

## Render nice images with VMD

1. Make sure ambient occlusion and shadows are set to on under Display -> Display Settings
2. Set the Material under Display -> Graphical Representations to **A0Chalky**, **A0Edgy**, or **A0Shiny**. **A0Chalky** looks best, with **A0Edgy** good for when you want something specific to pop out. This looks best with the CPK or VDW representations.
3. Render the image with Tachyon. Add **-res \$WIDTH \$HEIGHT** to the render at specific resolutions (e.g. **-res 2000 2000**).
4. To get the image in a more versatile format, run **convert \$FILE.tga \$FILE.png** from the command-line. Add the **-trim** command to trim buffering whitespace.