

Image Tutorial: Density Display

Background

These images show part of Protein Data Bank entry [2fma](#), the Alzheimer's amyloid precursor protein (APP) copper-binding domain, along with its electron density map (2fo-fc) available from the Electron Density Server.

Image How-To

The recipe here is just an example; there are usually many routes to the same or similar results. See also: [presets](#), [tips on preparing images](#), and on the Chimera web site, the [Image Gallery](#) and [Guide to Volume Display](#)

[Start Chimera](#) and enlarge the window as desired. Show the [Command Line](#) (for example, with **Favorites... Command Line**).

Fetch **2fma** from the [Protein Data Bank](#), change its model color to white, then apply interactive preset #2 to display all atoms with heteroatom color-coding:

Command: [open](#) 2fma

Command: [modelcol](#) white

Command: [preset](#) apply int 2

Fetch the density map for this structure from the [Electron Density Server](#):

Command: [open](#) edsID:2fma

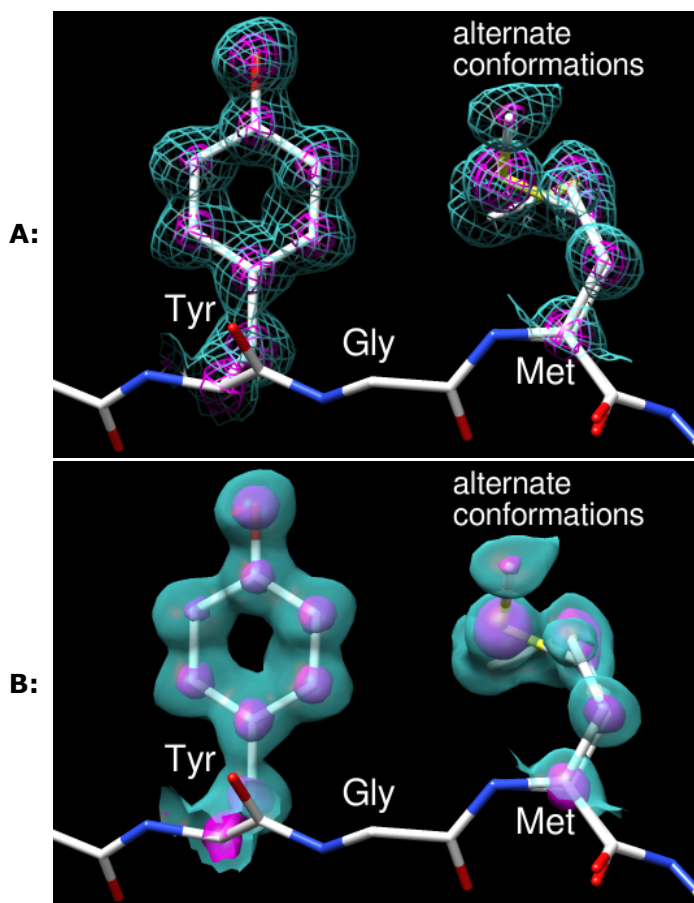
Click the little eye icon on the [Volume Viewer](#) dialog to hide the electron density for now. Move and scale [using the mouse](#) and the [Side View](#) as you wish throughout the tutorial.

Since one goal was to show an example of alternate conformations, residues with atoms in alternate conformations were identified by labeling:

Command: [rlab](#) @.a

Met-170 and Glu-183 have alternate conformations; a stretch of residues near Met-170 was chosen for the figure. Show just residues 168-170 along with the backbone of the flanking residues:

Command: [~rlab](#)



Command: [show](#) :168-170
Command: [focus](#)
Command: [disp](#) :167,171@n,ca,c,o


Change to the stick representation and make the sticks thinner:

Command: [rep](#) stick
Command: [setattrr](#) m stickScale 0.5

Select the sidechains only of Tyr-168 and Met-170; this selection will be used to limit the density display to a zone.

Command: [sel](#) :168,170 & without CA/C1'

The **without CA/C1'** part is shorthand for the menu entry **Select... Structure... side chain/base... without CA/C1'**. All terminal menu entries under **Select... Structure** can be used as [command-line specifiers](#).

If [Volume Viewer](#) has gotten buried under other windows, one way to resurrect it is by clicking the lightning-bolt icon  near the bottom of the Chimera window to show the [Rapid Access](#) interface, then clicking the **Volume Viewer** button under "Active Dialogs." In the [Volume Viewer](#) dialog,

1. click the eye icon to turn density display back on
2. choose **Features... Zone** from the menu and click the **Zone** button that appears within the dialog. This limits the density display to a zone near the selected atoms. After that, the selection can be cleared (for example, by Ctrl-clicking in empty space). The zone will continue to center on those atoms, and its **Radius** can be adjusted by moving the slider or entering a new value. A zone radius of 1.96 Å was used for the [figures](#).
3. the vertical bar (**threshold**) on the histogram represents a contour level;
 - o to change the level, drag the threshold to the left or right with the mouse or type a different value into the **Level** field below the histogram; to see more density, move the threshold to the left (use a lower level)
 - o to change the **Color**, click the square [color well](#) below the histogram and use the [Color Editor](#): check the **Opacity** option in that tool to adjust transparency (1-A) as well as color components (R red, G green, B blue); the sliders can be dragged, or values can be entered directly
 - o to add another contour level, Ctrl-click on the histogram; changes in **Level** and **Color** apply to the threshold most recently dragged or clicked
4. choose **Features... Surface and Mesh Options** from the menu to reveal additional display settings

Volume display settings (other than defaults) for [figure A](#):

- **Style** mesh
- two contour levels:
 1. **Level** 0.426, **Color** (RGBA) 0.36 1.0 1.0 0.5
 2. **Level** 2.06, **Color** (RGBA) 1.0 0.0 1.0 1.0 (**magenta**)
- turned on **Smooth mesh lines**
- **Mesh line thickness 1.5 pixels**

By default, Chimera shows only the topmost layer of transparency. This is recommended in most situations because it simplifies the view and serves to de-emphasize the transparent parts.

However, for both of these figures, single-layer transparency was turned off so that multiple transparent layers would be visible:

Command: [~set singleLayer](#)

The setting can be toggled (**set singleLayer** and then **~set** again, as above) if you want to review the difference.

For [figure B](#), the same contour levels and RGB colors are used, but different transparencies and style. Volume display settings (other than defaults):

- **Style** surface
- two contour levels:
 1. **Level** 0.426, **Color** (RGBA) 0.36 1.0 1.0 0.4
 2. **Level** 2.06, **Color** (RGBA) 1.0 0.0 1.0 0.6
- turned on **Surface smoothing iterations 2 factor 0.3**

Use [2D Labels](#) (under **Tools... Utilities**) to add label text. The labels are the same for the two [figures](#). Click in the graphics window to start a label and type to enter its contents. Each label can be repositioned by dragging. Each label's color can be adjusted by clicking the [color well](#) and using the [Color Editor](#), and its font size can be edited to a different value. What font sizes are appropriate depends on the window size; use what you think looks best. In this case, the labels are all **white**, and the residue labels are in a slightly larger font than "alternate conformations." The latter was typed with return (Enter) between the two words so that they would appear on different lines.

The [figures](#) were saved as PNG files with the same pixel dimensions as the Chimera window by using **File... Save Image** with default settings.

[Saving a session](#) (see the **File** menu) right before or after saving the image is recommended if you might need to regenerate the same or a similar figure later, say at a different resolution or with modified coloring. The session will include the [position](#) at the time of session saving, named **session-start**. This is useful when you [restore a session](#) and move things around but then want to restore its initial position:

Command: [reset session-start](#)