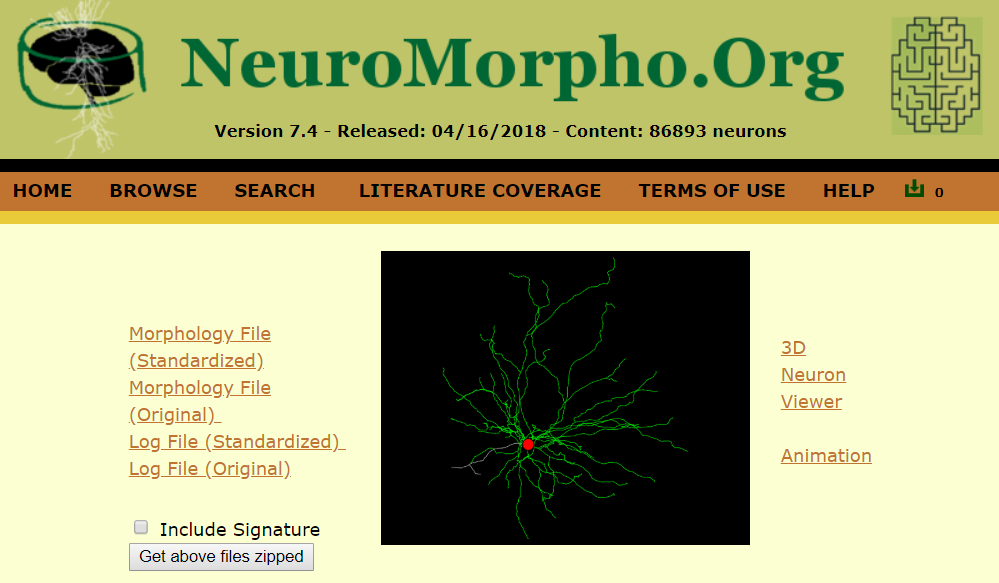
**How to create a morphologically realistic neuron model using Cell Builder**

**Ben Latimer – based on the tutorial at https://www.neuron.yale.edu/neuron/static/docs/cbtut/pt3d/outline.html**

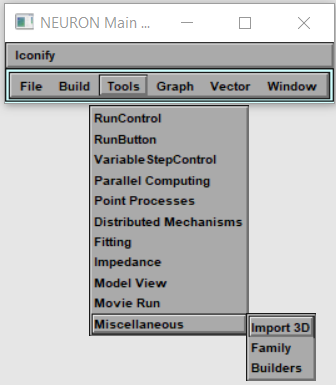
**Step 1 – Download your cell from NeuroMorpho.org**

Go to neuromorpho.org and browse the many available cells that have been reconstructed. They are arranged by species, brain region, etc. Once you find one you like, right click on the link as shown below and click “save link as”. This will save an “.swc” file to your computer.

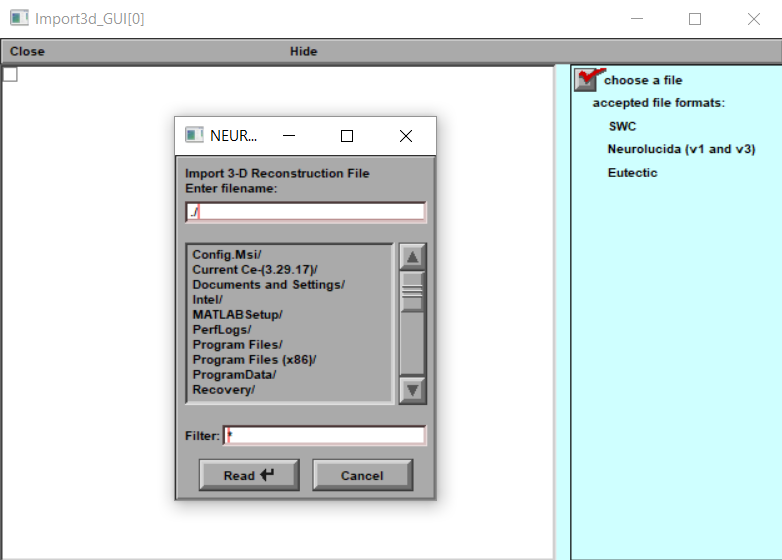


**Step 2 – Import the cell geometry into NEURON**

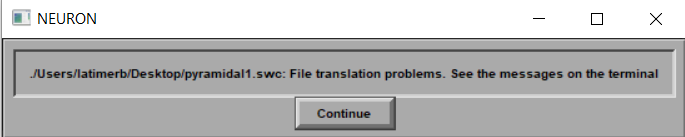
Open NEURON (note these instructions are for NEURON 7.5) by typing *nrngui* at the command prompt (Mac OS/Linux) or bash shell (Windows). You’ll see the familiar NEURON GUI. Click Tools > Miscellaneous > Import 3D.



Click the box that says “choose a file” and navigate to where you stored the .swc file.

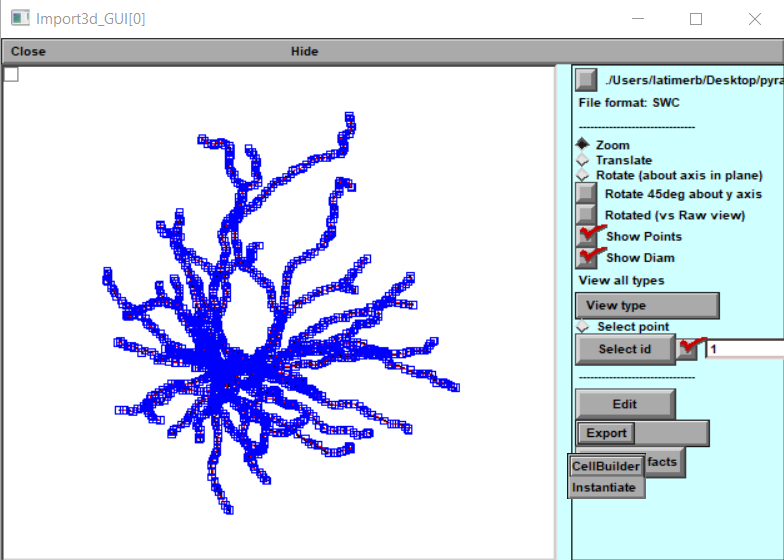


You may see this message:



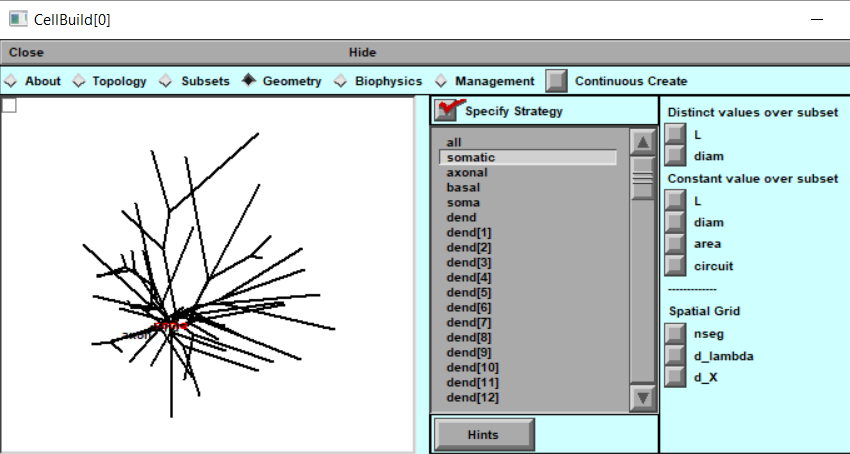
Typically, this is just because there are some comments in the .swc file that couldn’t be interpreted. No need to worry but check out the messages in the terminal anyway.

Now you’ve got a cell! Click Export > CellBuilder

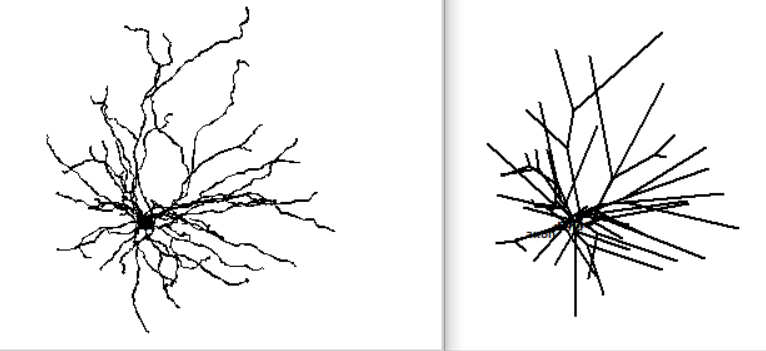


**Step 3 – Make a model of the cell**

Now that we’ve imported our cell from the reconstruction, we’re ready to make a model. Luckily, CellBuilder makes the geometry part easy:



What happened to our beautiful geometry?! It’s still there. Just click “Continuous Create” and go to Graph > Shape Plot in the NEURON main menu.



The CellBuilder takes the shortest route between the endpoints of each section when it shows it on the screen but all of the complex geometry is still available.

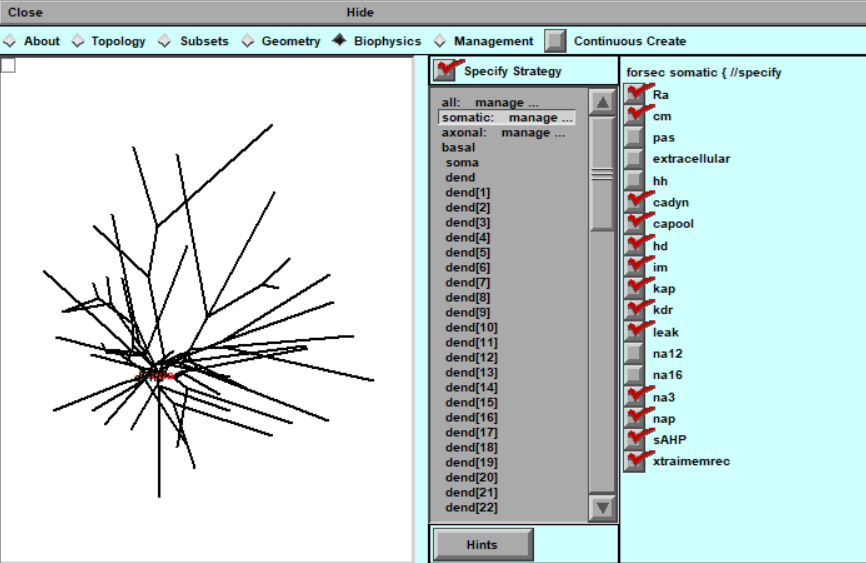
It’ll be up to us to put in the channels. This is a good time to mention that at any time if you want to save your “session” so you can come back to it later, you have that option. Just click File > Save Session. It’s a best practice to go ahead and save the “bare bones” session (before you embark on the biophysics) so that if you mess up later, you can come back to it.

**Step 4 – Add some biophysics**

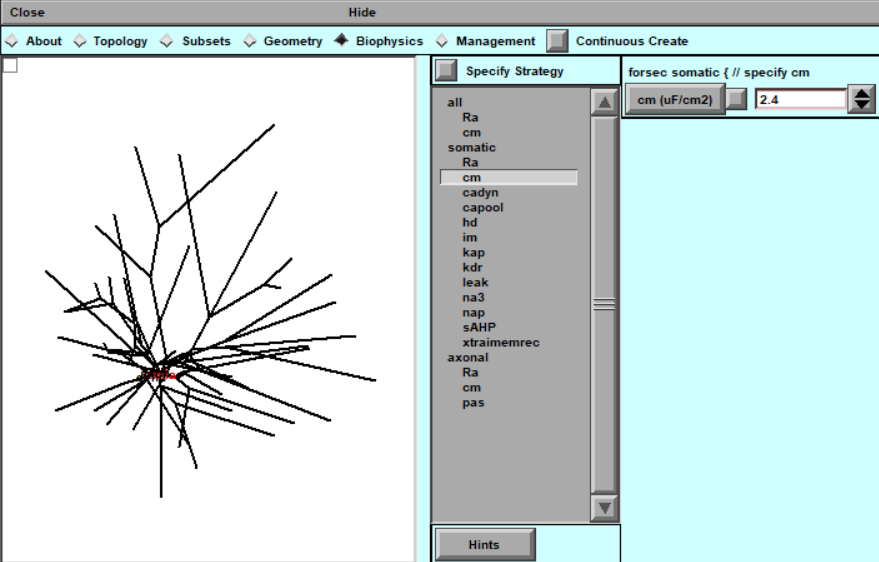
At this point, all we have is the skeleton of a cell. We need to specify what channels are involved and the size of the sections. If you have custom channels, you’ll need to place those in the same directory where your project resides. If you’re just using the regular Hodgkin-Huxley sodium and potassium channels, they’ll already be loaded.

Throughout the process, you’ll use the “Specify Strategy” button to toggle between the list of sections and the values for those sections.

We’re finally ready to add some channels. My example below has a lot of custom channels but if you are just going through this for the first time, feel free to just select “hh” which will give you access to a Na+, K+, and leak channel.

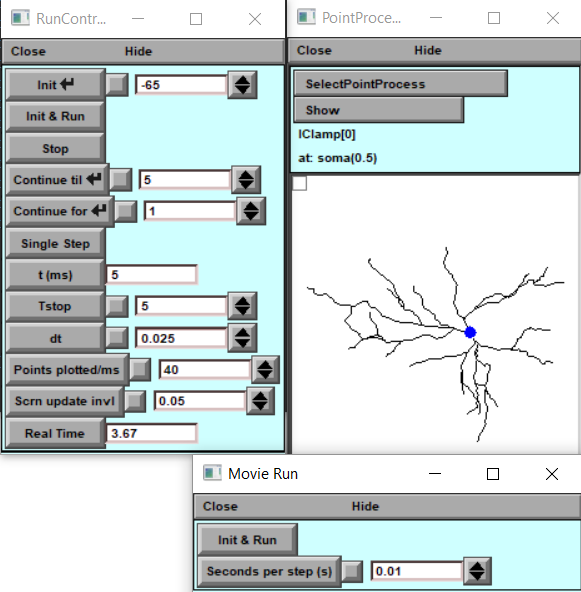


Now you can go through and specify the various conductances, capacitances, resistances, etc.



**Step 5 – Put your new cell in a current clamp**

You’ve added all the biophysics you think will be necessary to make your cell behave like you want. Now it’s time to see if it really does. Toggle the “continuous create” button so that your neuron is the currently accessed cell. Then go to File > Load session and find IClamprig.ses. You’ll see some boxes like this:



At this point, you will need to “tune” the cell to match experimental data. Many of the parameters are unknown or may be in a range so they can be changed within reason to match the behavior seen in vitro. Peruse the literature to see if anyone has performed current clamp experiments on your cell.

To export the cell for use in a template, in CellBuilder click Management > Cell Type. Click Classname and give your cell type a name (i.e. PyramidaltypeA, axoaxoniccell, etc.). Then click “Save hoc code in file”.