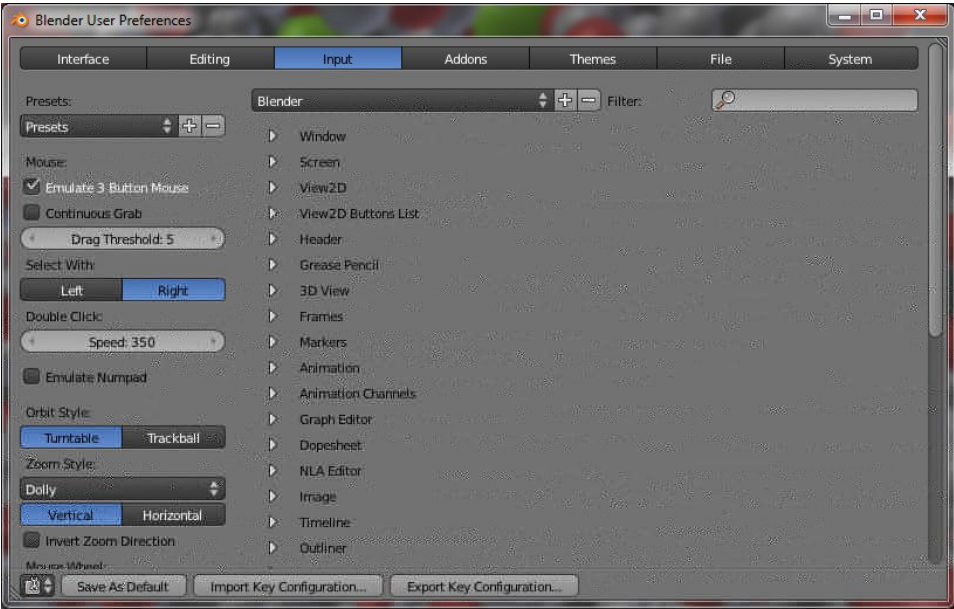
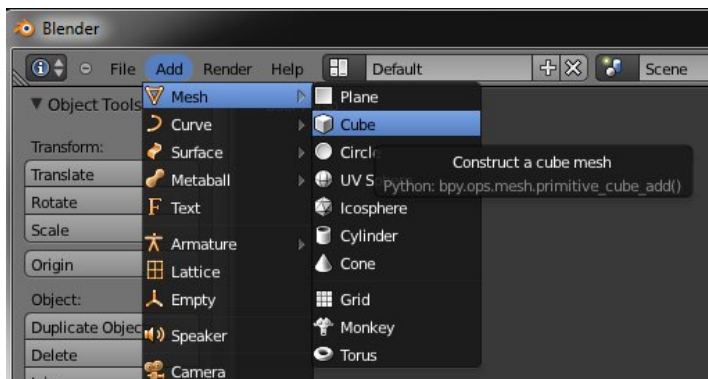


Blender Molecular Visualization Tutorial I

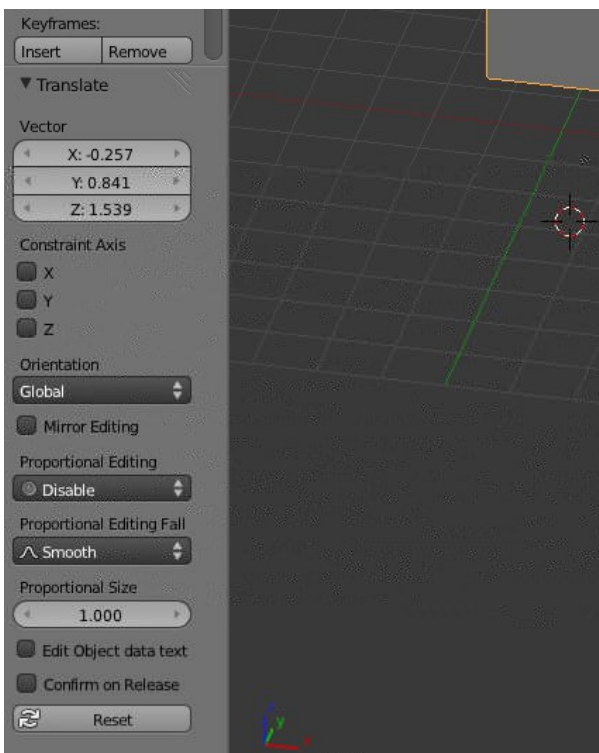
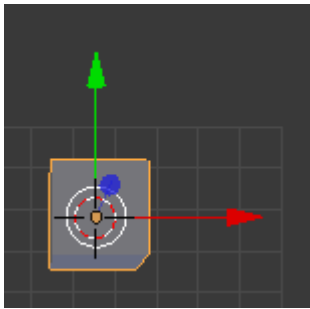
Preparations

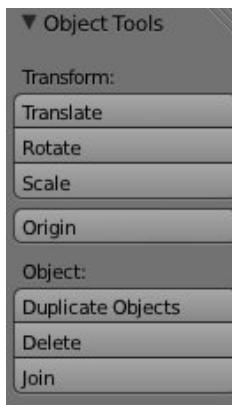


Object Mode

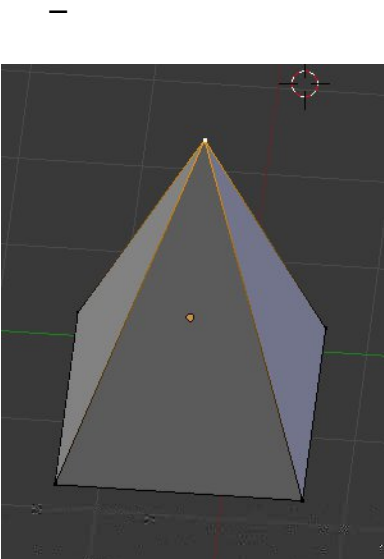


Ctrl+Space: Show/Hide Manipulators



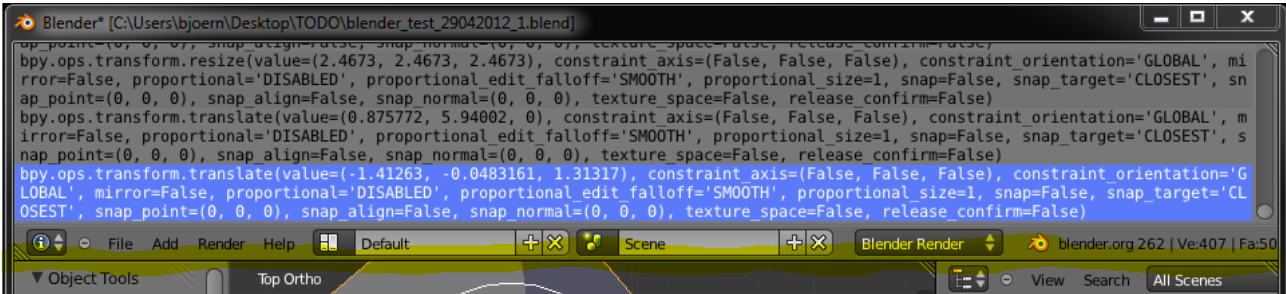


Edit Mode



Add

API-Navigator

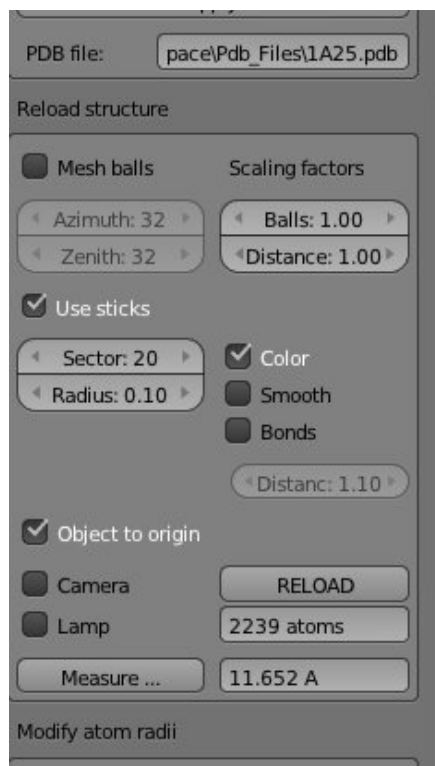


Molecular Viewers

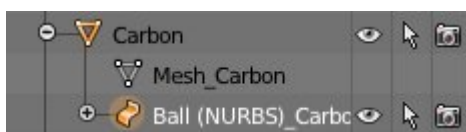
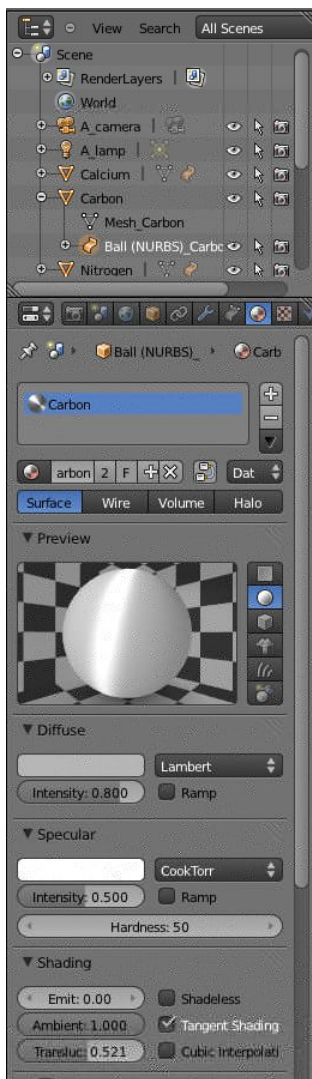
Import PDB Structure

before

Measure Atom Distances (this function is buggy in Blender 2.62)



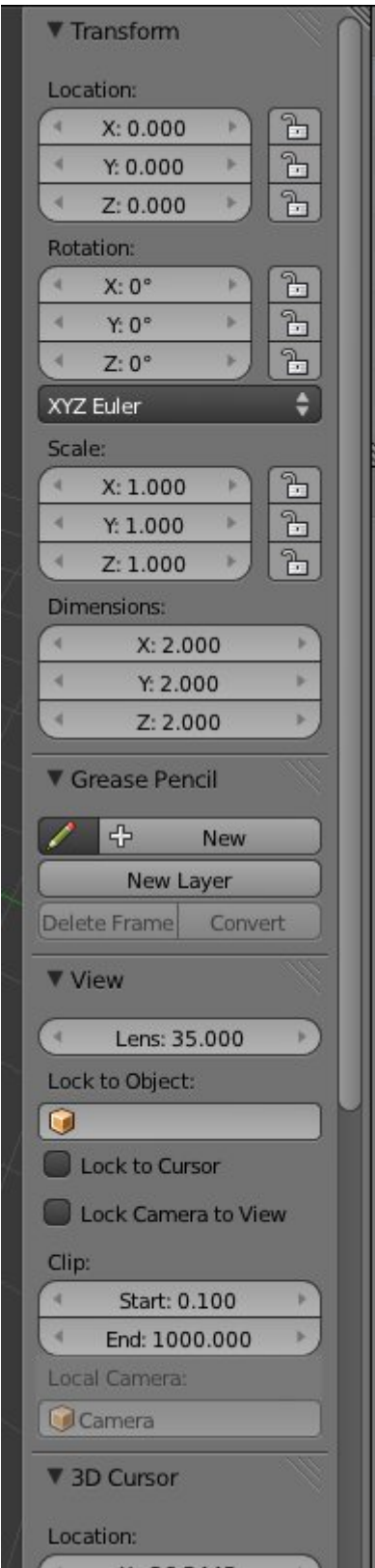
Change the Material



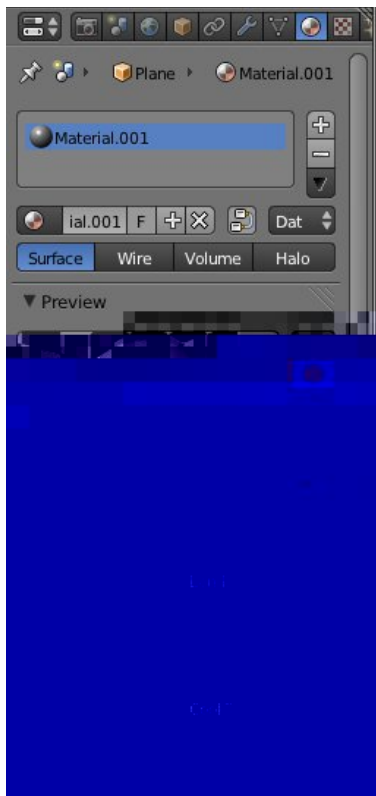
Add Modifiers to reduce the number of Vertices

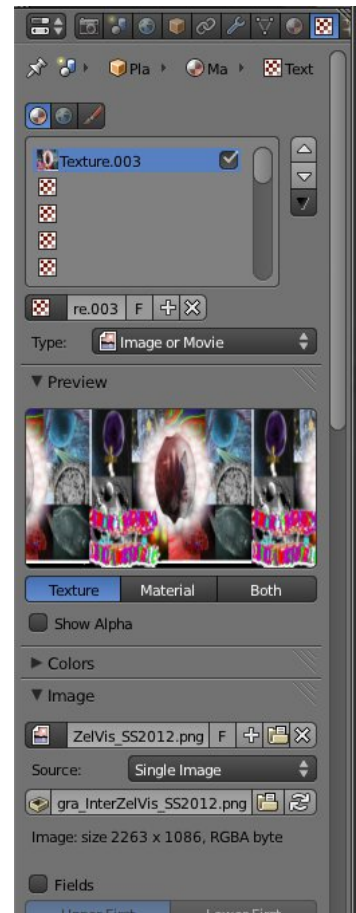
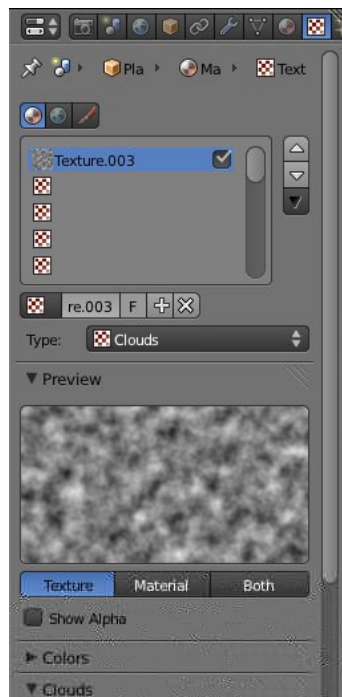
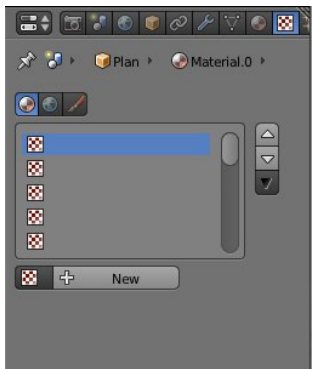
Properties

$N \rightarrow$ Properties of the selected object

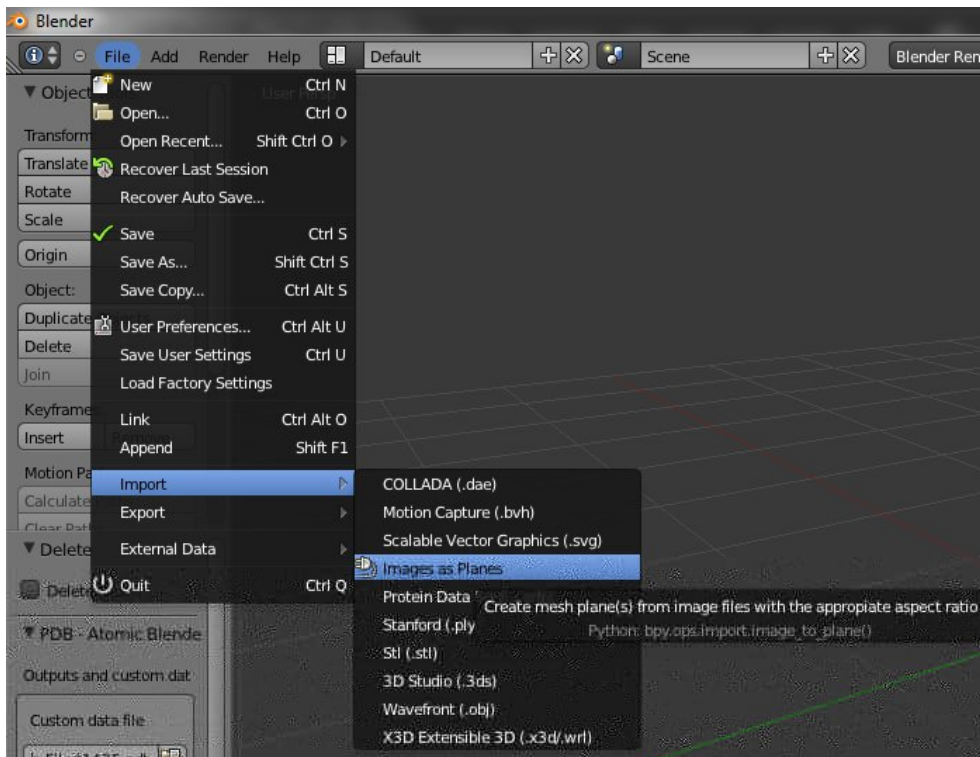


Background Image

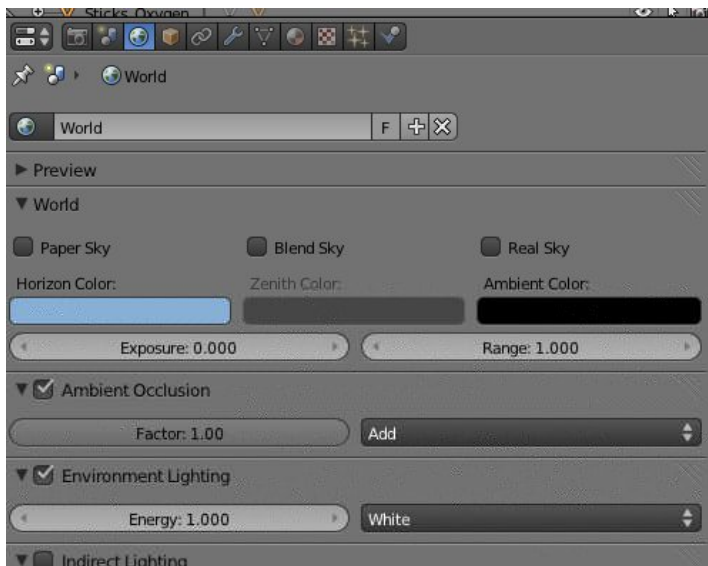




The easy way

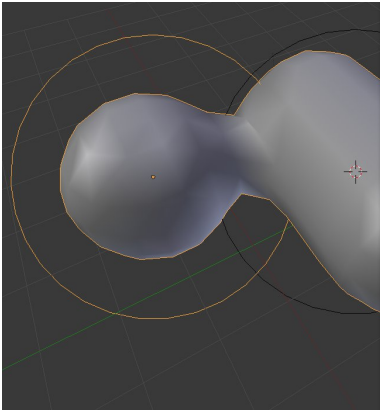


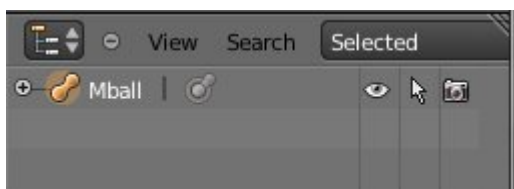
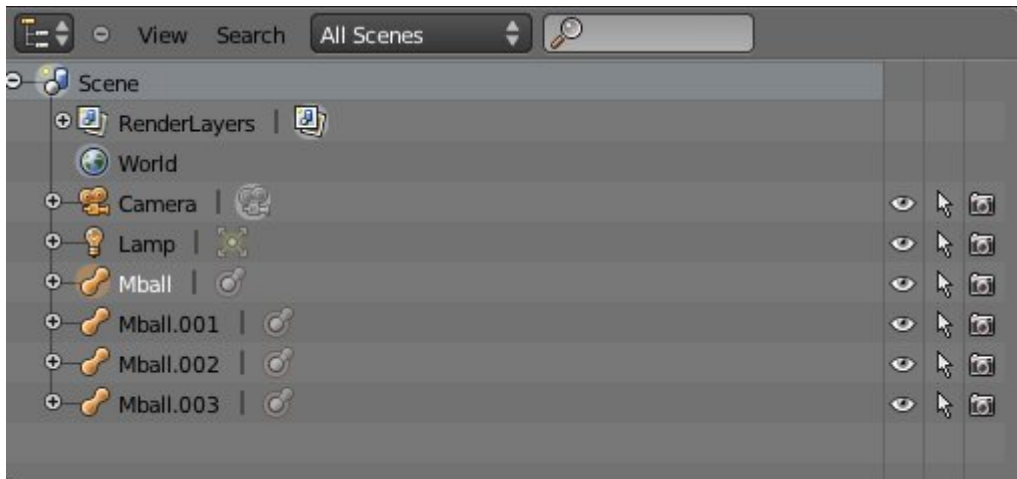
World Background Settings

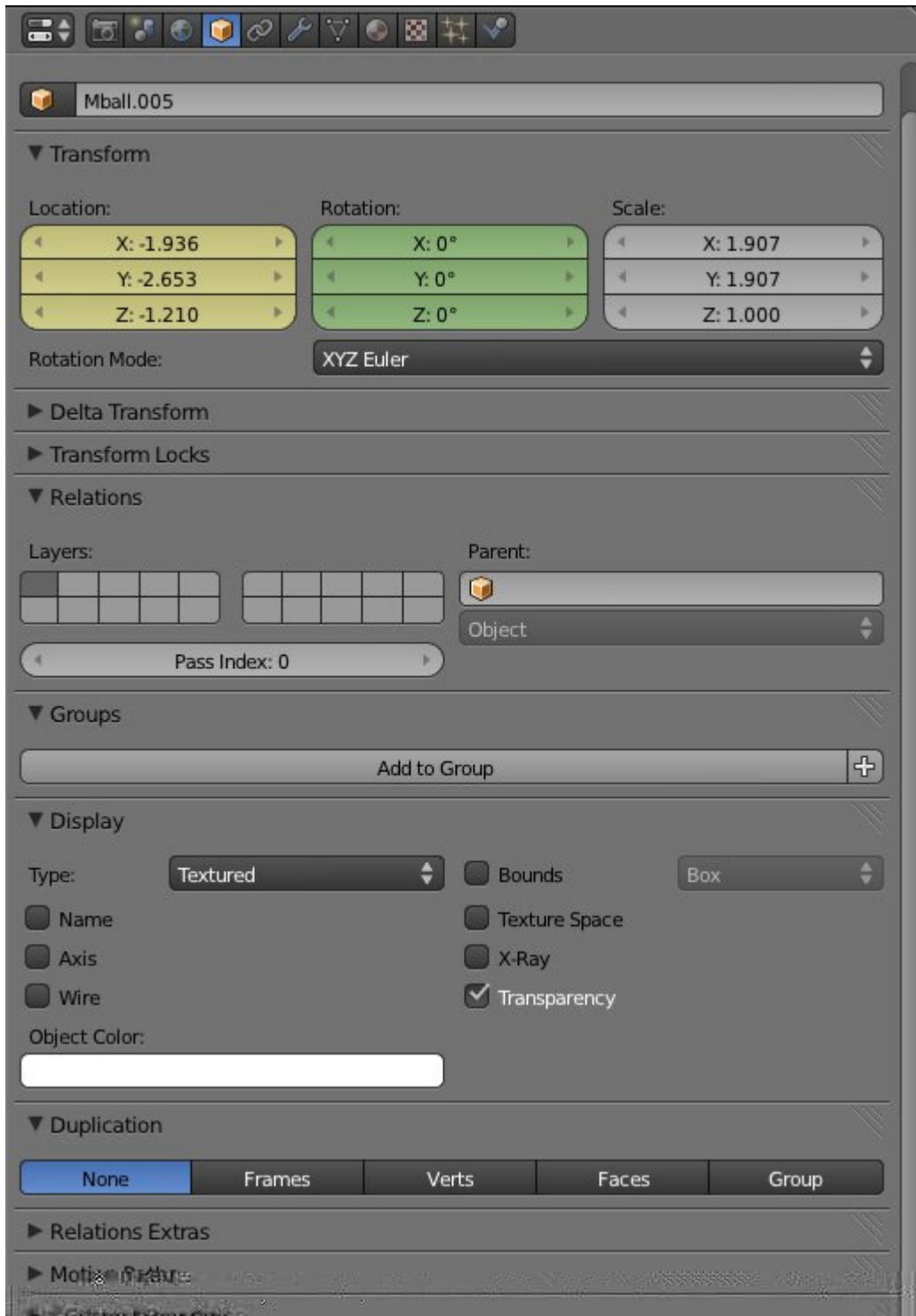


Hide and Select Options

Metaballs







Additional Options/Future Topics

