

VMD Main

FileMoleculeGraphicsDisplayMouseExtensionsHelp

ID	T	A	D	F	Molecule	Atoms	Frames	Vol
1	T	A	D	F	128w-pos-1_sampled600	384	1	1

0

zoom

Loop

step1

speed

VMD TkConsole

(huangj4) 33 % display resetview

(huangj4) 34 % rotate x by 90

x

Main slave

2.29

Graphical Representations

Selected Molecule

1: 128w-pos-1_sampled600.cub

Create Rep

Delete Rep

Style	Color	Selection
CPK	Name	all

Selected Atoms

all

Draw style

Selections

Trajectory

Periodic

Coloring Method

Material

Name

AOChalky

Drawing Method

Default

Sphere Scale

1.0

Sphere Resolution

500

Bond Radius

0.3

Bond Resolution

500

Apply Changes Automatically

Apply

Graphical Representations

Selected Molecule

1: 128w-pos-1_sampled600.cub

Create Rep

Delete Rep

Style	Name	Color	Selection
CPK	Name	all	<volume>
Isosurface	ColorID 0	<volume>	<volume>
Isosurface	Name	<volume>	<volume>

Selected Atoms

all

Draw style

Selections

Trajectory

Periodic

Coloring Method

Material

ColorID

0

Opaque

Drawing Method

Default

Range

0

39223

Vol

vol0: 128w-pos

Isovalue

0.016

Step

1

Draw

Solid Surface

Size

1

Show

Isosurface

Apply Changes Automatically

Apply

Graphical Representations

Selected Molecule

1: 128w-pos-1_sampled600.cub

Create Rep

Delete Rep

Style	Name	Color	Selection
CPK	Name	all	<volume>
Isosurface	ColorID 0	<volume>	<volume>
Isosurface	Name	<volume>	<volume>

Selected Atoms

all

Draw style

Selections

Trajectory

Periodic

Coloring Method

Material

Name

Transparent

Drawing Method

Default

Range

0

39223

Vol

vol0: 128w-pos

Isovalue

0.028

Step

1

Draw

Solid Surface

Size

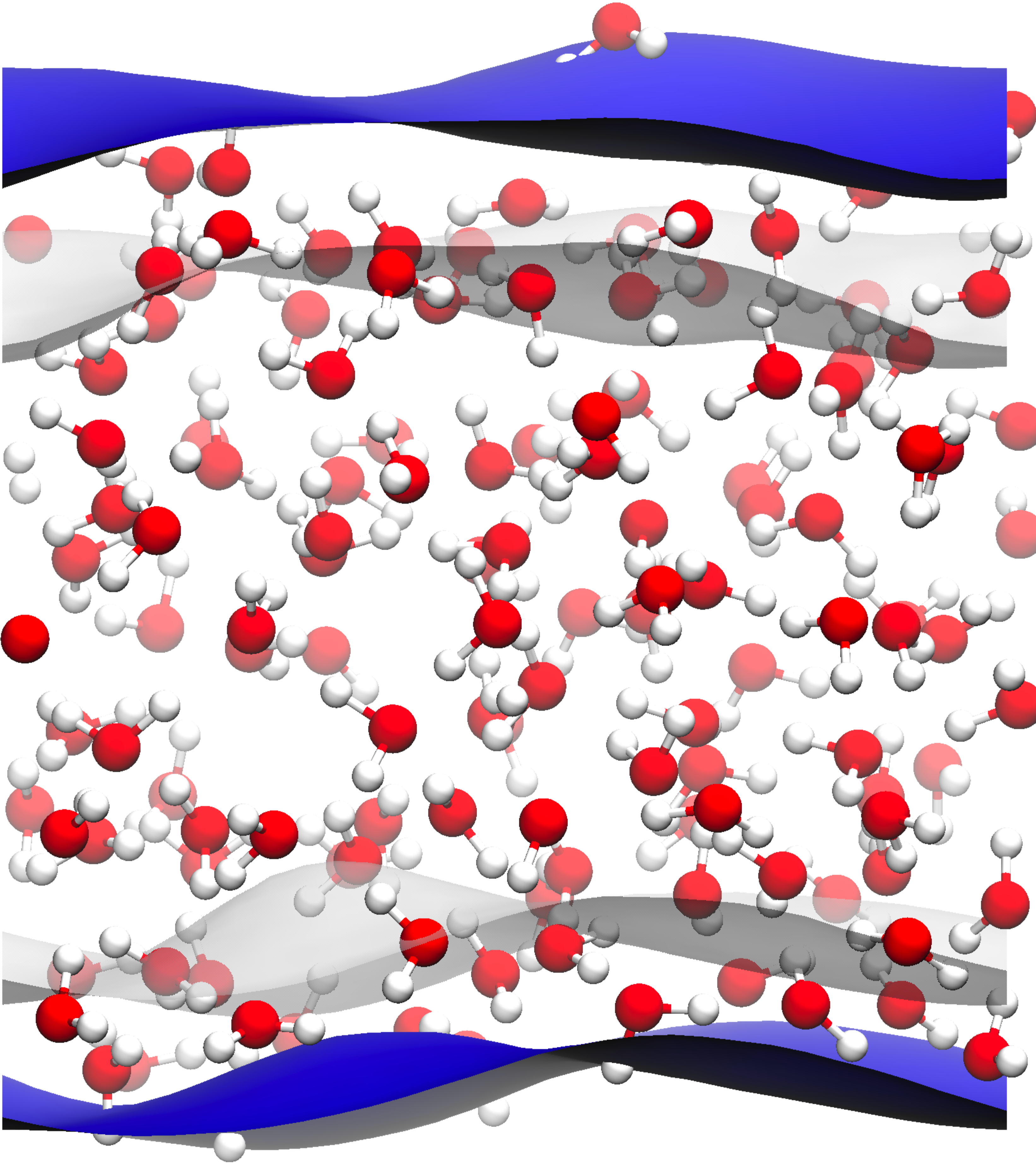
1

Show

Isosurface

Apply Changes Automatically

Apply



Display Settings

Near Clip

0.50

Far Clip

10.00

Eye Sep

0.06

Focal Length

2.00

Screen Hgt

6.0

Screen Dist

-2.0

Cue Mode

Exp2

Cue Start

0.50

Cue End

10.00

Cue Density

0.32

Ray Tracing Options

Shadows

Off

Amb. Occl.

On

AO Ambient

0.80

AO Direct

0.30

DoF

Off

DoF f/stop

64.00

DoF Foc. Dist

0.70

File Render Controls

Render the current scene using:

Tachyon (internal, in-memory rendering)

Filename:

nt/Github/hb_ihb/4_plot/plot_Fig1.tga

Browse...

Render Command:

/usr/bin/open %s

Restore default

Start Rendering