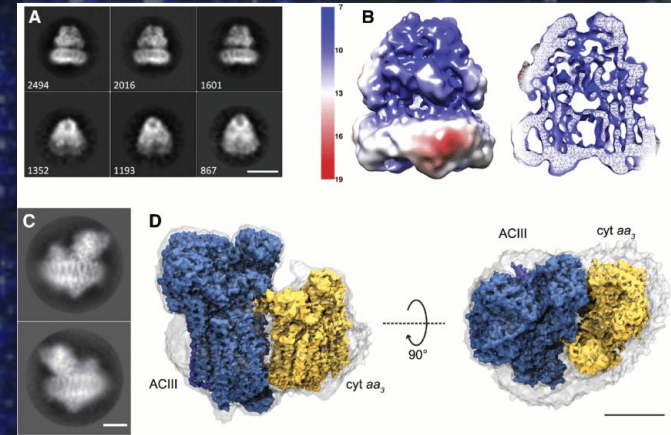
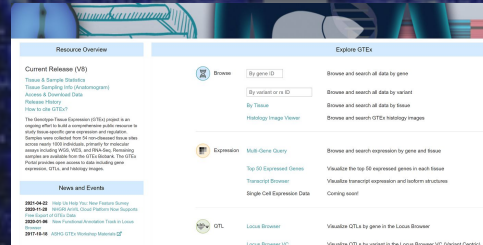
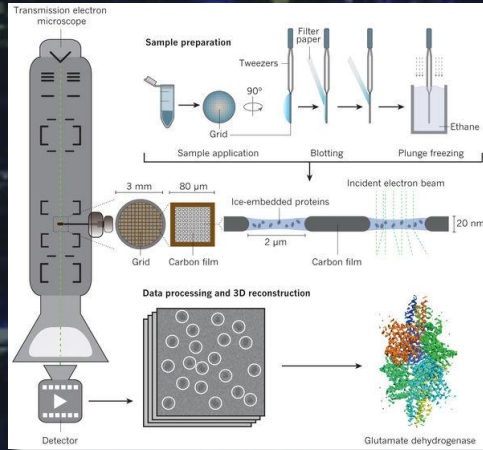


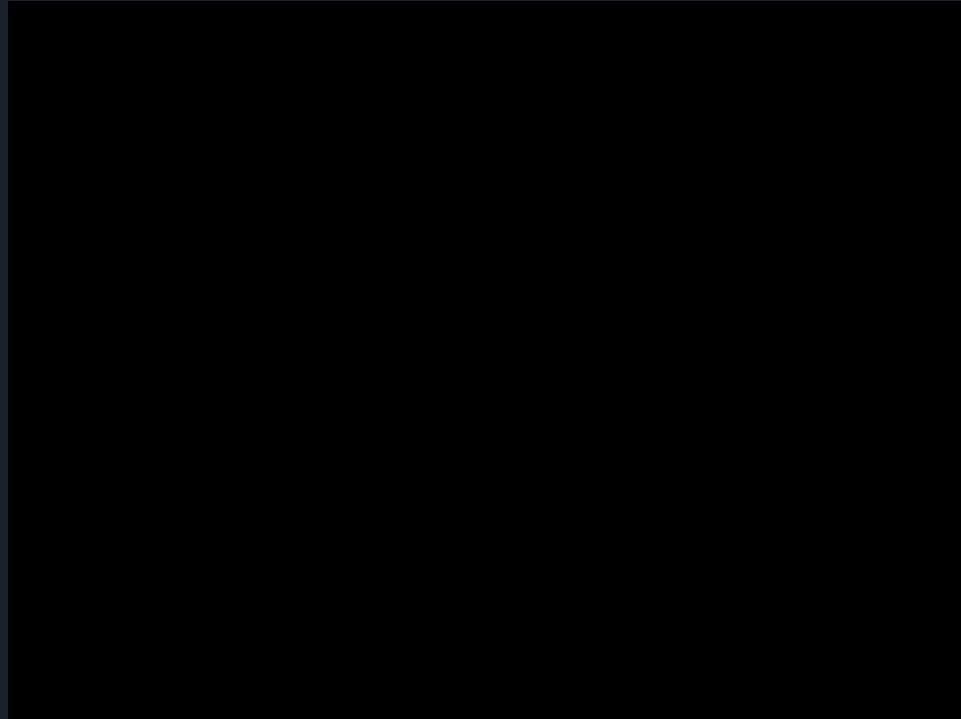
CryoEM Render Farm on CloudyCluster with Blender



Blender is the free and open source 3D creation suite. It supports modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation. Advanced users employ Blender's API for Python scripting to customize the application and write specialized tools; often these are included in Blender's future releases.



Introducing Our Team





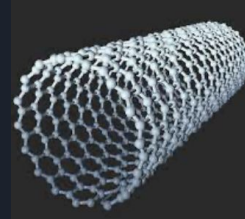
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Team Render Benders Check-In (Friday)

Team Members:

Rich Asay-M, Christopher Lanclos-M, Jinwei Liu-S, Jean-Pierre Bianchi-S, Ayomide Olatunde-S, Christopher Metellus-S

POINT_X	POINT_Y
-114.058997	51.645520
-77.036389	38.895114
2.352223	48.856618
-118.144513	34.147780
-71.256208	42.286799
-73.908189	42.012871
-73.196795	42.878094
-71.058772	42.358431
-118.243683	34.082235
-118.564225	34.389818
-124.082835	40.88652
-84.772169	37.845834
-81.935142	40.885658
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-74.005972	40.714354
-77.036389	38.895114

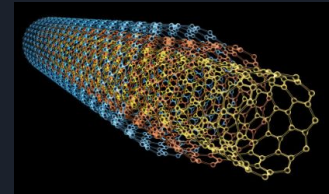


Team Goals:

- Take data mapping coordinates of carbon molecules in nanotubes and render a 3D model of the arrangement.
- Animate the render using a camera observing various angles
- Following suit, see if a render of concentric nanotubes is possible

Tasks for Tomorrow:

- Have a basic render of a carbon nanotube
- Outline (at least) for plan to take data coordinates and create a render





The Render Benders have arrived!

Questions?