



- Level-0, 1, and 2
- Radiative Transfer Models
- Exercise
- Questions on discussion board
 - Irradiance, radiance, reflectance, reflectivity and their units
 - Relationship between brightness and whiteness of clouds
- Q&A



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LEVEL-0, 1, AND 2

- Level-0: uncalibrated, "raw" data [photon counts, detector units]
- Level-1 : geo-referenced, calibrated radiances [Wm⁻²sr⁻¹] or TOA reflectances [-]
- Level-2 : atmospherically corrected BOA reflectances [-] or other products
- More information: https://www.earthdata.nasa.gov/engage/open-data-services-andsoftware/data-information-policy/data-levels



RADIATIVE TRANSFER MODELS

- Calculate TOA reflectances (or radiances)
- Need input on:
 - Atmosphere (temperature & density profile, aerosols, gases (O₃, H₂O, CO₂, ...)
 - Surface (reflectivity, topology)
 - Angles of Sun and instrument w.r.t. surface normal
 - Solar irradiance
- Wavelength

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EXERCISE

Trouble with linear algebra? Look at: https://www.khanacademy.org/math/algebra-basics/alg-basics-graphing-lines-and-slope/alg-basics-solutions-to-two-var-equations/v/2-variable-linear-equations-graphs



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WHY DO CLOUDS LOOK THE WAY THEY DO?

- Clouds are bright because liquid water does not absorb visible radiation
- Clouds are white because cloud droplets are larger than the wavelengths of visible radiation and therefore scatter all colours with the same probability







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IRRADIANCE, RADIANCE, REFLECTIVITY

TOA

BOA

- Irradiance I₀
 - flux per unit area (in Wm⁻²)
- Radiance I:
- flux per unit area and solid angle (in Wm⁻²sr⁻¹)
- TOA Reflectance R_{TOA}:
 - Equal to radiance/irradiance: $R_{TOA} = \frac{\pi I}{I_0 \cos \theta_0}$
 - Property of surface, atmosphere, geometry
 - NOT equivalent to reflectivity!
- BOA Reflectance *R_{BOA}*:
 - R_{TOA} minus Atmospheric influence
 - Property of surface equivalent to reflectivity (for all practical purposes)