

- General
  - Default objects
    - Cube
    - Light
    - Camera
  - How to move view
    - Camera view
    - Mouse button
      - Rotate
      - SHIFT: translate
      - CTRL: zoom
  - Objects
    - Rotate, translate scale
  - Different viewport shadings
  - Move cube/light see how shadows changes
  - Change color of cube
  - Render
  - Cycles and GPU (preferences, System)

- Molecular Nodes
  - Save
  - Show Backdrop from Props
  - Go through current objects
  - Molecular nodes menu
    - Methods
    - Style
    - Centre assembly
  - Fetch PDB
    - 7XW2
  - Centre the Structure
  - Look at rendered viewport
  - Square spheres?
  - Change from eevee to cycles
  - Use object menu to rotate and translate
  - Default Geometry Nodes
    - Group input
    - Set Color
    - Color Common
    - Color Attribute
      - Try res\_id
    - Style
    - Group Output
  - Add Separate Atoms node
  - Use 'Is peptide' selector
  - Style RNA as cartoon
  - Style protein as surface

- Notice that protein substitutes rna
- Try different colors
  - Color.adobe.com
- Use color chain node
- Change backdrop color
  - Changed through shading nodes
- Change camera position and angle
- Time to render
- Constraints, track to, focal\_point
- Change power output
- Resolution
- Output menu
- Output path
- Render
- Focal\_point and depth of field
- IF TIME:
  - Change bases to atoms
  - Add Ball and Stick
  - Add if backbone
  - Select bonded
    - Depth 2
- IF TIME:
  - Change material
  - Protein
    - Copy default
    - Change style
  - RNA
    - Copy default
    - Change to glass shader
- Animate
- Method 1:
  - Add Animate Wiggle
  - Add Animate Value
- Method 2:
  - Move protein up
  - Add rigid body
  - Play
  - Falls through : '(
  - Add Plane
    - Translate
    - Scale
  - Add Passive Rigid Body
  - Play
  - Fall stops but boring
  - Change bounciness of plane and protein
  - Change number of frames under Output
  - Bake frames under Scene

- Render animation
- Once done we can convert frames into video
- Video editing
- Add Image/sequence
- Change output format to mp4