



## Meteosat solar channels



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# Quiz 1

A. How many channels in the human visible domain does include the SEVIRI instrument in Meteosat?

- 4 or more
- 3
- 2
- 1

B. How many SEVIRI channels collect solar radiation reflected by the Earth?

- 5 or more
- 4
- 3
- 2

C. How many solar channels do you use routinely at work?

- 4 or more
- 3
- 2
- 1
- 0



Same date-time? Is this June image SOLAR or THERMAL-infrared?

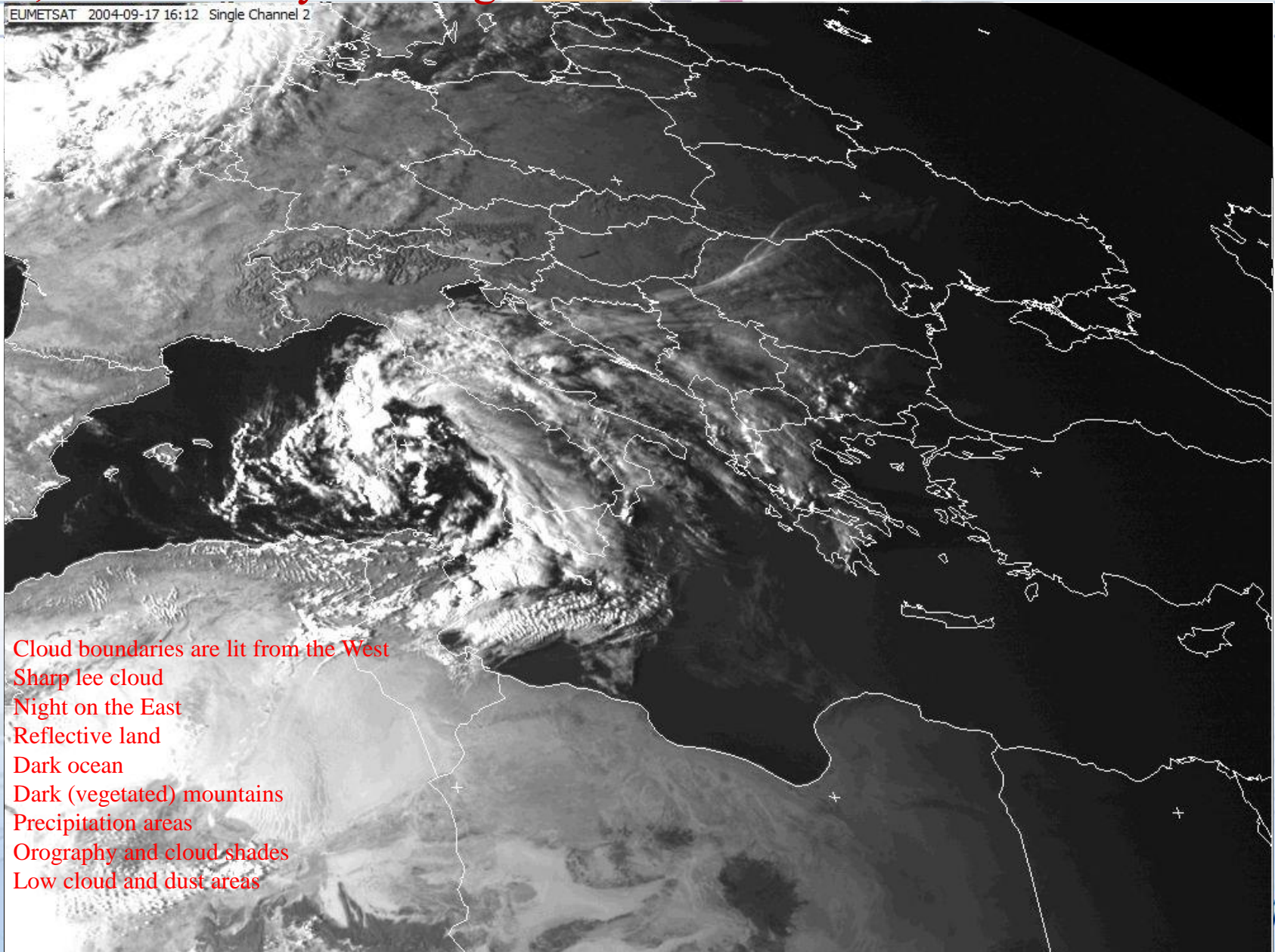
YES

NO

Is this solar? **YES** **NO**

If not, what would you change to “solarise” it?

EUMETSAT 2004-09-17 16:12 Single Channel 2



Cloud boundaries are lit from the West  
Sharp lee cloud  
Night on the East  
Reflective land  
Dark ocean  
Dark (vegetated) mountains  
Precipitation areas  
Orography and cloud shades  
Low cloud and dust areas

		Properties			
Channel	Cloud	Gases	Application	5	
HRV 0.7	Absorption <-----> Scattering	Broad band VIS	Surface, aerosol, cloud detail (1 km)	12	
VIS 0.6			Narrow band	Ice or snow	1
VIS 0.8			Narrow band	Vegetation	2
NIR 1.6		Emissivity	Window	Aerosols, <b>snow&lt;&gt;cloud</b>	3
IR 3.8			Triple window	SST, <b>fog&lt;&gt;surface</b> , ice cloud	4
WV 6.2		Absorption <-----> Scattering	Water vapour	<b>Upper</b> troposphere 300 Hpa humidity	5
WV 7.3			Water vapour	<b>Mid</b> -troposphere 600 Hpa humidity	6
IR 8.7			Almost window	Water vapour in boundary layer, <b>ice&lt;&gt;liquid</b>	7
IR 9.7			Ozone	Stratospheric winds	8
IR 10.8			Split window	CTH, cloud analysis, <b>PW</b>	9
IR 12.0		Absorption <-----> Scattering	Split window	Land and <b>SST</b>	10
IR 13.4			Carbon dioxide	+10.8: Semitransparent-cloud <b>top</b> , air mass analysis	11

# SEVIRI channel similarity

← solar → ←3.9→ ← thermal →

Channel	1	2	3	4	5	6	7	8	9	10
1										
2	0.99									
3	0.82	0.89								
4	0.26	0.35	0.60							
5	-0.47	-0.48	-0.46	0.08						
6	-0.46	-0.44	-0.34	0.42	0.80					
7	-0.61	-0.66	-0.68	0.00	0.80	0.83				
8	-0.60	-0.65	-0.66	-0.02	0.76	0.80	0.99			
9	-0.60	-0.64	-0.68	-0.02	0.82	0.83	0.99	0.97		
10	-0.58	-0.61	-0.61	0.10	0.86	0.91	0.97	0.94	0.98	
11	-0.56	-0.56	-0.49	0.26	0.83	0.97	0.89	0.86	0.90	0.96

- Solar channels 0.6 and 0.8  $\mu\text{m}$  are very similar
- Those two channels are dissimilar of 1.6  $\mu\text{m}$
- All three have a NEGATIVE radiance correlation with the thermal. Why? GROUND? OCEAN? CLOUD?

**START HERE:**

- 1 I do not like coming back home
- 2 Why is that?
- 3 My wife...
- 4 What is the problem with your wife?
- 5 She talks and talks and talks..
- 6 But what does she talk about?
- 7 She does not tell me!



➤ Where is LIGHT absorbed ?



➤ Is the neighbour's GRASS greener?



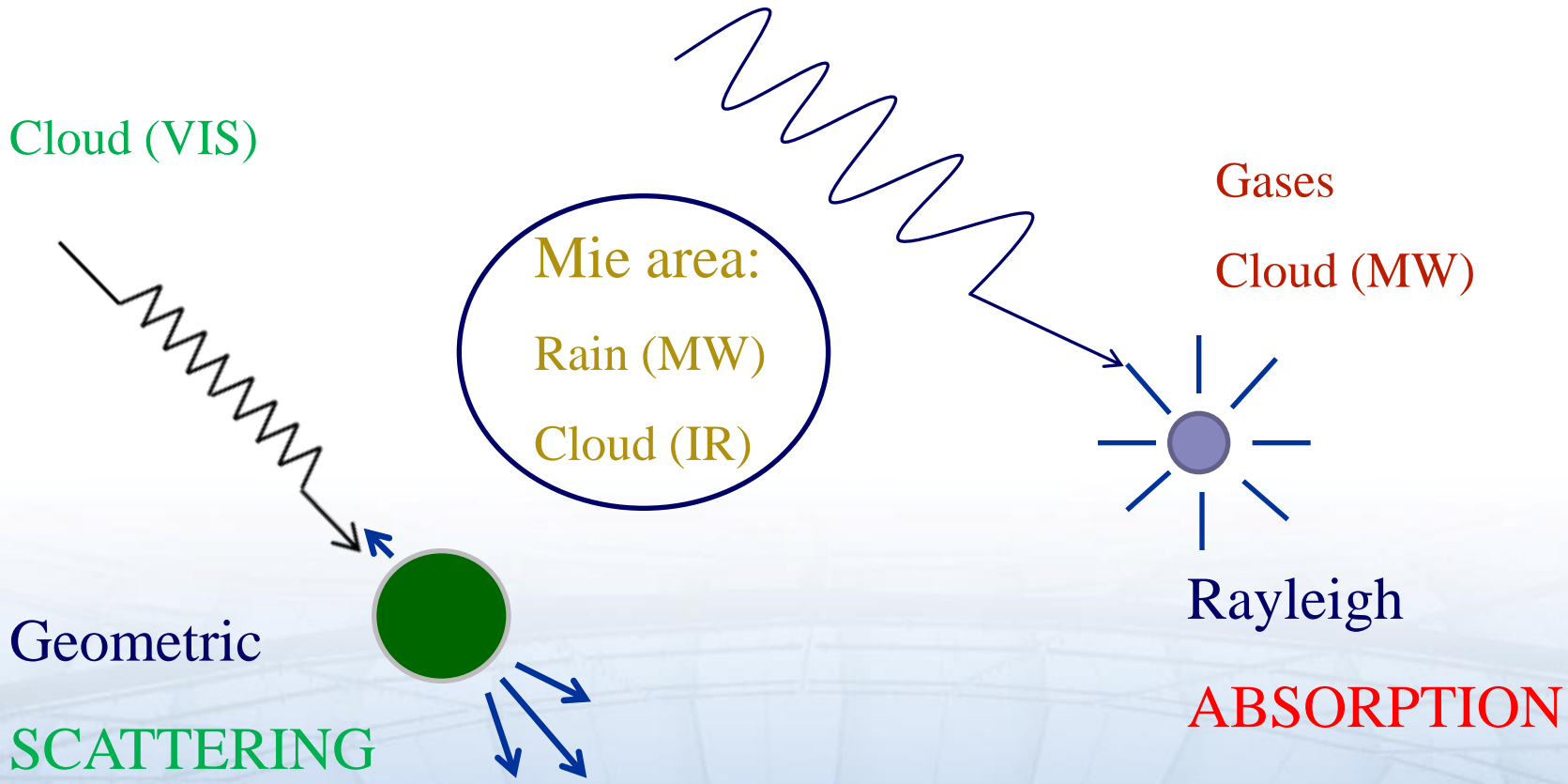
➤ Is ICE always cyan?



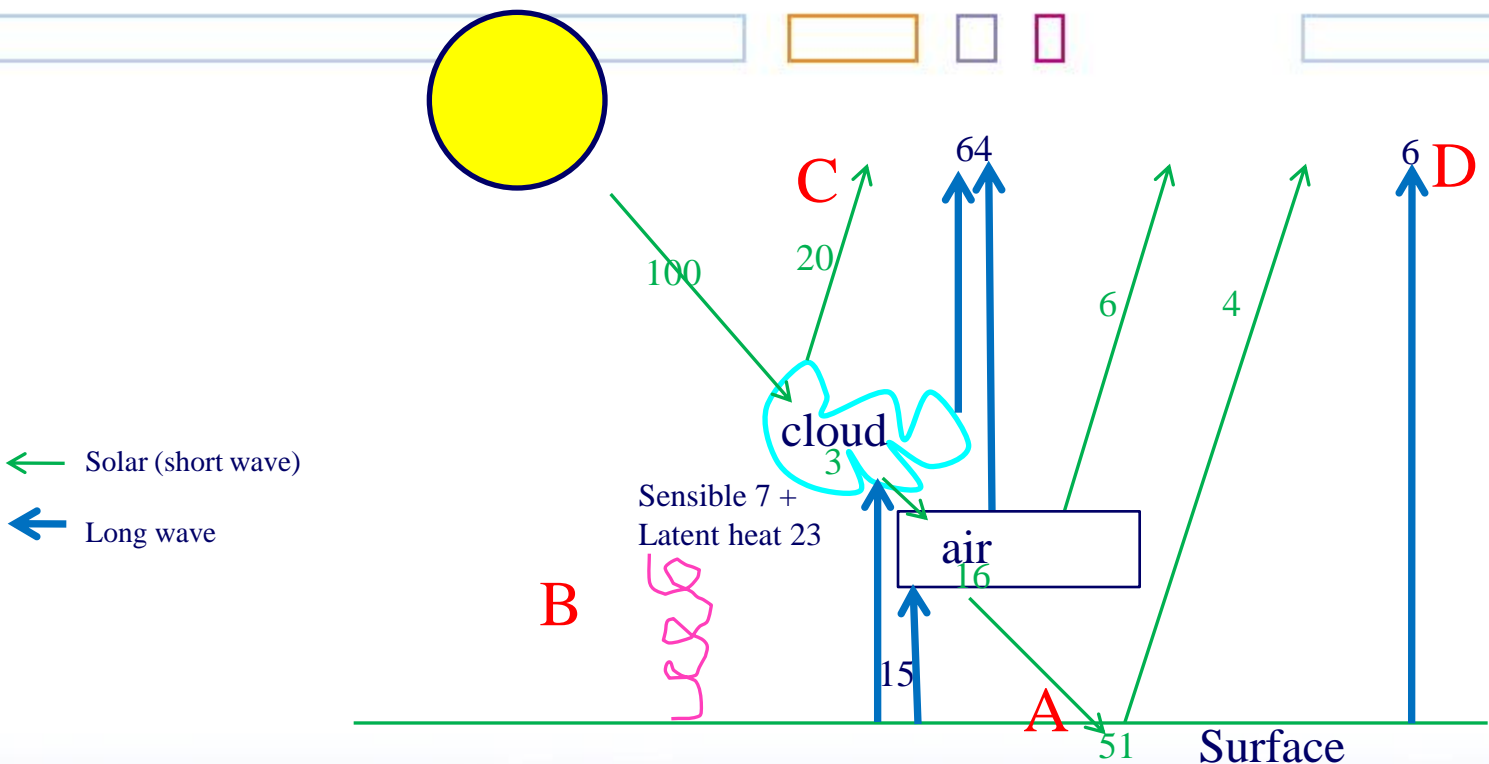
➤ Is DUST enhancing visibility?



# RADIATION and MATTER



# Balance at top and surface, greenhouse atmosphere



- A) **Ocean surface is the main absorber** of solar radiation, but cold
- B) The atmosphere gets **more** energy from sun and surface **radiation** (34) **than** from **convection** (30)
- C) Most solar radiation to space comes from **cloud** (20/30). **Air** contributes more solar radiation to the satellite (6/30) than the **surface** (4/30). Use solar window channels to see the surface!
- D) **Only 6/70** of Earth heat at the satellite comes **from the surface**. Focus on IR window channels!

**thick clouds**

**thin clouds over  
land**

**thin clouds over  
ocean**

*Low reflectance*

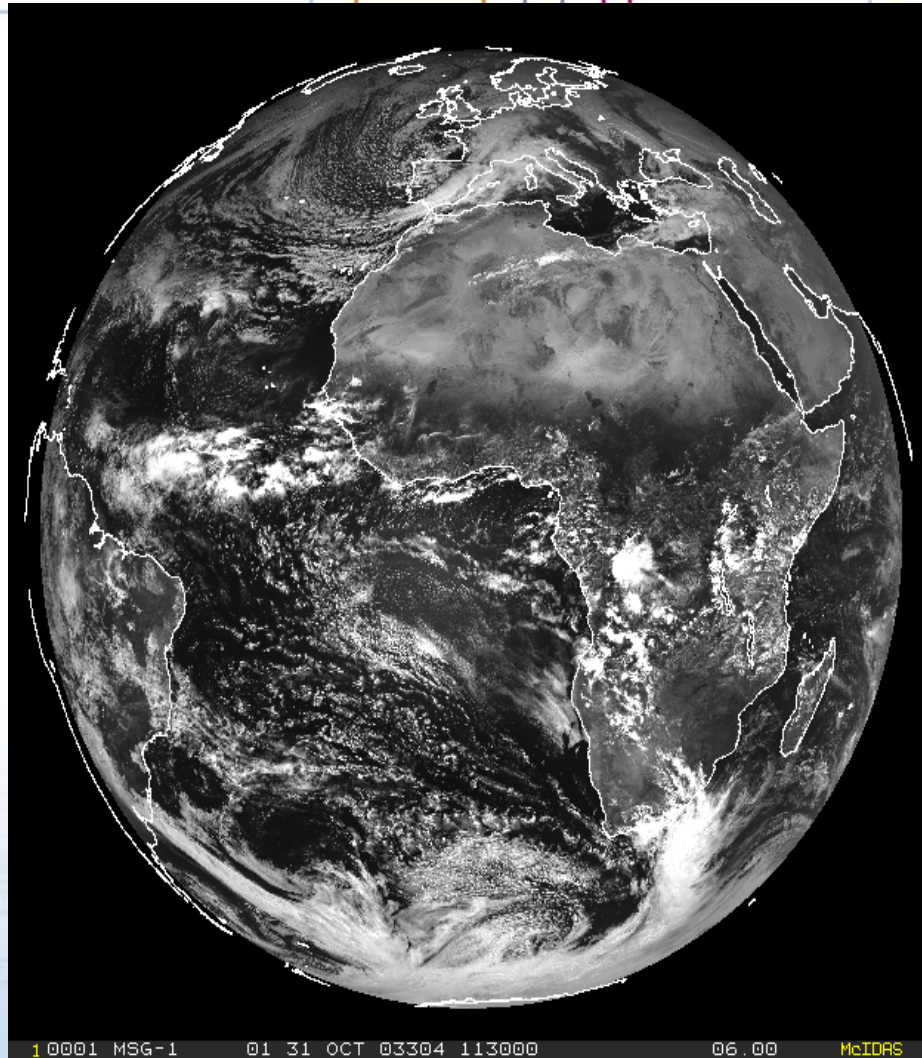
**Sun Glint  
Snow**

**Desert**

**Bare Soil**

**Forest**

**Ocean, Sea**



**31 October 2003, 11:30 UTC**

*High reflectance*

**thick clouds**

**thin clouds over  
land**

**thin clouds over  
ocean**

*Low reflectance*

**Sun Glint  
Snow**

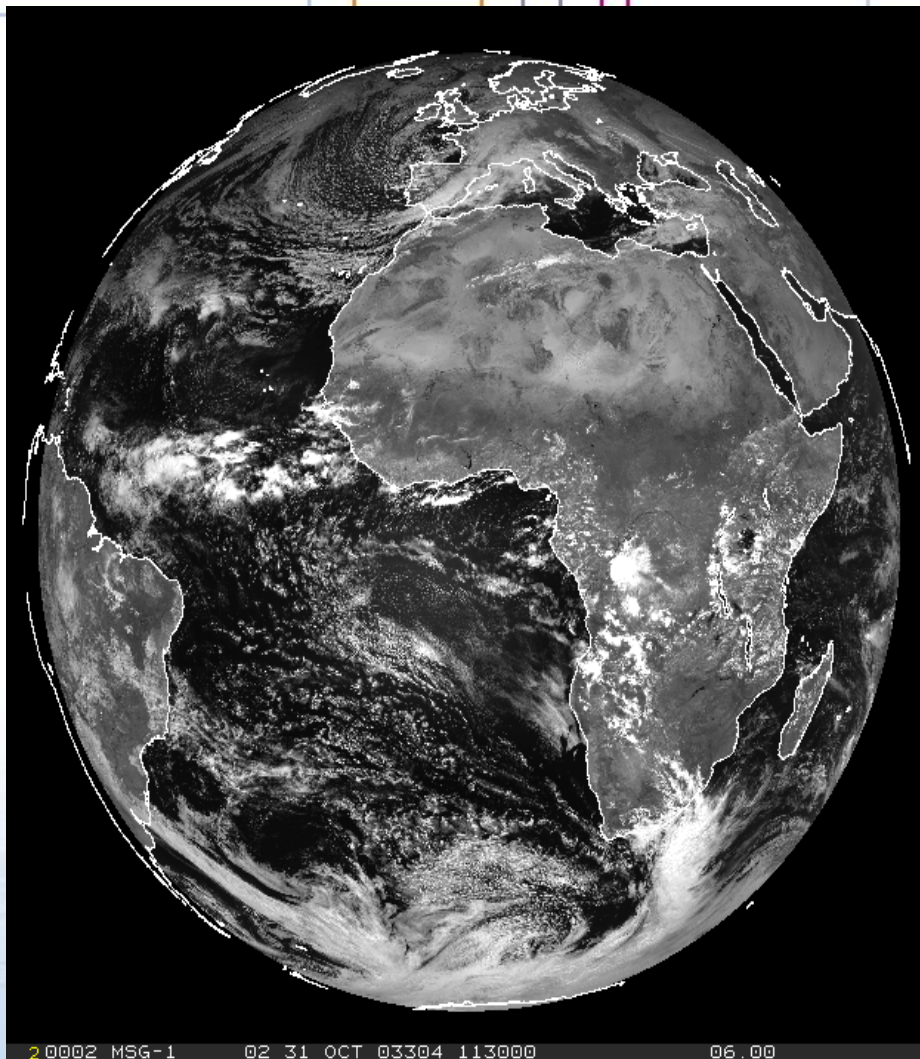
**Desert**

**Gras, Rice fields**

**Forest**

**Bare Soil**

**Ocean, Sea**



**31 October 2003, 11:30 UTC**

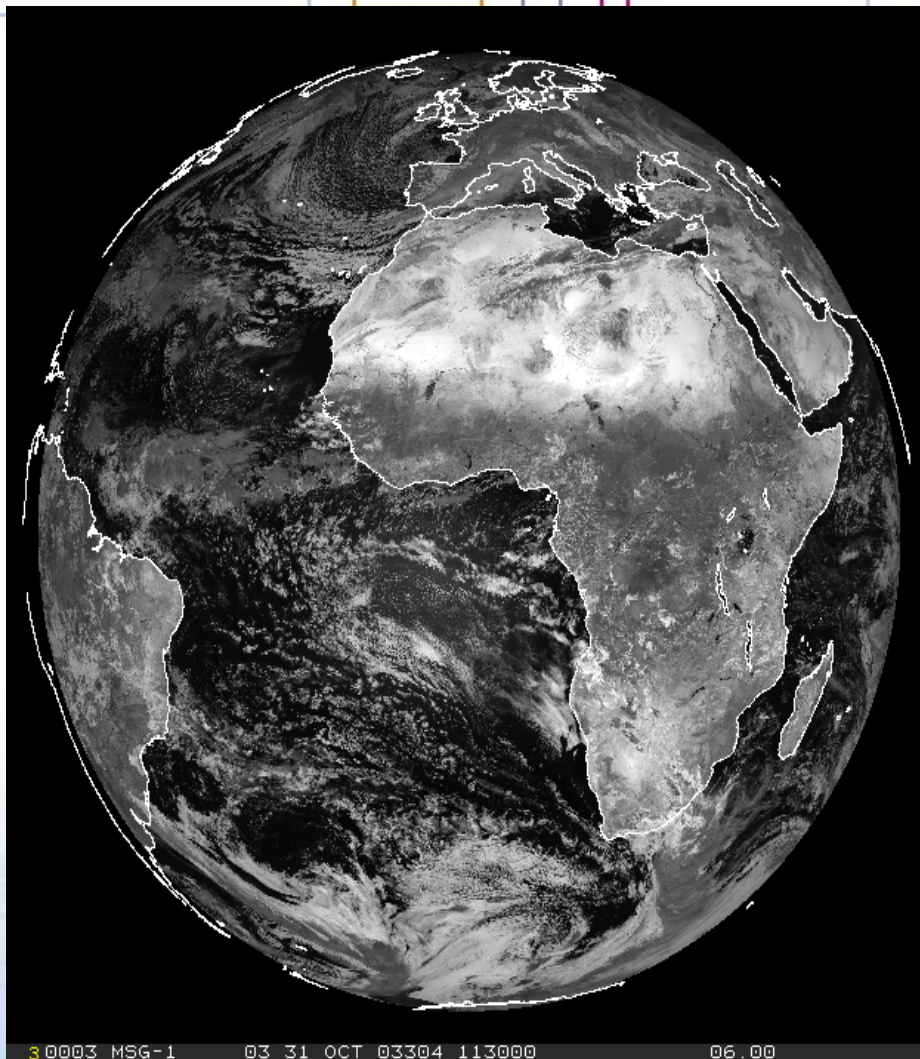
**Sun Glint**  
**Sand Desert**

**Gras, Rice fields**

**Forest**

**Bare Soil**

**Snow**  
**Ocean, Sea**



**Water clouds**  
**(small droplets)**

**Water clouds**  
**(large droplets)**

**Ice clouds (small**  
**particles)**

**Ice clouds (large**  
**particles)**

*Low reflectance*

**31 October 2003, 11:30 UTC**

0.6  $\mu\text{m}$  albedo scale:

Cb    Snow    Sand    Shallow or broken cloud    Ocean



**CLOUD ALBEDO** is the result of:

- optical depth = **concentration** \* **particle section** \* layer thickness
- liquid or ice (phase and shape)

Small droplets more reflective?

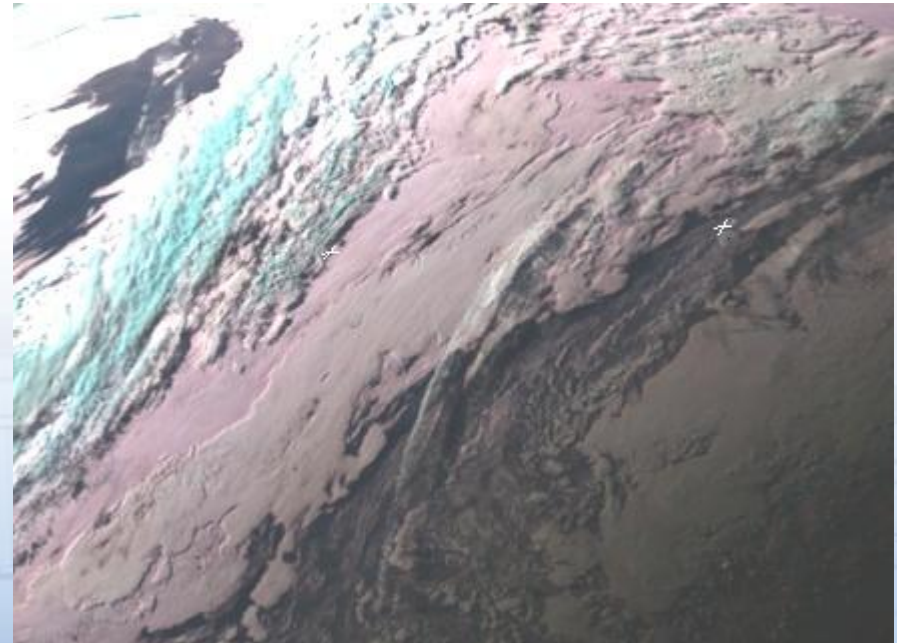
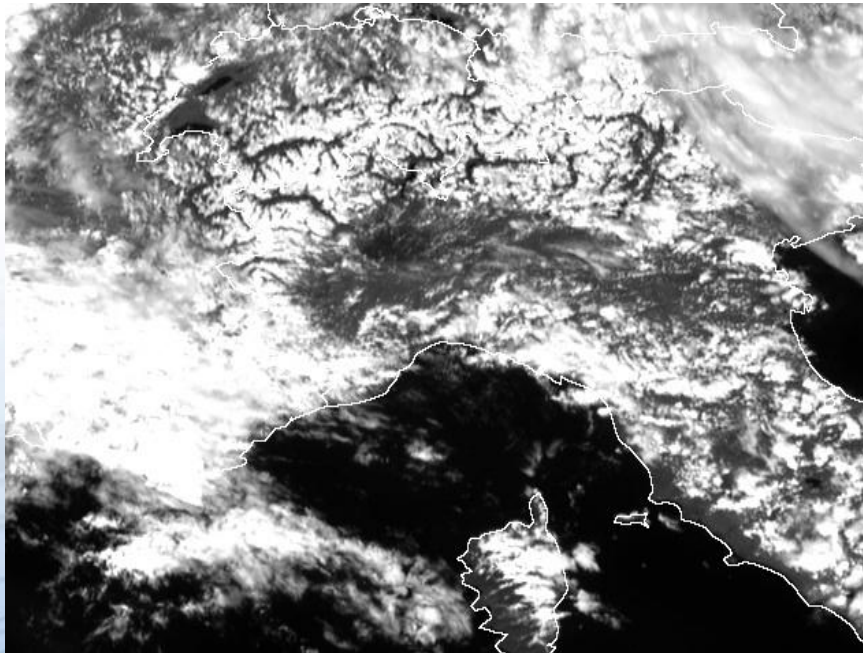
For the same volume, which distribution presents more section to the radiation?

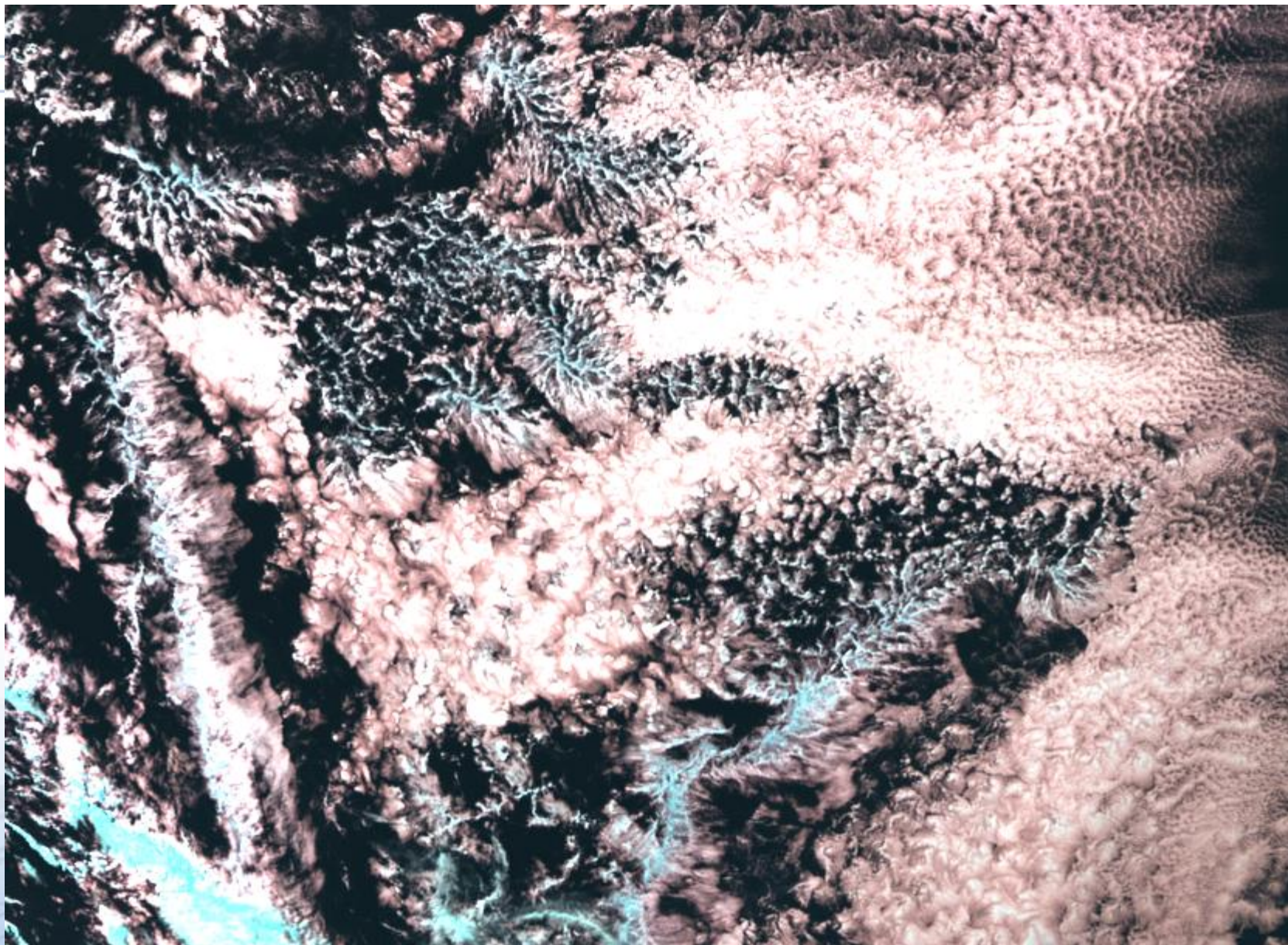


Updrafts prevent droplet merging, and keep reflection strong

# Special solar features

- Shades:** oblique sun, vertical structure. Reflective boundaries
- Water content** is related to optical thickness thru particle size
- Texture** (local standard deviation): cloud type. Sc from St
- Clouds** versus dendritic more permanent **snow**
- Thin Ci:** frequently not detected, more visible over ocean. Better in IR



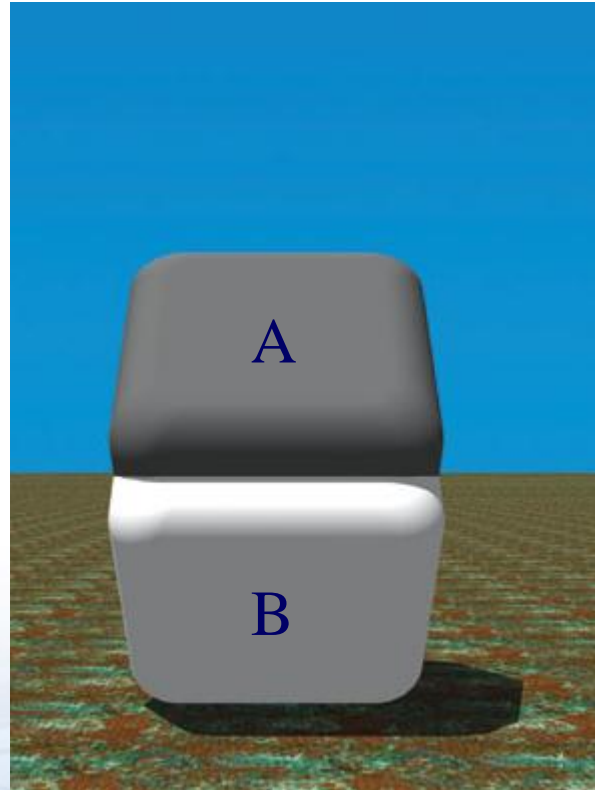


Meteosat-9 Atlantic Ocean around -10E -15N, 2011-05-31 15 UTC

Which mountain range is this?

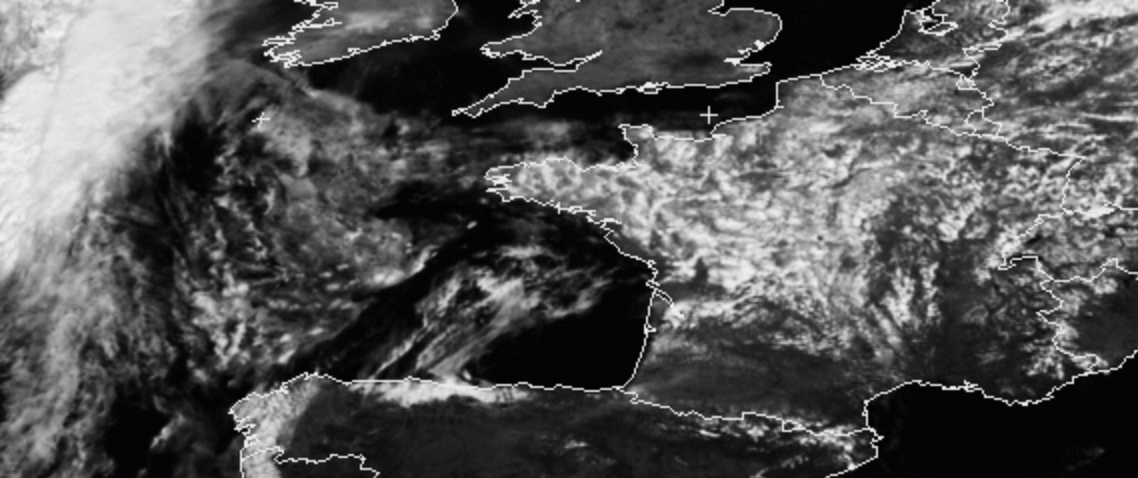


# Do you believe your eyes?

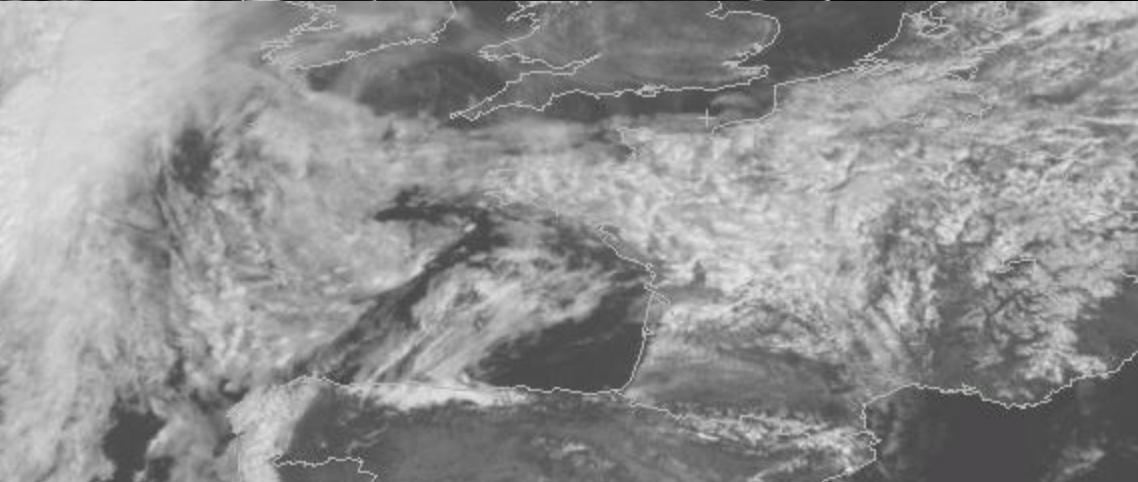


**Which is darker: A or B ?**

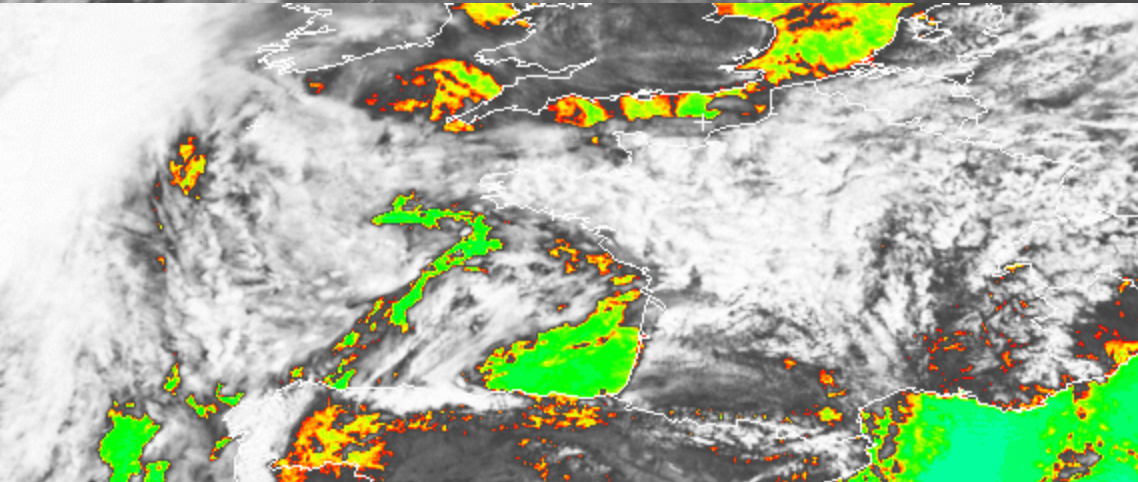
Believing that colour is intrinsic to objects (colour constancy)  
leads to delusion



Linear rendering



Gamma correction



Colour slicing

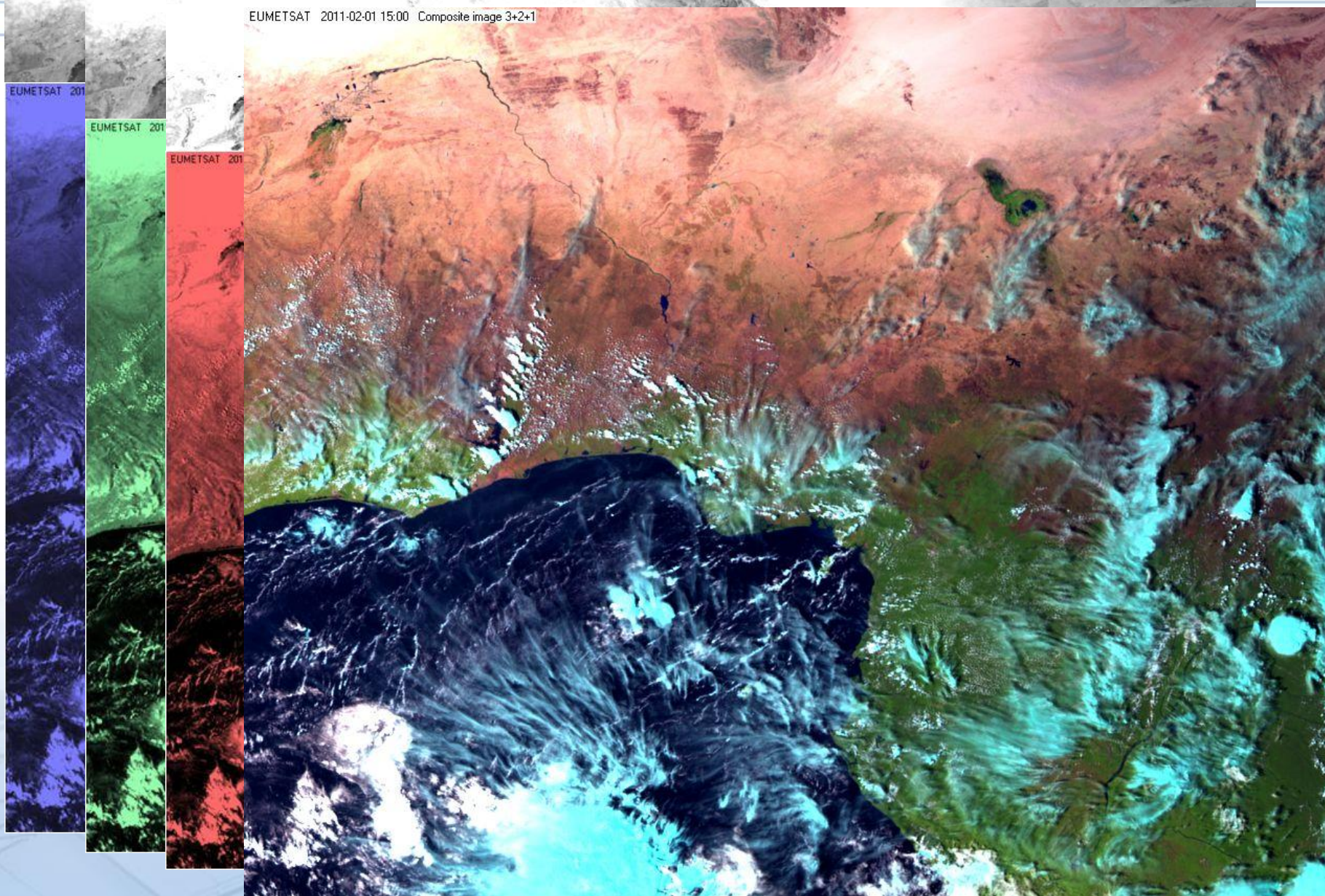
# Combining solar channels

EUMETSAT 2011-02-01 15:00 Single Channel 1

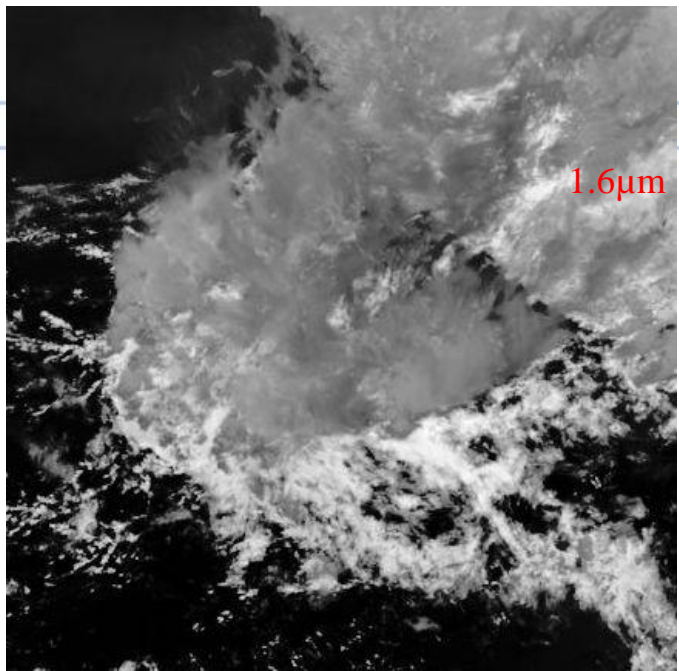
EUMETSAT 2011-02-01 15:00 Single Channel 2

EUMETSAT 2011-02-01 15:00 Single Channel 3

EUMETSAT 2011-02-01 15:00 Composite image 3+2+1



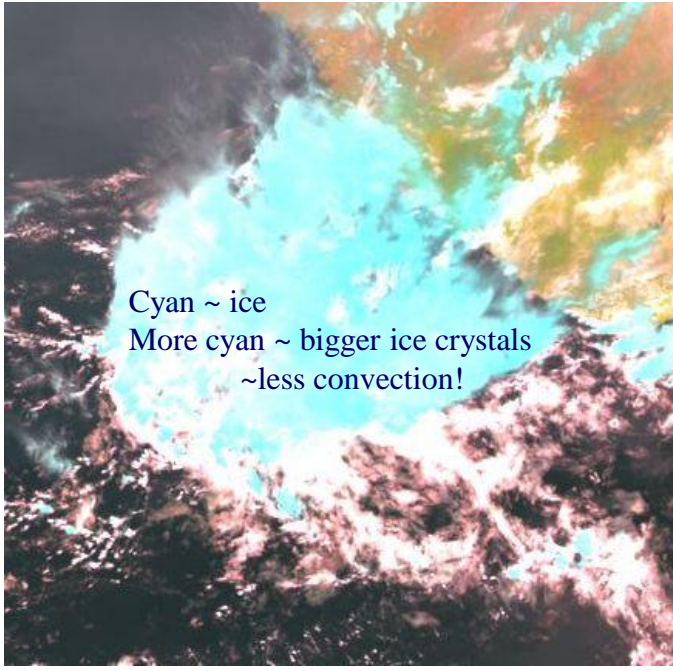
Meteosat solar channels



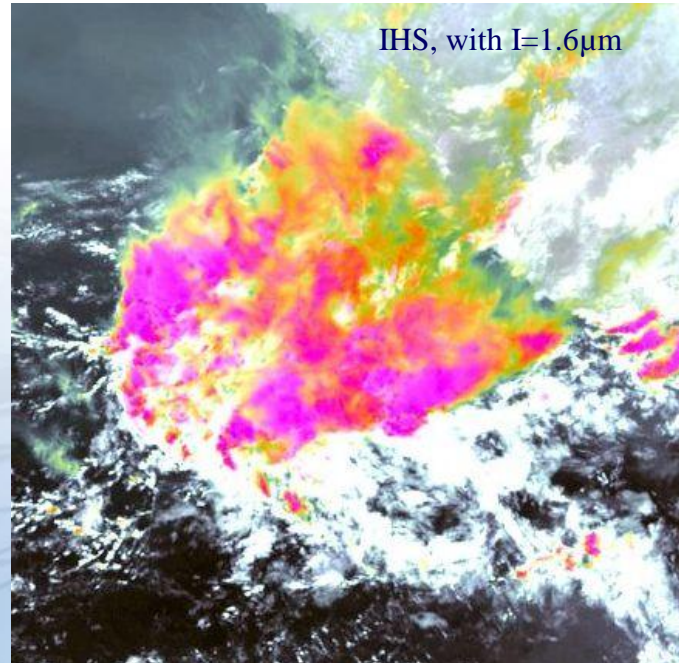
1.6μm



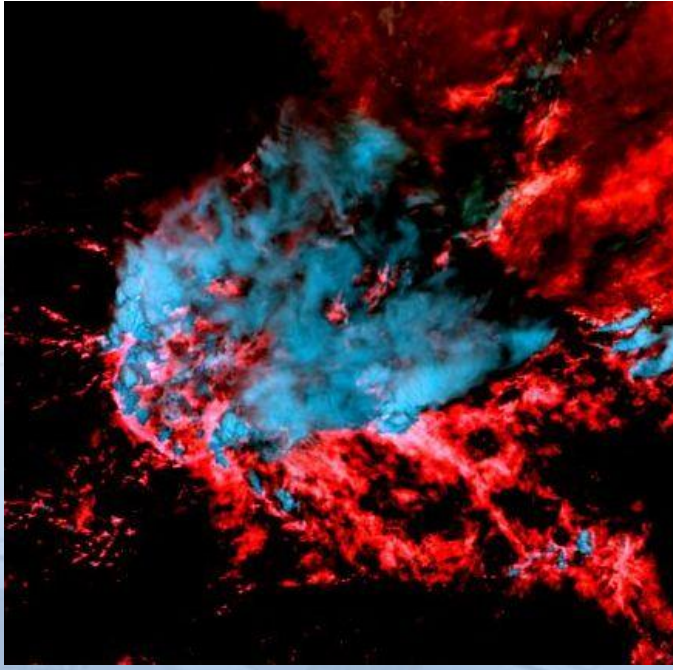
RGB=321 → enhancement

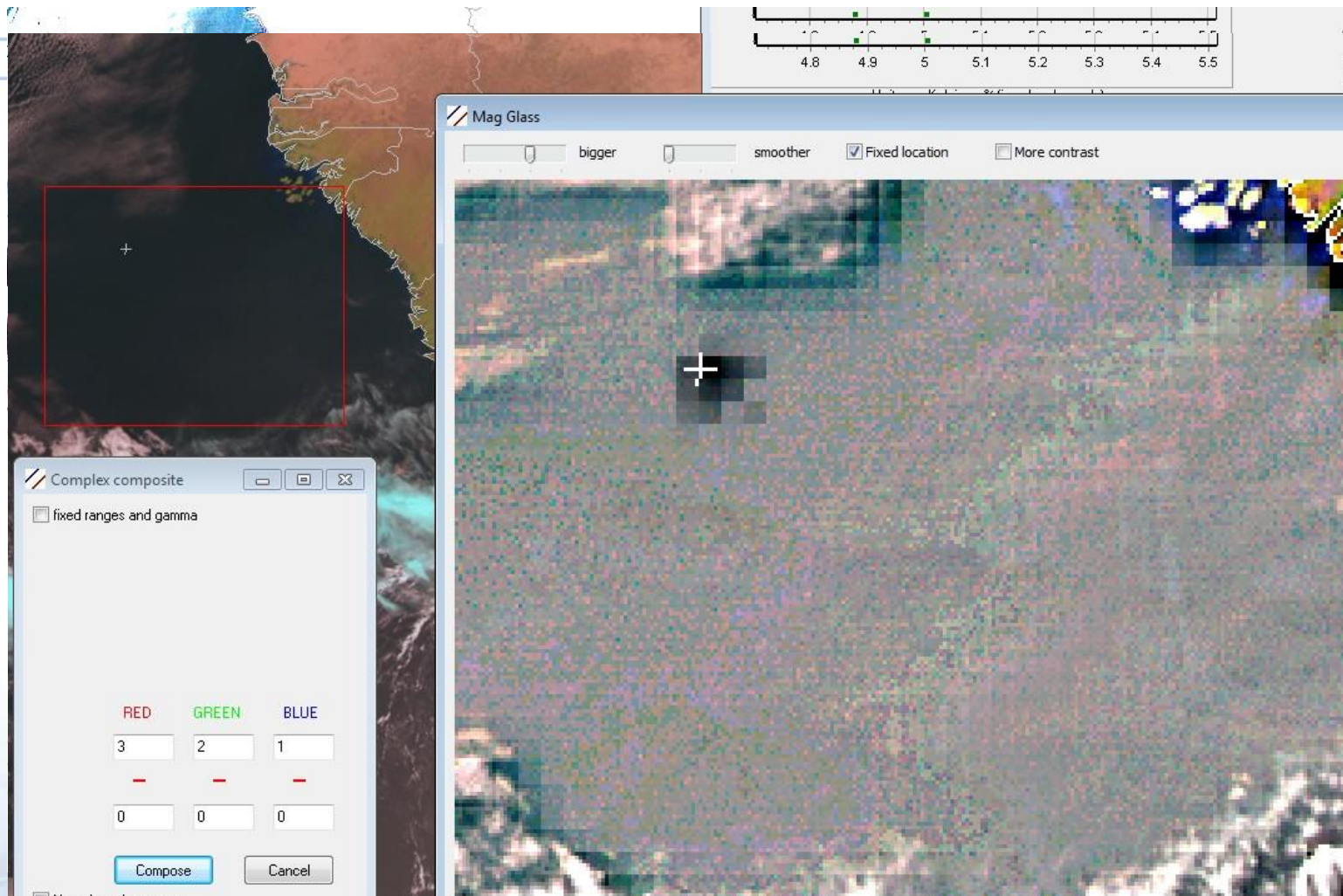


Cyan ~ ice  
 More cyan ~ bigger ice crystals  
 ~less convection!

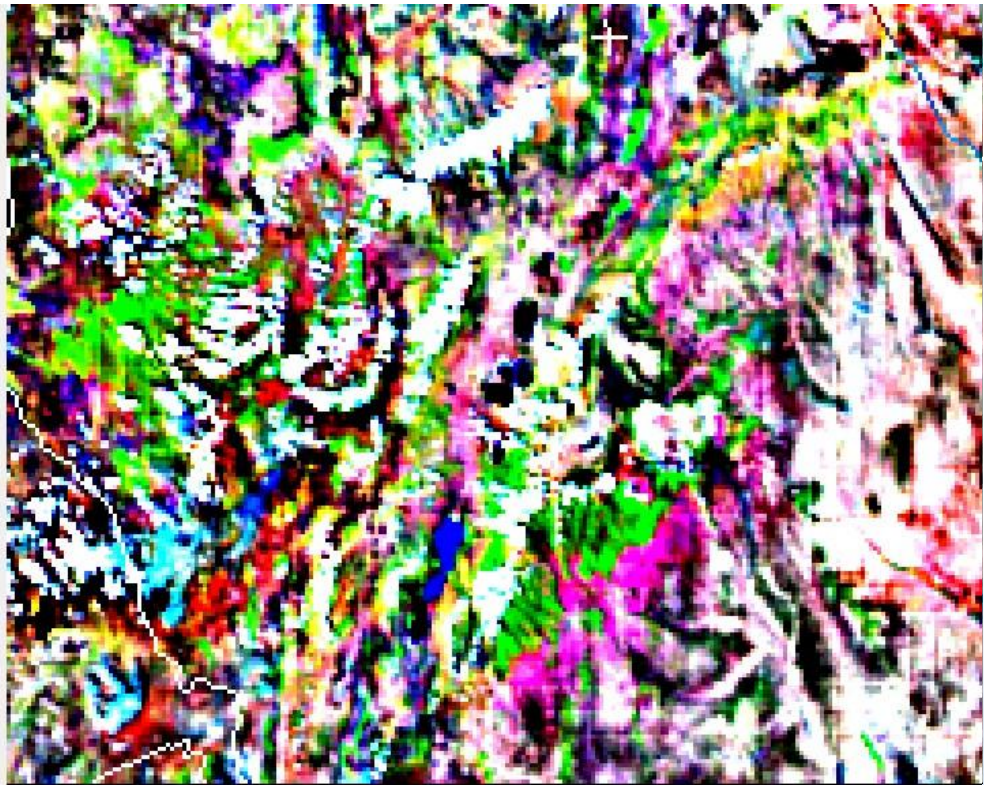
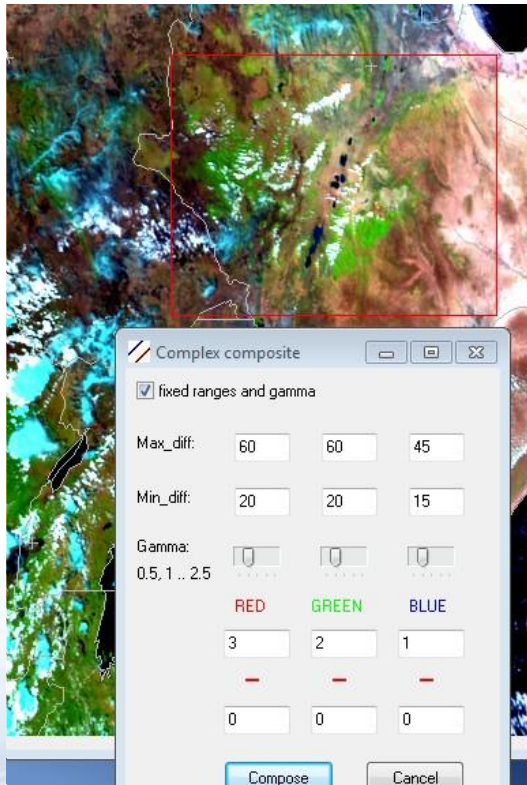


IHS, with I=1.6μm



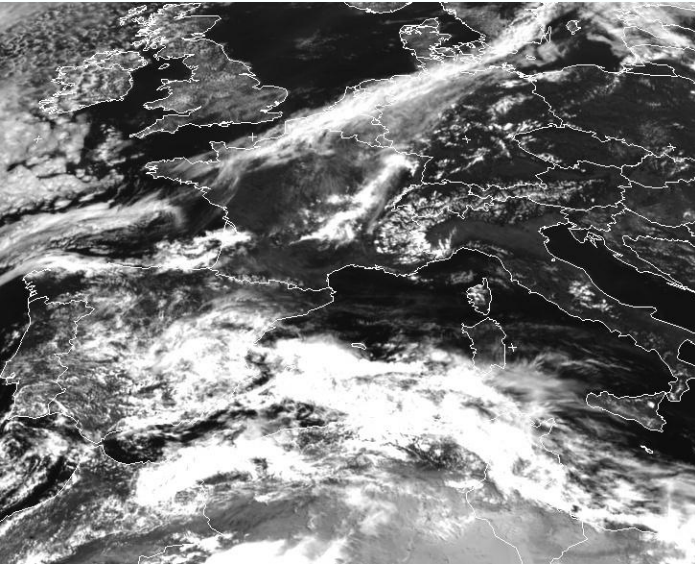


Enhancement: For areas of uniform values on the three channels

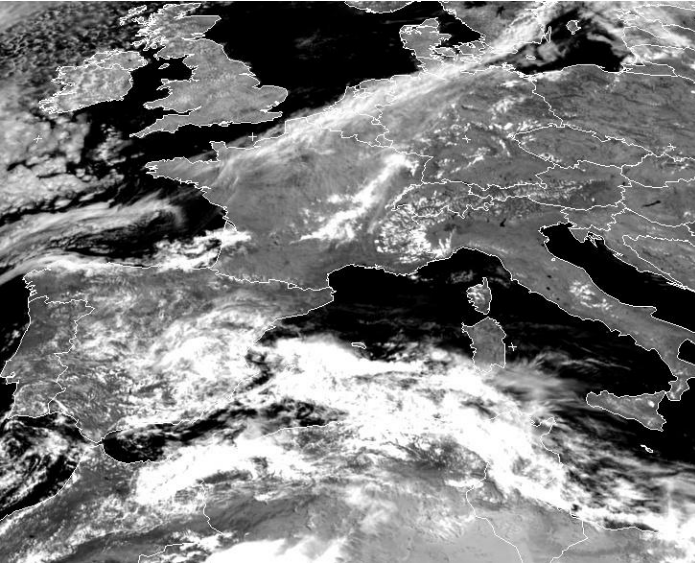


Enhancement can produce too much colour if the value ranges are wide

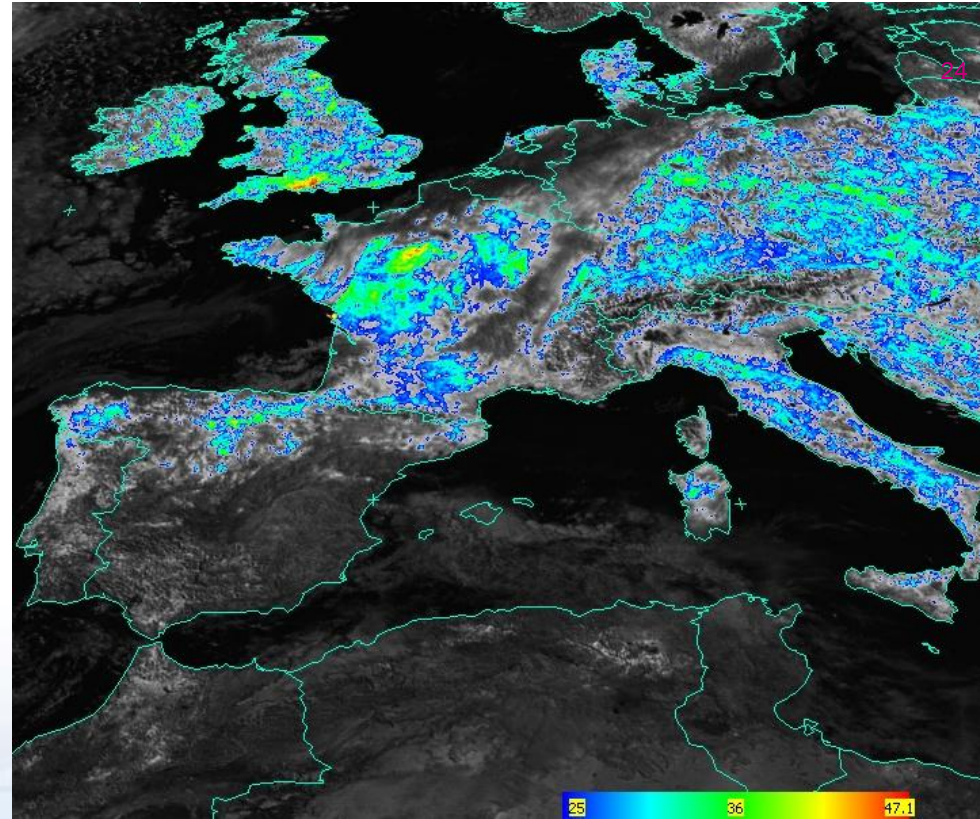
# Solar channel differences over land



VIS0.6



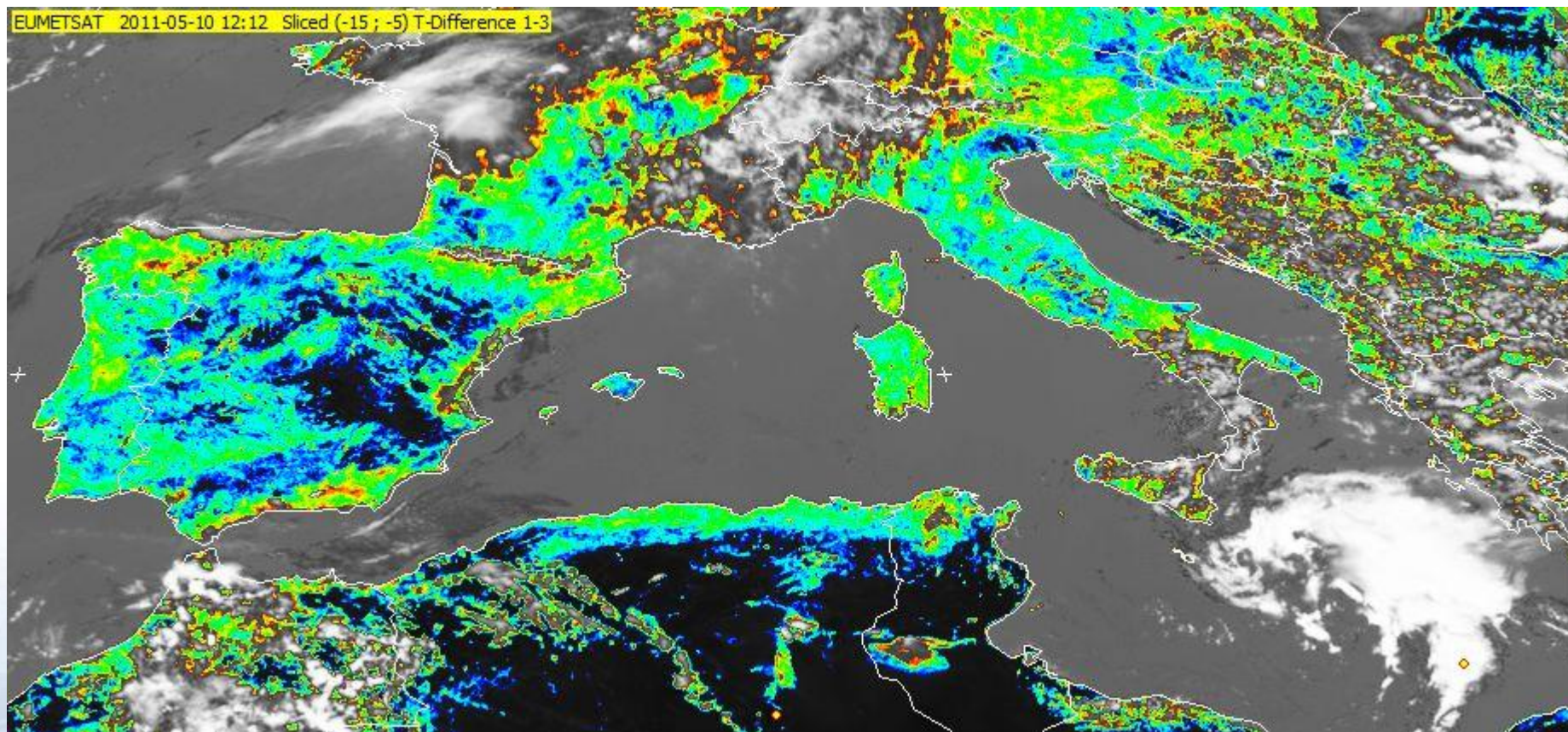
VIS0.8



VIS0.8 – VIS0.6 Meteosat 2011-05-19 09:30 UTC

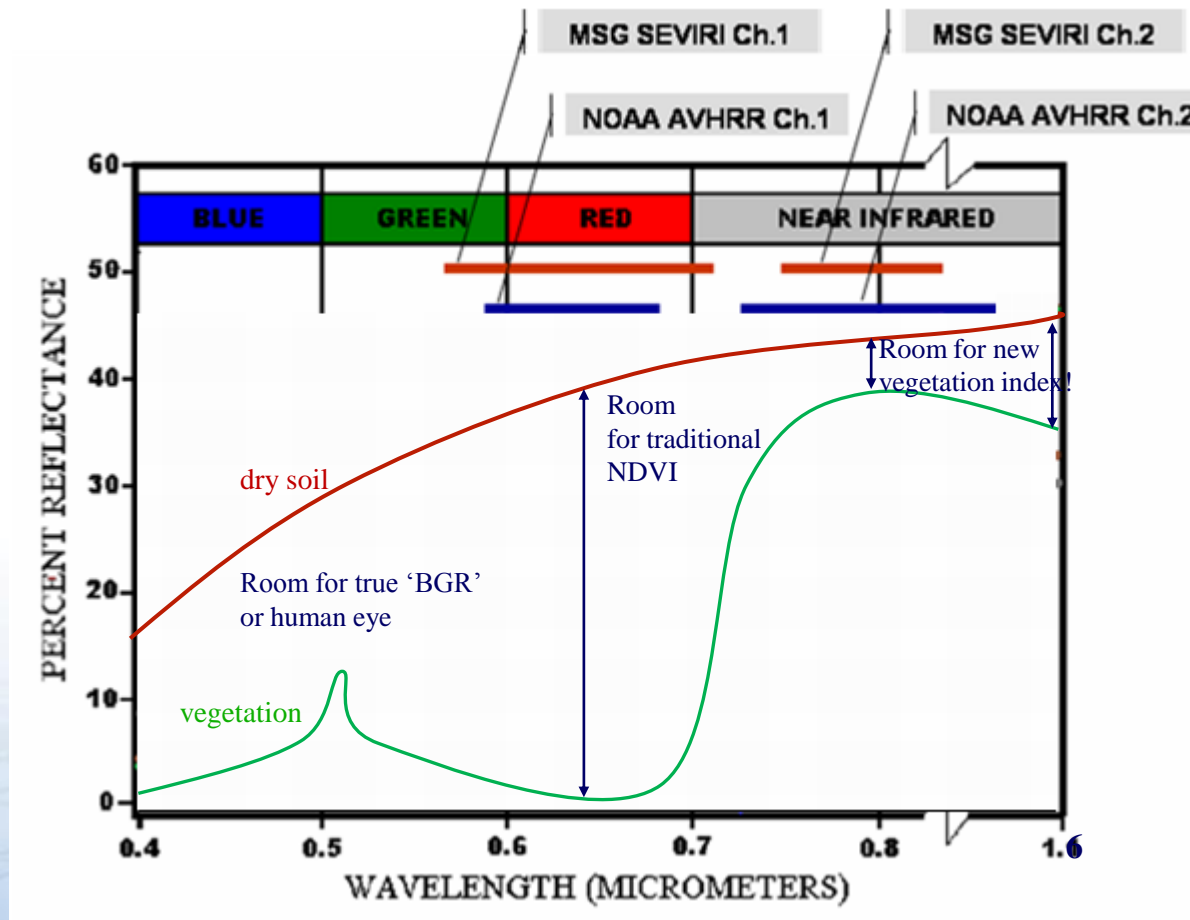
- VIS0.8: higher land surface contribution, especially over vegetated areas
- The difference can be sliced to remove cloud, by restricting to non-cloud high values (+25% ... +50%)

# Or with 1.6 $\mu$ m



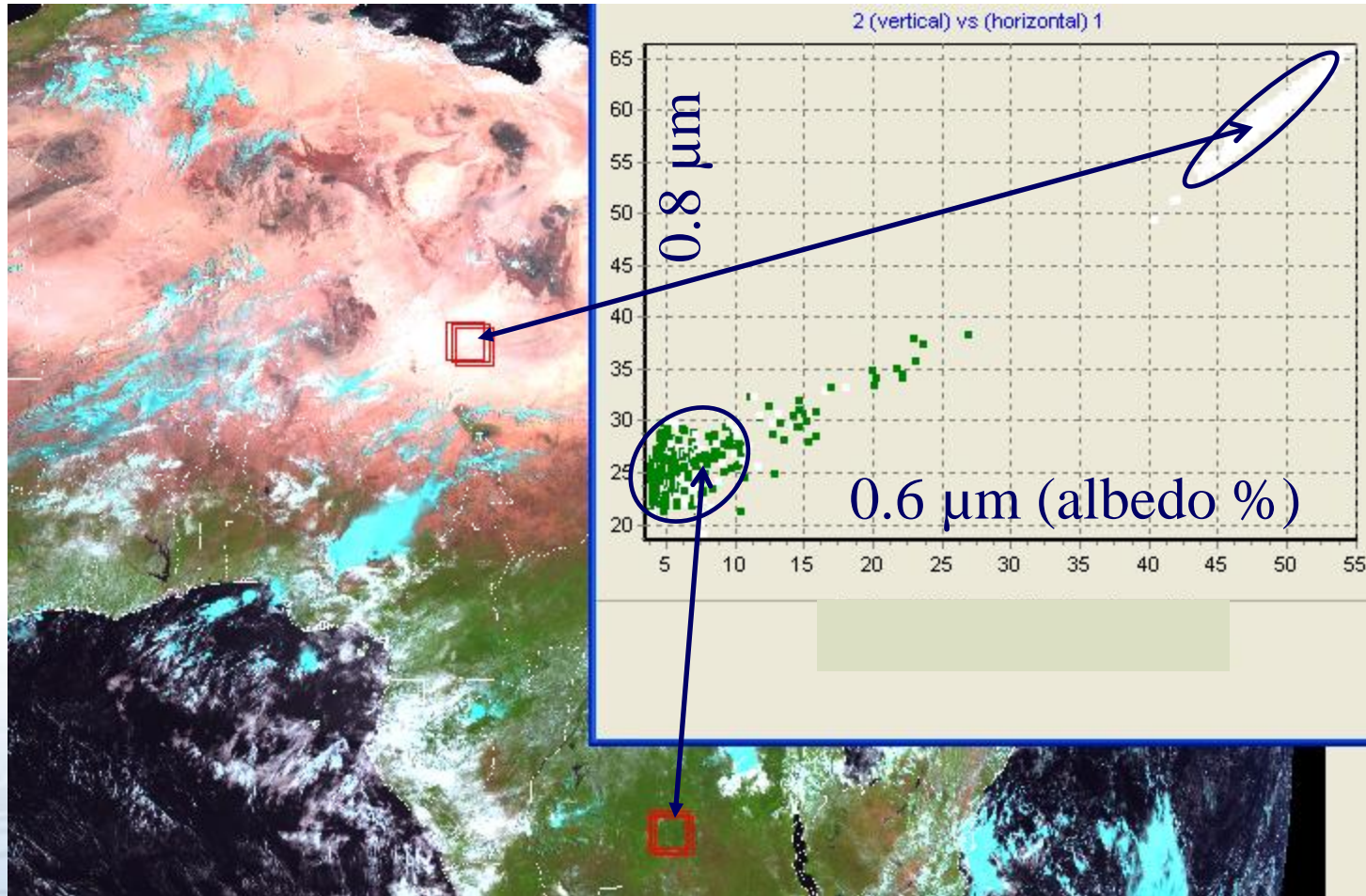


# Vegetated and dry soils



The vegetation response to wavelengths in our colour perception is similar to those between 0.6μm to 1.6μm: **happy coincidence!**

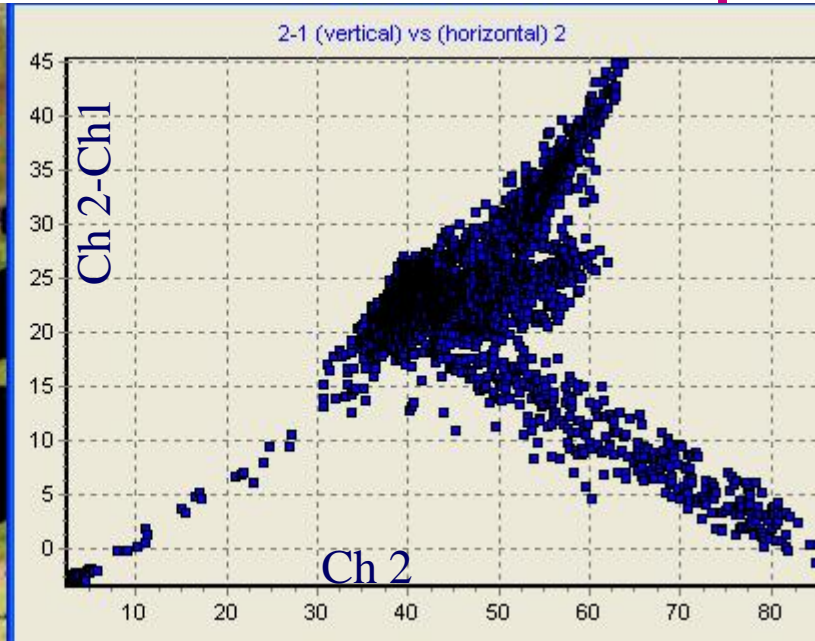
# Desert and tropical forest in the solar channels



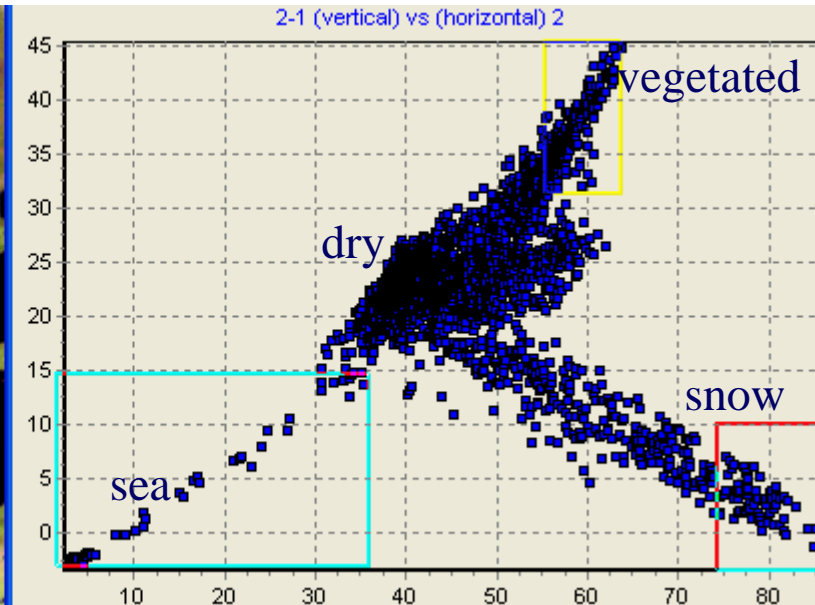
$$\text{Normalized vegetation index} = \frac{2-1}{2+1}$$

# Exercise: identify the clusters in the 0.6 and 0.8 μm channels

Meteosat-9  
RGB Natural  
colours  
2008-04-06  
12UTC



Where are the growing vegetation pixels on the graph?



# LAND SURFACE ANALYSIS SATELLITE APPLICATIONS FACILITY



Home

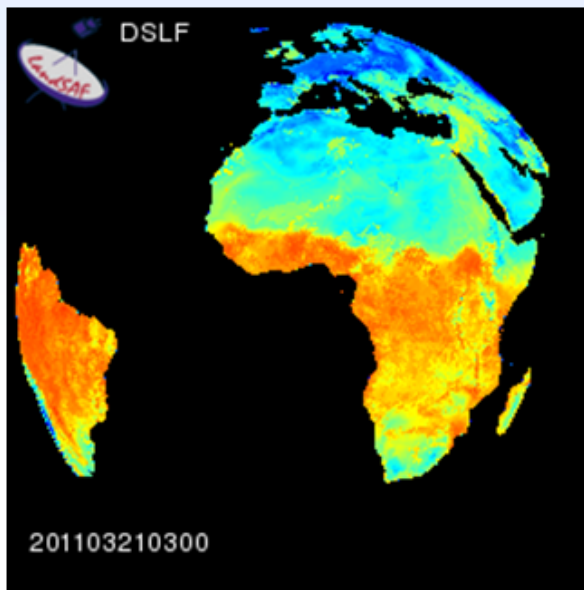
landsaf.meteo.pt

The scope of Land Surface Analysis Satellite Applications Facility (LSA SAF) is to increase benefit from EUMETSAT Satellite (MSG and EPS) data related to:

- Land
- Land- Atmosphere interaction
- Biospheric Applications

The LSA SAF performs:

- R&D Programs.
- Operational Activities
- Generation
- Archiving
- Dissemination



[See colour legends...](#)

of land surface related products.

## Latest News:

- **Important** IM Archive system maintenance. [see more...](#)
- **Important** IM Archive system maintenance. [see more...](#)
- **Information** LSA SAF Outage [see more...](#)
- **Information** LSA SAF Outage [see more...](#)
- **Update** MSG Images [see more...](#)

## Product Development Status:

### MSG/SEVIRI based products

#### Wild Fires

Fire Radiative Power - PIXEL

Fire Radiative Power - GRID

#### Vegetation Parameters

Fraction of Vegetation Cover

Leaf Area Index

Fraction of Absorbed Photosynthetic Active Radiation

#### Snow Cover

Snow Cover (daily)

Snow Cover (15 mins)

#### Other

Bi-Directional Reflectance Factor

Land Surface Emissivity

#### Albedo

Surface Albedo

MSG Ten Day Surface Albedo

#### Land Surface Temperature

Land Surface Temperature (15 mins)

#### Down-welling Surface Fluxes

Down-welling Surface Short-wave Radiation Flux

Down-welling Surface Long-wave Radiation Flux

Daily Downward Surface Shortwave Flux

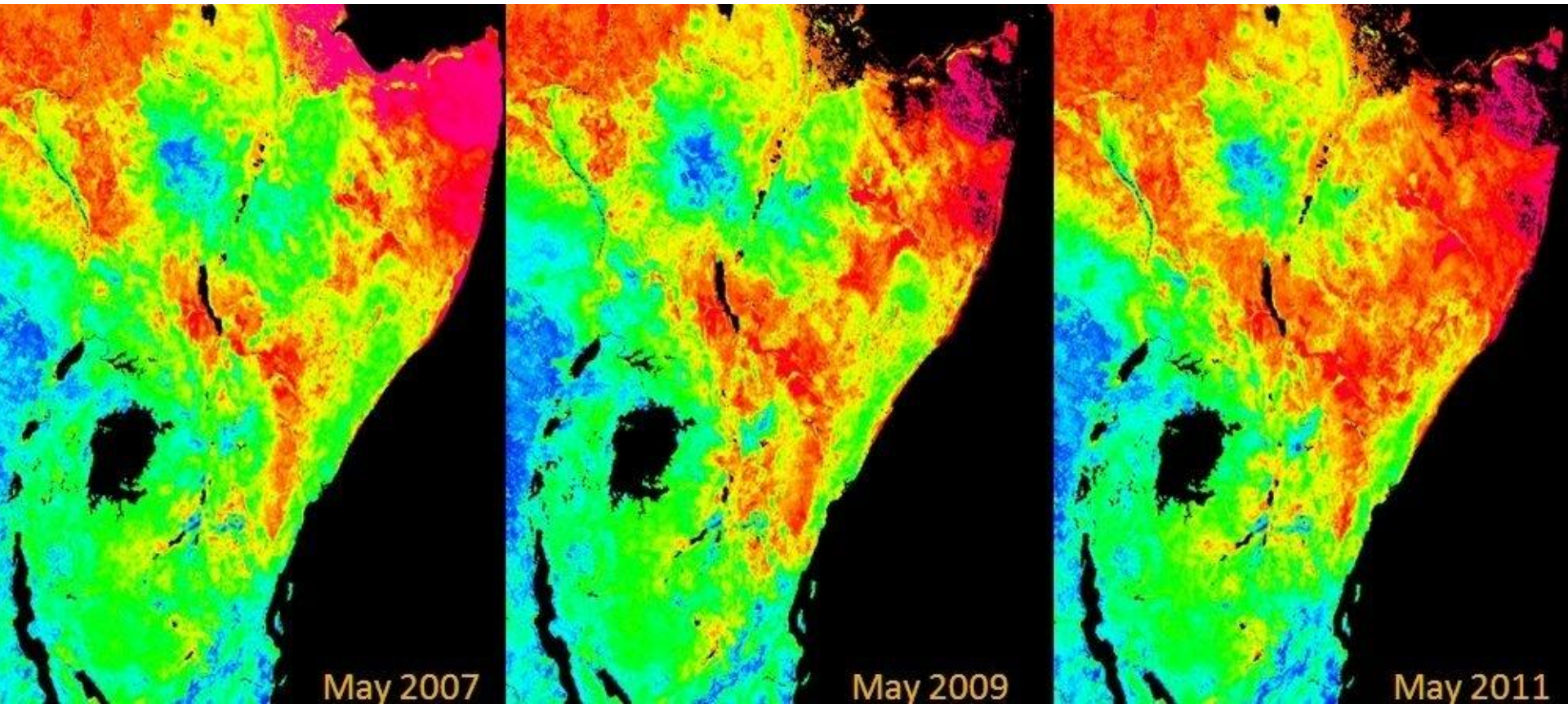
Daily Downward Surface Longwave Flux

#### Evapotranspiration

Evapotranspiration (30 mins)

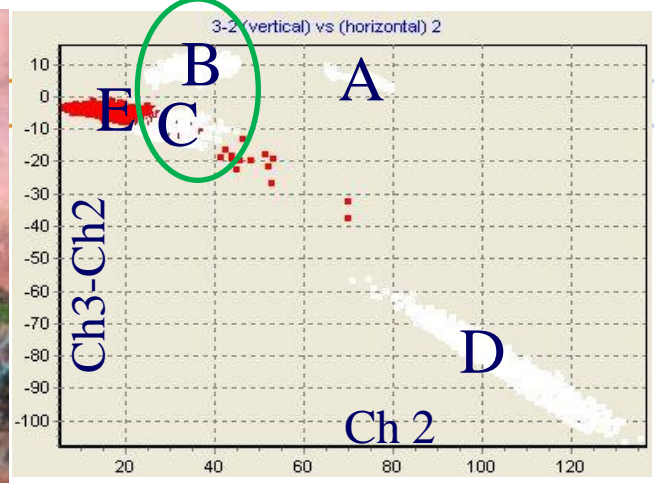
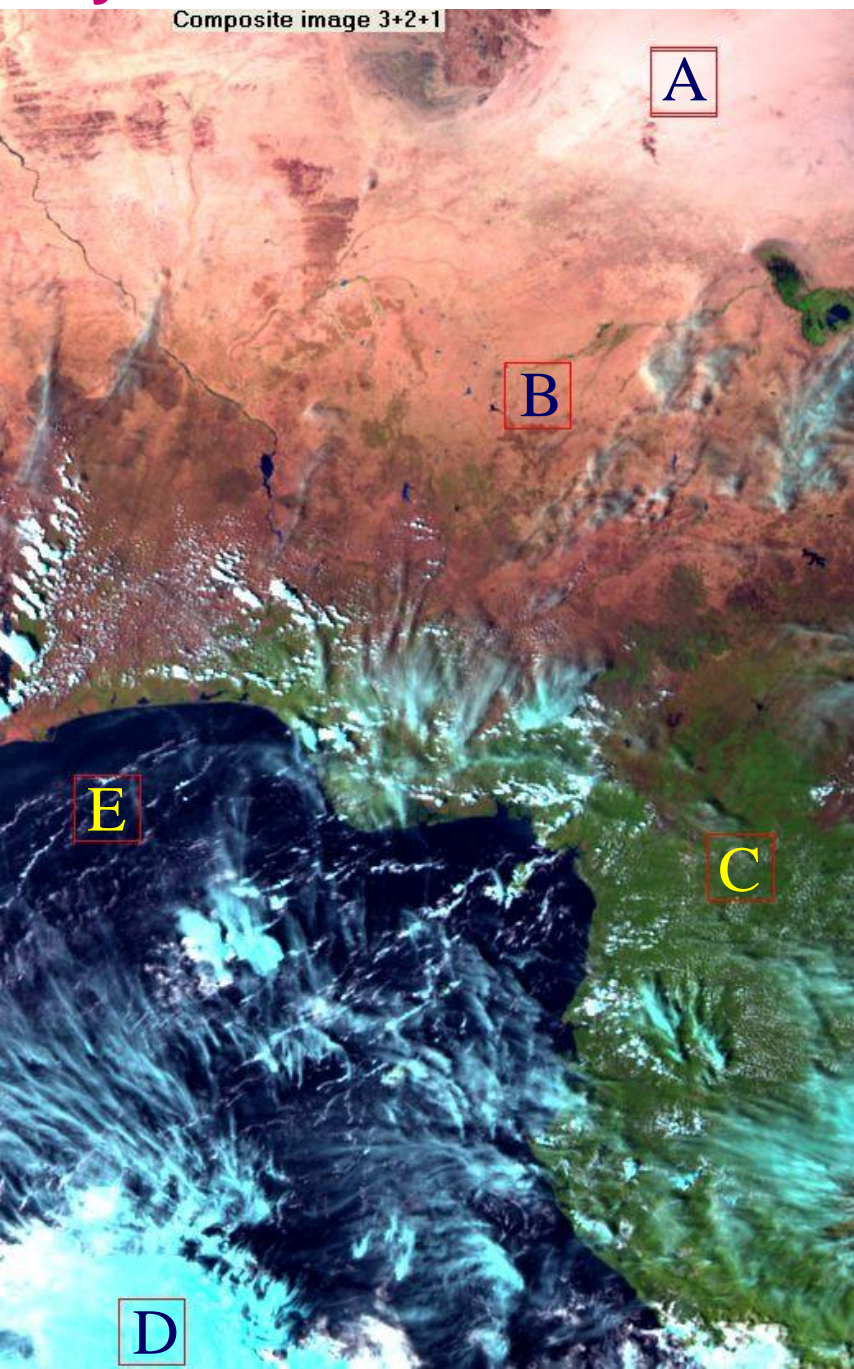
Daily Evapotranspiration

# Drought evolution in Somalia



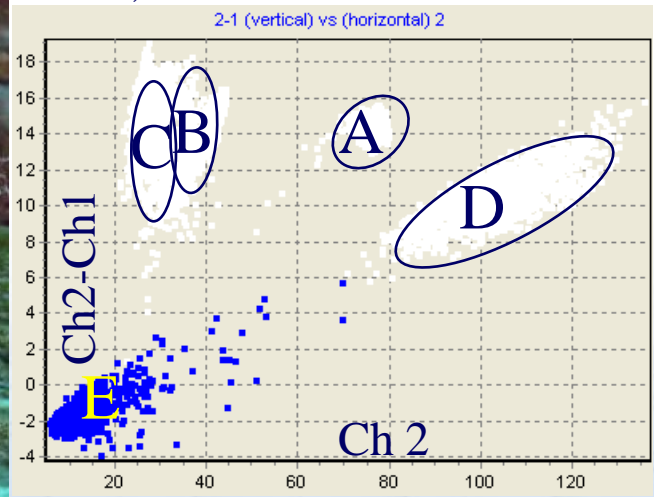
Source: Land SAF archive, fraction of vegetation

# Dry soil shows brown in the natural RGB!



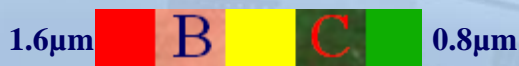
Index  $(3-2)/(3+2)$   
 B (dry)= 12%  
 C (vegetated)= -20%

Now, 2-1 in vertical. Your turn!

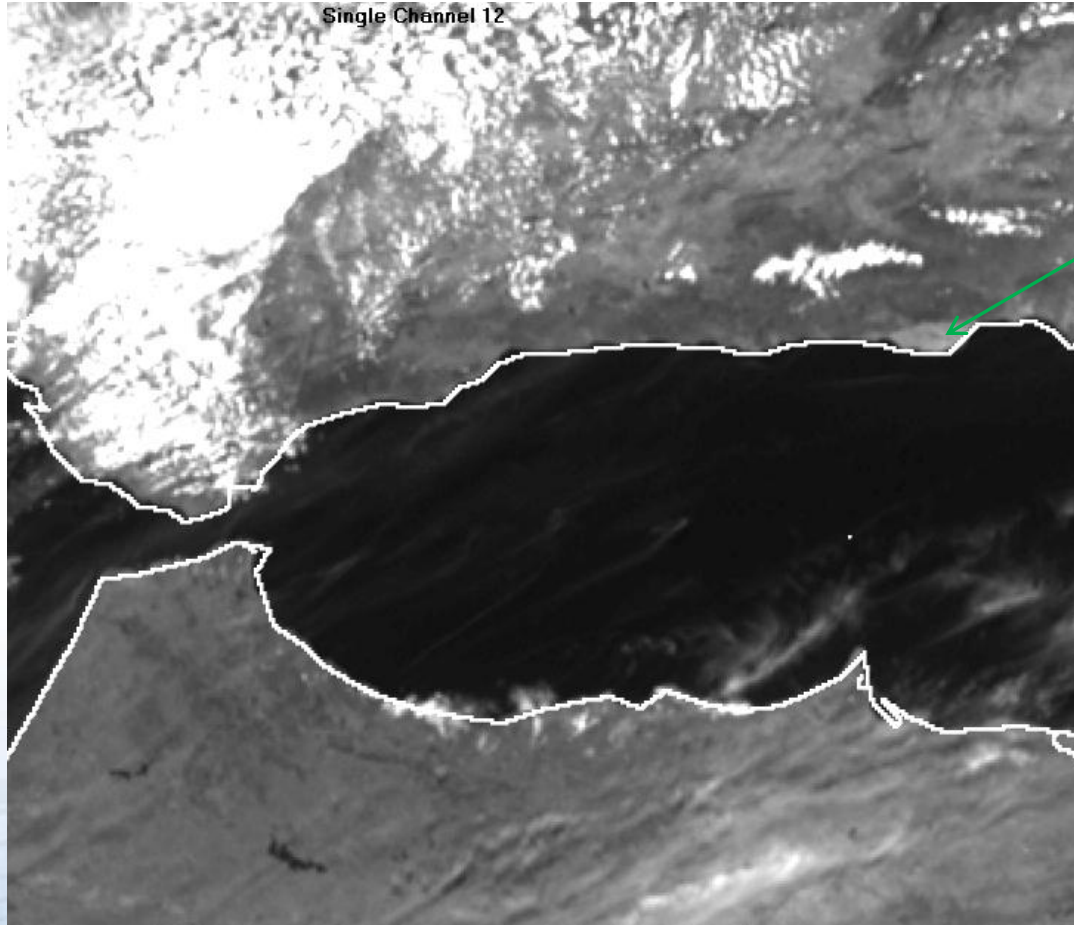


Index  $(2-1)/(2+1)$   
 B (dry)= 25%  
 C (vegetated)= 40%

1.6μm reflects better than 0.8μm on dry ground, but worse in vegetated areas



# Which kind of soil or cloud is at the arrow point?



Fog

Sand

Glass

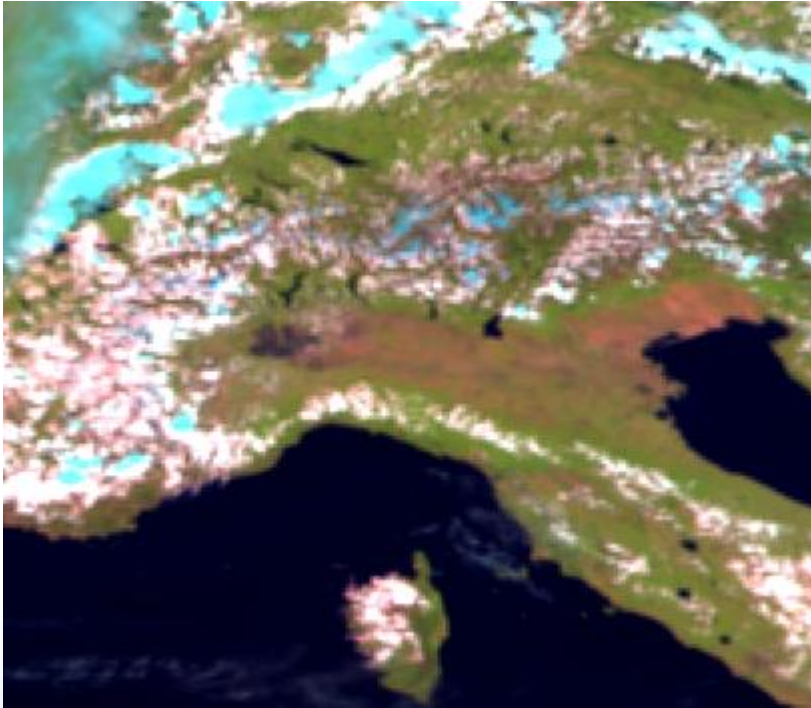
Cirrus

Smoke

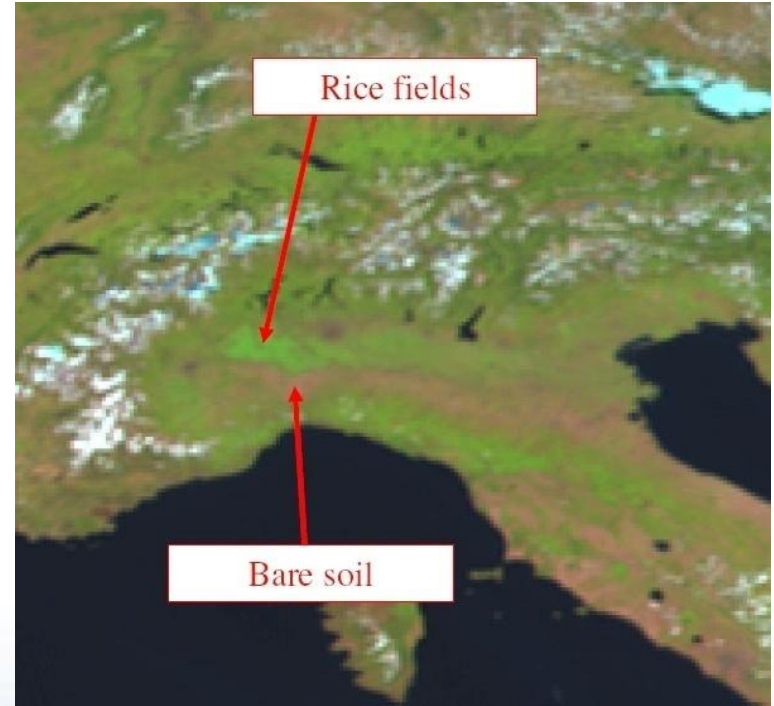
Litter

Meteosat HRV 2010-May-08 12:00

# Vegetation monitoring



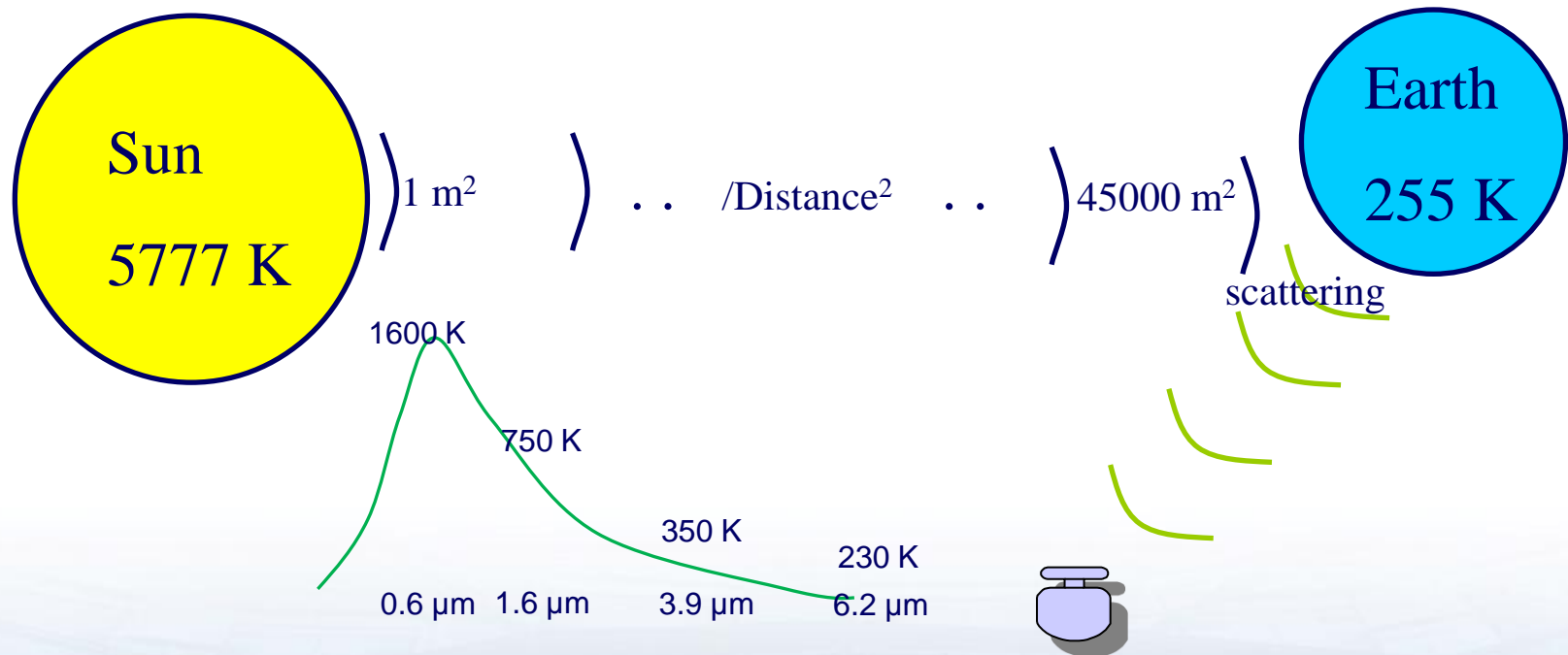
May 2011 Rice fields flooded



Aug 2003 Meteosat Natural RGB



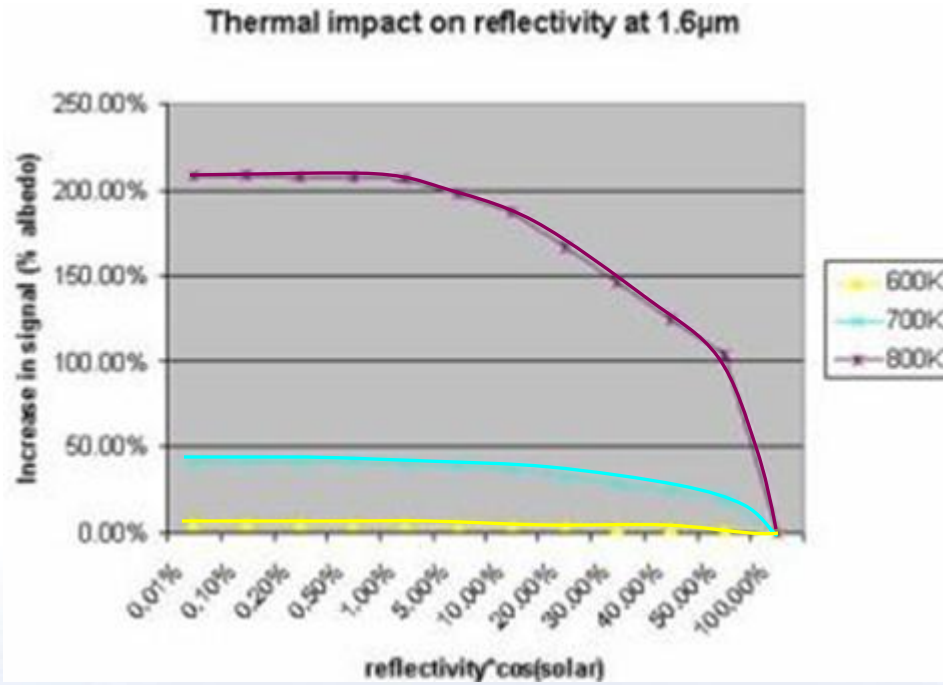
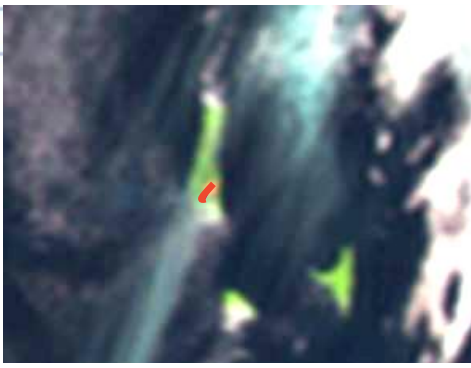
# The sun disc is brighter than cloud!



- Sun radiation density at the Earth is that of black bodies at much lower temperatures than its source at 5777 K
- The brightness ratio between the sun disk and bright cloud, 45000 times, is due to the dispersion of radiation as it travels in all directions.
- At 3.9 μm, Earth **emitted** radiation competes with **reflected** solar radiation.

# Emission sources in the solar channels

Karthala, Met-8, 29 May 2006, 12:15 UTC  
Natural colours RGB 1.6µm 0.8µm 0.6µm

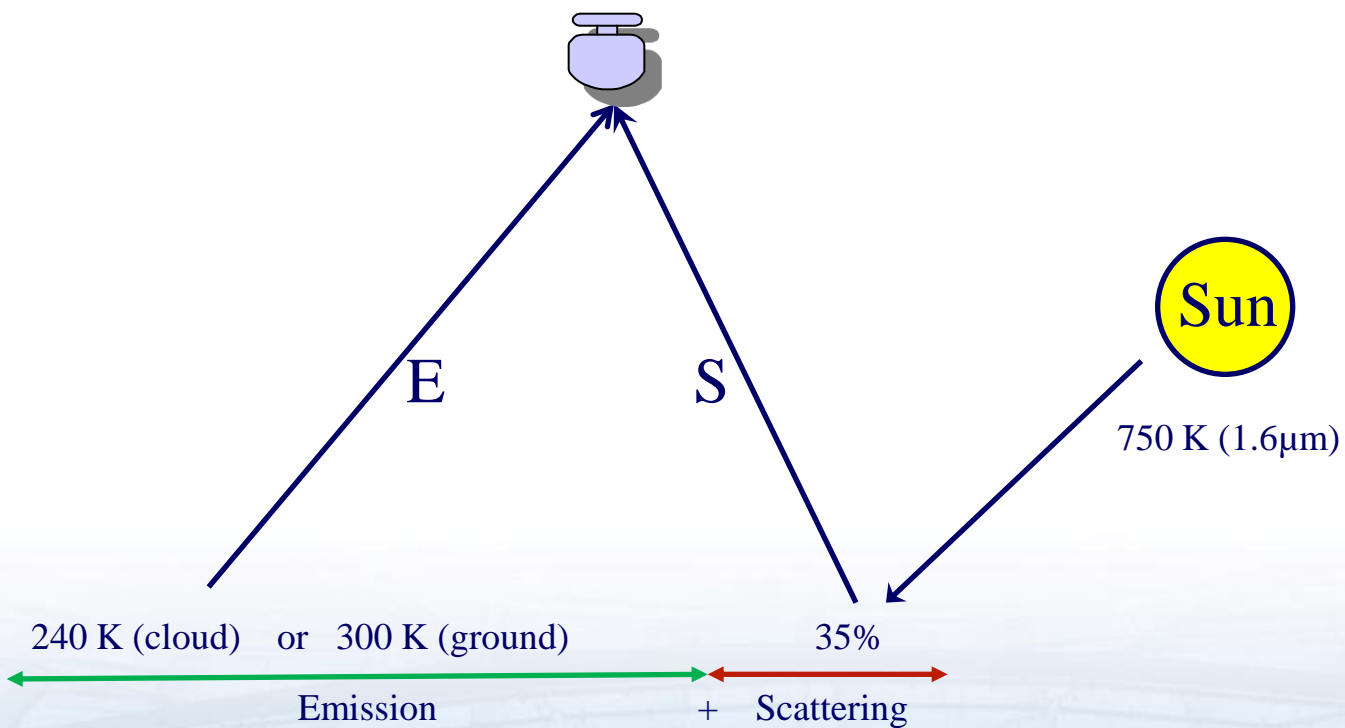


- Very **hot sources** (e.g. lava ) **emit** as much as the sun contribution and **enhance** 1.6µm signal
- Sun contribution at 1.6 µm is equivalent of a black body at 750K
- Big fires can be detected at night at the 1.6µm channel

# Big fires at 1.6μm, night time



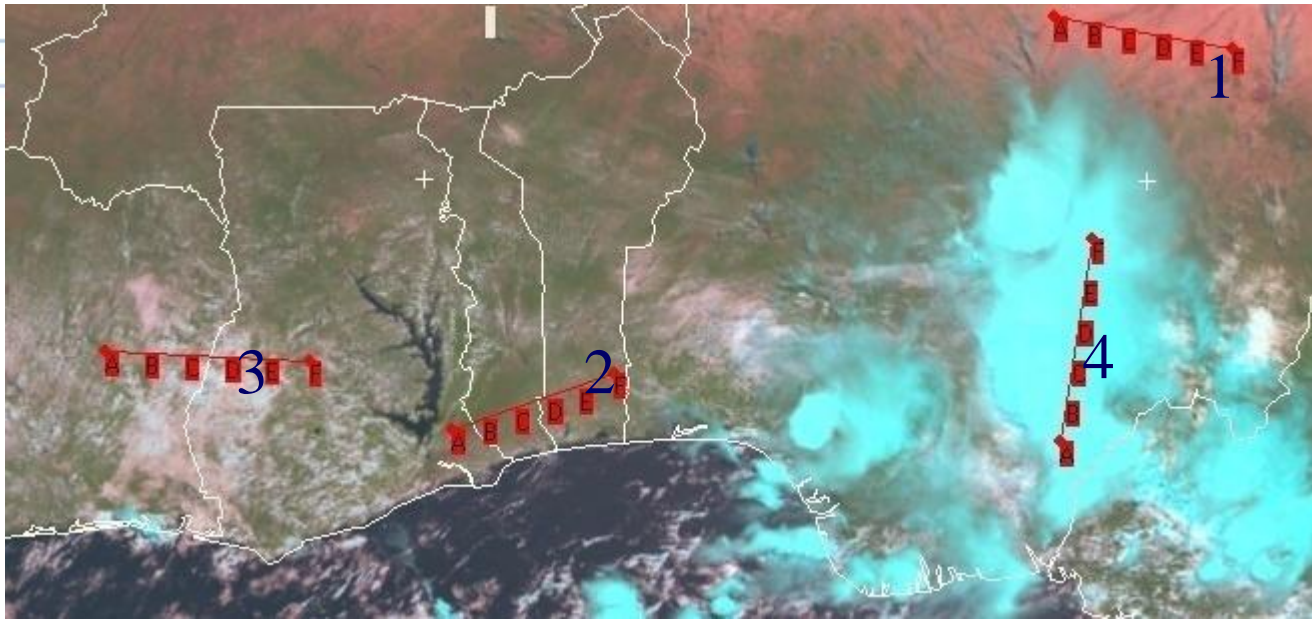
# NIR 1.6 is solar-reflected (+ emitted) radiation



Which contribution is bigger, Emitted or Scattered ?

$S/E > 10^7$  due to Planck's strong dependence on temperature for scene  $T(\text{kelvin}) \ll 14400 / \lambda(\mu\text{m})$

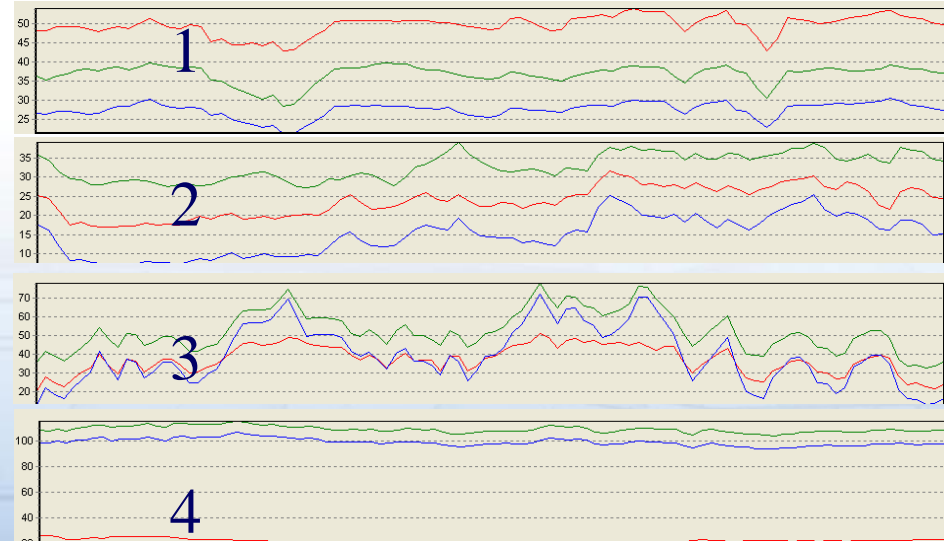
# Cloud in the solar channels



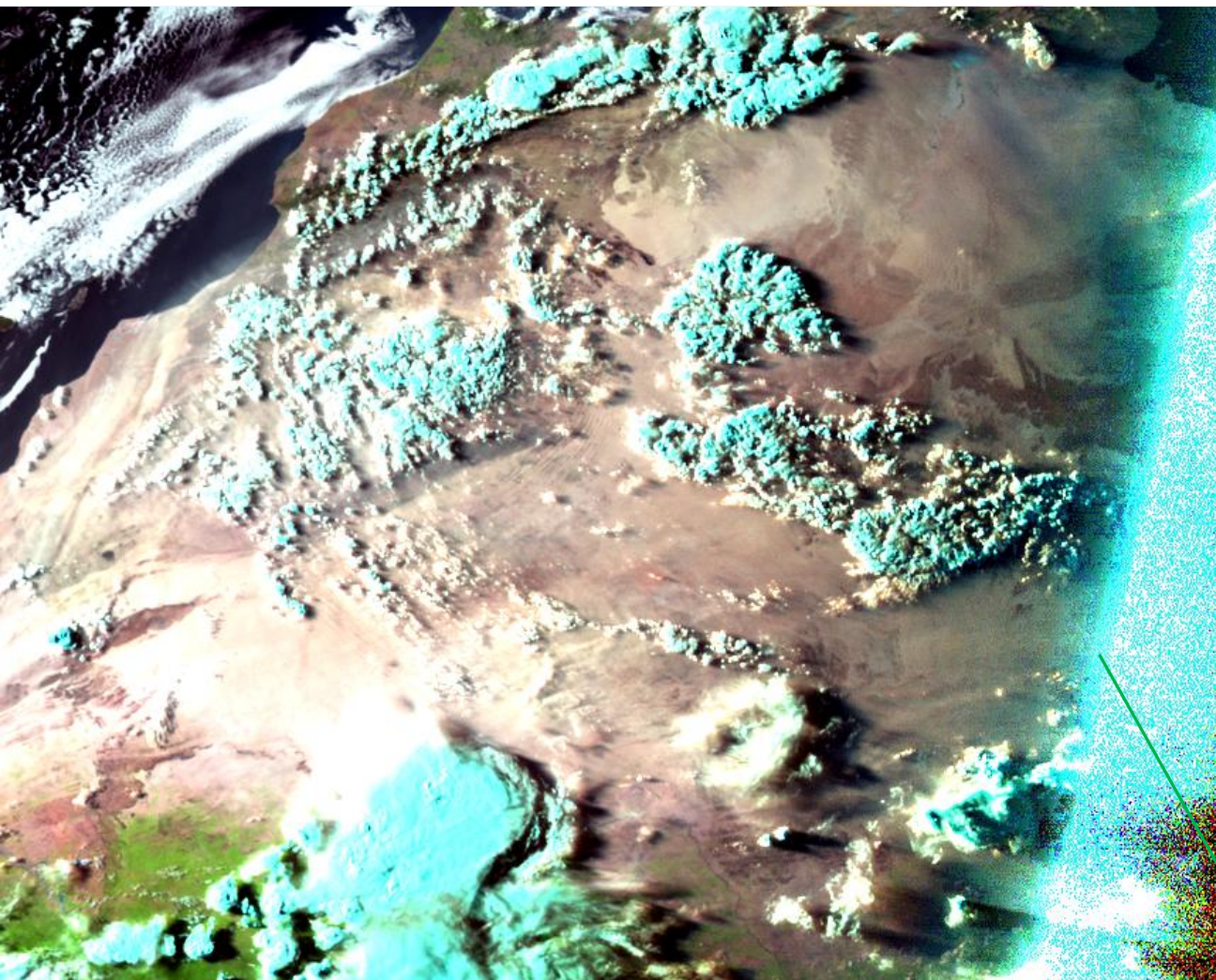
ch3 ch2 ch1 composite

1. Dry
2. Vegetation
3. Thin cloud above vegetation
4. Thick cloud

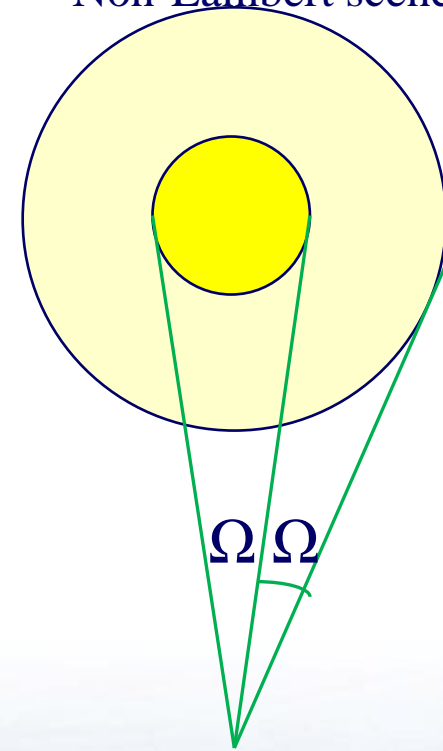
- Scene “3” is a weighted average of scenes “2” and “4” with the cloud fraction
- $0.8\mu\text{m}$  is the most reflected radiation by cloud or vegetation, not by dry grounds ( $1.6\mu\text{m}$ )
- Ice cloud is less  $1.6\mu\text{m}$  reflective than liquid cloud



# Lambert's approximation

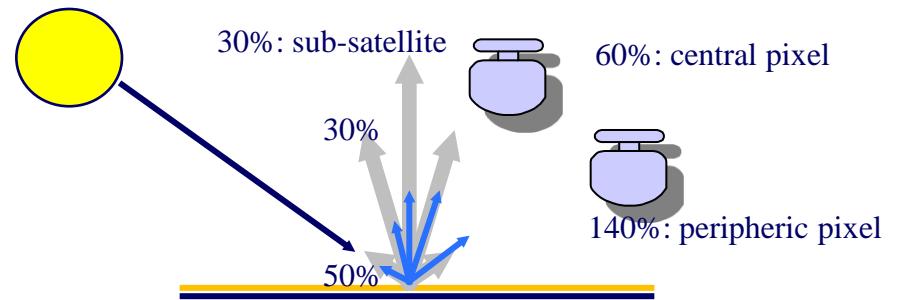
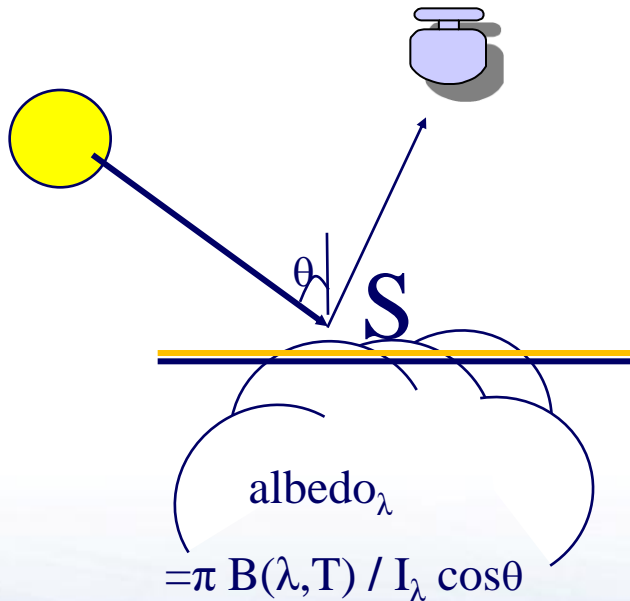


Non-Lambert scene



Day-night boundary

- Lambert: same brightness close and far from the boundary of a spherical target
- Lambert examples: rough ocean surfaces or snow, non-directional reflection
- Non Lambert: desert surfaces or sun glint on oceans, **directional** reflection



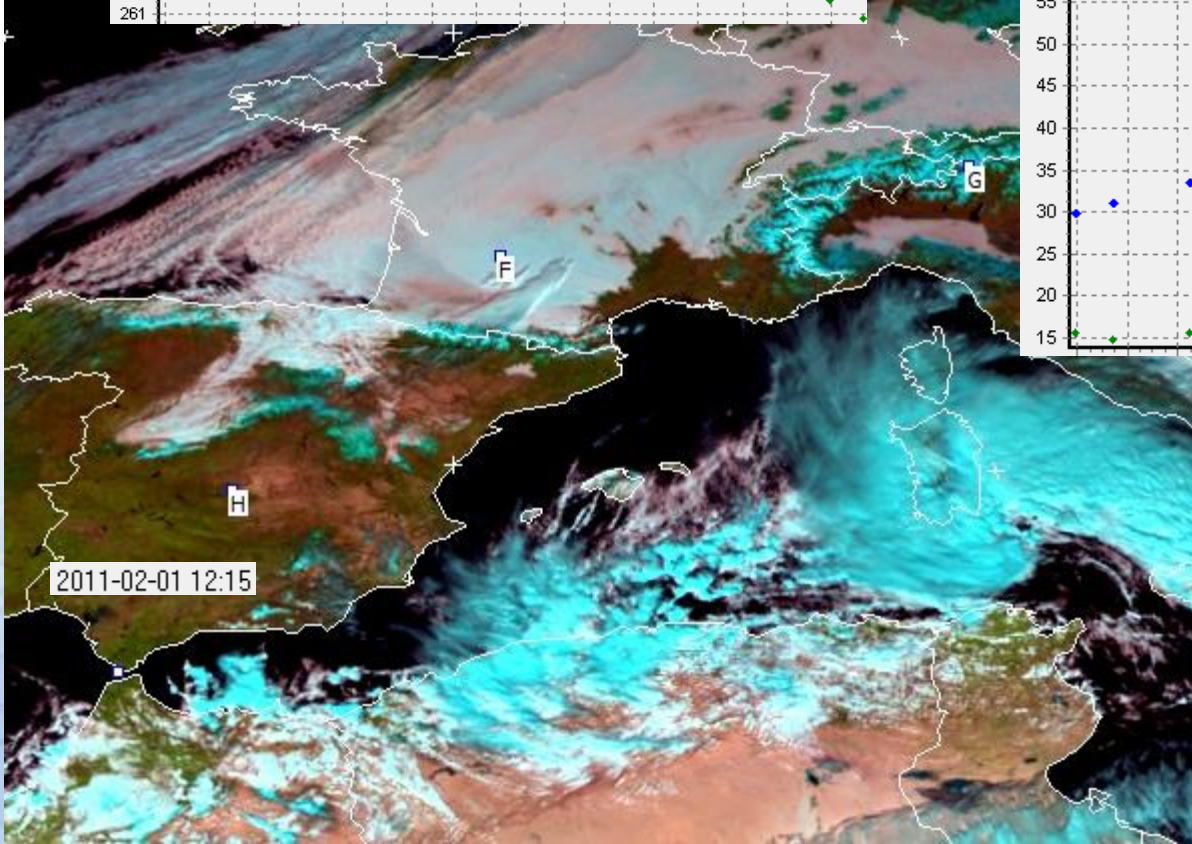
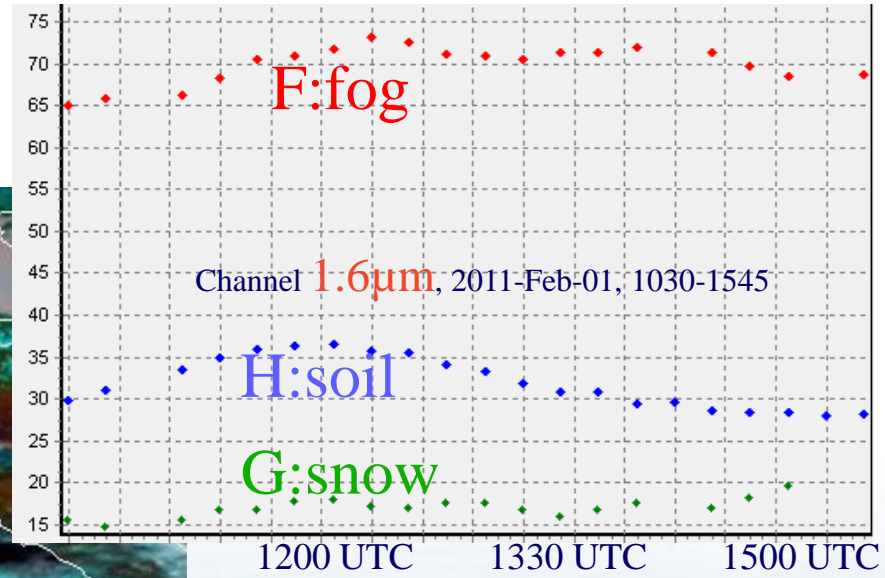
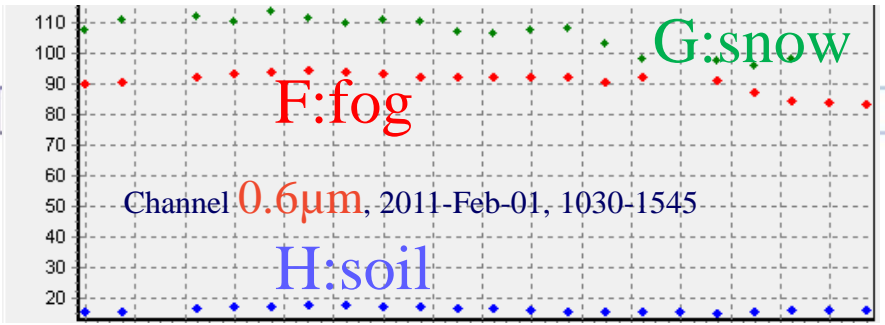
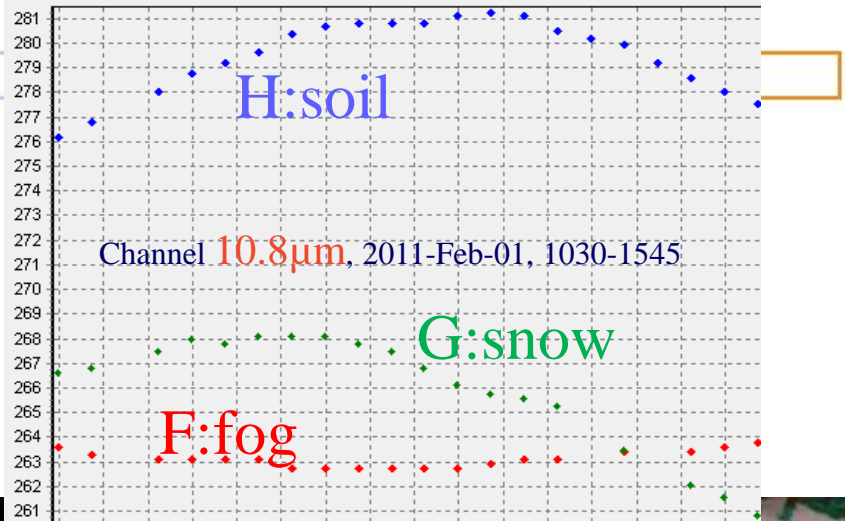
$$I_{\lambda} \cdot \cos \theta \cdot S \cdot \text{albedo}_{\lambda} \cdot \Omega / \pi = \text{Solar power reaching the satellite sensor}$$

Does albedo depend on illumination  $\theta$  ?

(White) albedo should be constant if properly calculated. It depends on illumination if the calculation is simplified or we use partial data (a single slot of Meteosat).

It also depends on pixel location

# Albedo daily cycles



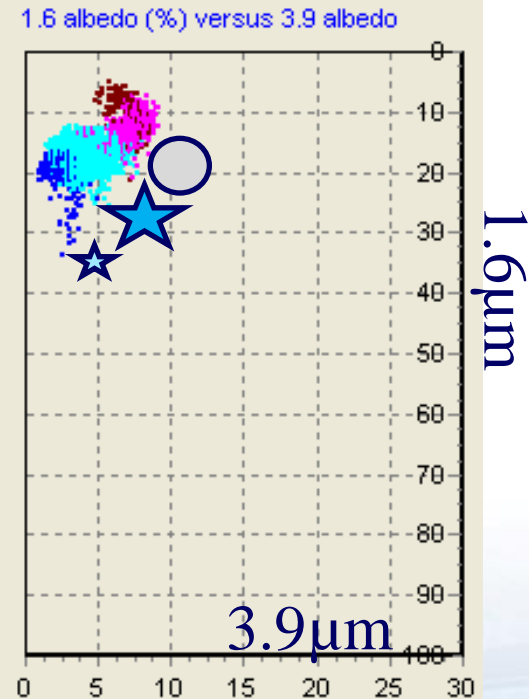


Where is the retrieved albedo more dependent on the time of the day?

- a. On cloud, where reflection varies with direction.  
*But too variable to isolate the effect of illumination*
- b. On oceans, where calm waters act as mirrors.  
*Strong dependency but on low albedo values*
- c. On tropical land, where surfaces stay constant in the course of the day.  
*This is the best example*
- d. On snow, where Snel behaviour is relevant  
*Not very directional, when a large pixel contains many different slopes*

# Towards ice and size vertical profiles

Developing-phase convection



Both SIZE and ICE reduce particle reflectivity

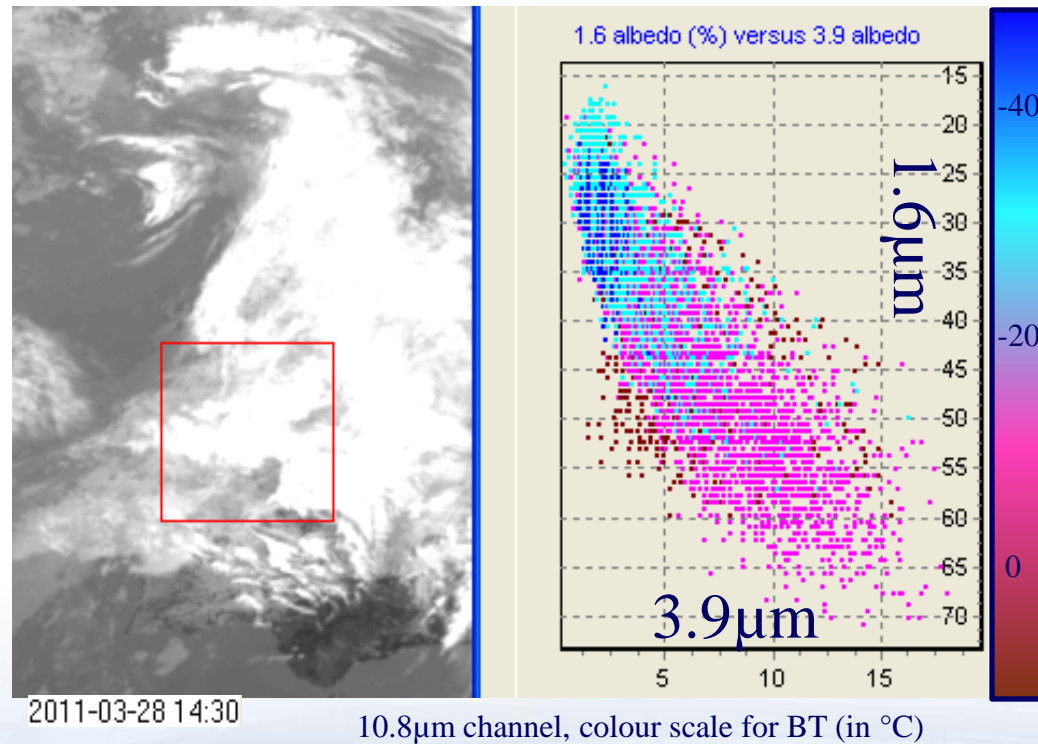
At lower levels, ice particles are **bigger** and **less icy** than at high level.

**Reduced** or **increased** reflectivity at lower levels??

Reduced at 1.6  $\mu\text{m}$ , the channel more sensitive to...  
ICE / SIZE ??

Reduced at 1.6  $\mu\text{m}$  (vertical), responding to SIZE

Increased at 3.9  $\mu\text{m}$  (horizontal), responding to ICE

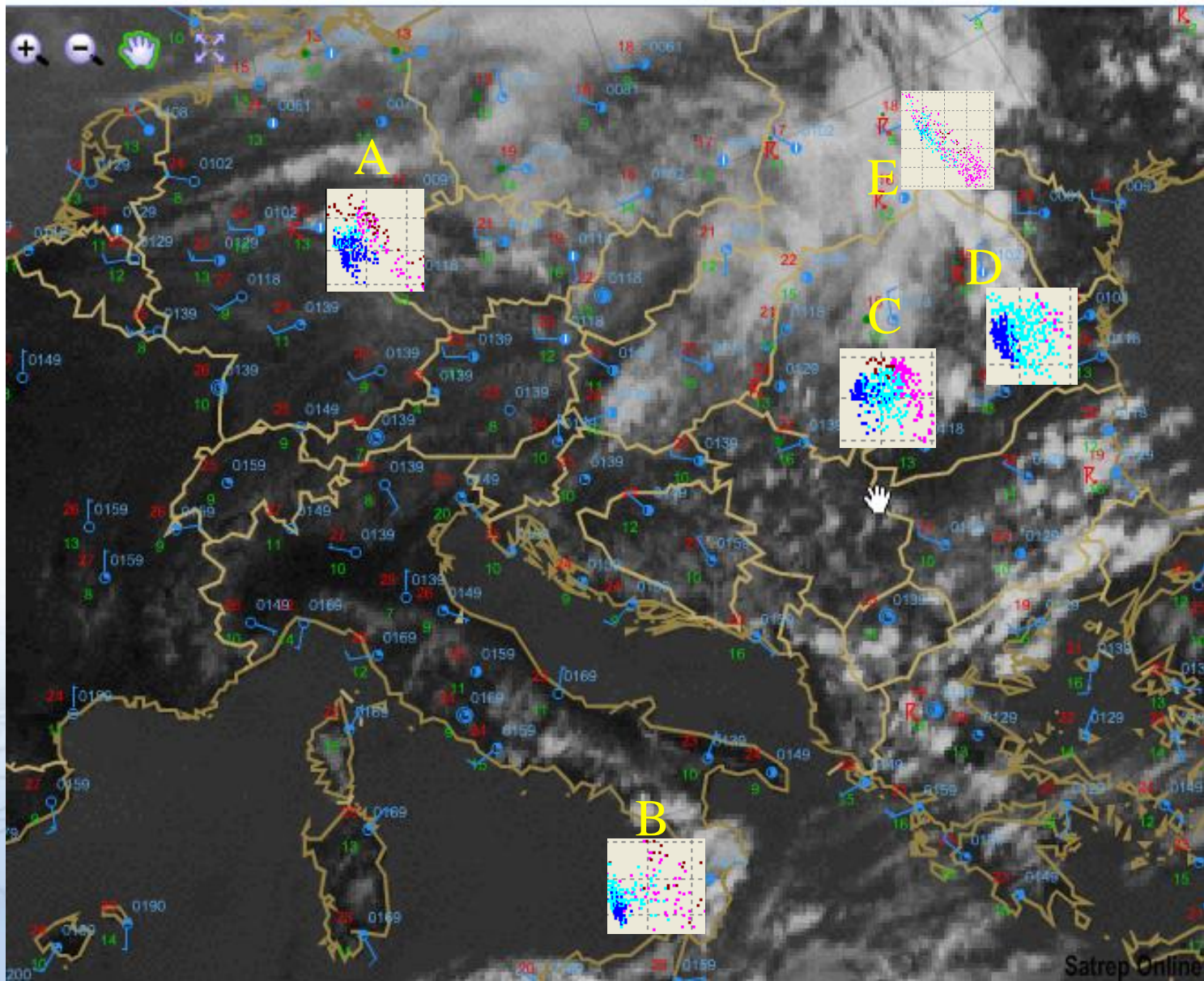


- **Dissolving**-cloud albedos at 1.6 $\mu$ m and 3.9 $\mu$ m show a higher correlation
- The liquid tops vary faster in 3.9-albedo than in 1.6-albedo
- 1.6 is ice-size sensitive, 3.9 is droplet-size sensitive

# [1.6 $\mu\text{m}$ versus 3.9 $\mu\text{m}$ ] reflectance technique (convection)

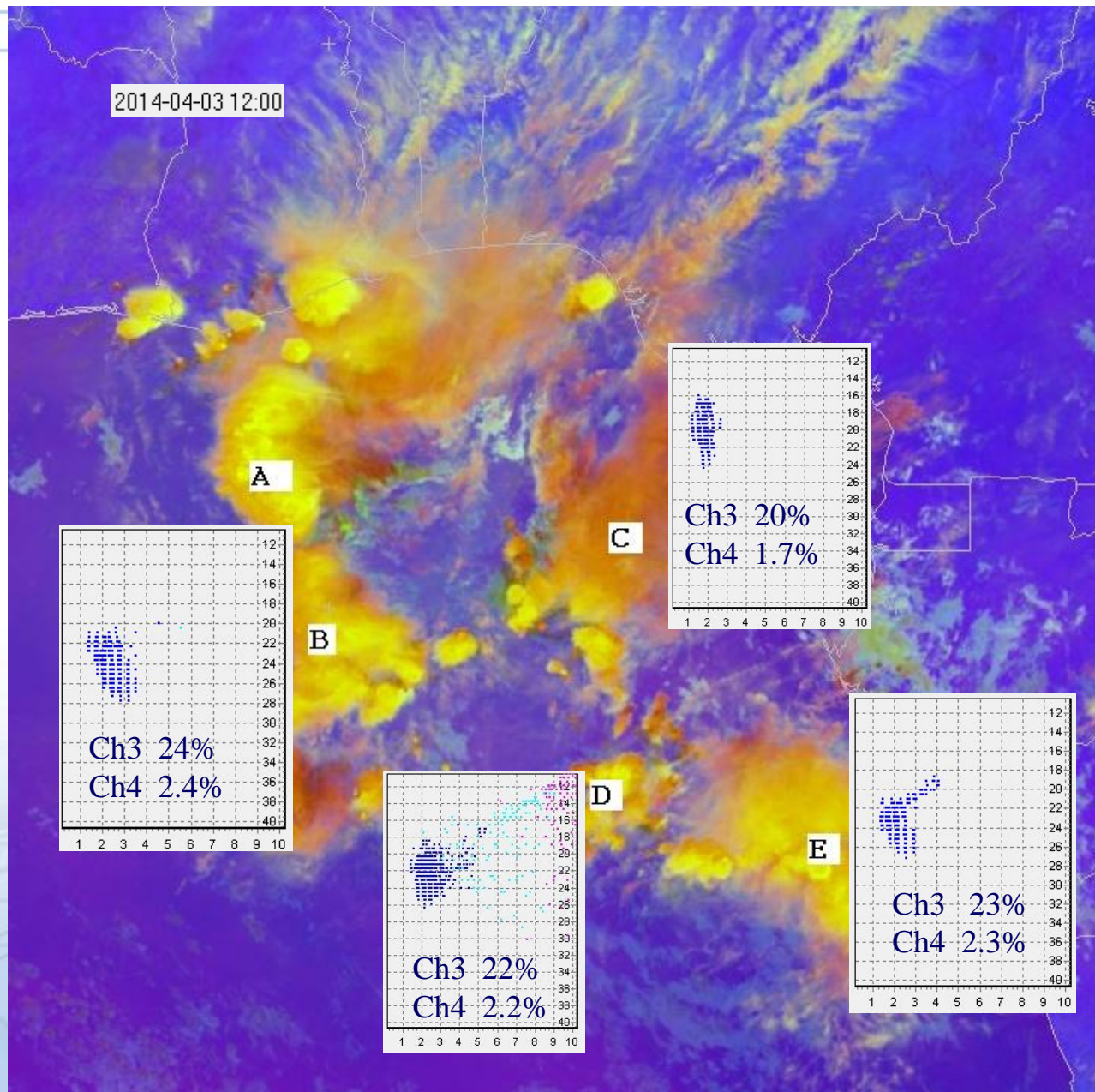
24 May 2010: 1200UTC

49



# [1.6 $\mu$ m versus 3.9 $\mu$ m] reflectance technique (convection)

50

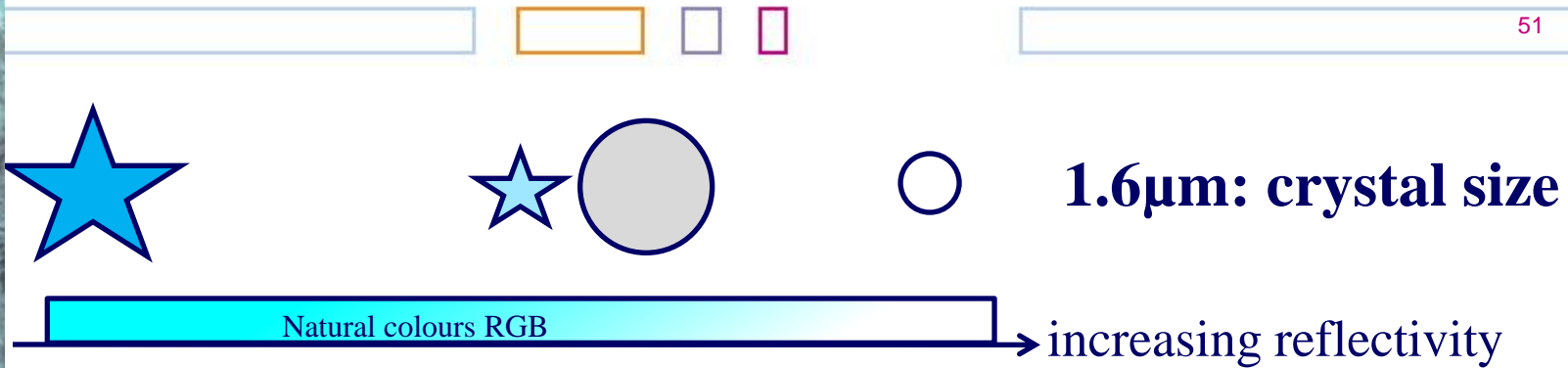
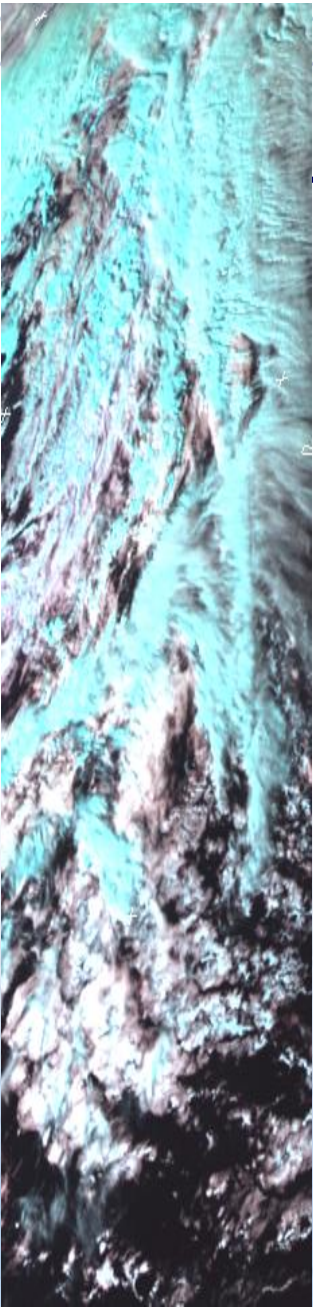


Average reflectivity on the frozen cloud tops of convection are roughly 10 times higher for channel 1.6 $\mu$ m than for 3.9 $\mu$ m

Rule “20+ 10-” for **severe convection** in a region 100km across :

<Ch3> > 20%  
Ch3/Ch4 < 10

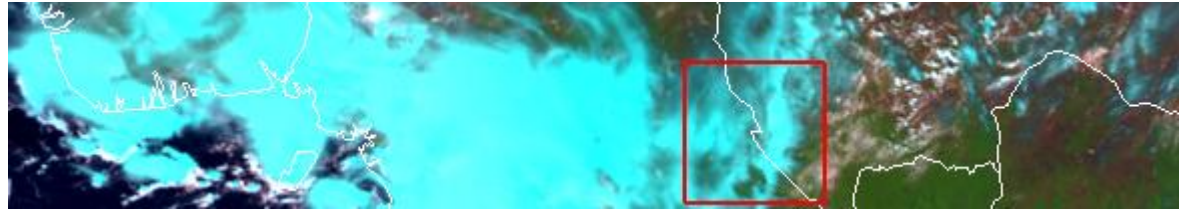
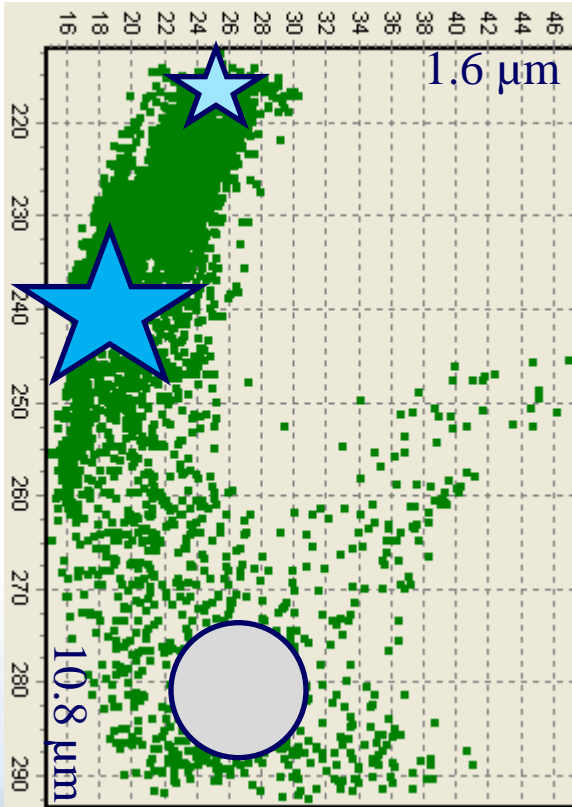
# NIR1.6 reflectivity



←Cyan colour in the natural RGB marks the presence of ice crystals, but is NOT an indicator of CONVECTIVE severity, related to small crystals.

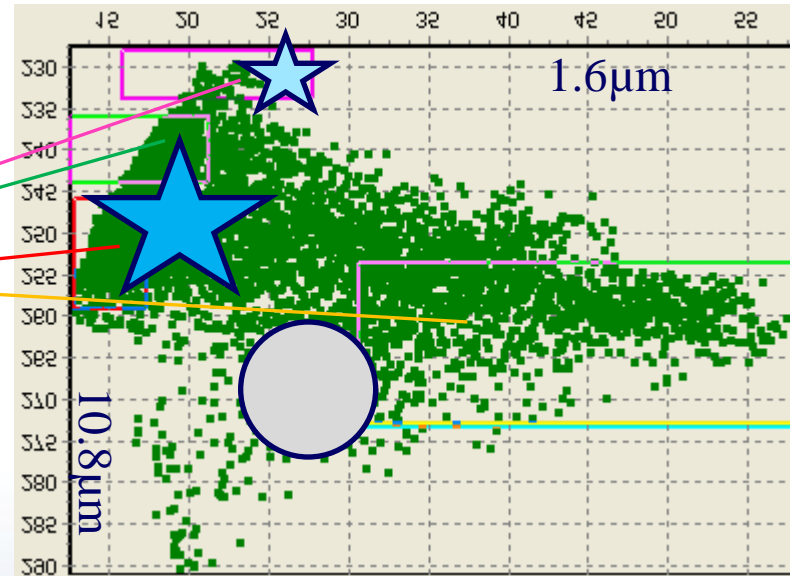
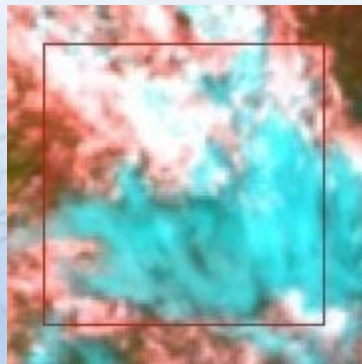
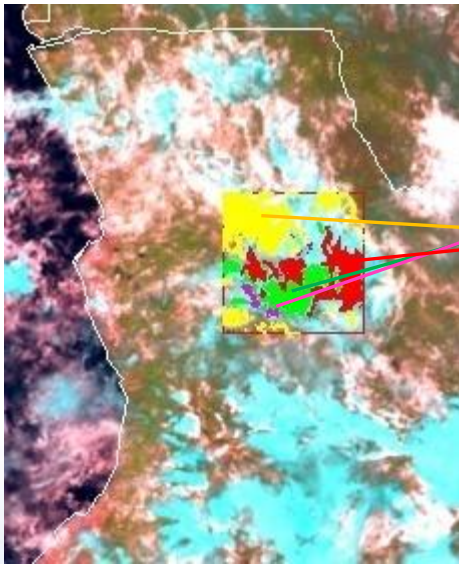
Cyan is more for areas of probable STRATIFORM precipitation

# Ice cloud



Thin cloud enhances the reflected signal from non-reflective grounds

# Classifying ice cloud



What are the red-coded areas?

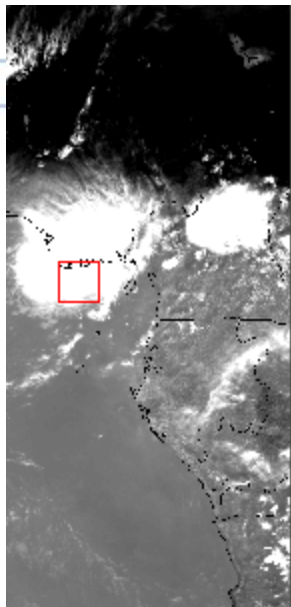
Super cooled water droplets

Large ice particles

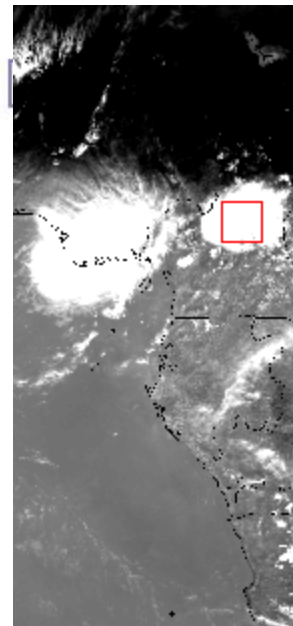
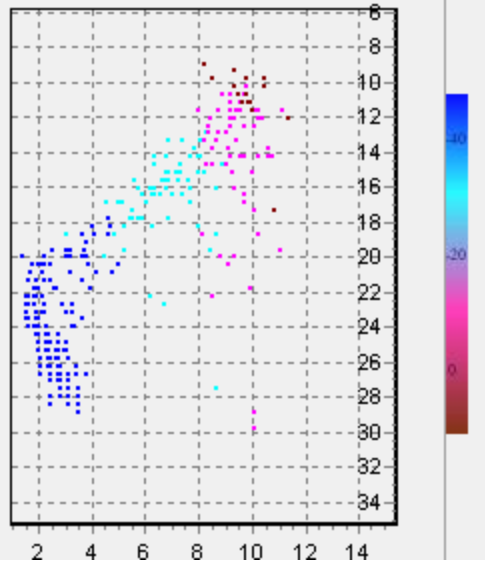
Ice

Small ice crystals

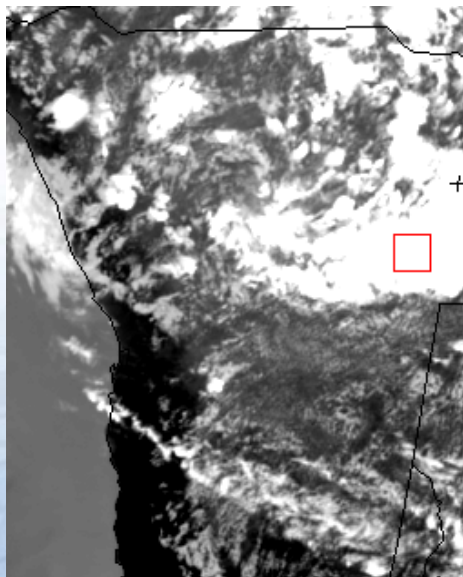
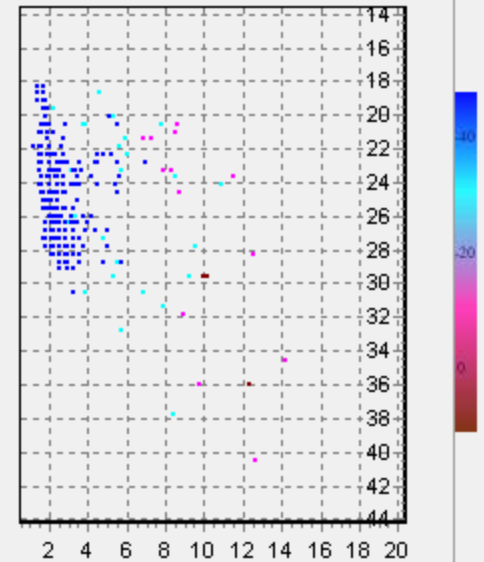




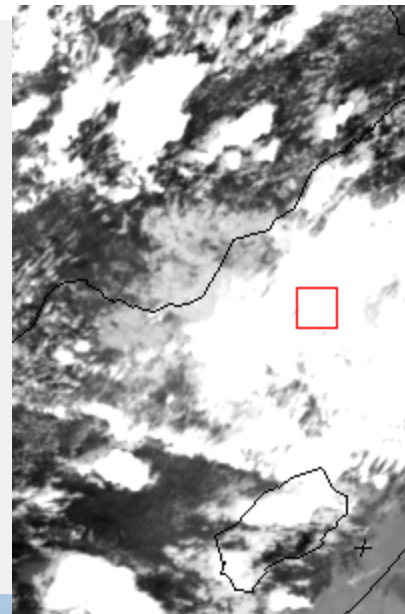
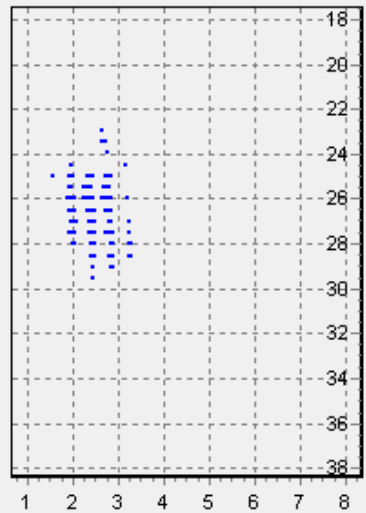
1.6 albedo (% , vertical) versus 3.9 albedo



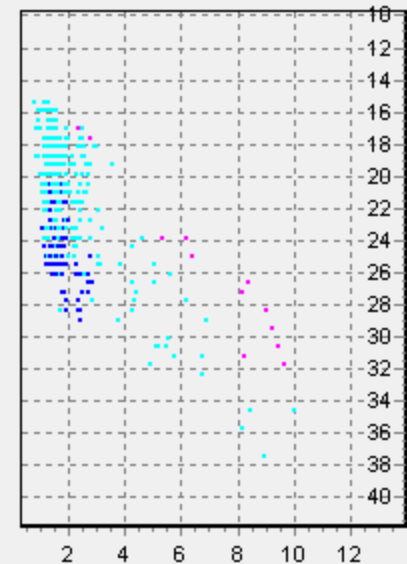
1.6 albedo (% , vertical) versus 3.9 albedo



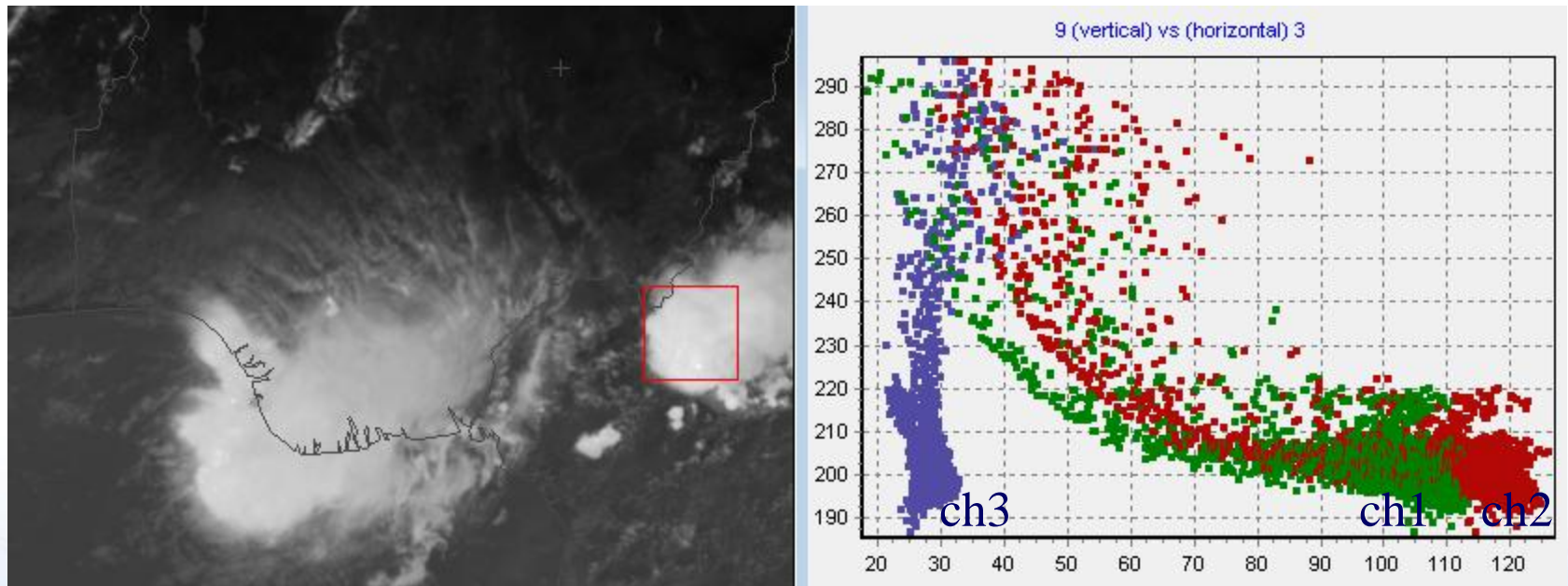
1.6 albedo (% , vertical) versus 3.9 albedo



1.6 albedo (% , vertical) versus 3.9 albedo



# Physical limit values in clusters: Quiz

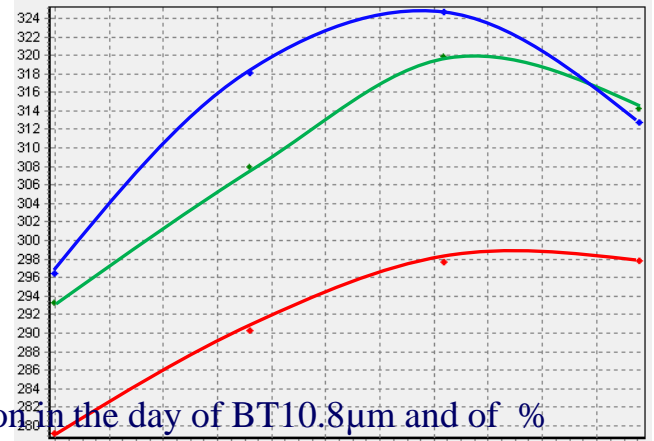
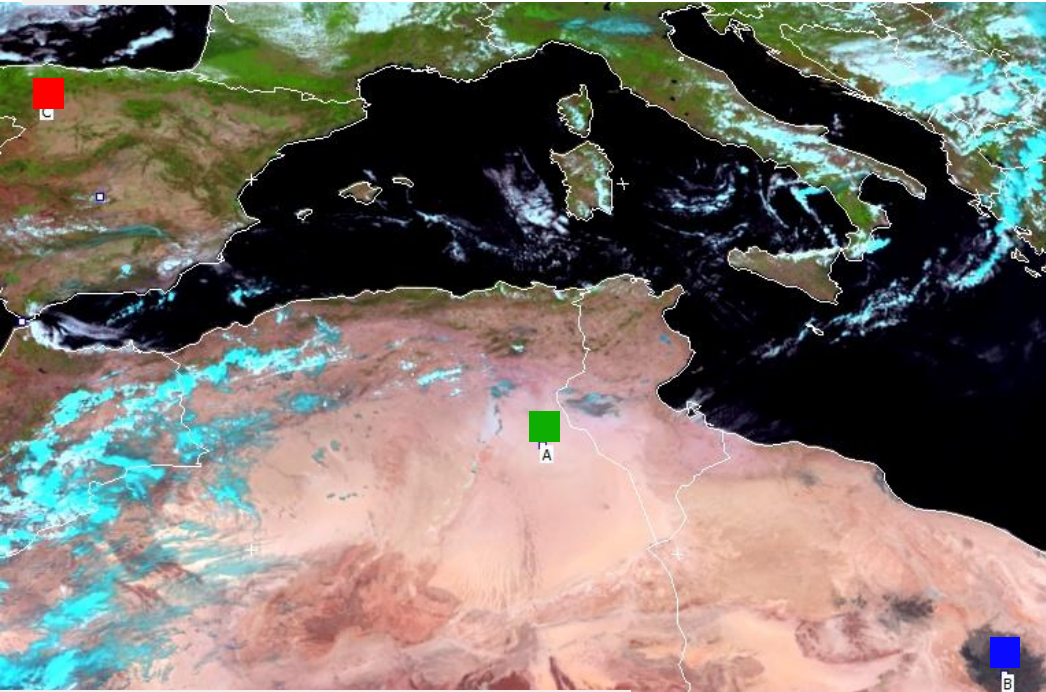


## Why 25-33% limits in the $1.6\mu\text{m}$ reflectivity at 200 K ?

- For thick cloud, small crystals absorb and cannot be less reflective than 25%.
- Ice reflectivity at  $1.6\mu\text{m}$  is almost constant for any storm development phase.
- Analysed pixels are uniform in ice particle size, all in the same updraft phase.

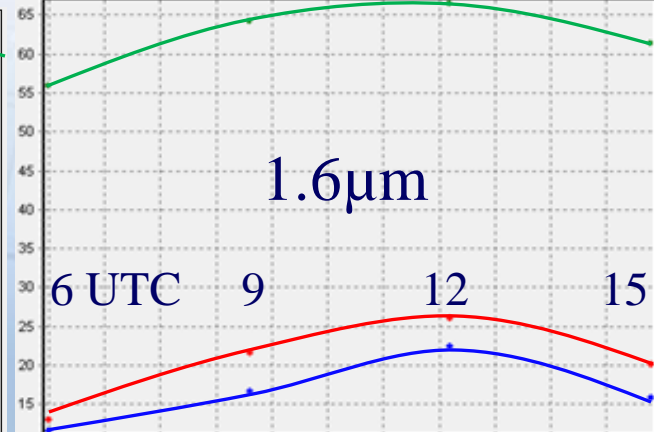
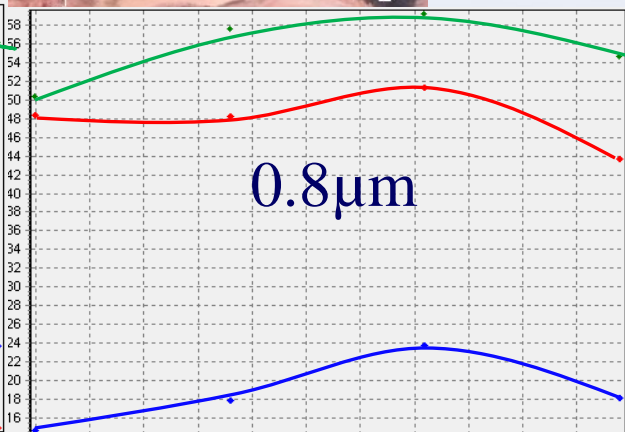
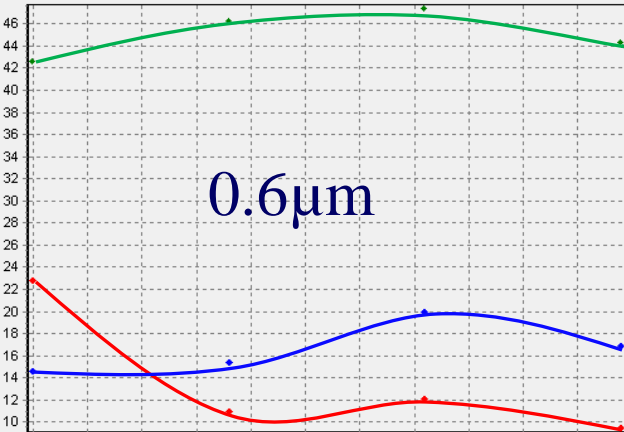
# Channel reflectivities on soil

2007-09-01 15:12

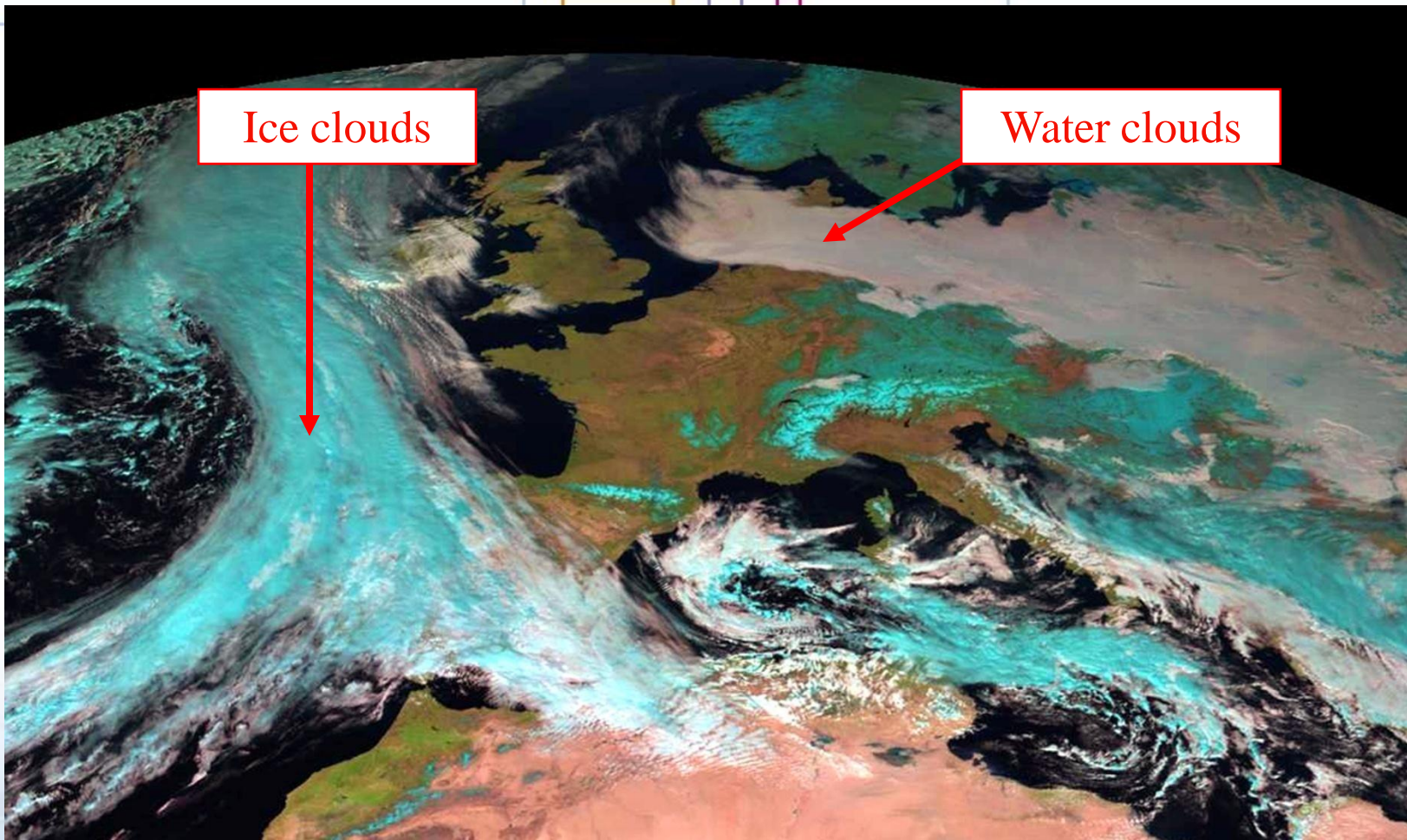


Evolution in the day of BT10.8μm and of % reflectivity at Meteosat channels 1,2 and 3:

-Simple reflectivity formula shows directionality in reflection for  
 Sun-sat 90, 47, 15, 47  
 Solar: 77,41, 26, 54



# Cloud Phase (Ice and water)

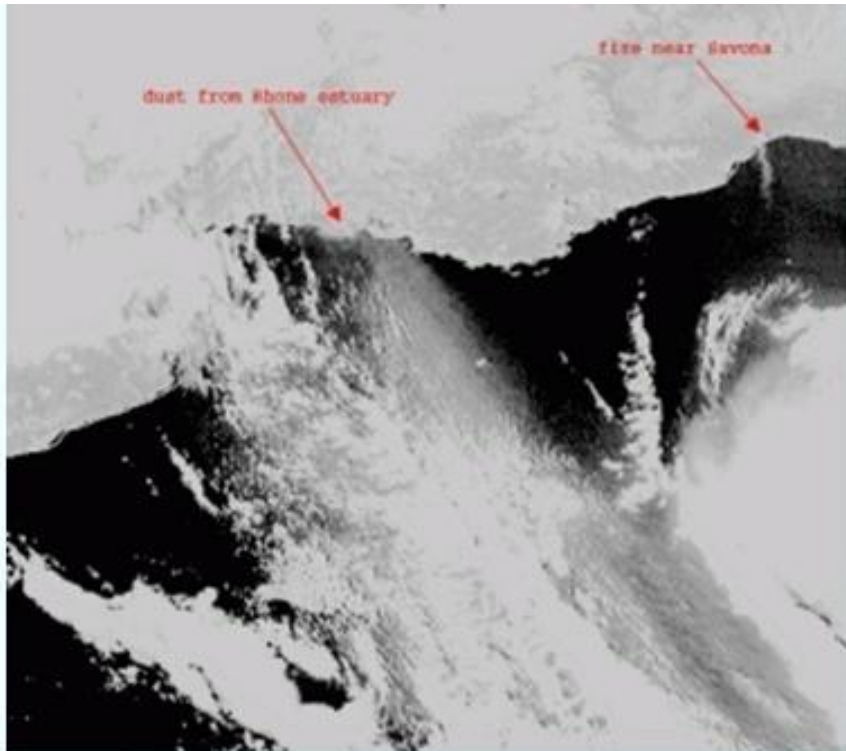


**Cloud phase classification** using SEVIRI RGB images  
18 Feb 2003, 13:00 UTC, RGB NIR1.6-VIS0.8-VIS0.6

# Rough surfaces due to mistral

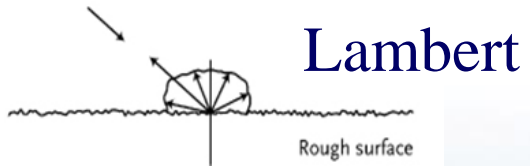
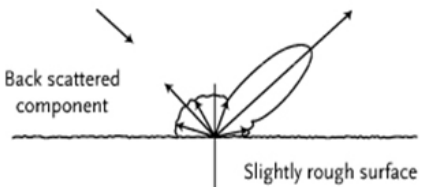
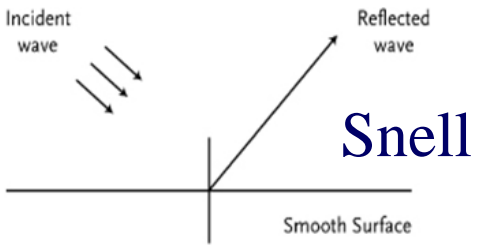


Met-8, 14 February 2005, 13:45 UTC  
Channel 12 (HRV)



Met-8, 14 February 2005, 13:45 UTC  
Channel 12 (HRV. enhanced)

# Sun glint, wind and rough seas

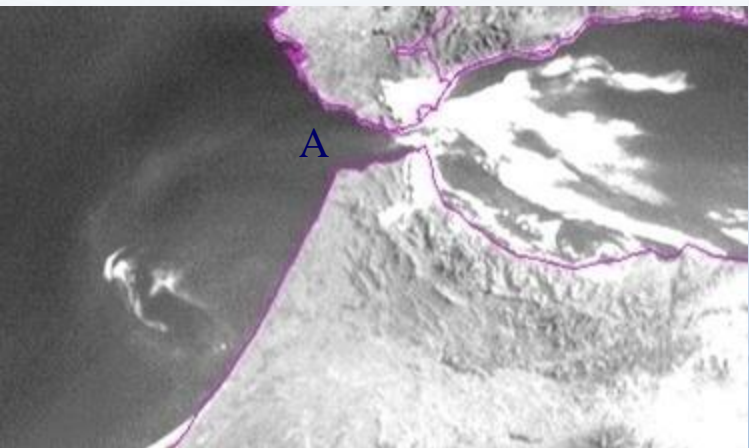


- Sun glint (strong specular sun reflection to the satellite) occurs for a particular geometry Sun-pixel-Satellite, in an area of 1000 km across (geostationary satellites)

- For areas **far from the sun glint** zone, a weak wind **increases** roughness and scattering to the satellite on the sea surface.

- In the **sun glint zone** itself, the wind **decreases** the scattering to the satellite.

- A **strong** wind can increase reflectance by generating:
  - foam
  - jet depression and droplet **condensation**
  - bringing **dust** from land into the see



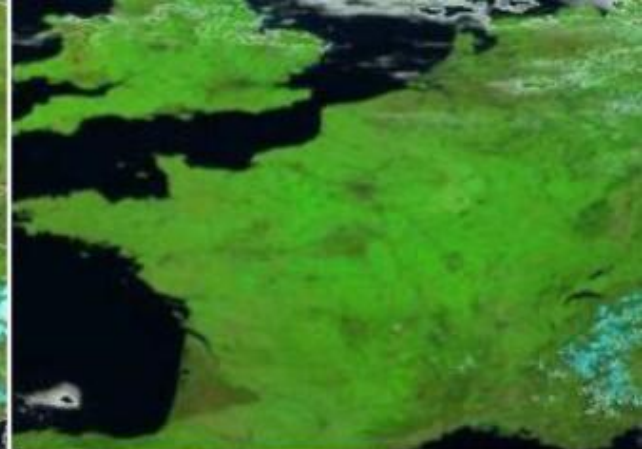
Ocean reflectivity by \ at	Sun glint area	Far away
<i>No wind</i>	High	Low
<i>Moderate wind</i>	Medium	Medium
<i>Strong wind</i>	Medium	High



France, 10 March



17 April



24 May



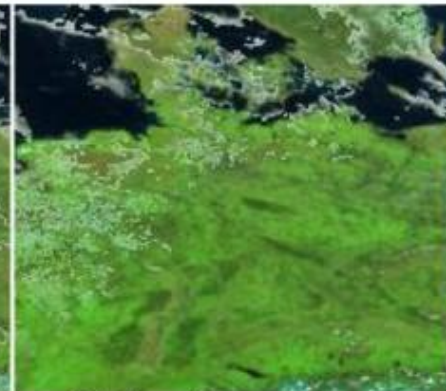
Germany, 23 March



8 April



17 April



28 April



24 May

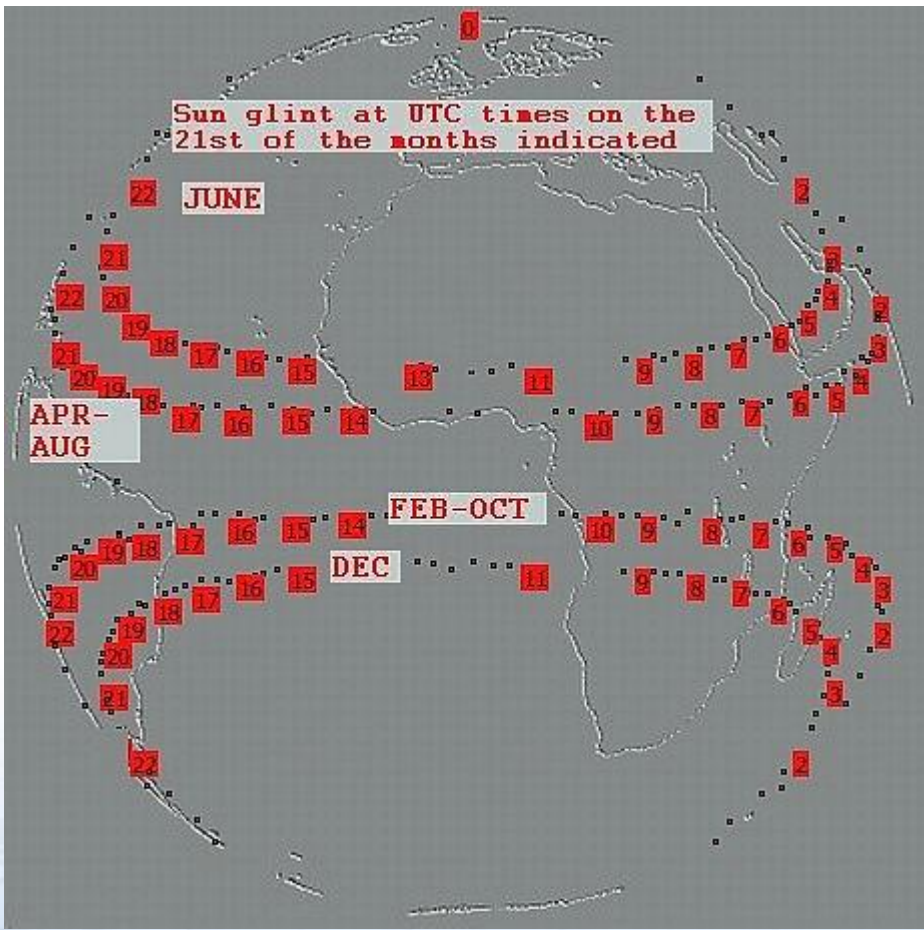


Spain 6 April



22 May 2010

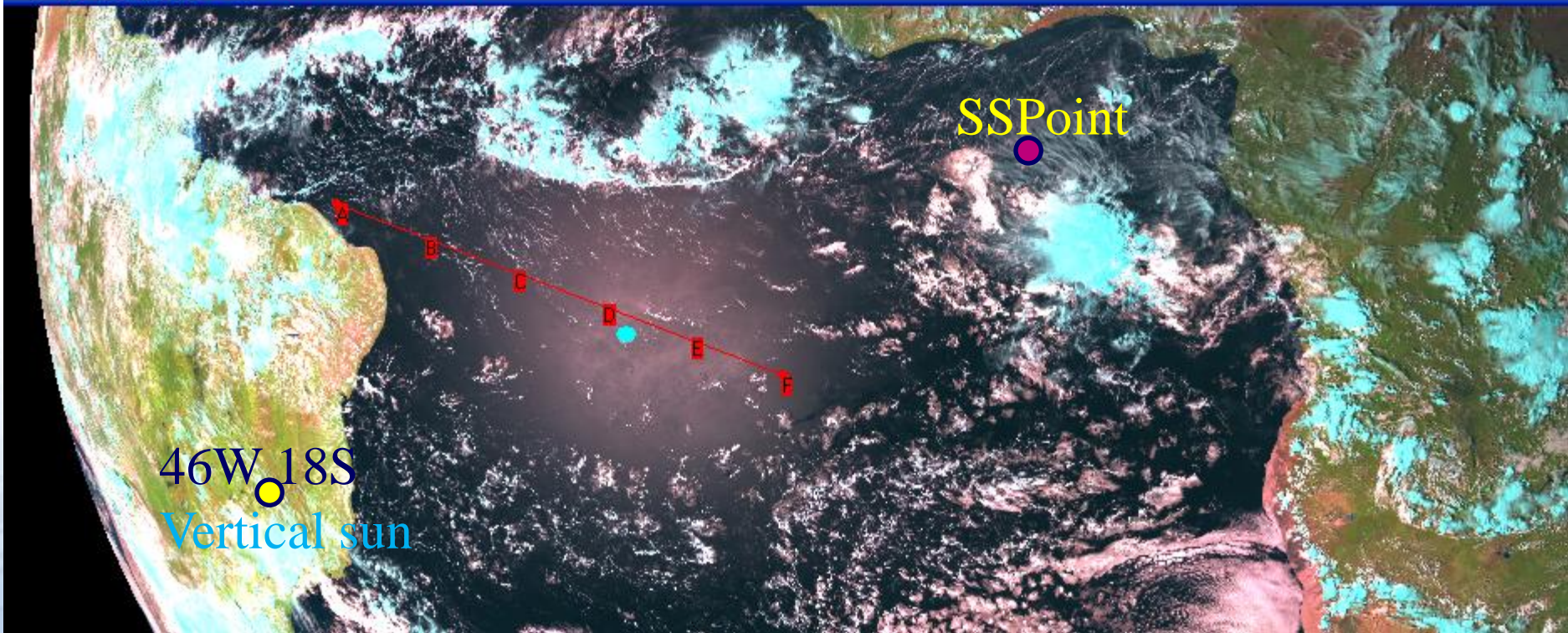
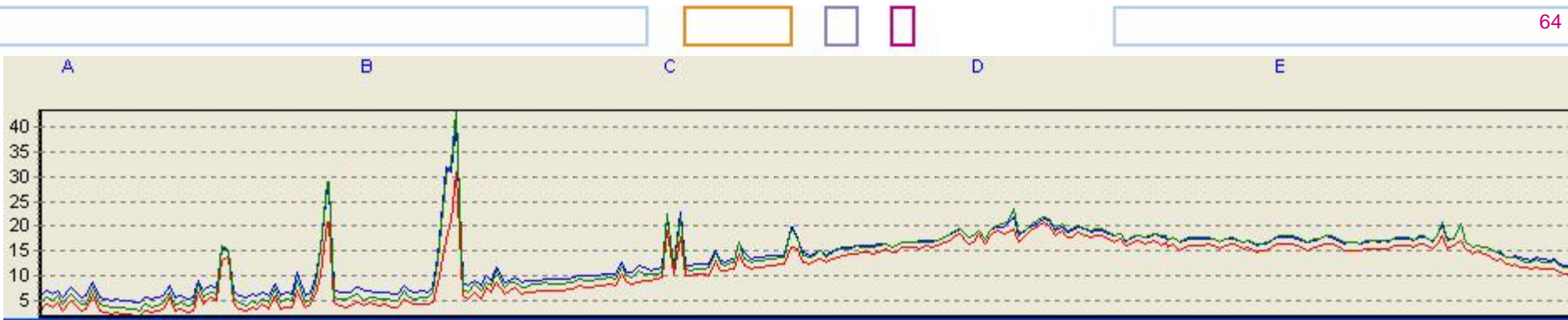
# Sun glint time and date evolution



The course of sunglint on flat surfaces



# Sunglint

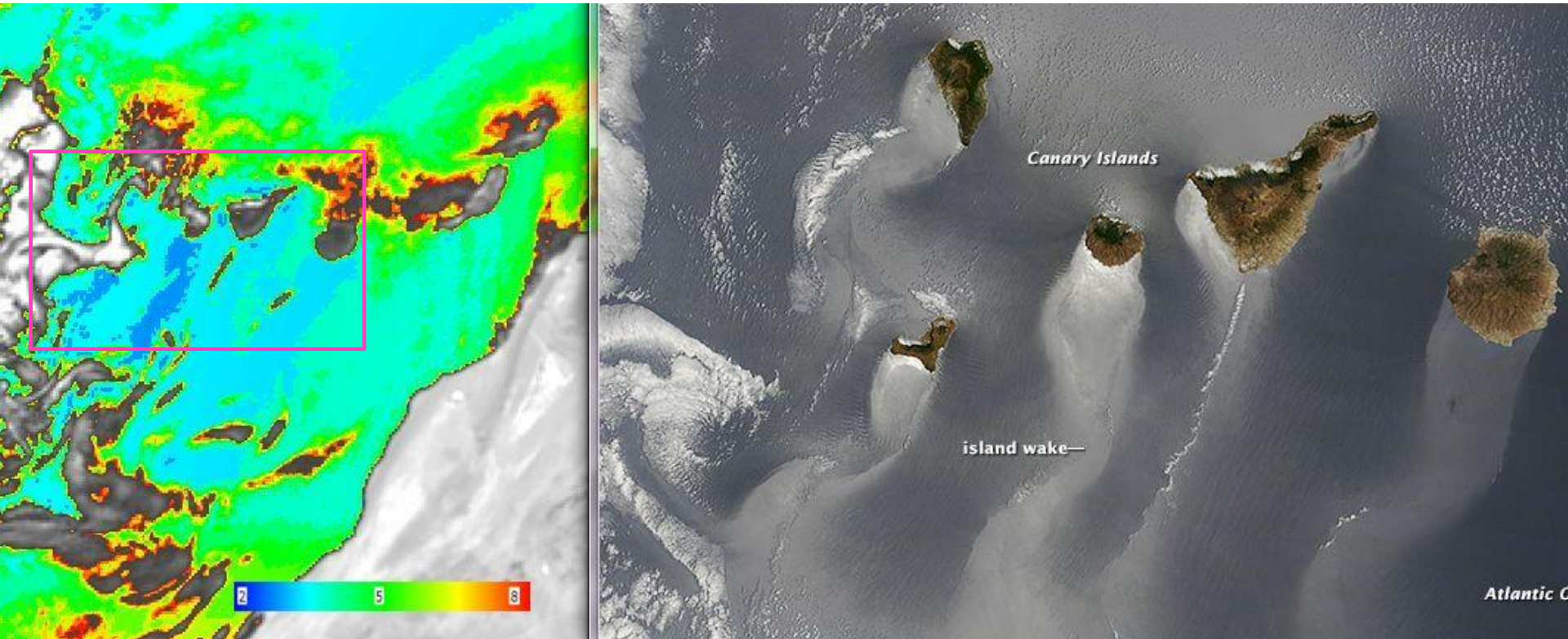


RGB natural Meteosat9, 2011...

2011-02-01 1500 UTC ?  
2011-11-10 1330 UTC ?



# Reflectance on sunglint areas



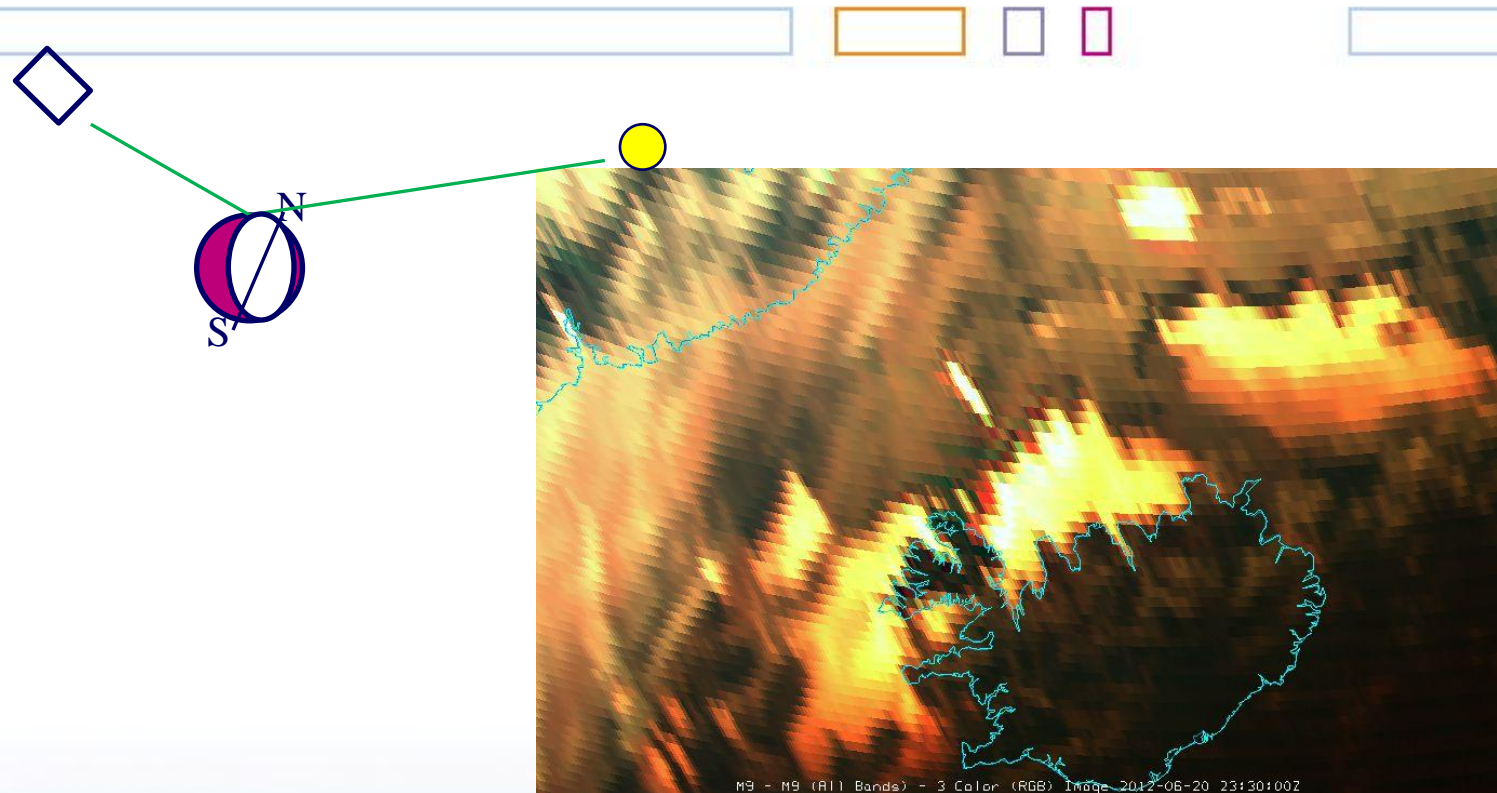
Meteosat (no sunglint) and Terra Modis (sunglint)

2013-06-15 circa 10:30UTC

What turns white in Modis the island wakes: cloud, calmed sea, dust?

Ocean reflectivity by \ at	Sun glint area	Far away
No wind	High	Low

# Bright spots north of Iceland

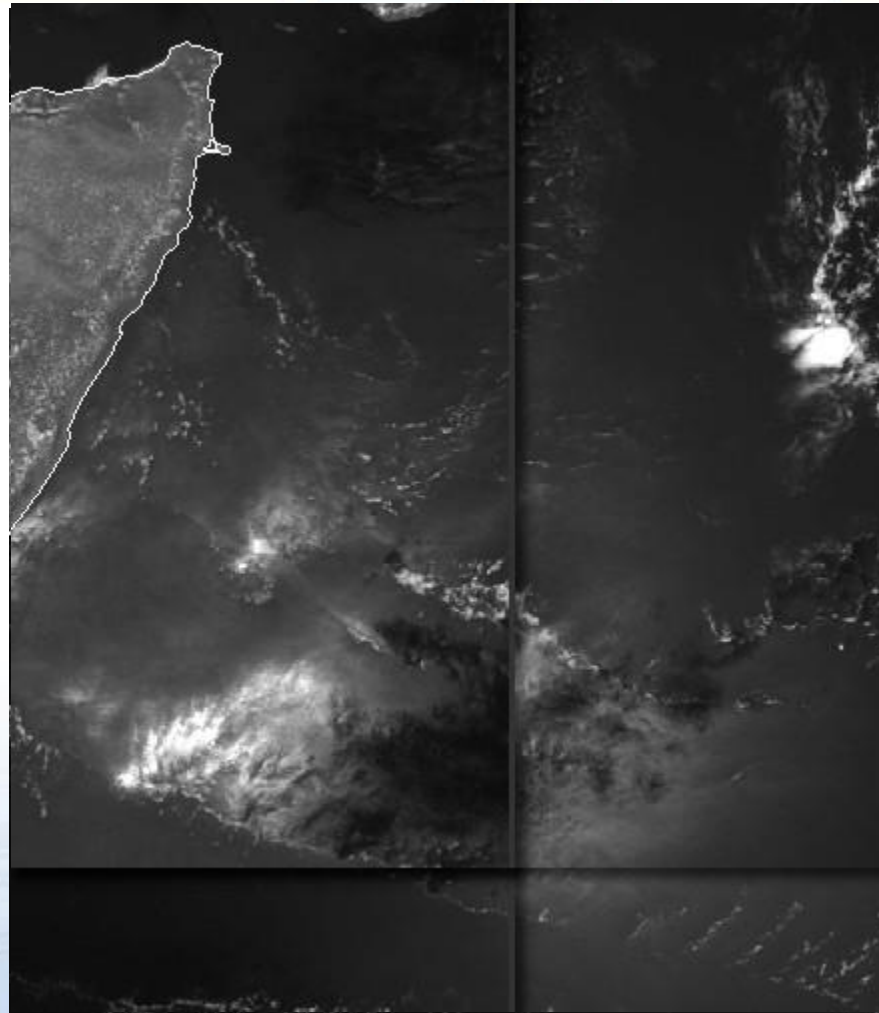


2012-june-20 at 2330 UTC Meteosat-9 Natural RGB 321

What are they? Cloud, sea surface, ash?  
Mind the special image date!

# Wind speed maps

Sunlint periods allow the reconstruction of ocean calm areas (in white)



Met-7 Indian Ocean coverage  
2015\_Apr\_13 7:00

8:00 - 9:30

## ➤ Solar channels

- Where you learn how to tell a cloud from a forest

## ➤ Vegetation monitoring

- Where you learn how to tell tomatoes from rice

## ➤ Cloud phase and particle size

- Where you learn how to find ice on planet Earth

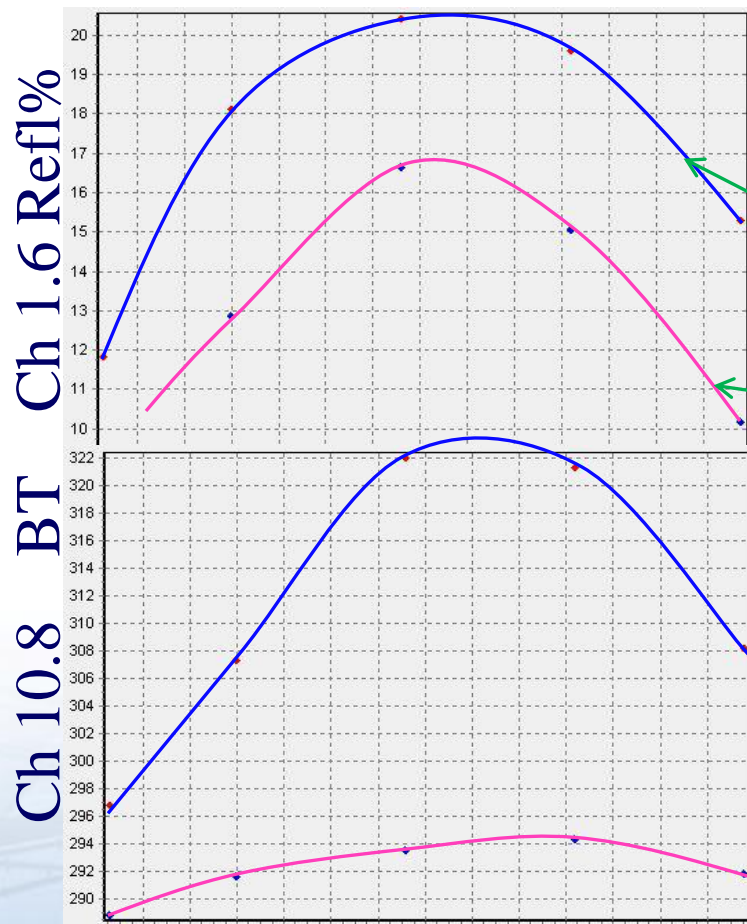
## ➤ Sun glint

- Where you learn to avoid squinting on satellite images

## ➤ Aerosol

- Where you learn how to escape from a fire

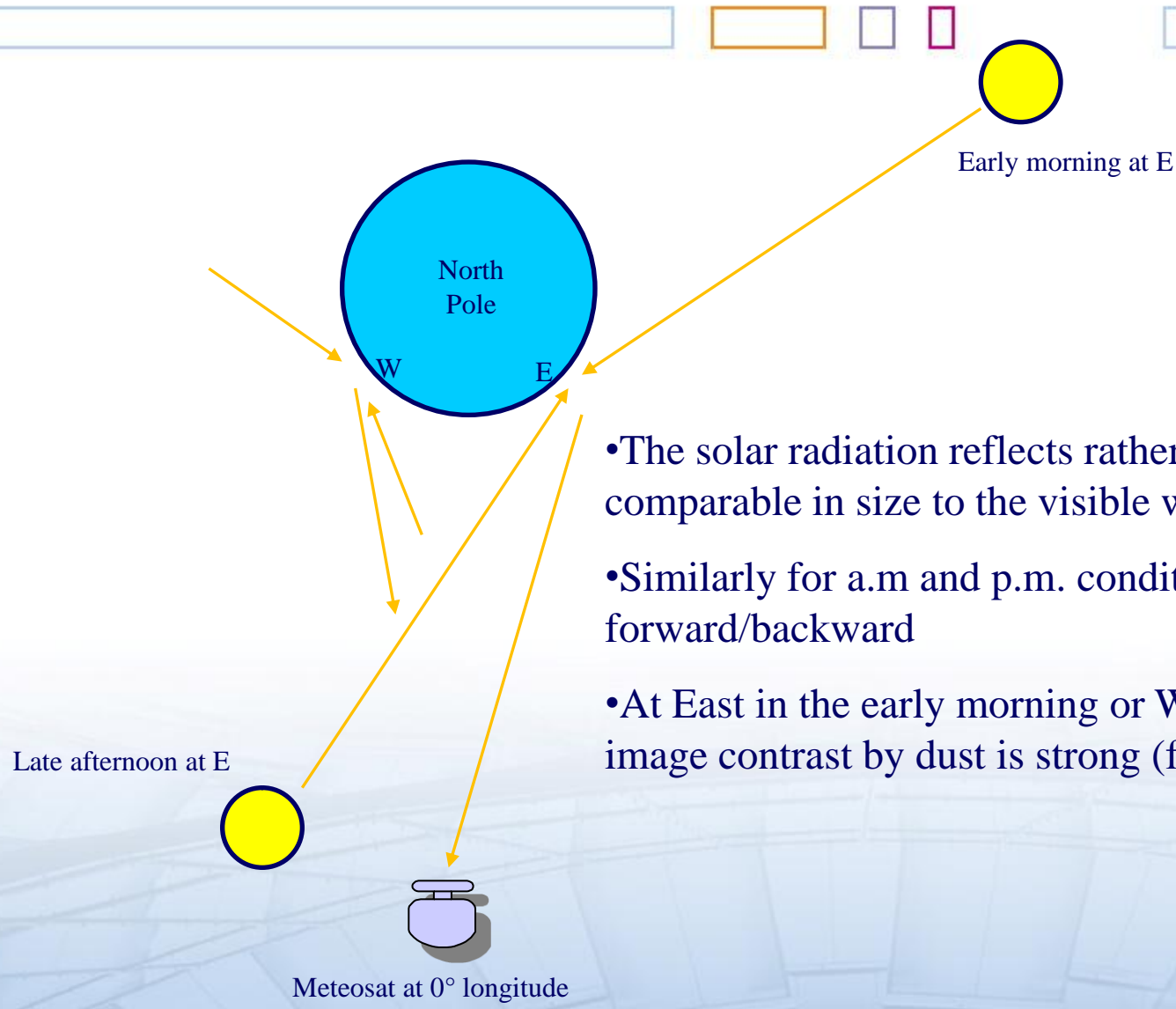
# Dust affects reflection and brightness temperature



Which line is the dust pixel?

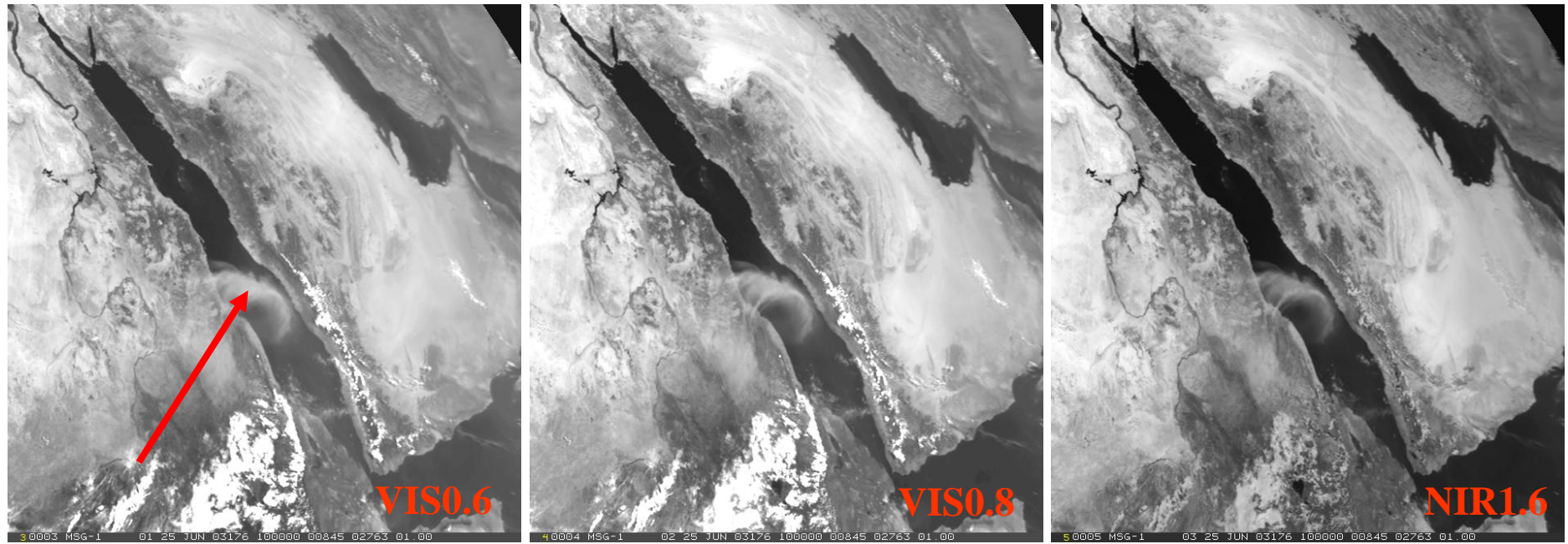
6 UTC 9 12 15 18 UTC  
Time evolution of solar 1.6 $\mu$ m and thermal 10.8 $\mu$ m for a dusty pixel and for a clear pixel in the North of Morocco

# Image contrast for smoke or dust in solar images



- The solar radiation reflects rather forward on smoke particles, comparable in size to the visible wavelengths (Mie)
- Similarly for a.m and p.m. conditions, except for factor forward/backward
- At East in the early morning or West in the late afternoon the image contrast by dust is strong (forward direction)

# Solar channels: aerosol observation



Dust storm over the Red Sea  
MSG-1, 25 June 2003, 10:00 UTC



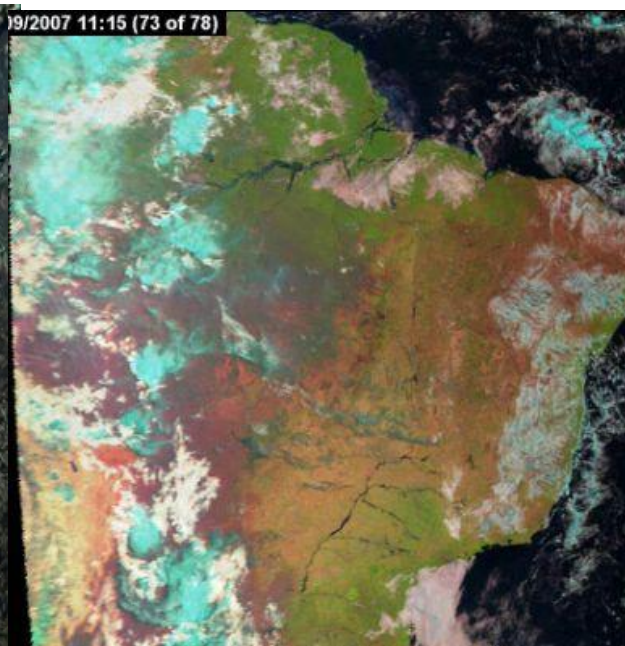
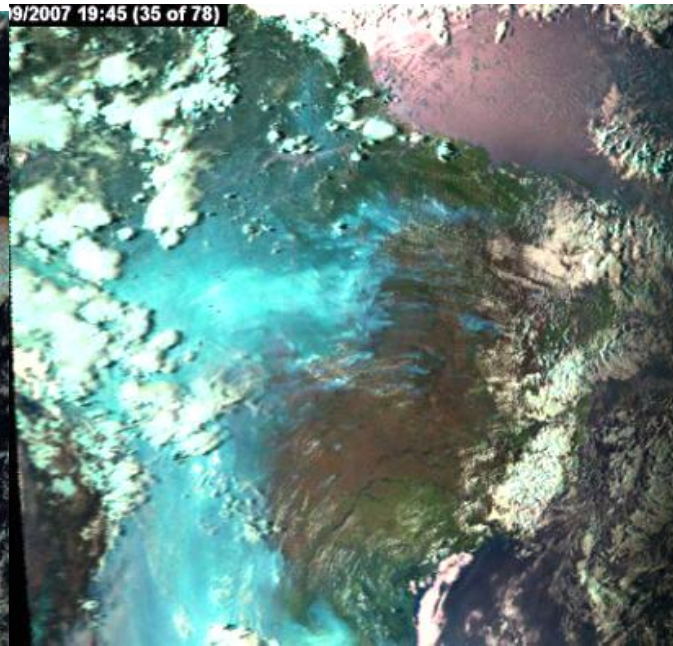
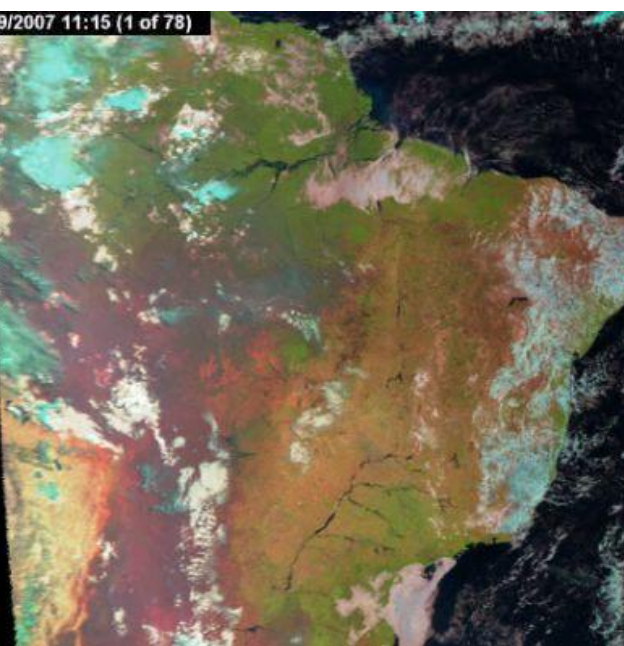


# Pastures burning and deforestation activity in Bolivia

sunrise

sunset

sunrise

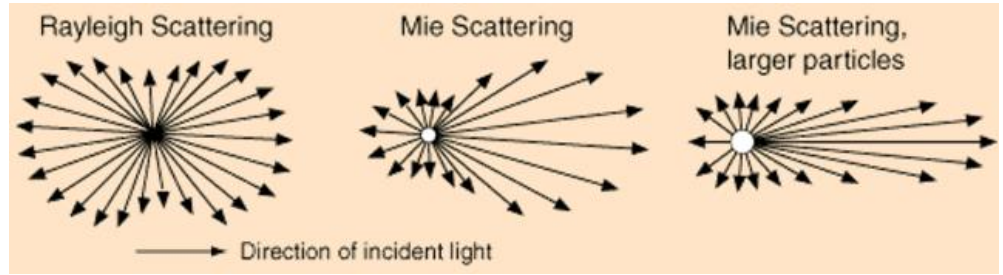


5-6 September 2007, Meteosat-9  
Around sunrise and sunset times for central south America

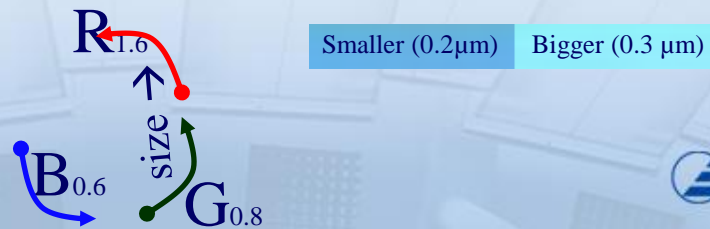
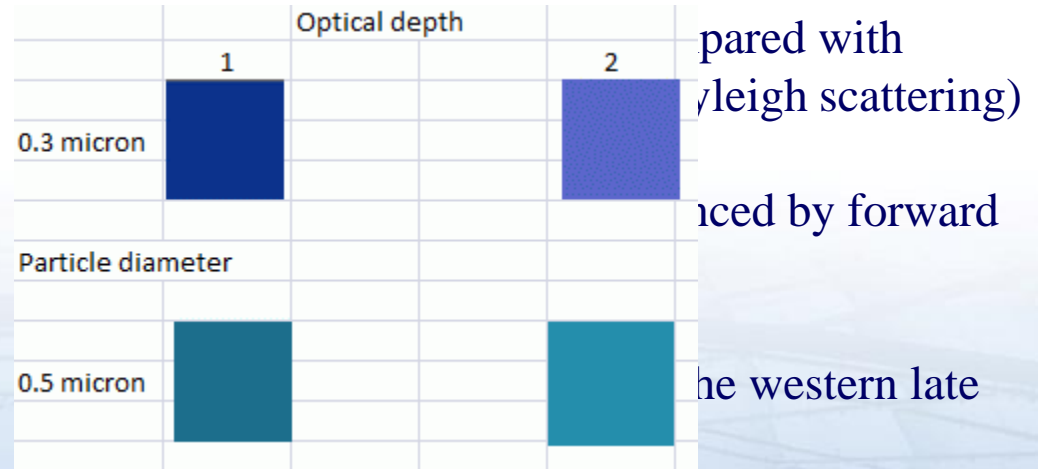
Assuming no major smoke sink or source in 24 hours, the intensity difference is due to directional reflection (**asymmetry factor**)

# Who made the fire?

Meteosat9, 2010-08-21 15 UTC



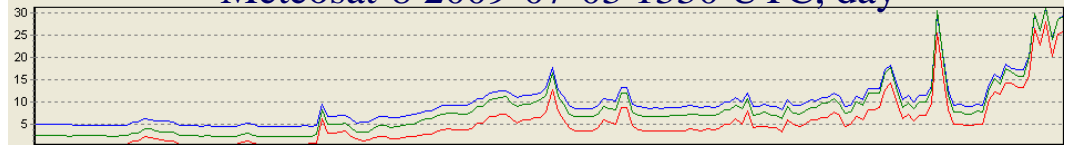
- Smaller wavelengths are reflected by smaller particles (wavelength  $\sim 3 \times$  diameter)



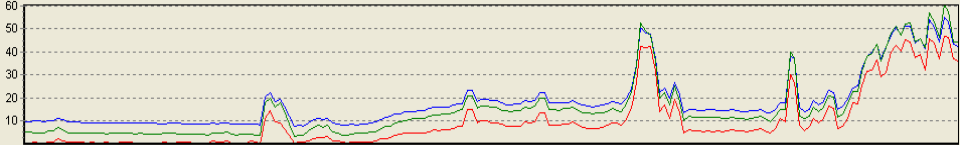
# Sun glint hides the dust signal (sunset on the West)

At the western Atlantic, -58E ,18N dust over ocean (C-D), obscured at late p.m by coincident sunglint

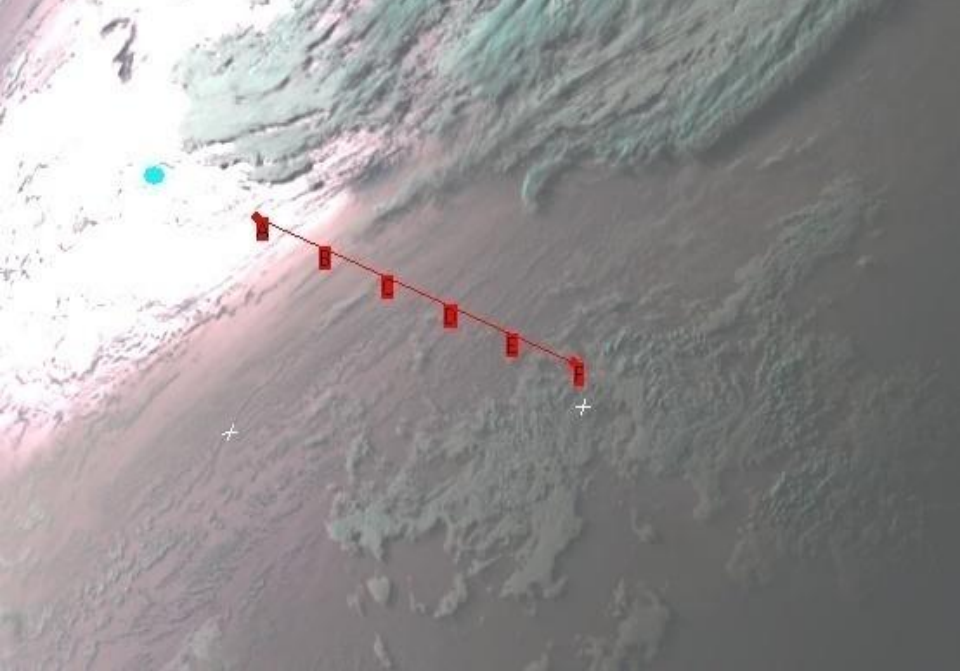
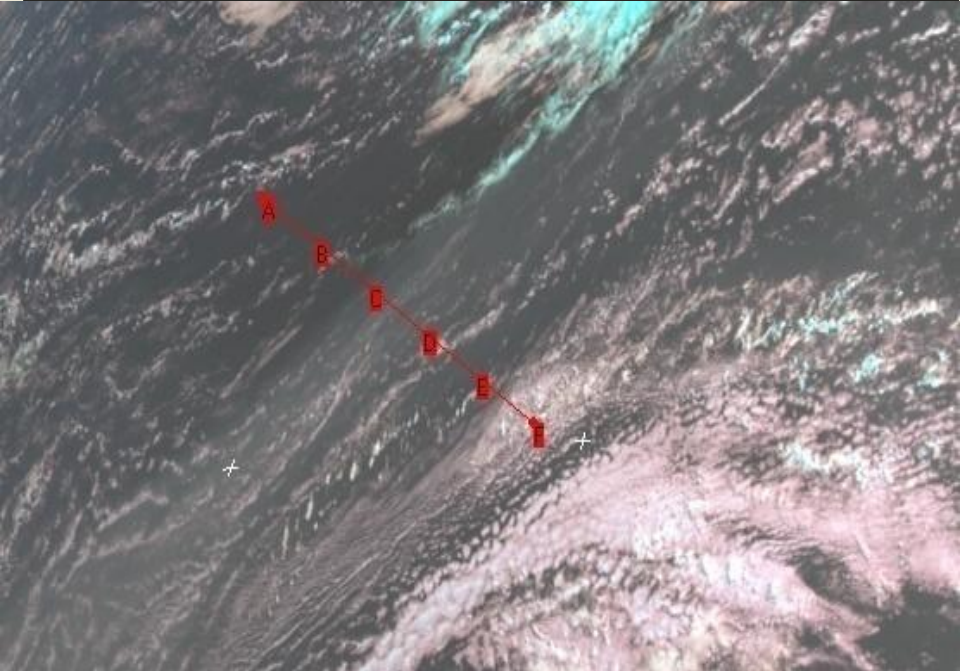
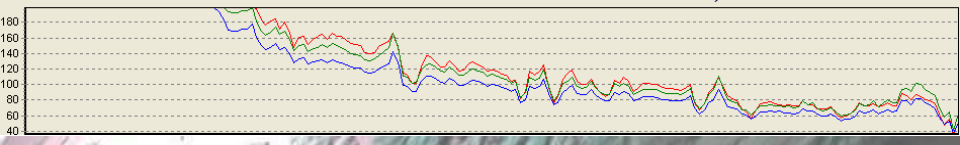
Meteosat-8 2009-07-03 1330 UTC, day



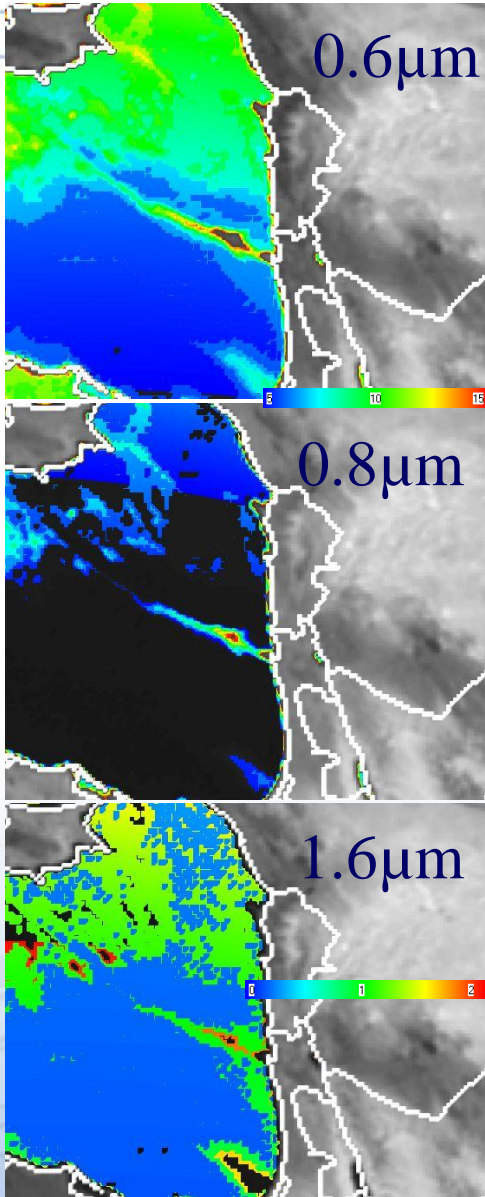
Meteosat-8 2009-07-03 1030 UTC, sunrise



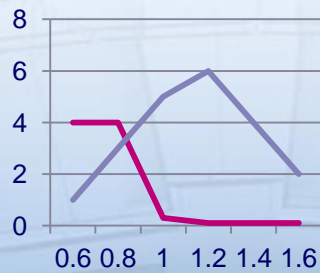
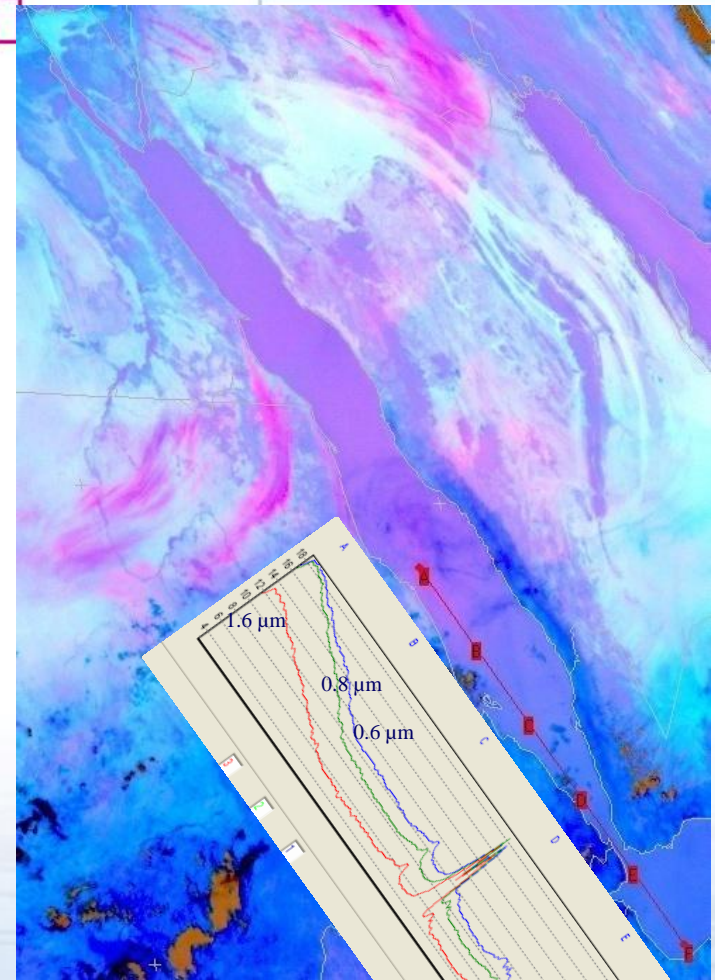
Meteosat-8 2009-07-03 2030 UTC, sunset



# Ash or smoke is smaller than dust

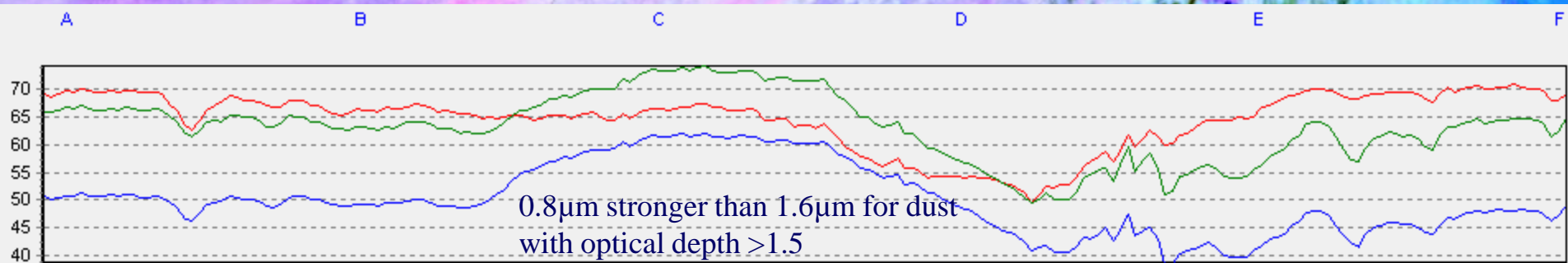
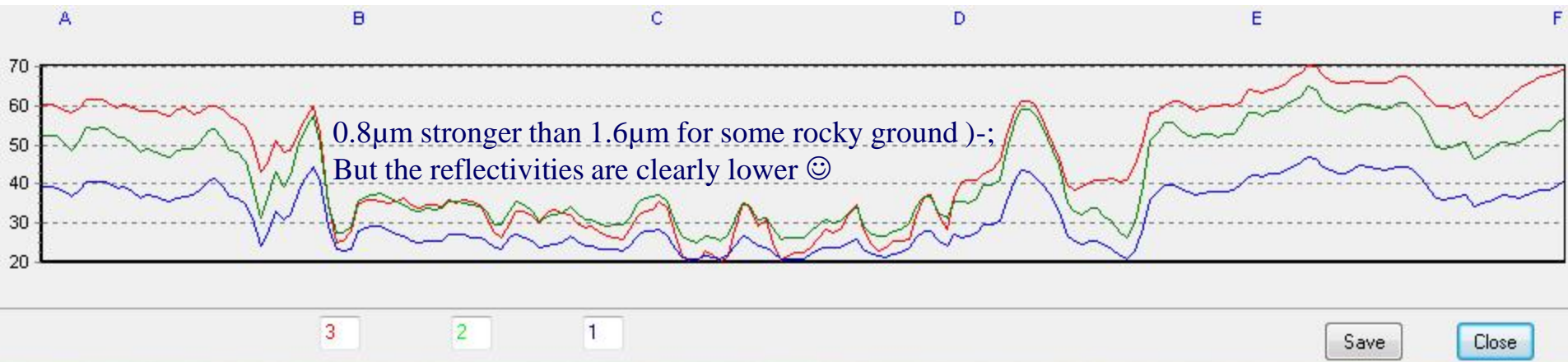


2010-06-23 0845UTC **Dust** over Red Sea



2010-12-03 10UTC Haifa fire **ash** plume (% albedo)  
Plume maxima: 20%, 15%, 3%

# Solar channels (0.8 $\mu\text{m}$ – 1.6 $\mu\text{m}$ ) to spot dust



# Spotting dust with solar channels

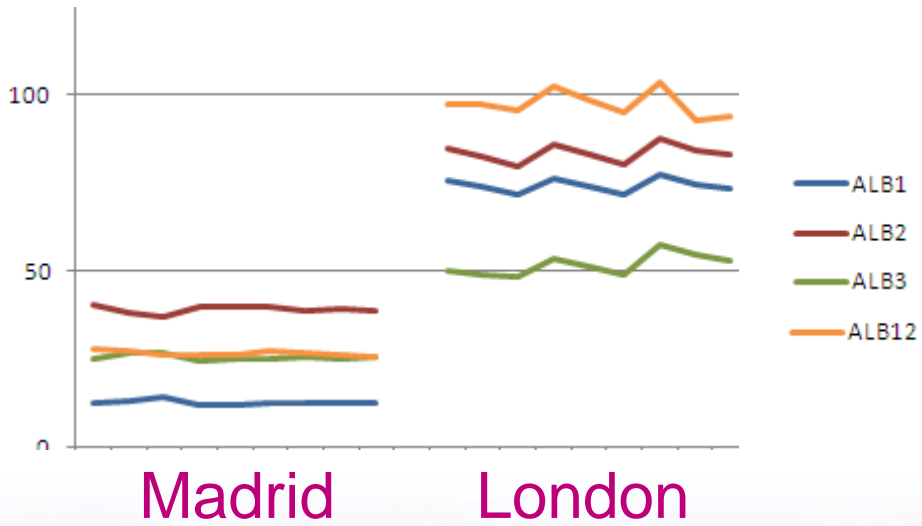
Why does dust increase reflectivity on desert for  $0.6\mu\text{m}$  and  $0.8\mu\text{m}$  ?

- a. Dust particles reflect back most of the solar radiation, whereas soil does not.  
*Backscattering depends on concentration*
- b. Regions with dust above have very reflective ground, more reflective than in the neighbourhood.  
*Not always, since dust traverses diverse grounds*
- c. Scattering in the floating dust is more predominant over absorption than on the ground, made of big particles.  
*Indeed, the dust layer is more backscattering than the ground*

Which index based on channel numbers 2 and 3 would be adequate for dust?

- a. High values of  $(2-3)/(2+3)$
- b. High values of  $(3-2)/(3+2)$
- c. Small values of 2
- d. High values of  $3/2$

# Clear and cloudy locations (26-Apr-2010 10:45, 9 neighbours)



- Solar: scale 0% - 100% albedo
- For the clear (dry) scene, 0.8 $\mu$ m provides the strongest reflectance
- For cloud over London, 1.6 $\mu$ m is weakest
- HRV is average of the solar channels 0.6 and 0.8 $\mu$ m for land, but above both for cloud cover

# Implementation of the EUMETSAT Geostationary Programme



**1** observation mission:  
 - MVIRI: 3 channels  
 - **Spinning** satellite  
 1 ton

**2** observation missions:  
 - SEVIRI: 12 channels  
 - GERB  
 - **Spinning** satellite  
 2 ton

**4** observation missions:  
 - Combined Imager: 16 channels  
 - Infra-Red Sounder  
 - Lightning Imager  
 - **3-axis stabilised** satellite(s)  
 3 ton

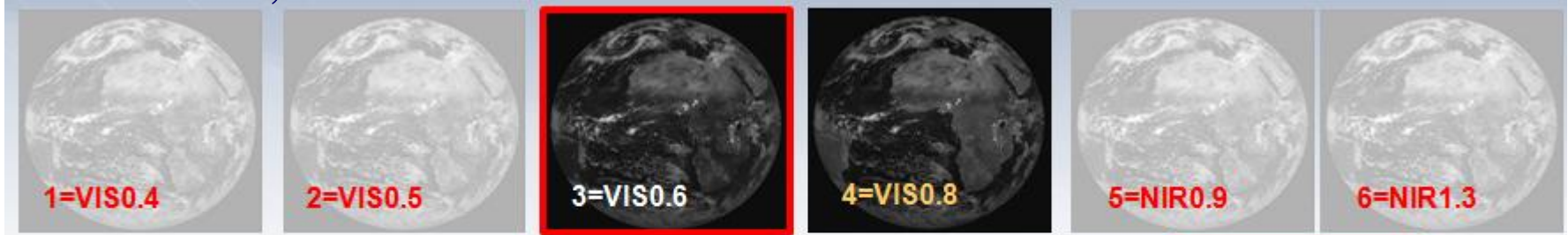
... towards 60 years of operations ...

Coordinated with atmospheric chemistry from GMES Sentinel 4



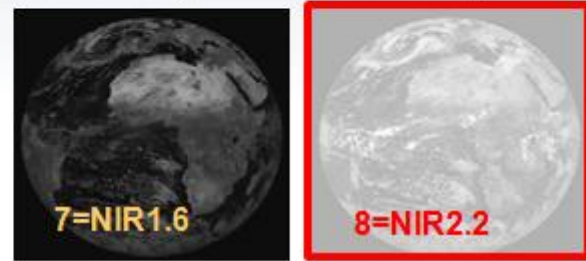
# Third generation solar channels

## Aerosol, true colour

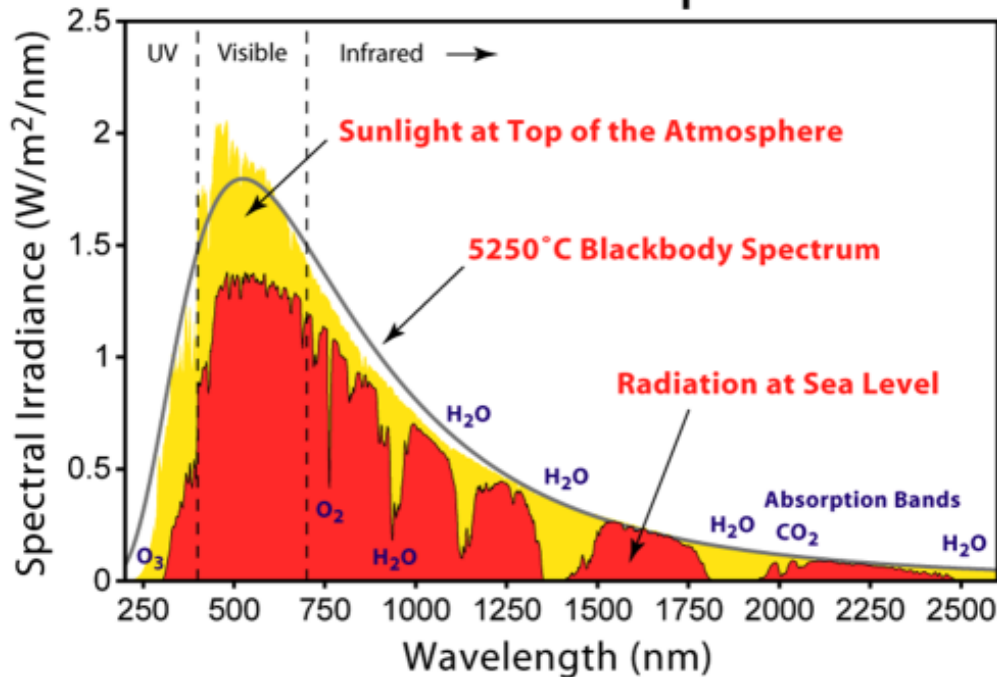


## Water vapour over land

## Thin cirrus



## Solar Radiation Spectrum



## Cloud microphysics

# Aerosol, ocean colour, flooding





Thank you for your attention

Meteosat 10  
2014-04-11 1215 UTC