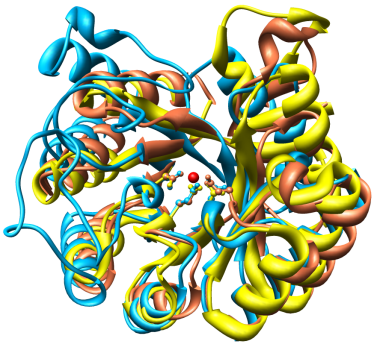
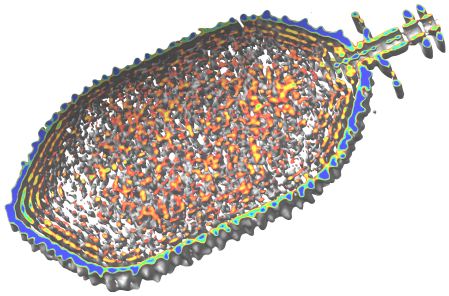
UCSF Chimera
Training Workshop

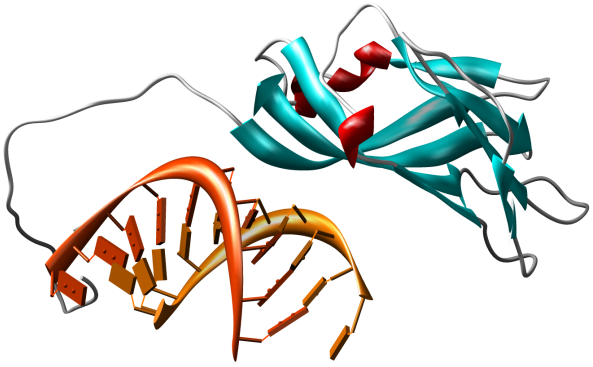
November 17-18, 2005
UCSF Mission Bay
San Francisco, CA



Day 1 Topics

- Introduction to Chimera
- Exploring sequence-structure relationships
- Viewing docked ligands
- MD Trajectory playback and analysis
- Defining and calculating attributes





Day 2 Topics

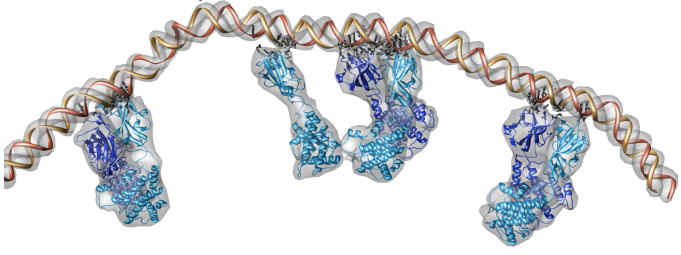
- Virus capsid and multiscale visualization
- Viewing X-ray and EM density maps
- Publication/presentation images and animations
- Writing Chimera scripts and demos
- Panel discussion -- Chimera future plans

- ☞ Topics will be covered in short presentation followed by hands-on tutorials
- ☞ Time will be alloted to work on/get help with your own data
- ☞ Interact with Chimera development team

Additional information and registration: http://www.cgl.ucsf.edu/Outreach/Workshops

About UCSF Chimera

UCSF Chimera is a highly extensible, interactive molecular graphics program that is supported on a wide variety of desktop computing platforms. Chimera provides tools for manipulating, visualizing, and analyzing macromolecules and molecular complexes.



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