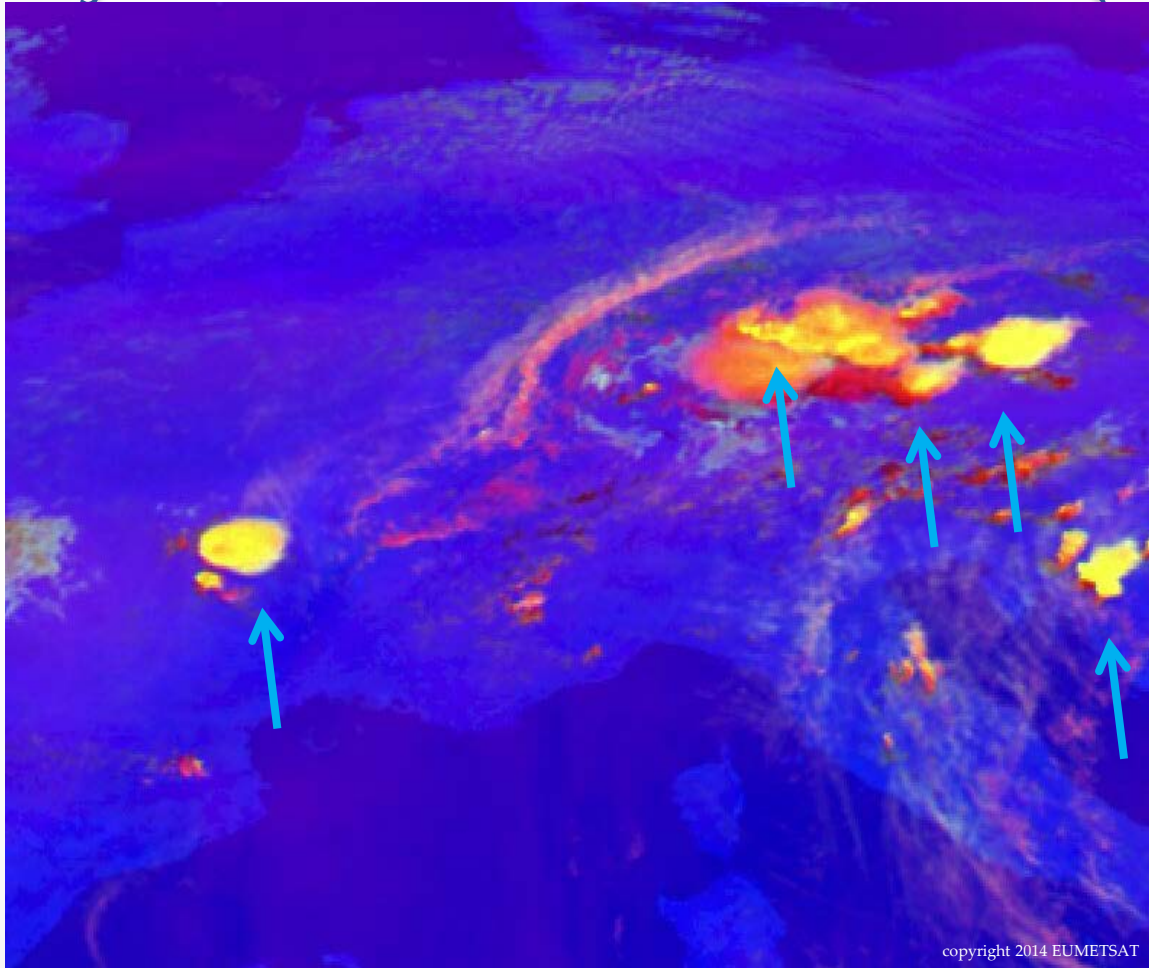


# Day Convective Storms (Cb)



MSG 2003/5/20 13:30UTC

# Day Convective Storms (Cb)



MSG 2003/6/13 12:00UTC

# Day Convective Storms (summary)

This RGB scheme will...

- be available to distinguish convective clouds with severe phenomenon (gust, tornado etc.)
- but in day-time only

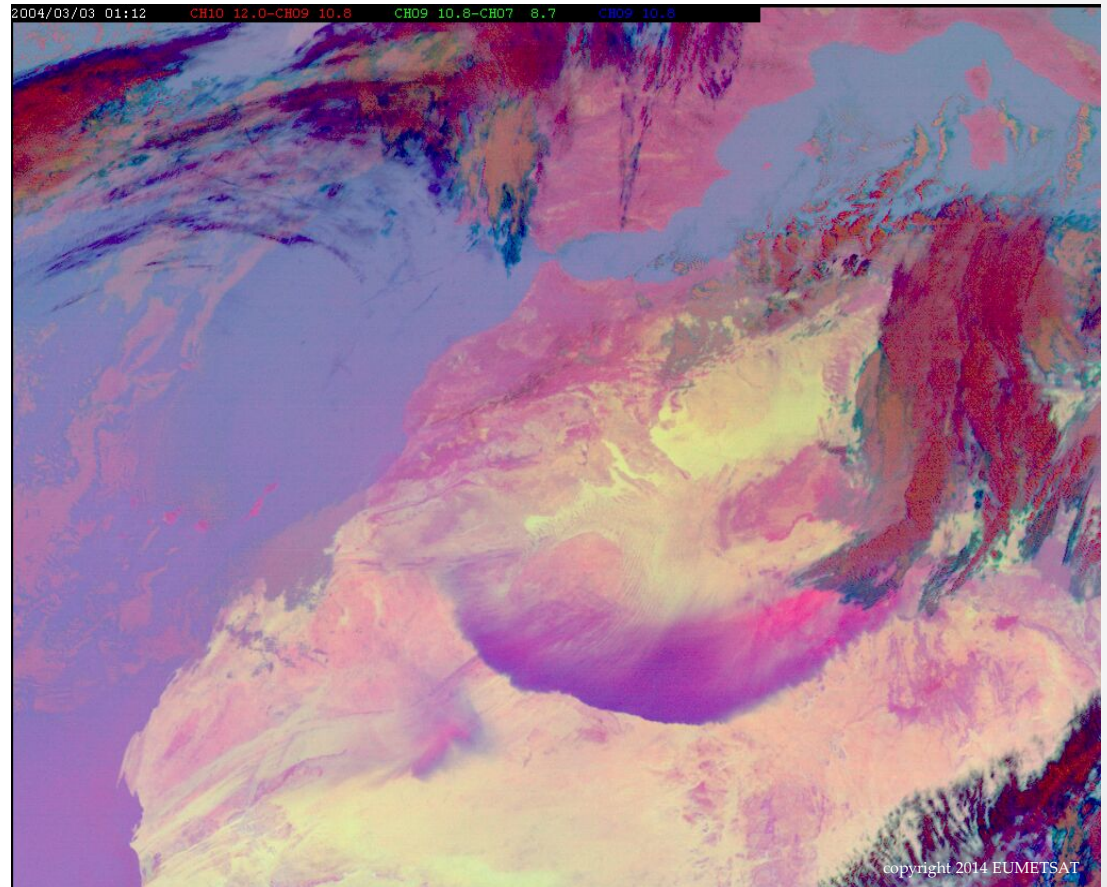
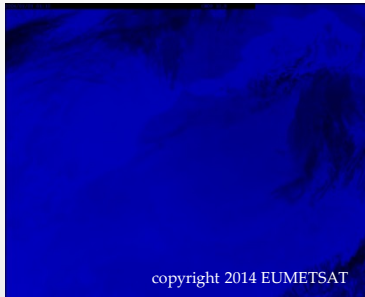
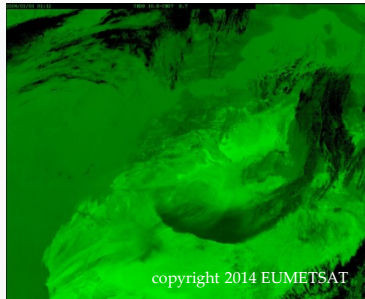


# Dust

- R : IR12.0-IR10.8  
Range : -4~2 [K] Gamma : 1.0
- G : IR10.8-IR8.7  
Range : 0~15 [K] Gamma : 2.5
- B : IR10.8  
Range : 261~289 [K] Gamma : 1.0
- Applications
  - Dust/ Yellow sand
  - Volcanic ash
  - Cloud analysis



# Dust



MSG 2004/3/3 01:00UTC

# Interpretation of Colors for “Dust”

Cold, thick, high-level clouds

Thin Cirrus clouds  
Contrails

Thick, mid-level cloud

Thin, mid-level cloud

Low-level cloud  
(cold atmosphere,  
High latitude)

Low-level cloud  
(warm atmosphere,  
Low latitude)

Dust/Yellow sand

Ocean

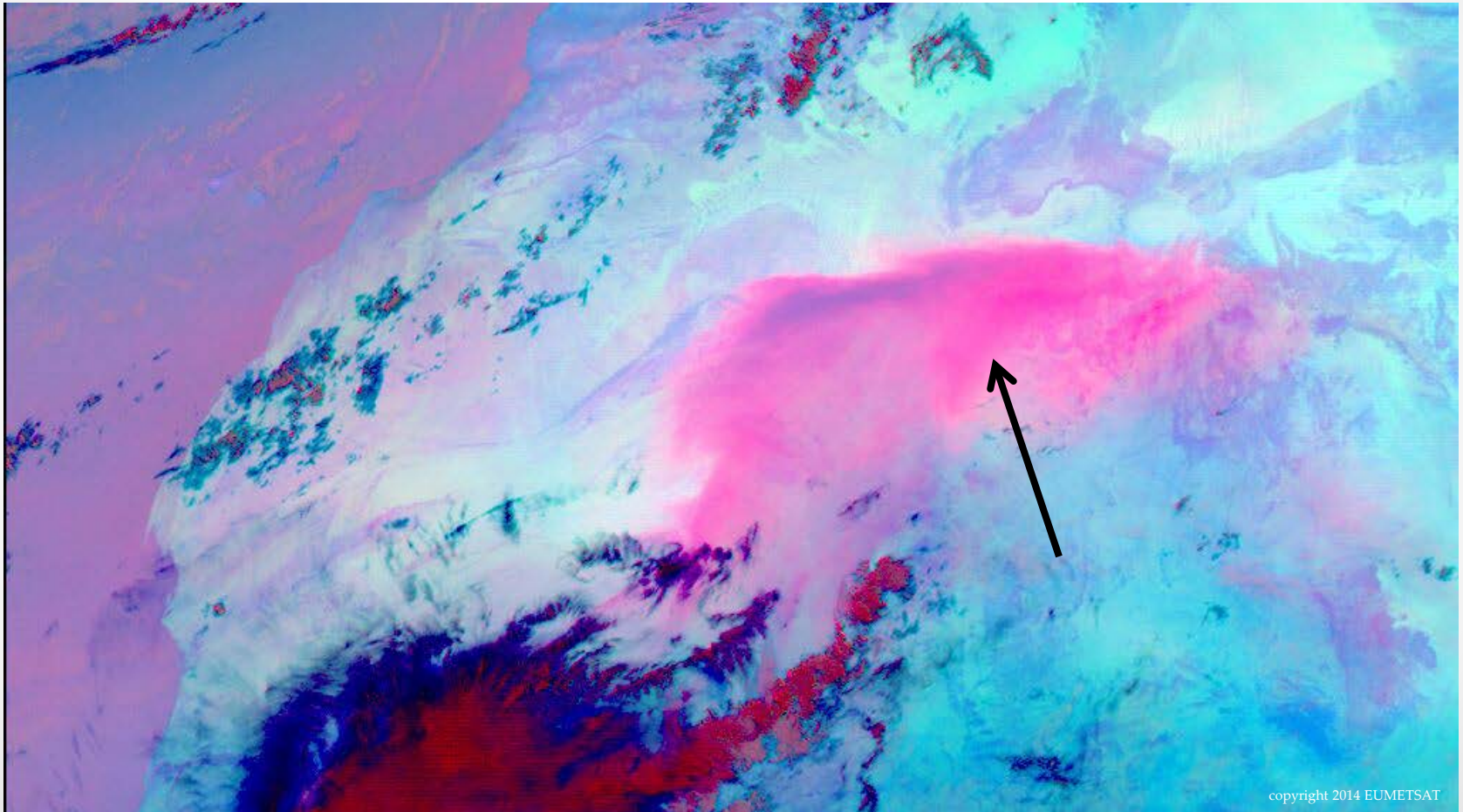
Warm Desert

Cold Desert

Warm Land

Cold Land

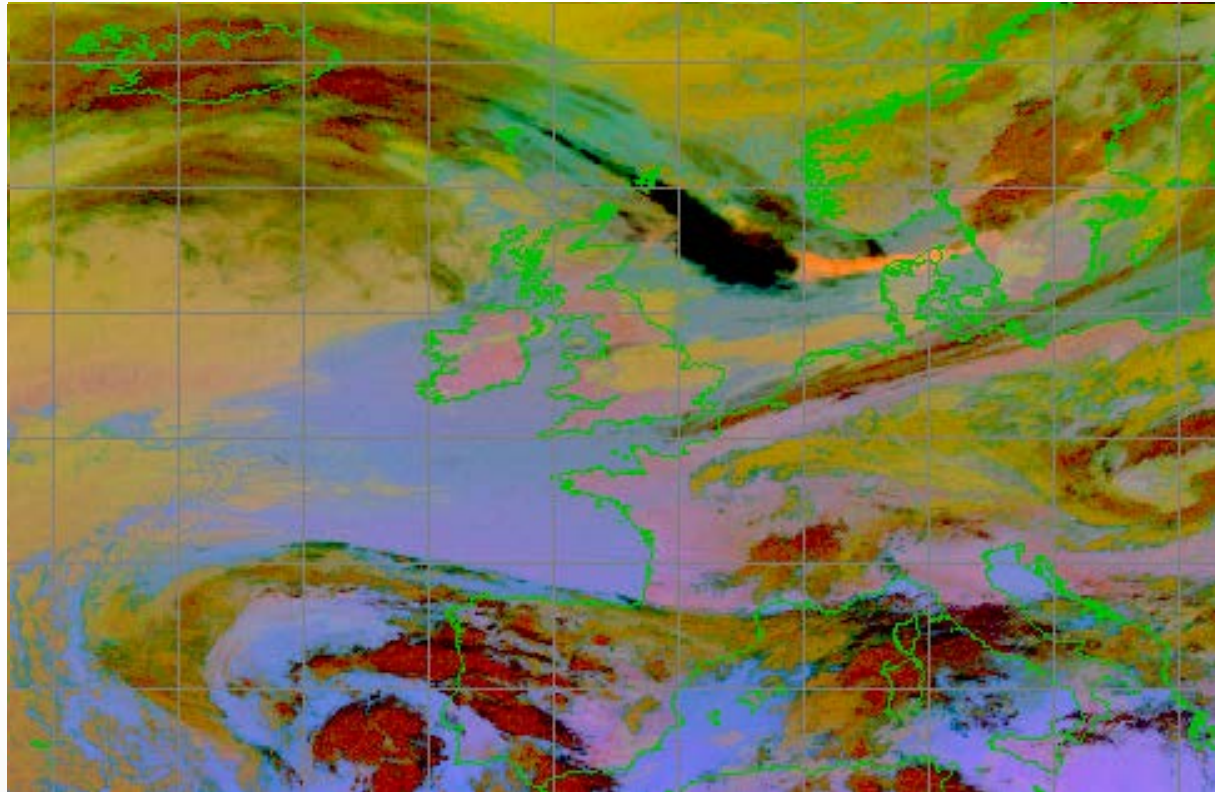
# Dust



MSG 2004/3/3 10:00UTC



# Dust (volcanic ash)



copyright 2014 EUMETSAT

MSG 2010/4/15

The 2010 eruptions of Eyjafjallajökull (Iceland)

This eruptions caused enormous disruption to air travel across western and northern Europe.



# Dust (summary)

This RGB scheme will be...

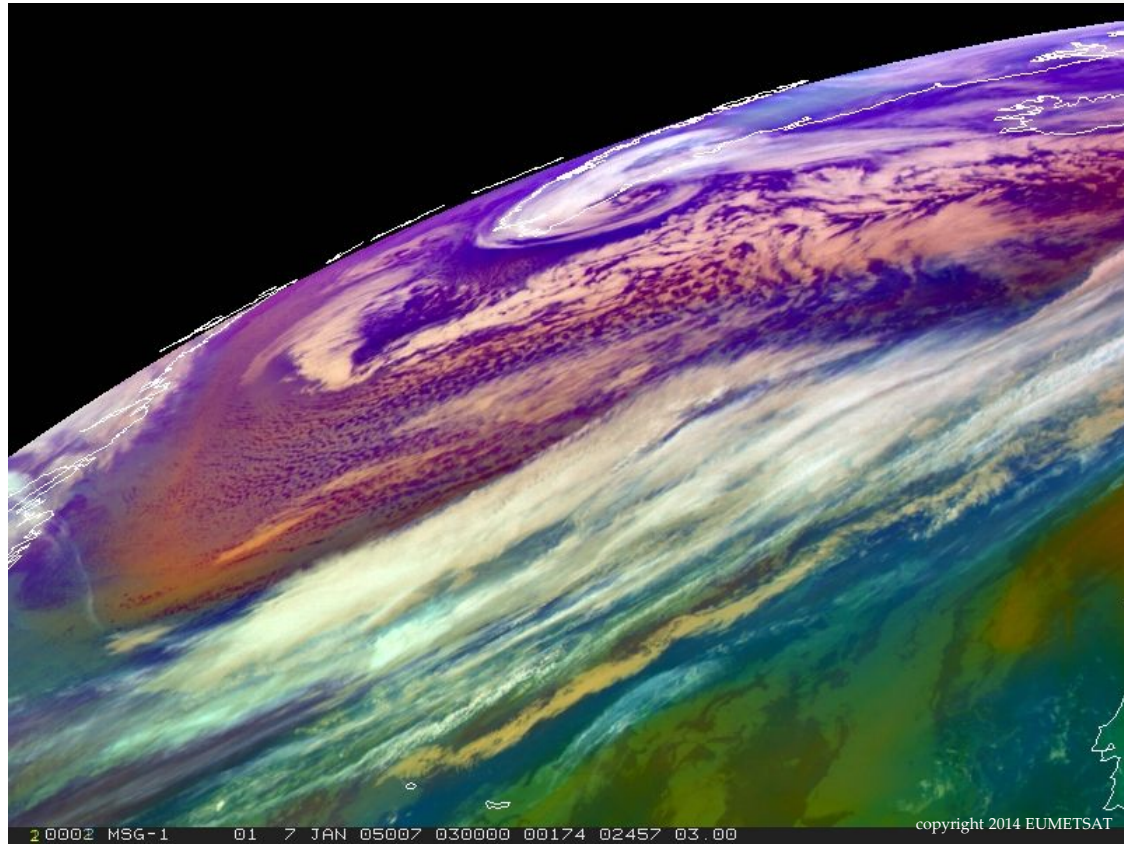
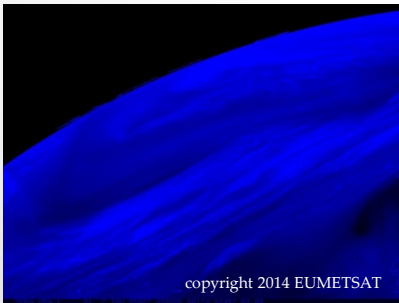
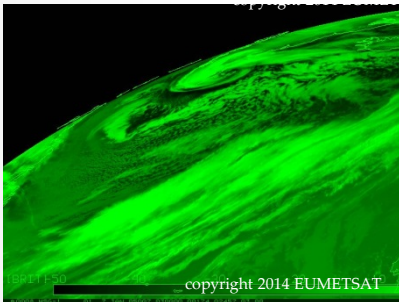
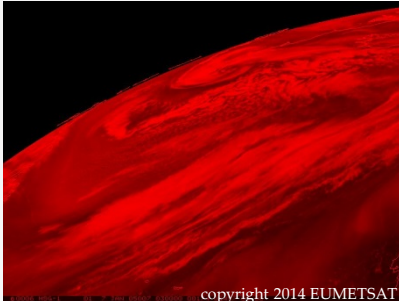
- available to distinguish dust storm or yellow sand
- available for cloud analysis for day and night
- also available to distinguish volcanic ash
  - The same RGB combination named “Ash” which is adjusted gradation for focusing on volcanic ash had been contrived.



# Airmass

- R : WV6.2-WV7.3  
Range : -25~0 [K] Gamma : 1.0
- G : IR9.7-IR10.8  
Range : -40~5 [K] Gamma : 1.0
- B : WV6.2  
Range : 243~208 [K] Gamma : 1.0
- Applications
  - Air mass(cold/warm) analysis
  - Jet stream analysis
  - Analysis of troughs and upper vortices

# Airmass



MSG 2005/1/7 03:00UTC

# Interpretation of Colors for “Airmass”

Thick,  
high-level clouds

Thick,  
mid-level clouds

Thick,  
low-level clouds  
(low latitude)

Thick,  
low-level clouds  
(high latitude)

JET

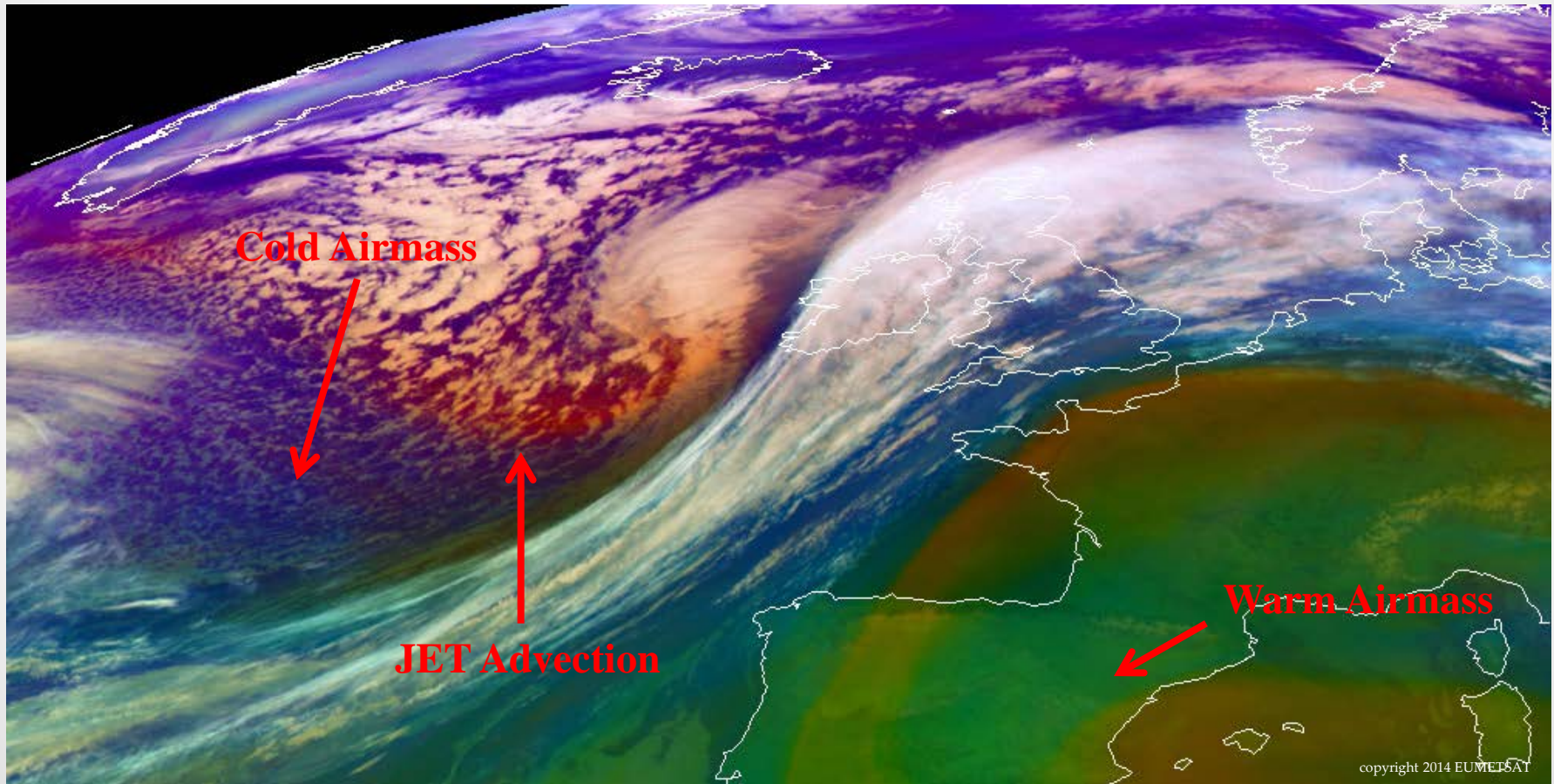
Cold Airmass

Warm Airmass  
(High humidity  
at upper tropopause)

Warm Airmass  
(low humidity  
at upper tropopause)



# Airmass



MSG 2005/1/7 22:00UTC

# Airmass (summary)

This RGB scheme will be...

- available for air mass analysis
- available for jet stream analysis
- available day and night





# RGB composite imagery by Himawari-8 and -9

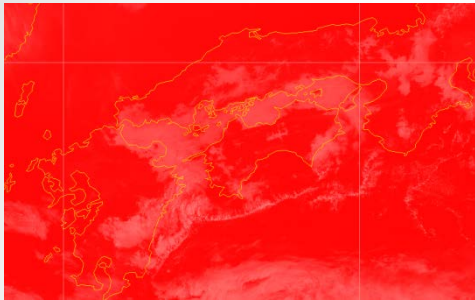
...

# True Color

- R : VIS0.6  
Range : 0~100 [%] Gamma : 1.0
- G : VIS0.5  
Range : 0~100 [%] Gamma : 1.0
- B : VIS0.4  
Range : 0~100 [%] Gamma : 1.0
  
- Applications
  - Day-time cloud analysis
  - Distinction for snow and ice
  - Vegetation

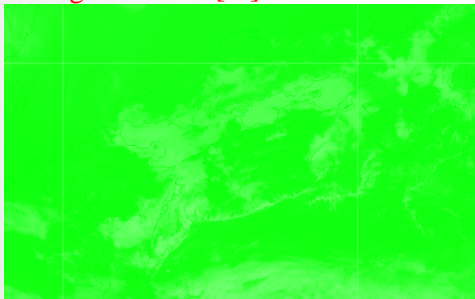


# True Color RGB



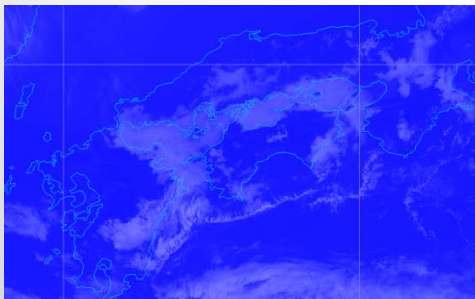
R : B03(VS 0.64)

Range : 0~100 [%] Gamma : 1.0



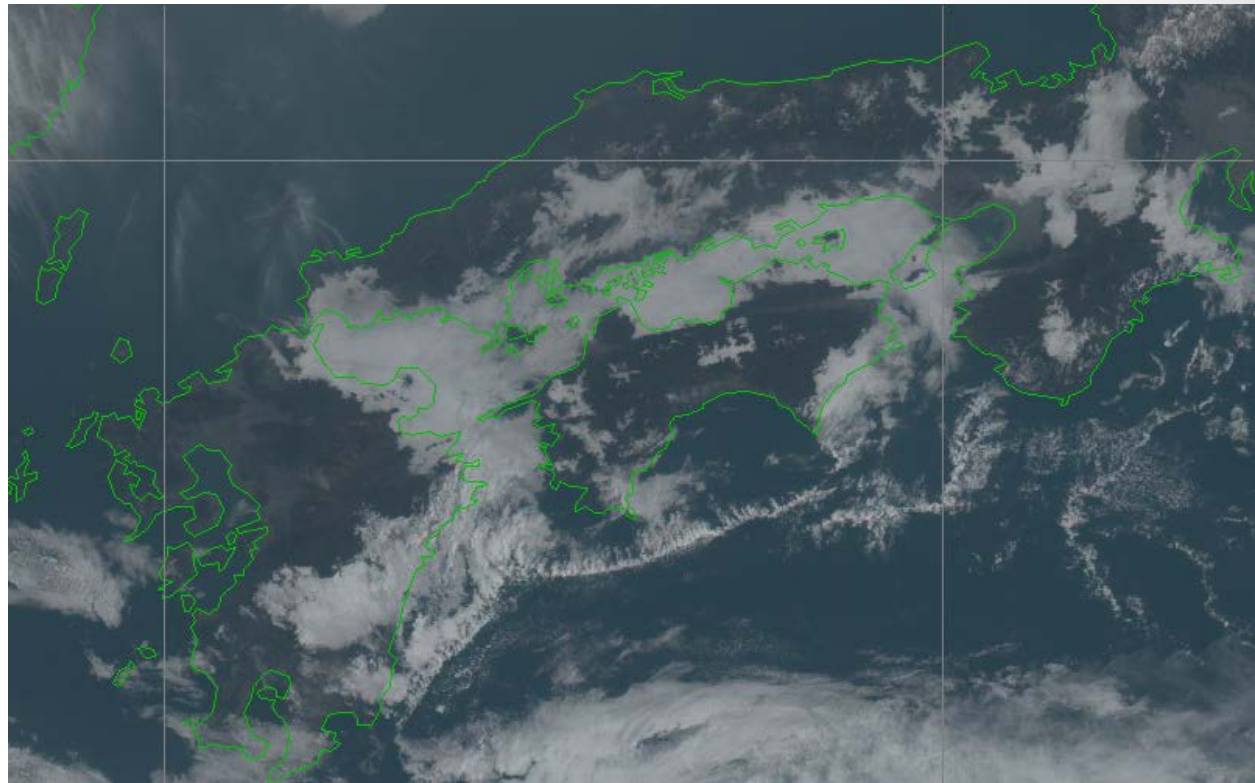
G : B02(V2 0.51)

Range : 0~100 [%] Gamma : 1.0



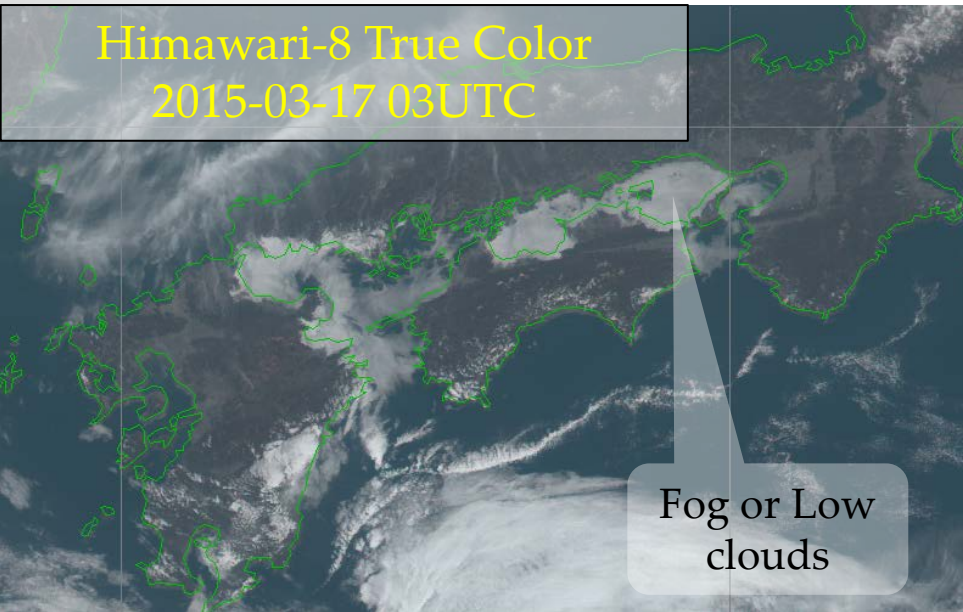
B : B01(V1 0.46)

Range : 0~100 [%] Gamma : 1.0



# True Color Fog/Low Clouds of “Setonai-kai (Inland Sea of Japan)”

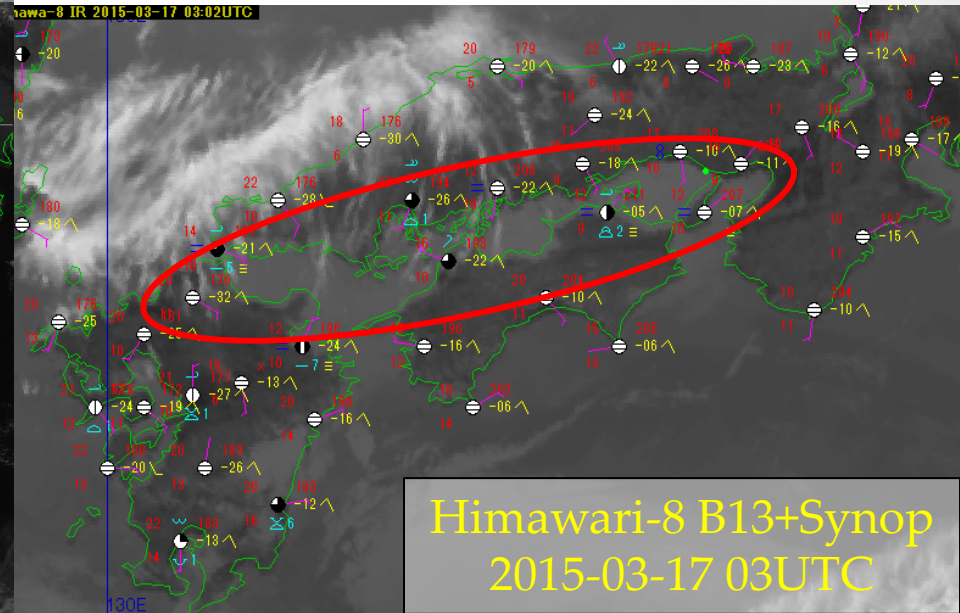
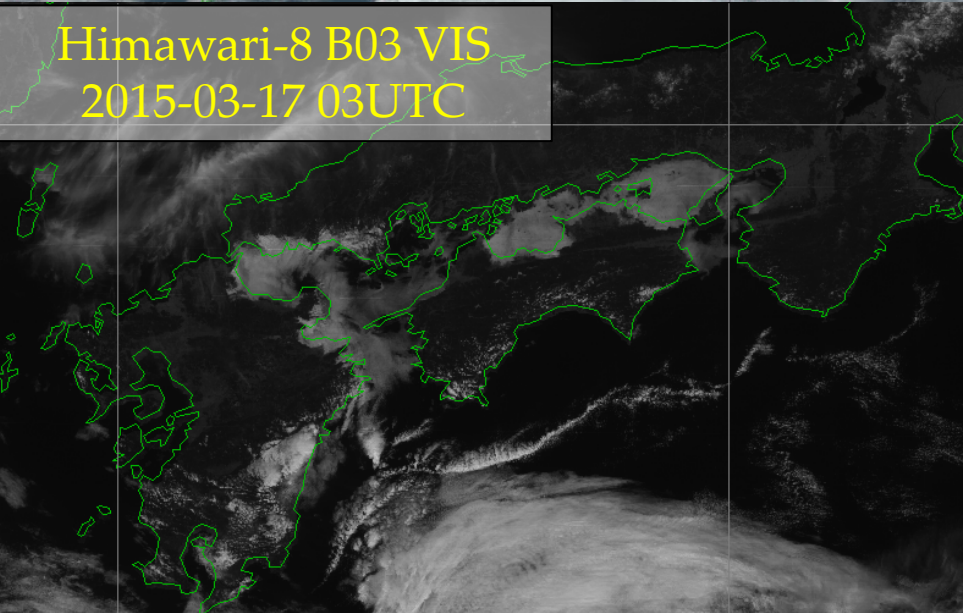
Himawari-8 True Color  
2015-03-17 03UTC



(Lower right) Fog/ low-clouds were observed at some stations (around red oval). However, fog/ low-clouds are not clear in the IR image.

(Upper and lower left) Smooth, whitish areas correspond to fog/ low-clouds in true color RGB and B03 visible image.

Himawari-8 B03 VIS  
2015-03-17 03UTC

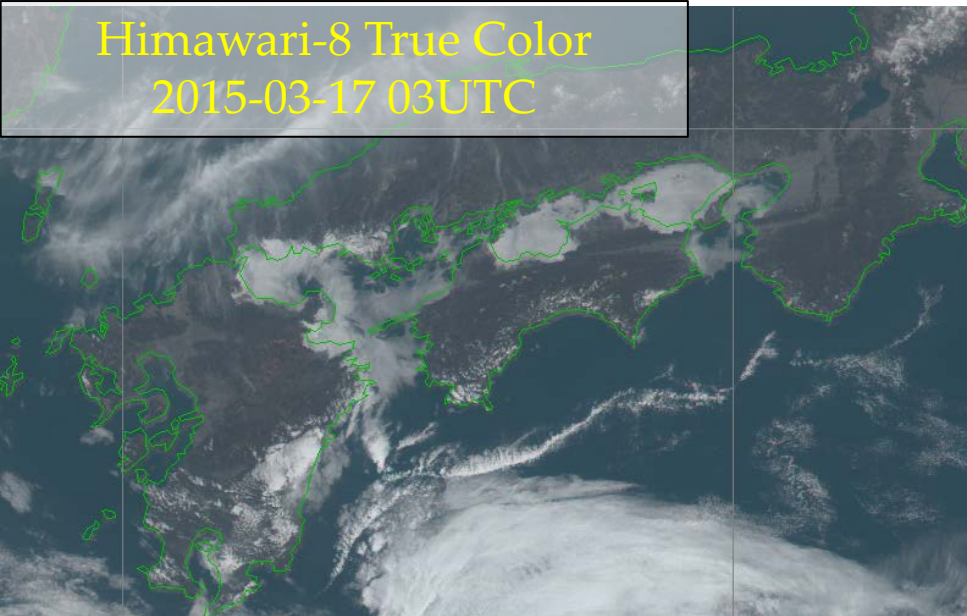




# True Color Fog/Low Clouds of “Setonai-kai (Inland Sea of Japan)”

## Comparison with standard RGB schemes

Himawari-8 True Color  
2015-03-17 03UTC



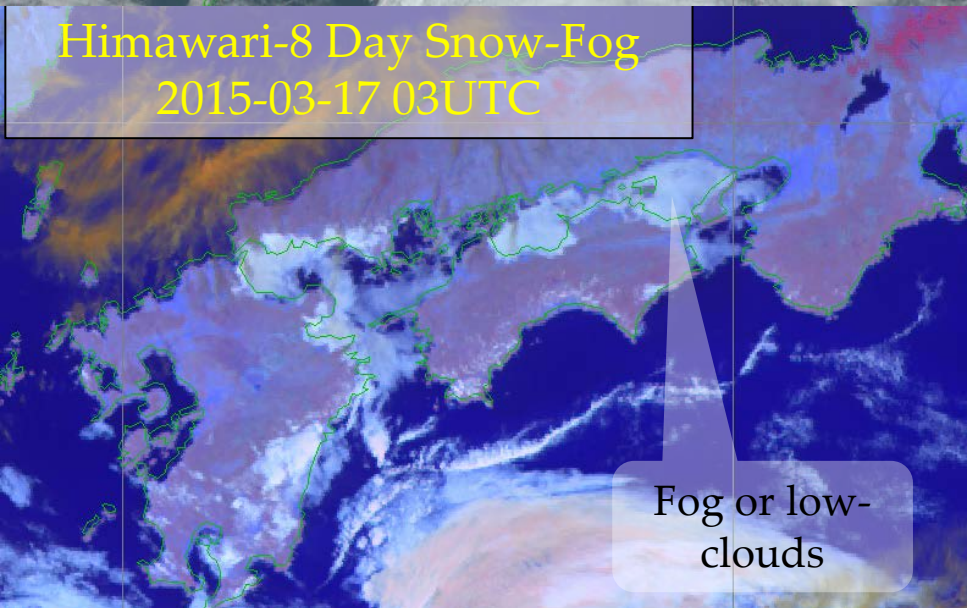
The distinction between fog/low-clouds and other layer clouds is easier in Day Snow-Fog RGB and Natural color RGB imagery.

In True color RGB, all clouds including fog/low-clouds appear in whitish.

It is required to discriminate them based on texture and movement of clouds.

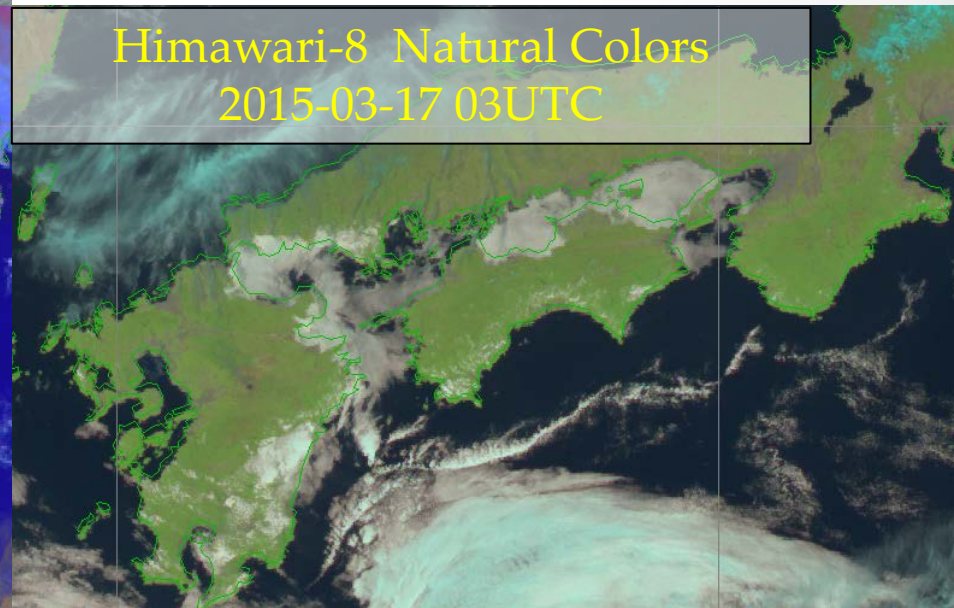
However, the True color RGB will be easy to use for traditional “single band” imagery user and RGB beginner.

Himawari-8 Day Snow-Fog  
2015-03-17 03UTC



Fog or low-  
clouds

Himawari-8 Natural Colors  
2015-03-17 03UTC



# True Color RGB (summary)

This RGB scheme will be...

- available to display "true colored" image that is nearly visible with the naked eye, by composition of "three visible images" corresponding to red, green and blue colors with human's naked eye
- easy to use for traditional "single band" imagery user and RGB beginner
- available day time only
- second-best compared with other specific RGB scheme in the specific case such as nephanalysis and volcanic ash





# Practical training to create RGB composite imagery by SATAID

...

# Practical training to create RGB composite imagery by SATAID

- SATAID has a function of coloring and compositing the plural imagery.
- SATAID, however, doesn't have configurations of gamma value.

→ Some simple compositions are available even by SATAID.

Let's move on to the next slide!



# Practical training to create RGB composite imagery by SATAID

- Procedure for coloring and compositing imagery by SATAID

The screenshot displays the GMSLP (Global Meteorological Satellite Live Product) software interface. The main window shows a satellite image of a tropical region with a grid overlay. Four numbered callouts in red text with arrows point to specific UI elements:

- ① Select "Gray"**: Points to the 'Function' menu where 'Gray' is selected.
- ② Push "Color"**: Points to the 'Color' button in the 'Gray' submenu.
- ③ Hold down Ctrl and then select "Mix"**: Points to the 'Mix' option in the 'Setting the emphasis' dialog box.
- ④ Select type of images and colors**: Points to the 'Setup of image mixture' dialog box, which is circled in red. It shows three image slots: Image-1 (IR, blue), Image-2 (VS, red), and Image-3 (SP, green).

At the bottom of the main window, a status bar reads: "Change the gray scale by controlling brightness and contrast."

# Practical training to create RGB composite imagery by SATAID

- Let's try to make following two RGB composite imagery by SATAID!
  - Clouds Convection
    - R : VIS0.8
    - G : VIS0.8
    - B : IR10.8
  - Night Microphysics
    - R : IR12.0 – IR10.8 ← indicated as "SP" on SATAID
    - G : IR10.8 – IR3.9 ← indicated as "S2" on SATAID
    - B : IR10.8 (Reverse)





# Summary of RGB composite imagery

## Pros & cons

- Drawbacks

- A phenomenon does not always correspond to the allocated color. Distinction by movement and shift on imagery is required according to the situation. → The skill for analysis is required.
- The examples introduced to you this time are the schemes adjusted for EUMETSAT's MSG to see easily.
- The gradation adjustment and gamma correction will be required for imagery of the next "Himawari" satellites.

- Advantages

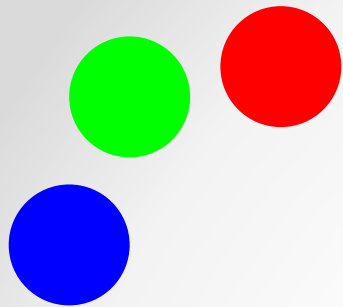
- Simple process by composition of images enable to create RGB imagery.
- Various information are derivable by one RGB image.
- RGB imagery retain natural texture of single channel images.

# References

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Thank you!

The End