Chyron®

Weather:

Drawing Fronts

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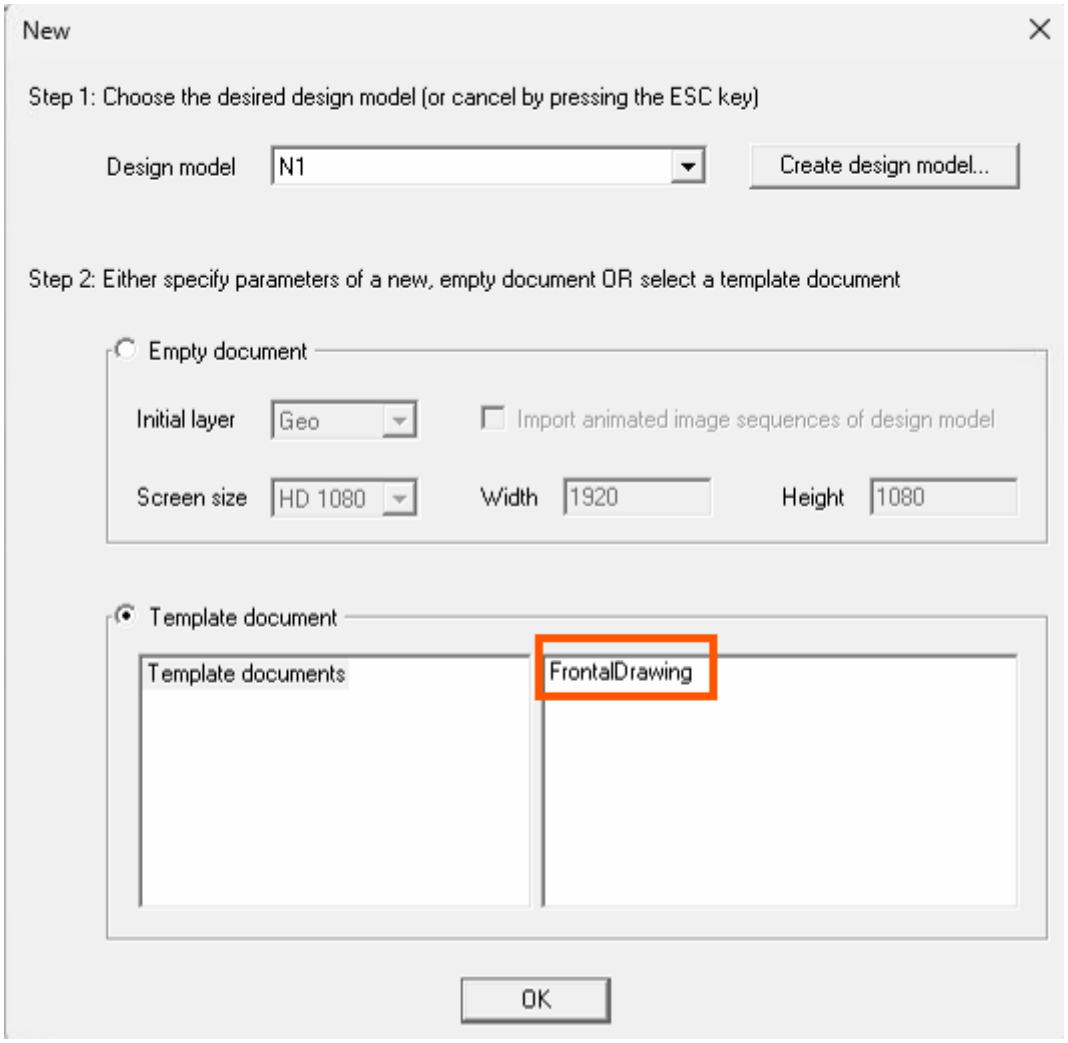
1 Opening the document

Run Weather Designer on your Chyron Weather computer.

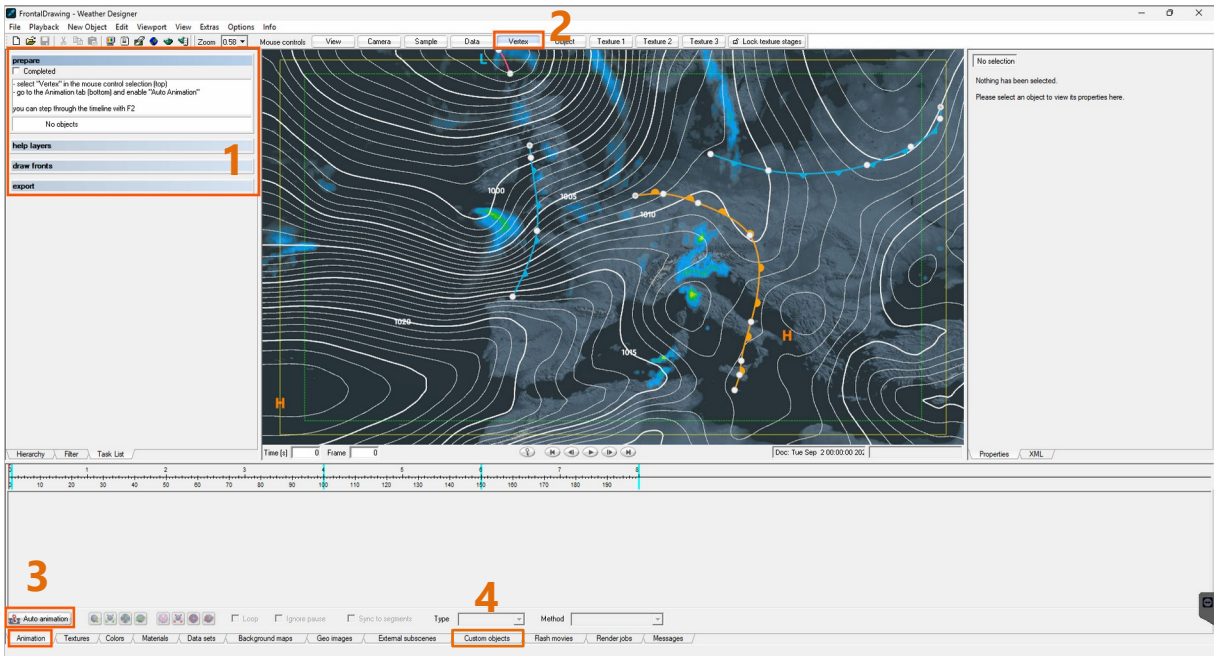
When the opening dialogue appears, select the document “frontalDrawing.dvz” from the Templates.

Press ok or double click the template document.



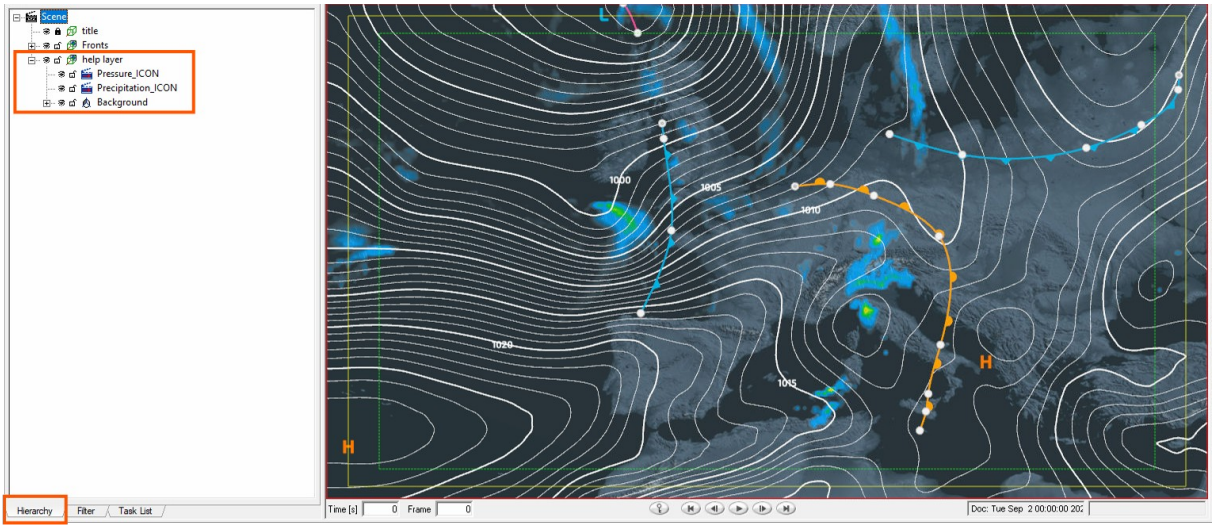
2 Preparation

After opening, prepare your document for drawing the fronts.

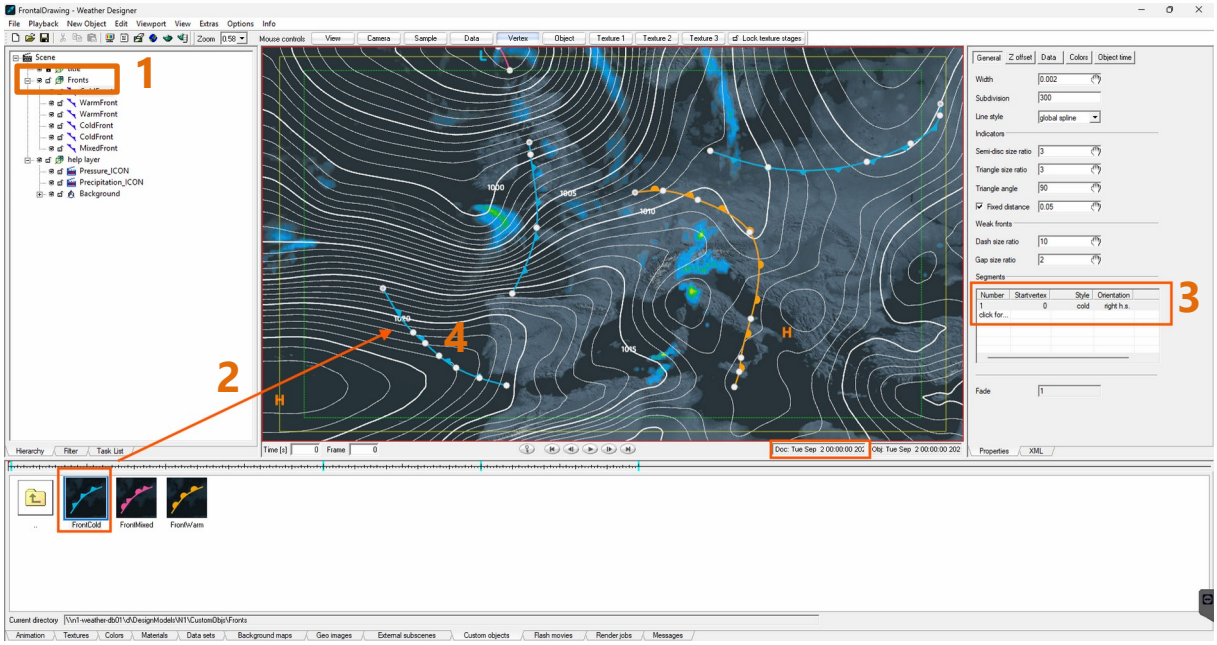


1. In the right panel you are able to select Task List pane. That is your guide inside Designer to draw your fronts.
2. The mouse control needs to be set to “Vertex” – you can find that top bar directly above the viewport.
3. Go to the Animation tab in the bottom menu and click on “Auto animation”. If selected, that will be highlighted in red. Having that enabled, Weather Designer will automatically create keyframes when you add/change fronts
4. After that, select the Custom objects tab from the bottom menu and navigate into the folder “Fronts”.

You can hide or show helping layers – pressure lines with Highs and Lows as well as precipitation. Use the eye next to the object in the task.

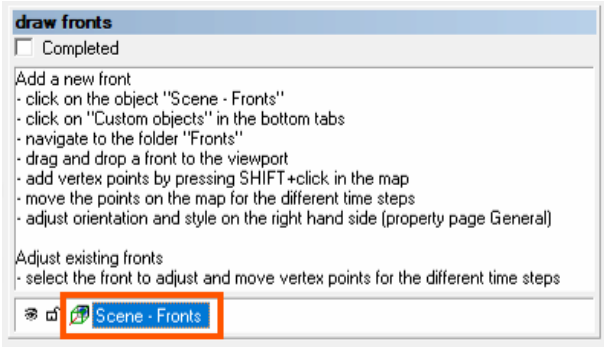


3 Drawing fronts



Add fronts

1. Select the **Fronts** layer in the Task List (double-click) or in Hierarchy (one click).

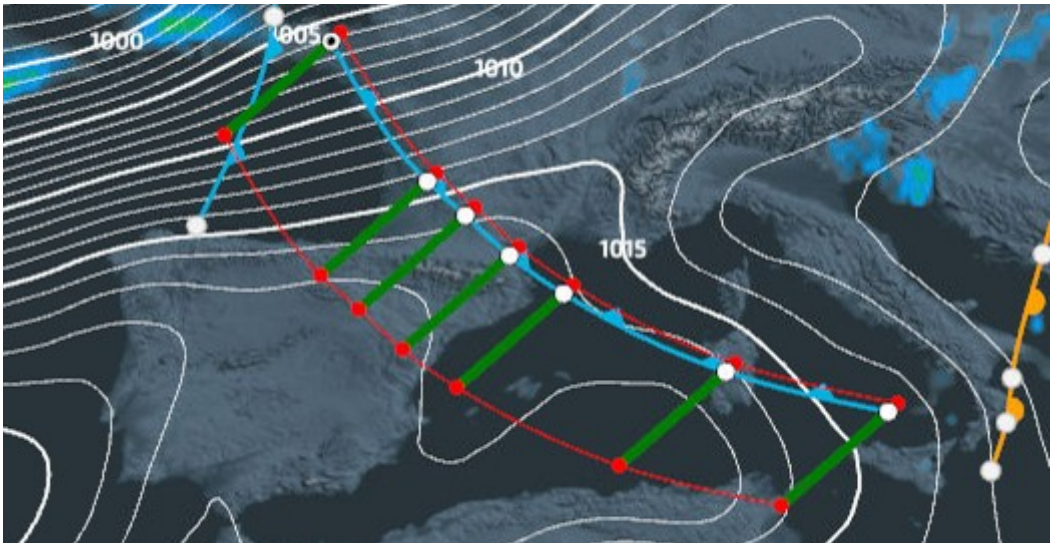


2. Now **drag and drop** a front from the bottom to the viewport. It will appear as a little circle with a point in the center.
3. The Front will appear in the object list in the task.
4. To draw a line, you need to add more vertex points using **SHIFT + click**. You can adjust the position of single vertex points with the mouse (drag and drop) or move the whole front by dragging and dropping the front (not a single vertex).

Animate fronts

To animate the front, use **F2 to jump to the next timestep** (there is a fixed timestep every 6h). The document time shows which timestep you are looking at.

In the viewport you will see green lines. These show the translation paths of the vertex points.



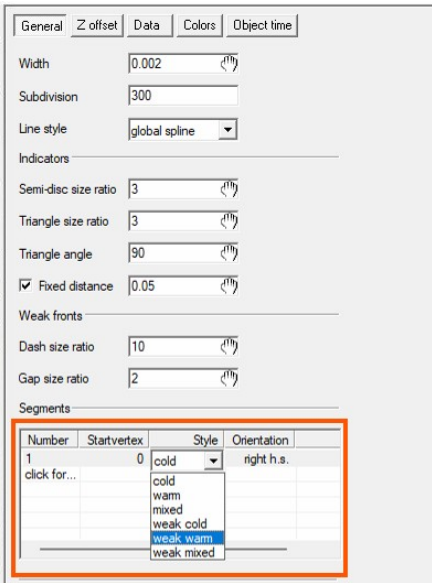
The document is prepared to draw fronts for 1 day (today from midnight to midnight). This can be changed in the future if 1 day is not sufficient.

A front cannot have a different number of vertex points per timestep. If you add a point on one timestep, it will also be added on all other timesteps.

Adjusting fronts

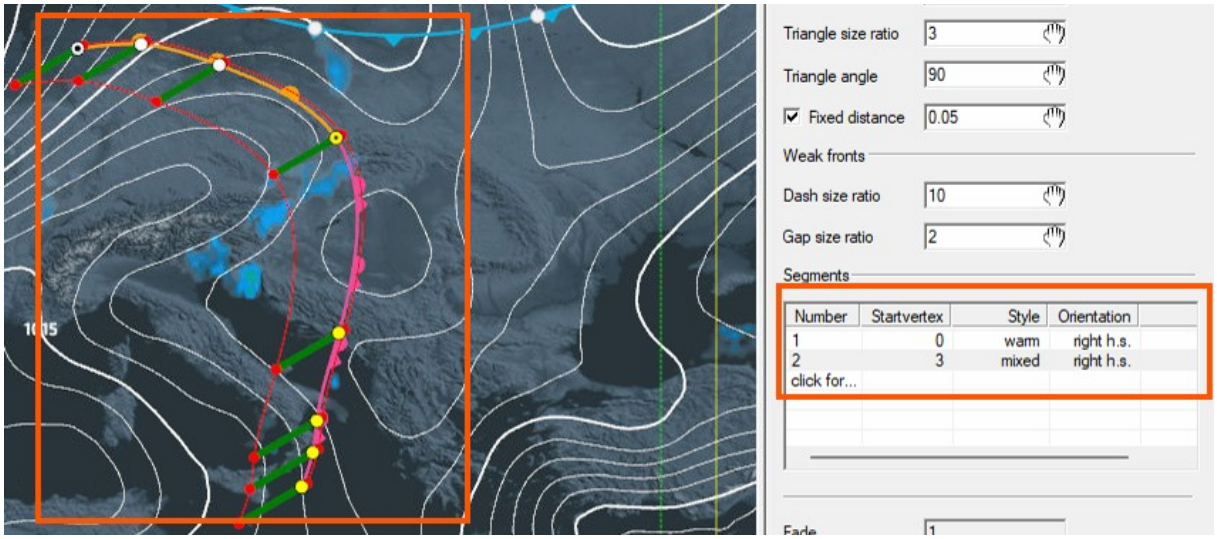
On the property page “General” (on the right-hand side) you can adjust the style and orientation of each front. You can choose between cold, warm, and mixed (occluded front) and also draw weak fronts.

The orientation defines which side of the front the indicators will be shown on.



If necessary, you can split one front into several segments:

Click the next free line in the segments table and the front will be split. Define where that new segment should start with the Start vertex (visible with the circle with point). Set style and orientation separately for each of the segments.



4 Time based animation

Make an animation time based

When happy with the animation, the keyframes need to be linked to the time.

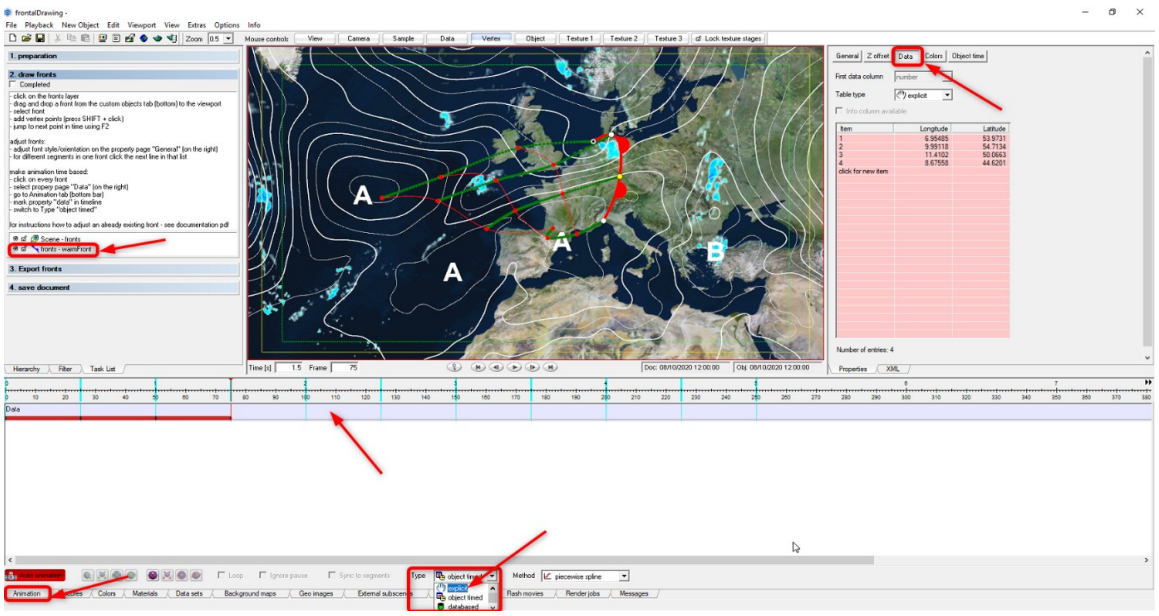
Do the following steps for every front that you have drawn:

- Click on the front (in the objects list of the Tasks).
- Select the property page “Data” (on the right-hand side).
- Select the Animation tab from the bottom menu.
- Select the property (where you see the keyframes – just click somewhere in that area
- Switch the type to be “object timed”

The keyframes are now linked to the specific timestep.

It is still possible to adjust the position of vertex points. If you need to delete or move a keyframe, you need to switch it back to explicit:

- Click on the front (in the objects list of the Tasks).
- Select the property page “Data” (on the right-hand side).
- Select the Animation tab from the bottom menu.
- Select the property (where you see the keyframes – just click somewhere in that area
- Switch the type to be “explicit”



5 Draw other objects

Areas, Lines, Arrows

To draw other vertex objects and animate them over time, works exactly the same way as fronts.

- select the object to draw from the bottom menu “CustomObjs”
- drag the object to the viewport, where a small circle appears
- use shift+click to add more vertex points
- jump to next keyframe with F2
- make the “data” property “object timed”

Always make sure, that the mouse control “Vertex” is selected.

Symbols, Highs/Lows

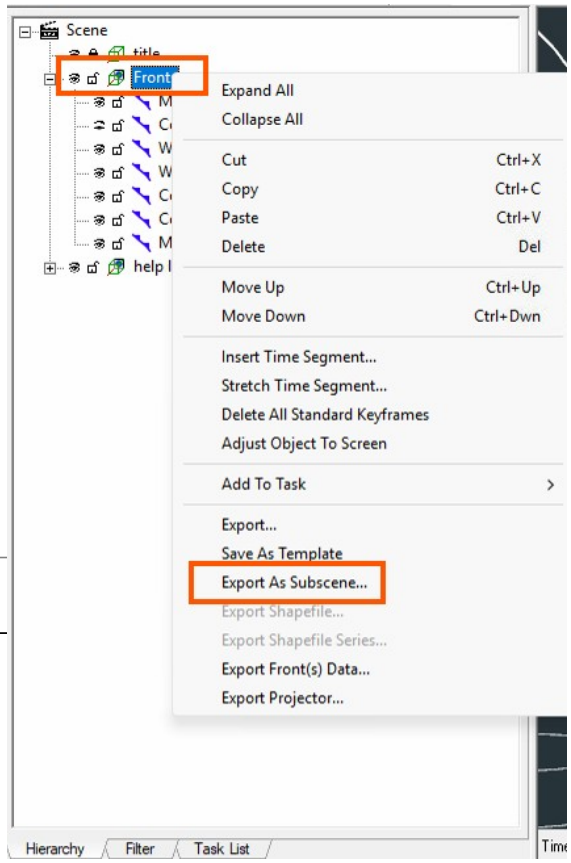
To draw and move symbols and other objects, the mouse control needs to be set to “Object”. All other steps are similar to how to draw fronts:

- select the object to draw from the bottom menu “CustomObjs”
- drag the object to the viewport, where the object appears
- jump to next keyframe with F2
- make the geo position property “object timed”

5 Export and save

Export fronts

In order to make the fronts and other objects available in Weather Presenter, they need to be saved as subscene.



Right click on the object in the Hierarchy.

Select “Export as Subscene…” and save the subscene to Subscenes\2_GeoObjs

Overwrite the existing fronts.ssc

Save document

You can save the document. Go to File > Save as… and navigate to **\\N1-weather-db01\d\DesignModels\N1\TemplateDocs**

Overwrite the existing frontalDrawing.dvz or save with a date in the filename. Be aware that there is no housekeeping in place.

6 Reusing documents

You can reuse the fronts that you have drawn the day before. As the keyframes are driven by time, they will be shifted. Everything that was showing up as Day+1 yesterday will show up as Day+0 the day after.

Before you start editing, you should delete fronts that are no longer needed.