# **Chimera Visualization Tutorials**

Presenter:Tom Goddard, Chimera<br/>developerDate:Thursday, July 12, 2012Time:9:00 AM - 12:30 PMLocation:National University of<br/>Singapore

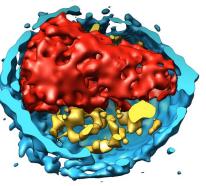


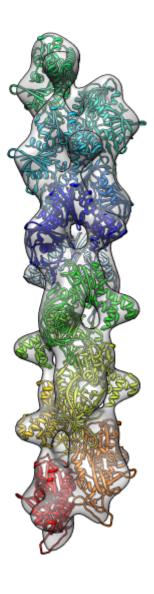
- Visualization Electron Tomography: <u>HIV virus tutorial</u> (45 minutes)
- Fitting Single-Particle Maps: <u>ParM filaments</u> (45 minutes)
- Making High Quality Images (30 minutes)
- Question and Answer Session. Any Chimera Questions. (30 minutes)

# **Tutorial Setup**

If you will not use a classroom computer, bring your laptop with the following Chimera version and data files.

- <u>Chimera 1.6.1</u> or newer (32 or 64-bit ok).
- Data files: <u>emviz.zip</u>.





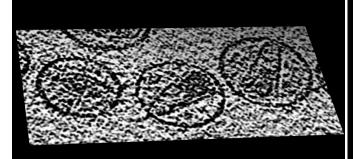
# Chimera Tutorial: Visualizing Electron Tomography

Tom Goddard July 12, 2012

This tutorial covers basic techniques for viewing, filtering, and segmenting noisy electron tomography maps using <u>Chimera 1.6</u>.

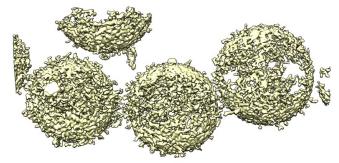
We will look at a map of HIV virus particles from the Fuller lab, EM Databank 1155.

#### **Displaying XY Planes**



- 1. Open map emd\_1155.map.
- 2. Volume dialog, Features / Planes, press One button.
- 3. Drag markers on histogram brightness yellow curve.
- 4. Move Plane slider to flip through planes.
- 5. Change plane axis to z and flip through planes.
- 6. Show all planes.

#### **Hide Dust**

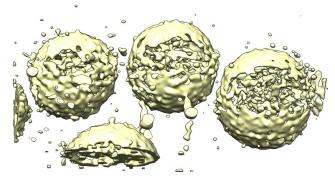


- 11. Hide small surface blobs to reduce noise.
- 12. Volume style surface, All planes.
- Volume dialog, Tools / Hide Dust, Surface emd\_1155.map scaled, press Hide.
- 14. Drag vertical bar on volume dialog histogram to lower contour level.
- 15. Move size slider in hide dust dialog.
- 16. Press Unhide.

- 7. Note small map values are high density. Want large map values for high density.
- 8. Volume dialog, Tools / Volume Filter, type Scale, scale -1, options turn off displayed subregion only, press Filter.
- 9. Hide original map by clicking "eye" icon above histogram.
- 10. Switch from surface style to solid, One plane.

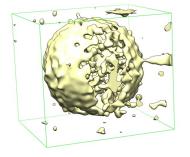
#### **Gaussian Filtering**

**Inverting Intensity Values** 



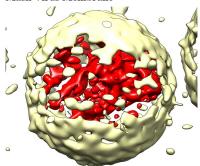
- 17. Smooth map to reveal large-scale features.
- Volume dialog, Tools / Volume Filter, type Gaussian, width 30 Angstroms, value type float32, select scaled map in volume dialog, press Filter.
- 19. Planes One, depth 10, move plane slider.

#### **Extract One Virus**



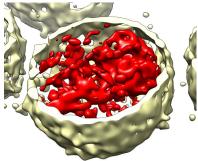
- 20. Volume dialog, Features / Subregion Selection, enable "Select subregions", drag box around middle virus particle, press Crop.
- 21. Click on green outline box face (not edge) and drag. Press Crop.
- 22. Uncheck "Select subregions" to move map using mouse.
- 23. Can save map to new file with volume dialog, File / Save Map As....

#### **Mask Virus Membrane**



- 24. Show command line using Favorites / Command Line
- 25. Enter command "shape sphere radius 550".
- 26. Click off "Active" sphere model #3 below command-line to stop mouse from moving sphere.
- 27. Move map to be centered on sphere. Ctrl-middle-mouse moves in z direction.
- 28. Mesh display style can help see sphere inside map.
- 29. Create map for inside of sphere, command "mask #2 #3"
- 30. Hide sphere, Favorites / Model Panel, uncheck shown button for sphere.
- 31. Create map ouside sphere, command "mask #2 #3 invert true".
- 32. Color inside map red, command "volume #4 color red".

#### Clip Virus Membrane



- 33. Cut virus membrane in half to see inside.
- 34. Tools / Depiction / Per-Model Clipping, Model #5, check "Enable clipping".
- 35. Check "Adjust clipping with mouse", move clip plane by dragging with middle mouse button in graphics window.

# **Chimera Tutorial: Fitting Molecular Models in Single-Particle EM Maps**

Tom Goddard July 12, 2012

# Topics

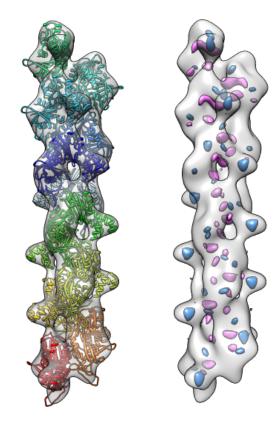
- Fitting molecules in maps with global search.
- Calculating map symmetry and creating symmetric molecule copies.
- Symmetric fitting to avoid molecular clashes.
- Calculating and displaying difference maps.

# What does ParM do?

- The ParM protein forms filaments that segregates DNA plasmids prior to cell division.
- To partition low copy number DNA plasmids in E coli evenly during cell division between the two daughter cells, a plasmid is attached to each end of a growing ParM filament that pushes them to opposite sides of the mother cell.
- ParM filaments look similar to actin filaments.
- Filament growth is driven by ATP and filaments have dynamic instability like microtubles.

# **Modeling a ParM Filament**

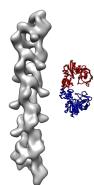
- ParM monomers bind ATP and can have the binding cleft open or closed.
- We'll build a model of the open state filament with the ATP binding site empty using x-ray structure <u>1mwk</u> and cryoEM map EMDB <u>5129</u> (19 Angstroms).
- Closed state data is also available: x-ray model <u>1mwm</u> and map EMDB <u>5128</u> (17 Angstroms). Won't have time to look at those.



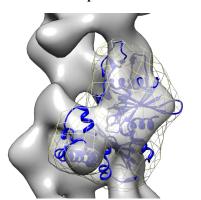
# **Analysis Steps**

Show Molecule and Map

Fit Molecule in Map



- 1. Open PDB 1mwk, EMDB 5129.
- Show Command Line (Favorites menu).
- 3. Deactivate map (model 0) below command-line to move 1mwk away from map.
- 4. Command "rainbow chain" to color two ParM monomers.
- 5. Delete chain B. Use menu Select / Chains / B, then menu Actions / Atoms / Delete.



0 0 Fit in Map Fit 1mwk.pdb (#1) 🔽 in map emd\_5129.map (#0) • Correlation 0.8323 Average map value 3416 Update Real-time correlation / average update х Use map simulated from atoms, resolution 19 🗹 Use only data above contour level from first map Optimize 💿 overlap 🔘 correlation Correlation calculated about mean data value Allow 🗹 rotation 🗹 shift Move whole molecules 1598 of 2696 atoms outside contour Fit Halt Undo Redo Options Results Close Help

- 6. Fit 1mwk in map.
- 7. Move 1mwk into map.
- 8. Press Fit button in Fit in Map dialog (volume dialog Tools menu).
- Fit using correlation: Fit dialog Options button, enable "Use map simulated from atoms..." resolution 19. Press Fit.
- 10. Show simulated map (Volume dialog eye icon) as mesh.
- 11. Correlation depends on domain of calculation. Change simulated map threshold and press Update in Fit dialog.
- 12. Spend a few minutes trying alternative fit positions.

#### **Global Fit Search**



- Search for best fit using 30 tries with command "fit #1 #0 search 30"
- 14. Fits appear all along filament, many are equivalent due to symmetry of the filament.

#### **Make Filament Model**



- 25. Show symmetric molecule copies for best fit. Command "sym #1 group #0 update true".
- 26. Color molecules distinctly. Command "rainbow model".

#### Calculate Map Symmetry



- 15. Determine map symmetry to eliminate equivalent fits.
- 16. Command "measure symmetry #0 helix 20,180,opt minimumCorrelation 0.95".
- 17. The "helix" option gives Chimera a hint about helical parameters.
- 18. The "minimumCorrelation" option accounts for this unusual map where the helix does not extend to the edges of the volume box.
- 19. View symmetry copies of molecule with command "sym #1 group #0 surf true".
- Remove symmetry copies with "~sym #1" (note leading tilde character which means "undo" in Chimera commands).

#### **Reduce Molecular Clashes**



- 27. Inspect clashes between adjacent ParM molecules.
- 28. Fit asymmetric unit including all overlapped symmetric molecules. Command "fit #1 #0 sym true res 19"
- 29. Note increased space between molecules.

#### **Calculate Predicted Map**



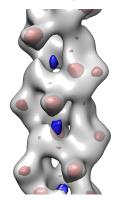
- 30. Compute difference map between experimental map and predicted map for molecular model.
- First delete extra ParM molecules outside experimental map. Ctrl-drag mouse to select outside molecules. Press up-arrow key to extend selection to full molecules. Menu Actions / Atoms / Delete to delete.
- Calculate predicted map. Command "molmap #1,2, 19"

### Fit Asymmetric Unit



- 21. Clear fit list.
- 22. Rerun previous fitting command "fit #1 #0 search 50".
- 23. Clear fit list.
- 24. Use correlation optimization "fit #1 #0 search 50 res 19".

#### **Difference Map**



- 33. Subtract two maps, scaling the second to minimize difference. Command "vop subtract #0 #3 minRMS true"
- 34. Adjust difference map contour level. Add negative contour with ctrl-click on histogram. Adjust contour colors.
- 35. Hide molecular models with Model Panel (menu Favorites).

#### Compare "Open" and "Closed" Filaments.



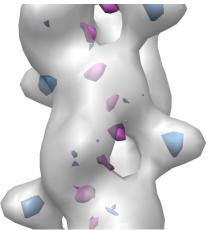
- Load "closed" filament (GDP bound), EMDB 5128, menu File / Open...
- 37. Flip closed map 180 degrees and fit to open map.
- Compute closed map on same grid as open map. Command "vop resample #5 onGrid #0"
- 39. Use Morph Map (Tools menu of volume dialog) to morph between maps. <u>Movie.</u>

# **Chimera Tutorial: How to Make High Quality Images**

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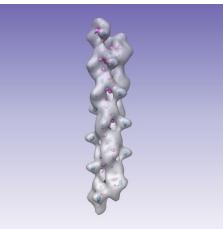
This tutorial shows settings for producing the best looking images in Chimera 1.6.

## White Background Color



- 1. Actions / Color / All Options...
- 2. Click coloring applies to "background".
- 3. Click color white.
- 4. Alternatively use Favorites / Command Line, command "set bg\_color white".

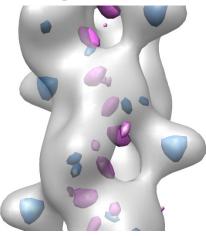
# **Background Color Gradient**



- 5. Actions / Color / All Options...
- 6. Click background "More..." button.
- 7. Change Background Method from "solid" to "gradient".
- 8. Click blue gradient button to change color scheme.

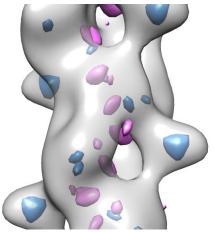


**Volume Step Size 1** 



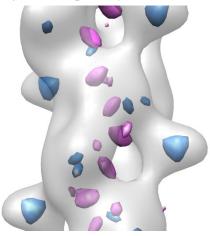
- 9. Show full-resolution volume data.
- 10. Change volume dialog "step" to 1 (above histogram).
- 11. Equivalent command "volume all step 1"

## **Glossy Lighting**



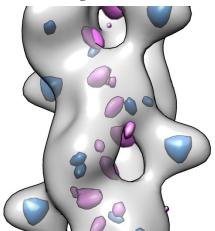
- 16. Enable better quality "glossy" lighting.
- 17. Tools / Viewing Controls / Lighting, Quality "glossy".

### **Adjust Transparency**



- 12. Adjust surface transparency
- 13. Click top histogram in volume dialog to choose emd\_5129.map.
- 14. Click volume dialog color button (square to right of "Color").
- 15. Slide "A" slider to control opacity, 0.5 good.

### Silhouette Edges

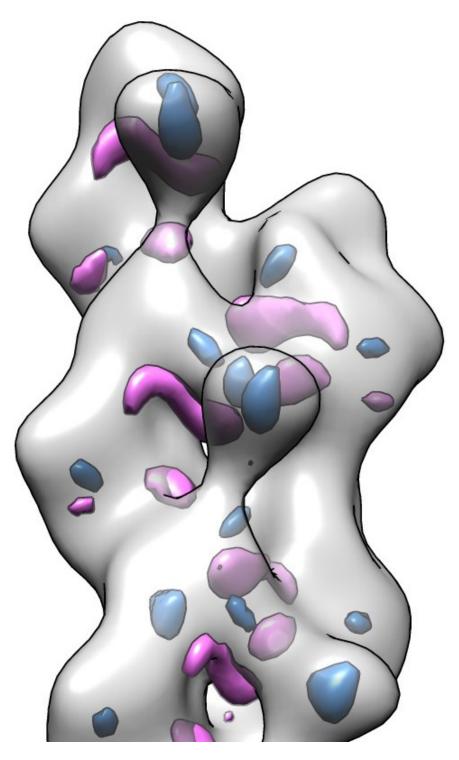


- 18. Add black edges to surfaces.
- 19. Tools / Viewing Controls / Effects, turn on "Silhouettes"
- 20. Try silhouette width 3, press enter. Width is in pixels.

### Save Large Image

### **Shadows and Raytracing**

- 21. Resize window to desired aspect ratio and border width.
- 22. File / Save Image...
- 23. Change width or height to larger size, 2000 pixels high, press Enter.
- 24. Press Save As.





- 25. File / Save Image... has "Raytracing" option which produces shadows.
- 26. Raytracing disadvantages:o Darkness and
  - transparency will look different.
  - Trial and error required.
  - Slow to save image.
  - Multiple transparent surface layers always shown.
  - No silhouette edges.
- 27. Interactive shadows. Tools / Viewing Controls / Effects.
  - Not available with some graphics card. Not on Mac.
  - Shadows may have rough edges.
  - May not work with glossy lighting.