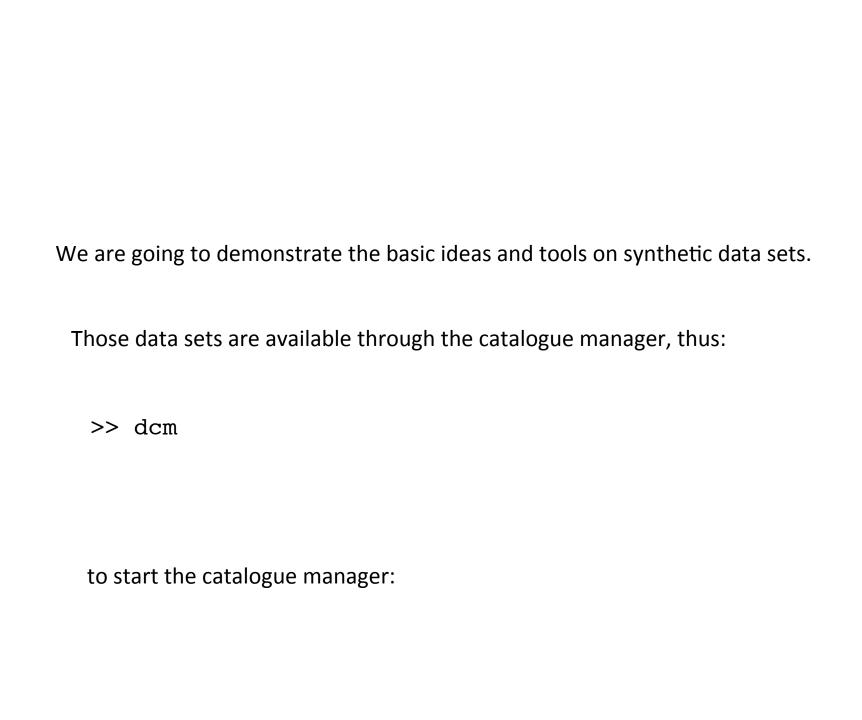
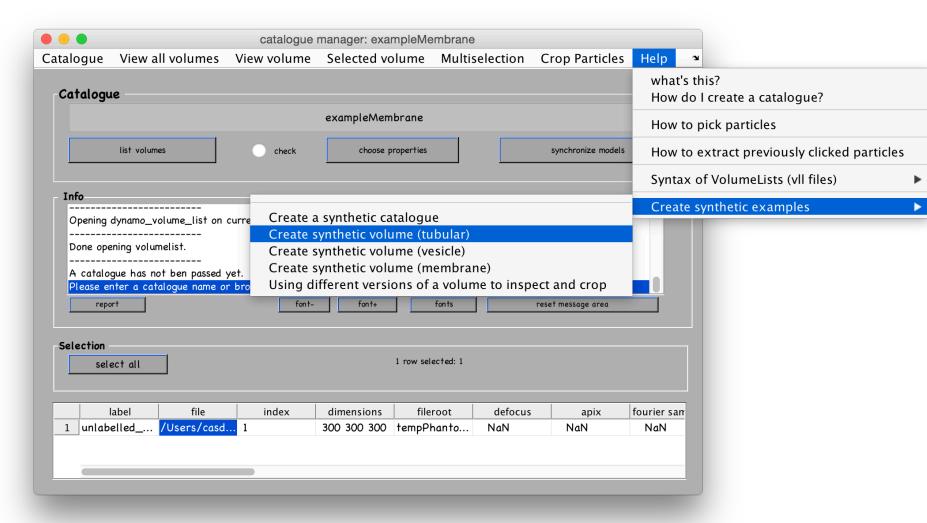
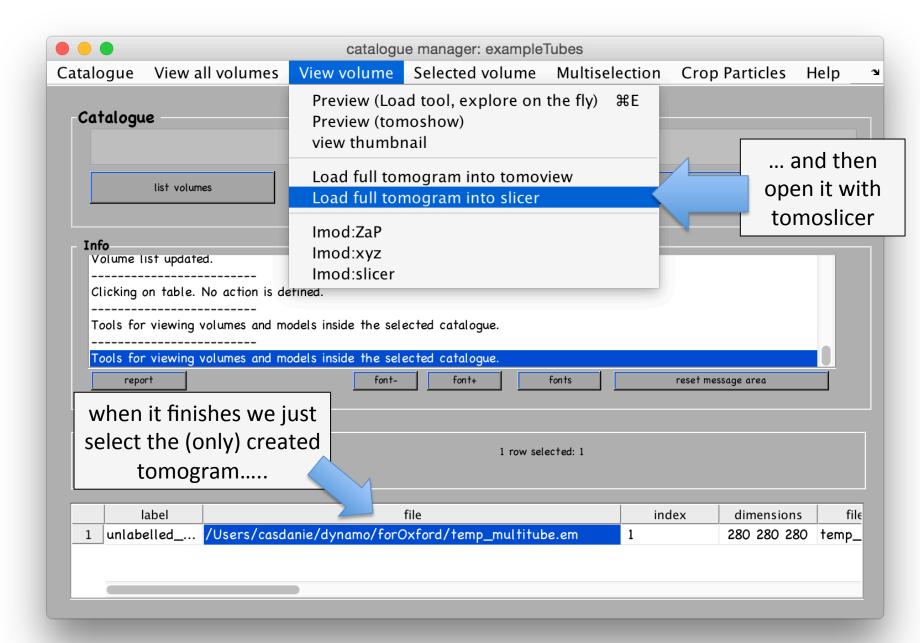
Model management with *Dynamo*: Filament geometry:

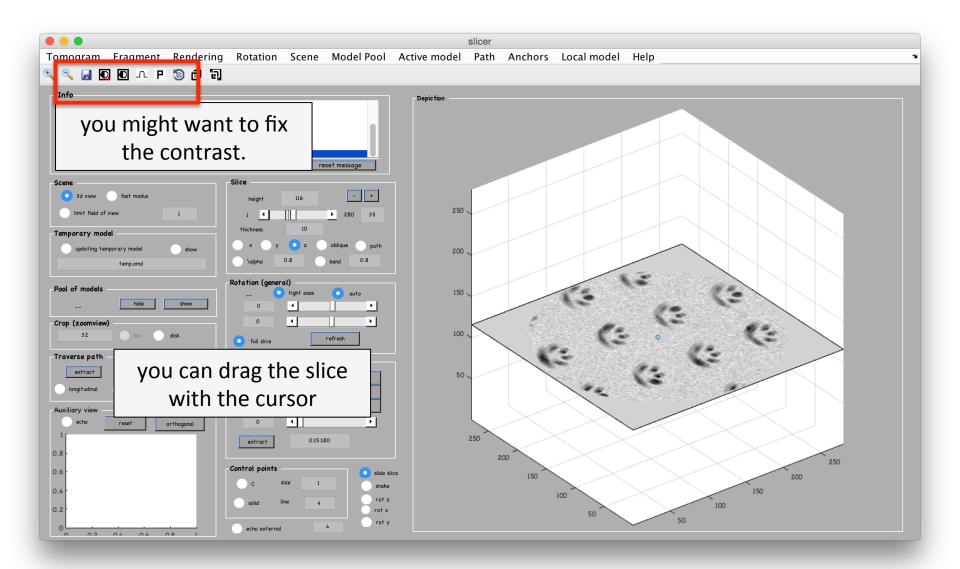


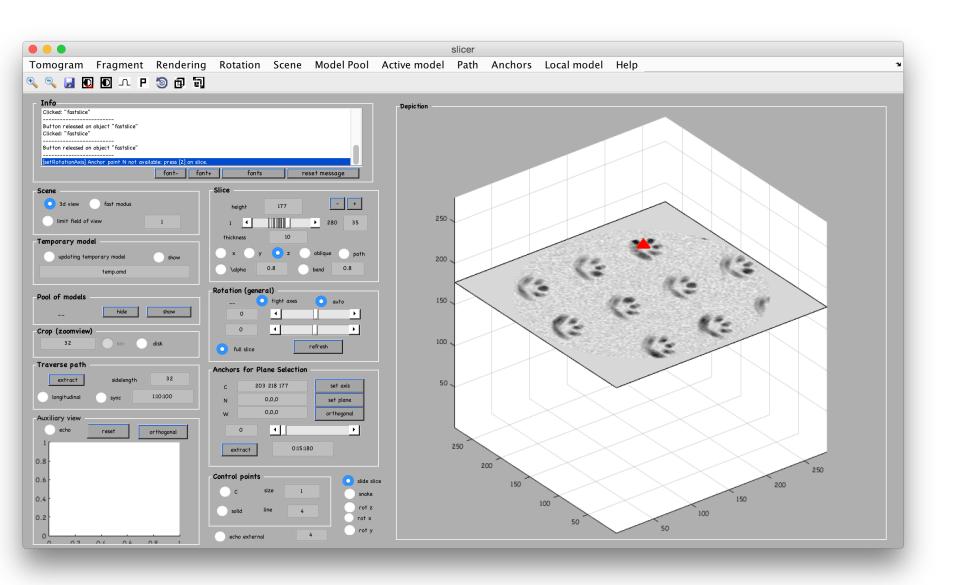
We create a tomogram that includes tubular looking objects.



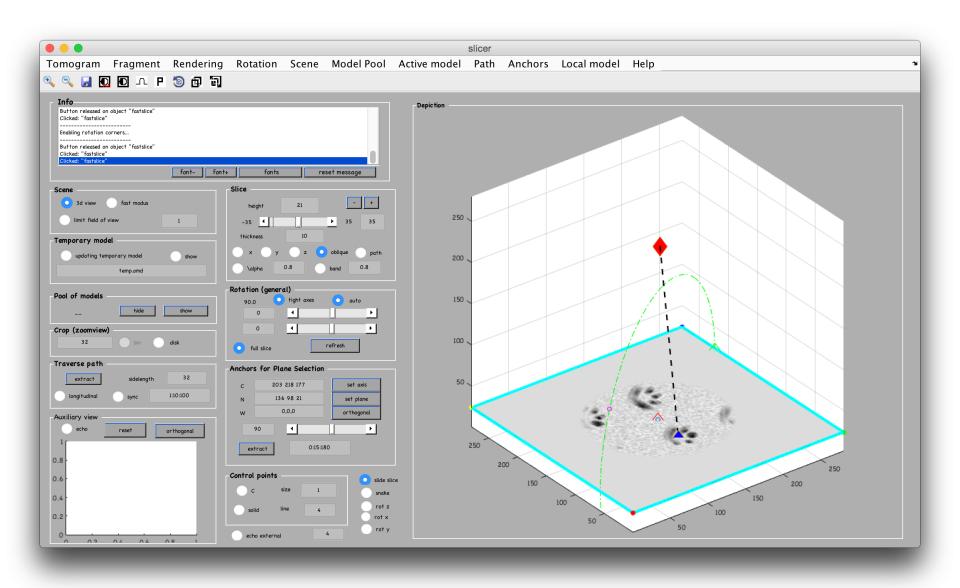
The catalogue manager will create a catalogue to archive the created tomogram and also the models that we will create around it.



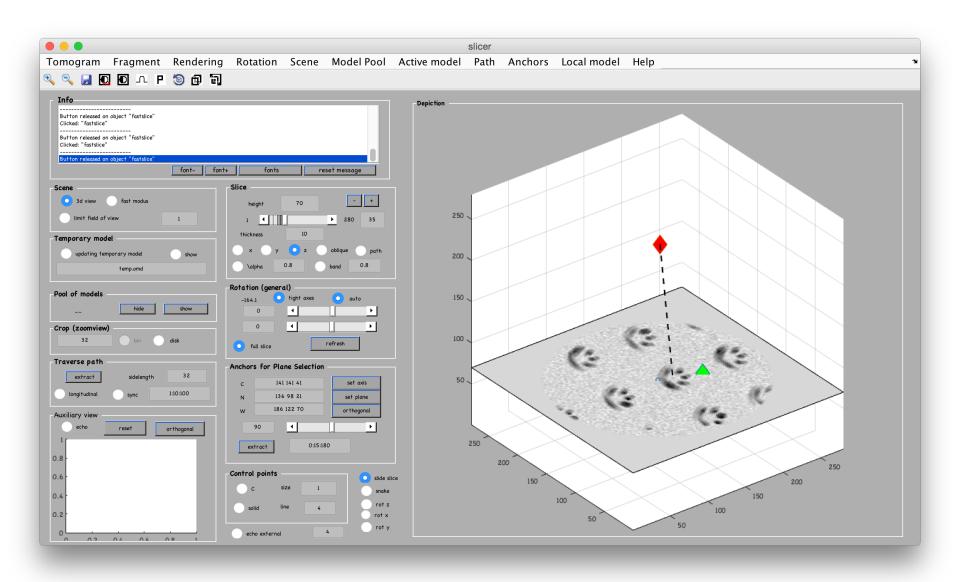




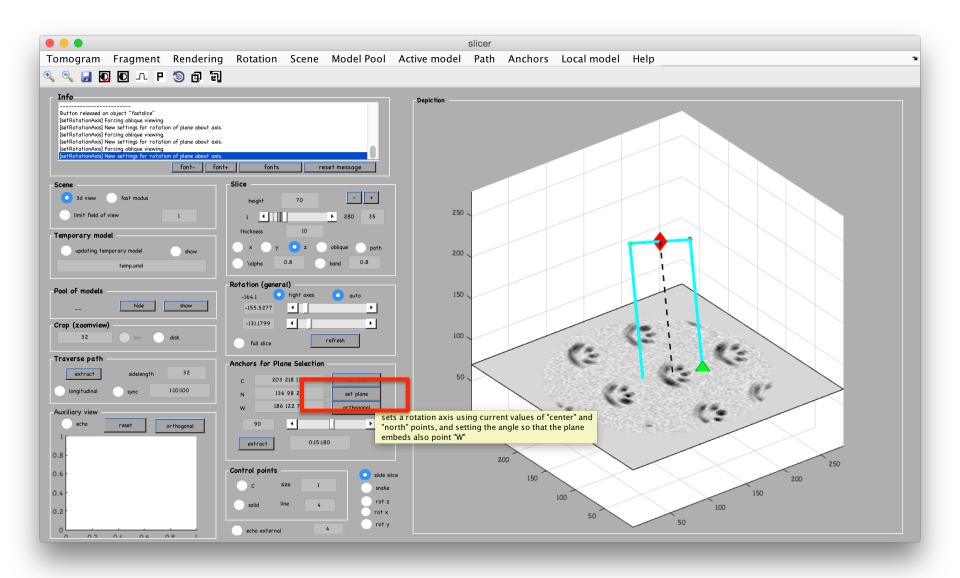
We pick with [1] one of the tips of one filament. It is called 'North' point in the [Anchors] Menu



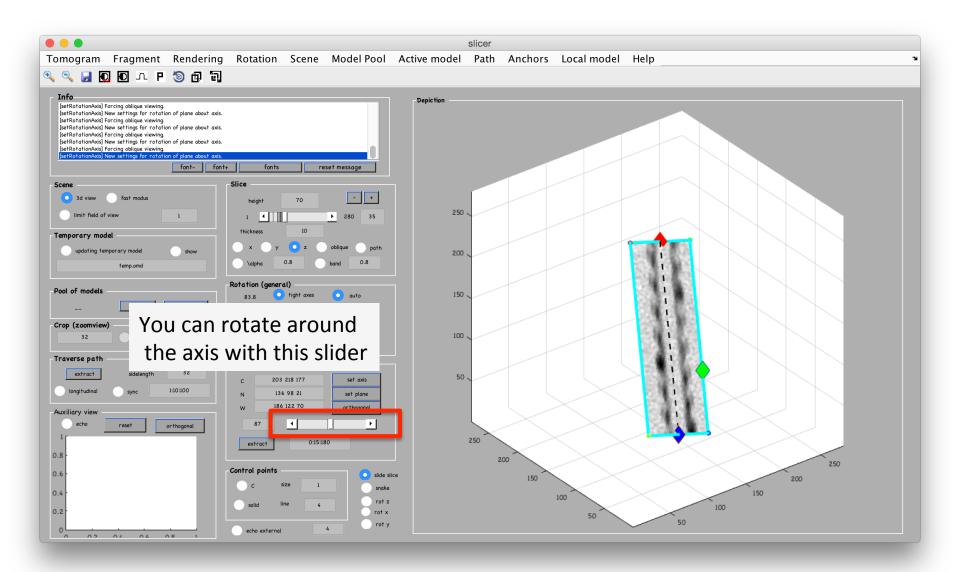
with [2] we mark a second point (called the 'South' point in the [Anchors] panel)



We can even mark a third one to select the width of a plane....



... [set a plane] for the three points we just clicked.

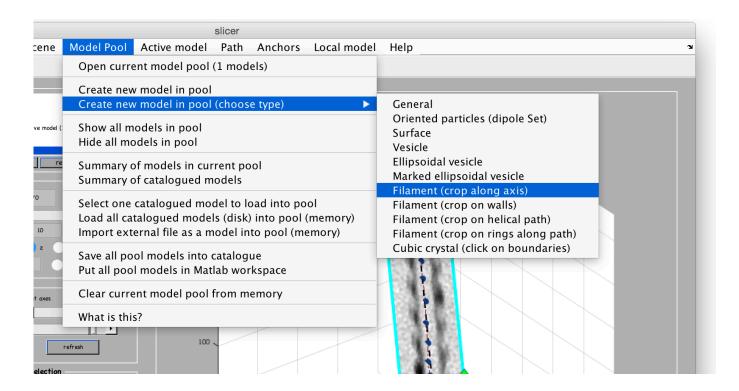


Here, we would have several options to click points that will define a backbone.

A backbone represents a "smooth" version of the path of the filament, foreseen to encompass the case of bent filaments.

But we have to the define first a **model**, otherwise Dynamo will not know what to do with the points that we define.

We choose a model type called *filamentWithTorsion*, which operates creating crop points along the filament path.



We will see how to convert the *clicked points* into *crop points* for this particular geometry later.

By now, we have first to just create those points, so remember the basic controls

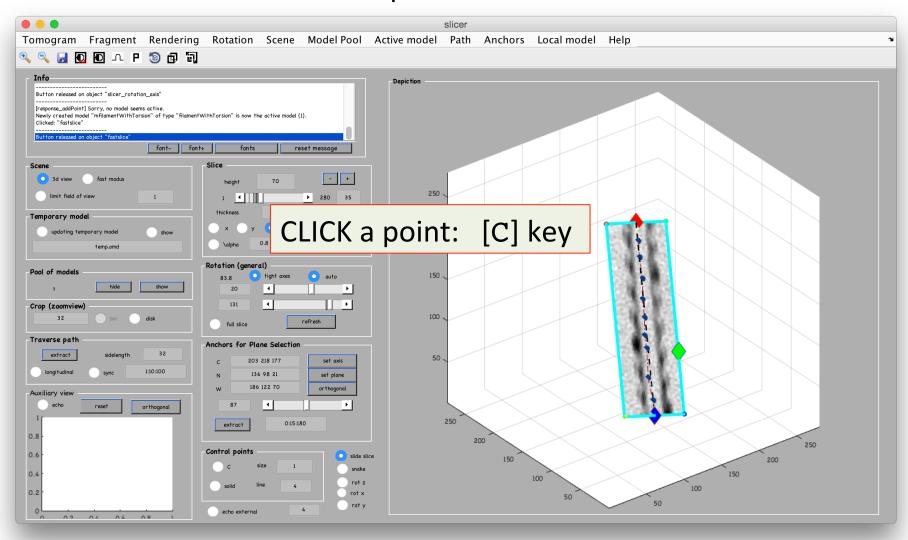
CLICK a point: [C] key

Delete last clicked point: [DELETE] key

Delete a point: secondary click, then select option

We have actually seeral options to create the points

OPTION A: click in in the plane that traverses the filament



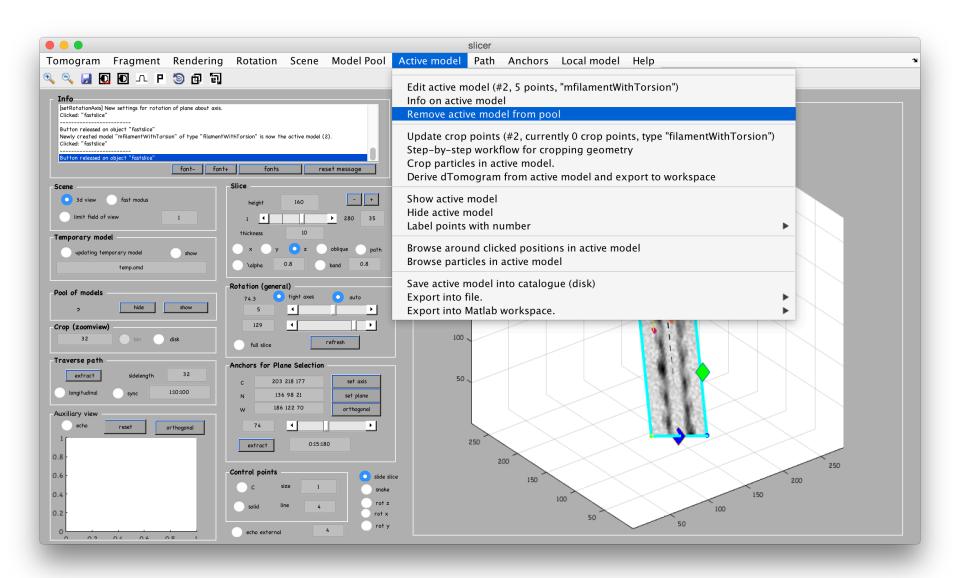
OPTION B: click in transversal slice

While this will probably work for reasonably straight filaments, sometimes the filaments are bent or appear together with many other objects and are difficult to show a plane where you can pick all points at once.

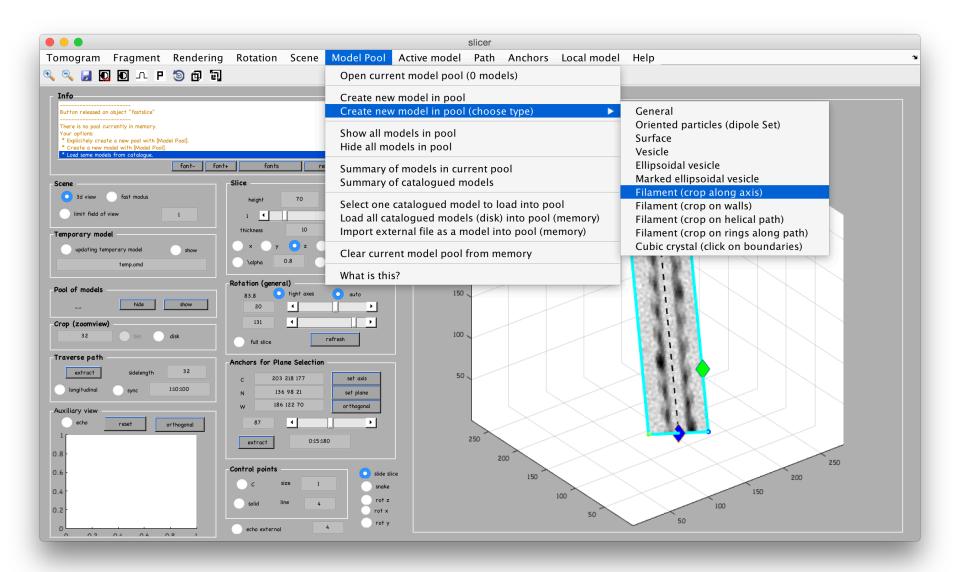
In those cases we should generate orthogonal sections along the path.

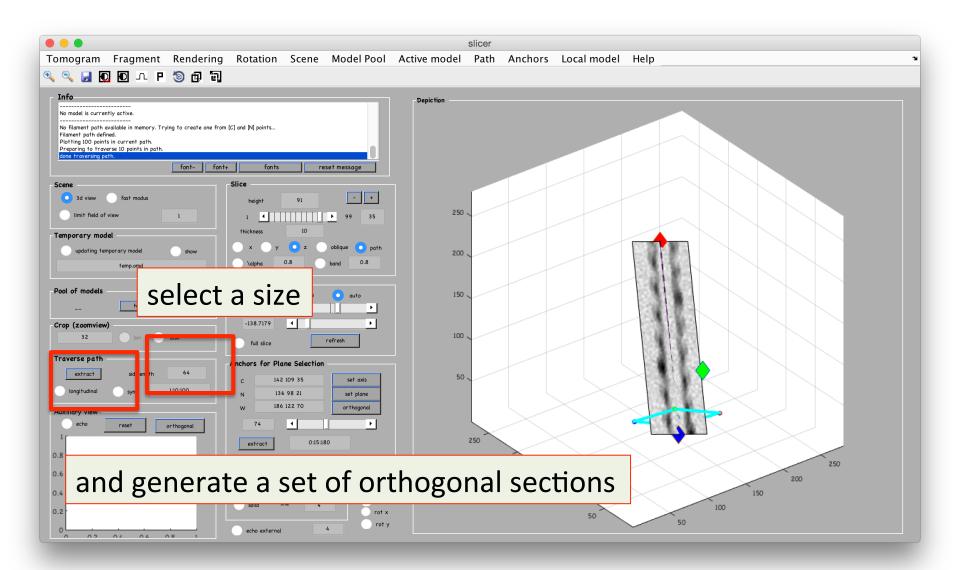
32	bin	disk
Traverse path		
extract	sidelength	32
longitudinal	sync	1:10:100
Auxiliary view echo reset orthogonal		

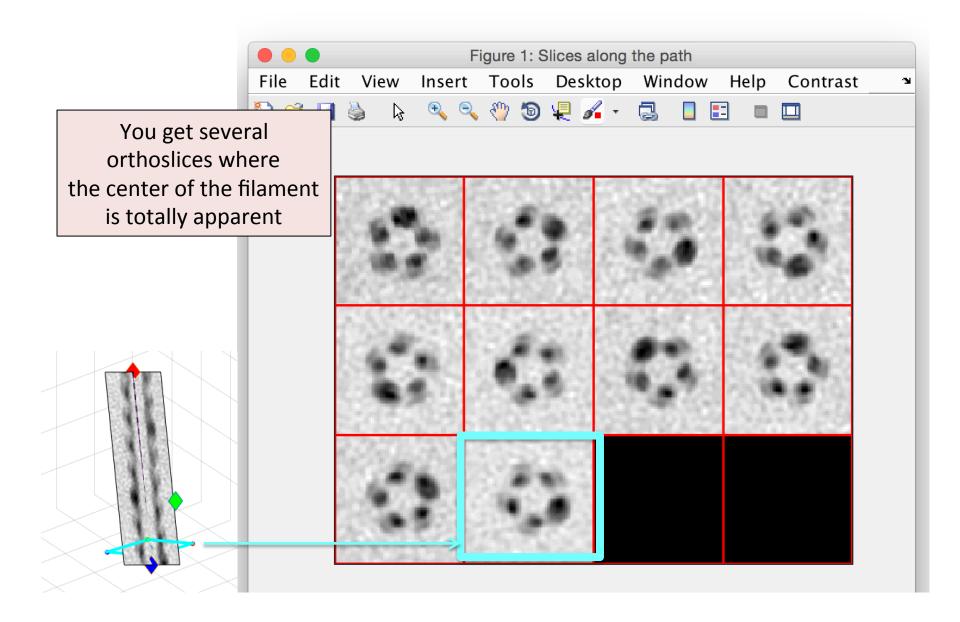
If you want to try this B) option, just delete the model that we just generated:

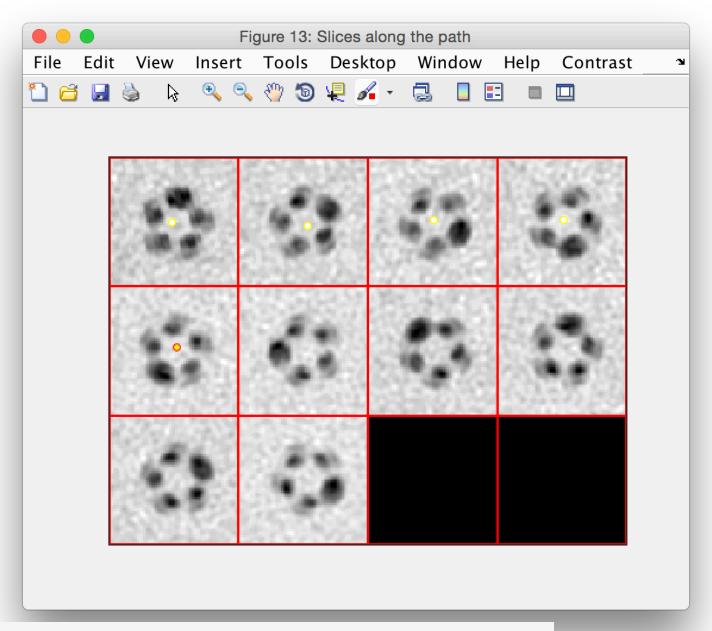


... and just recreate it...

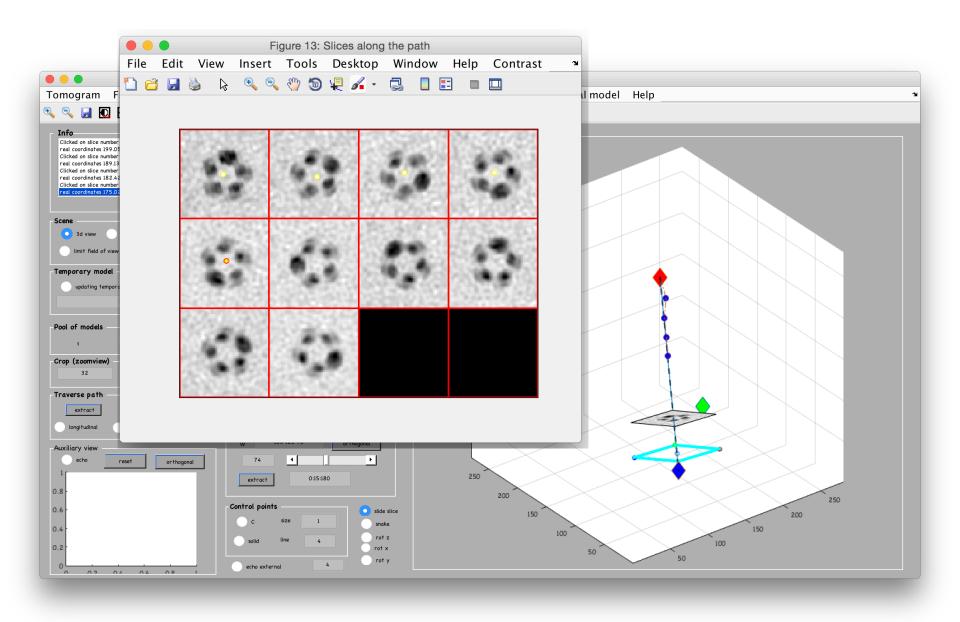




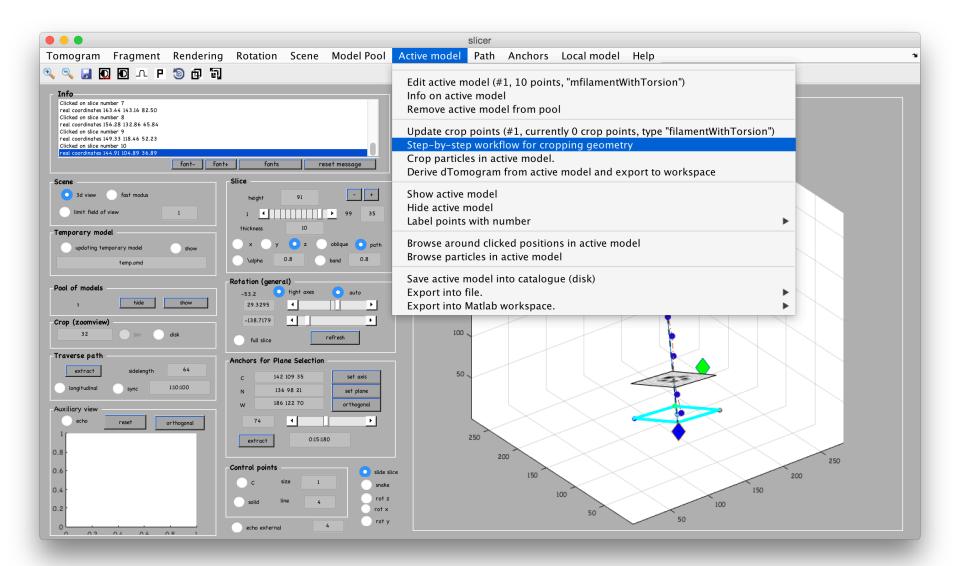


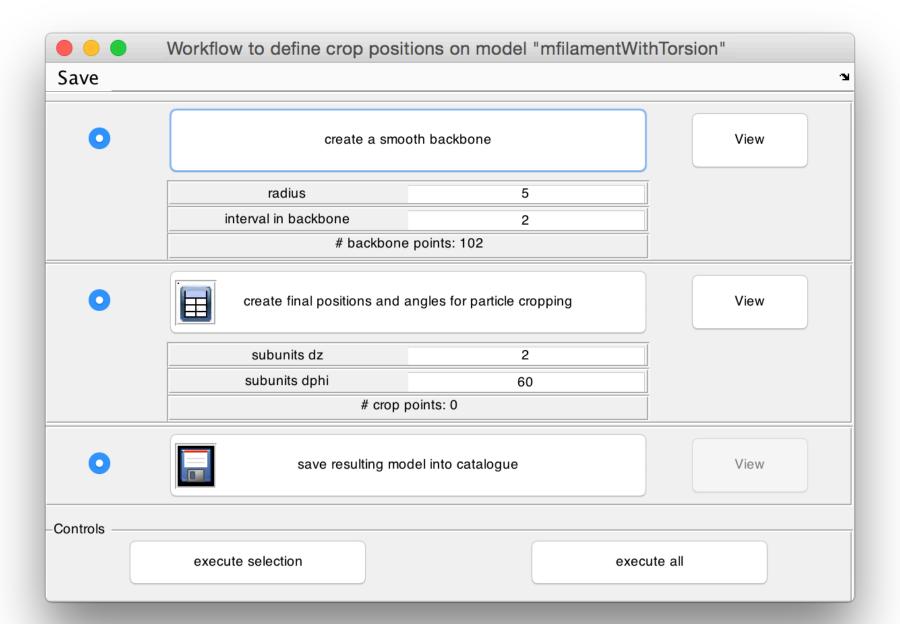


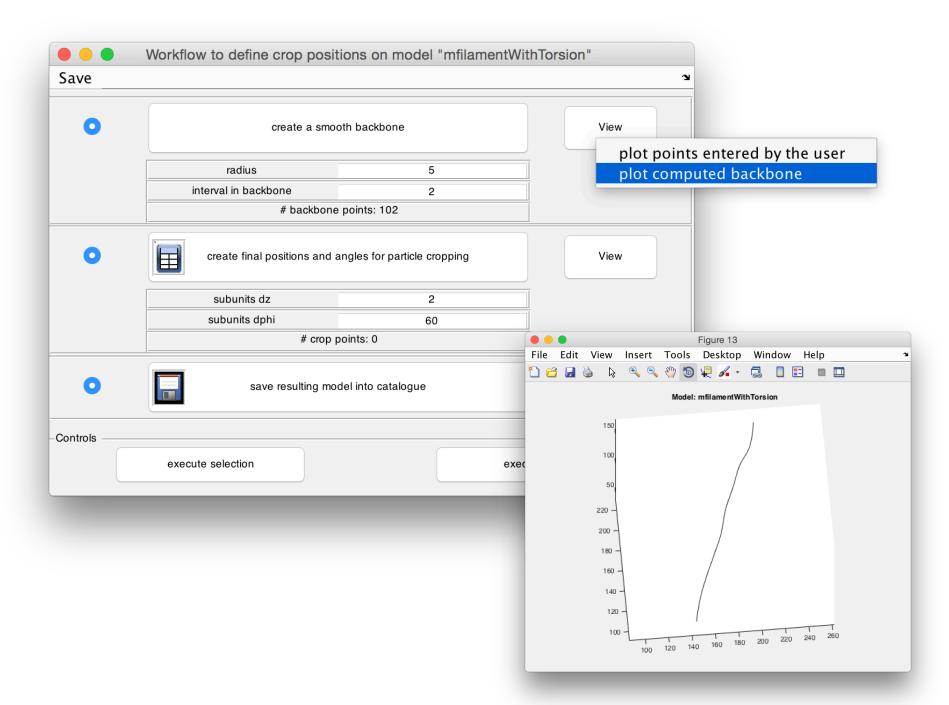
and you click directly on the centers [in lexicographical order]

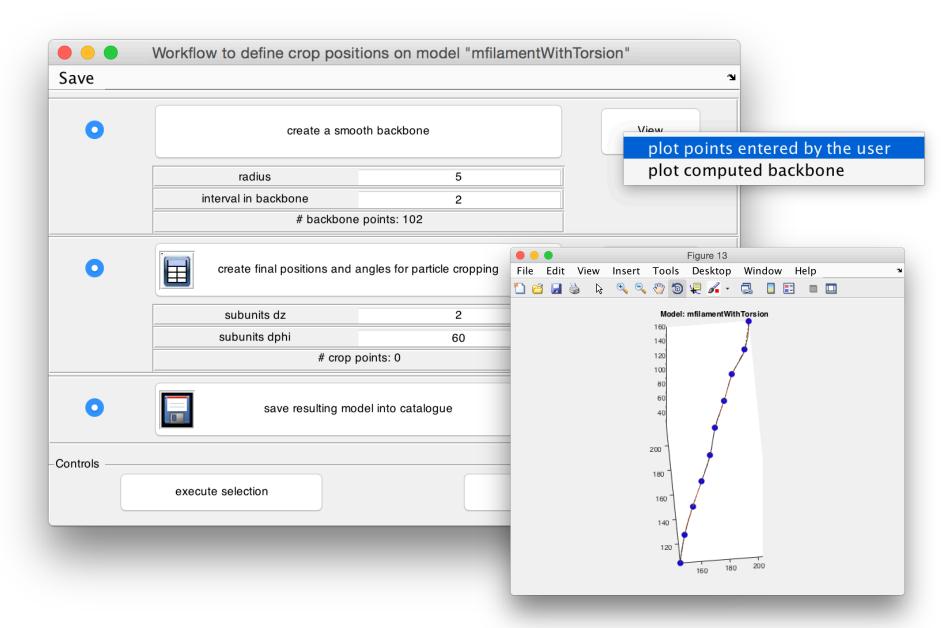


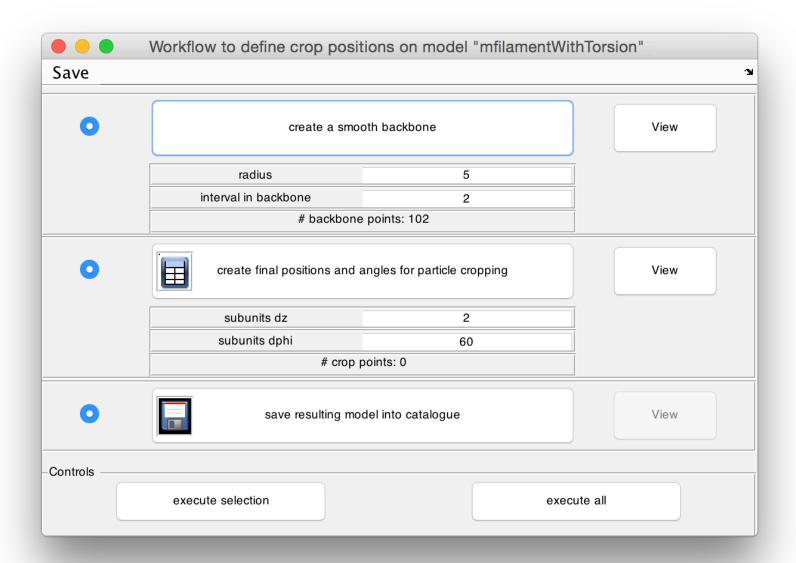
The main window gets updated as you click on the 'slices along the path' window

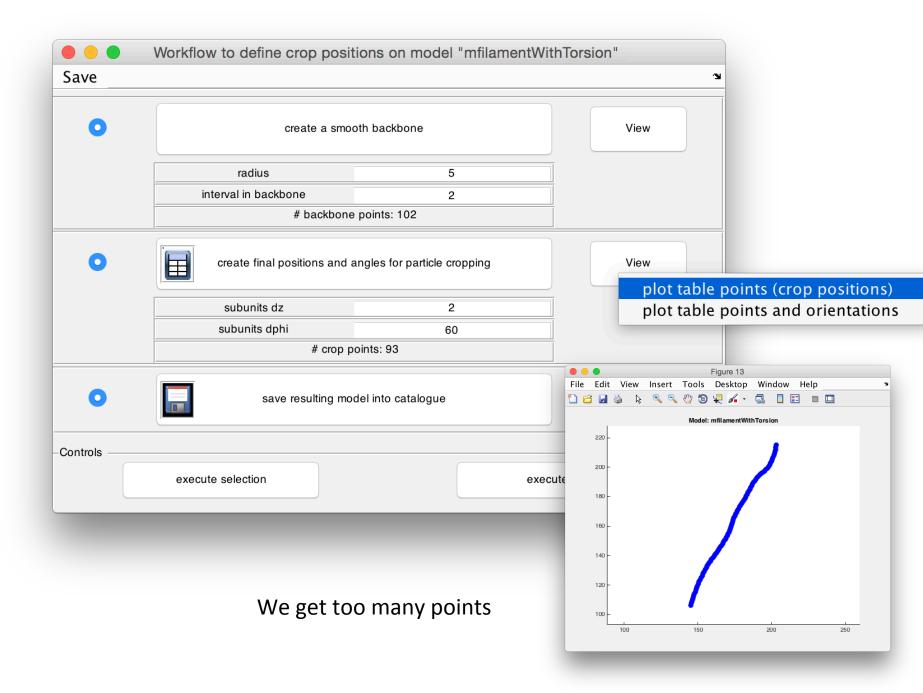


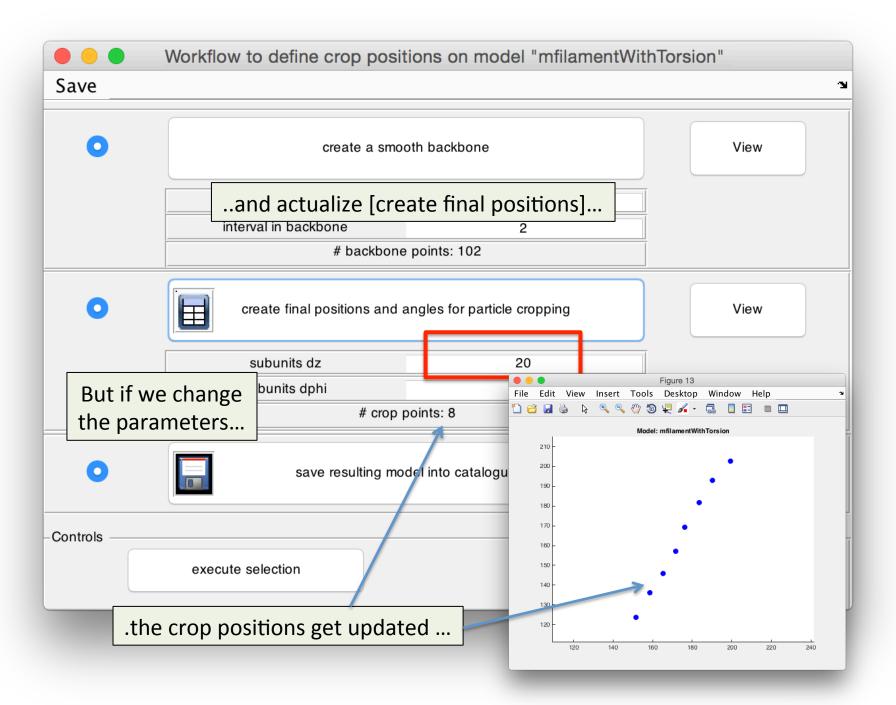




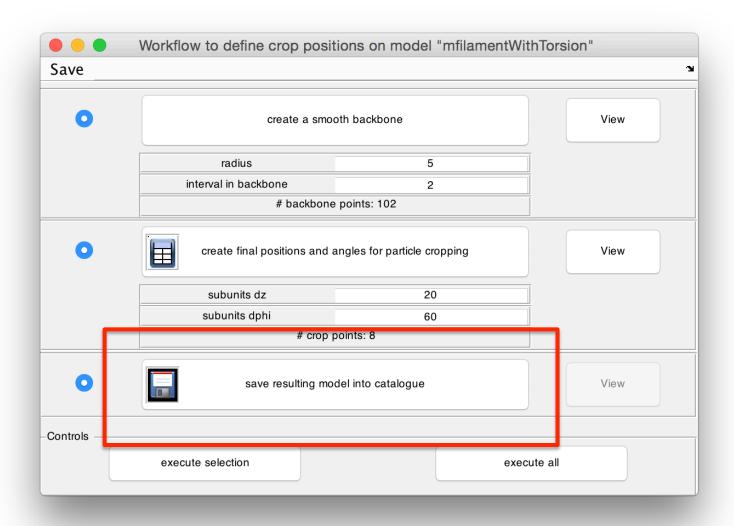




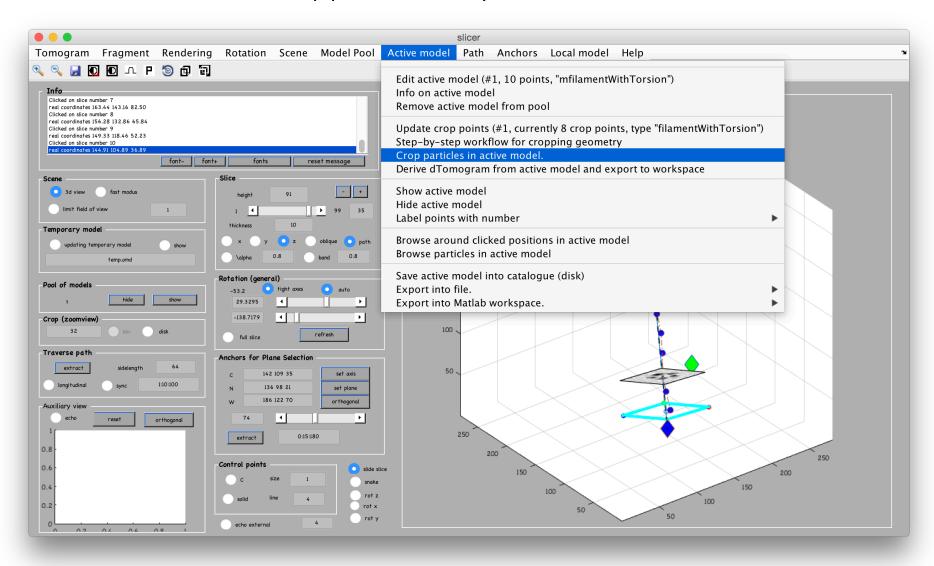


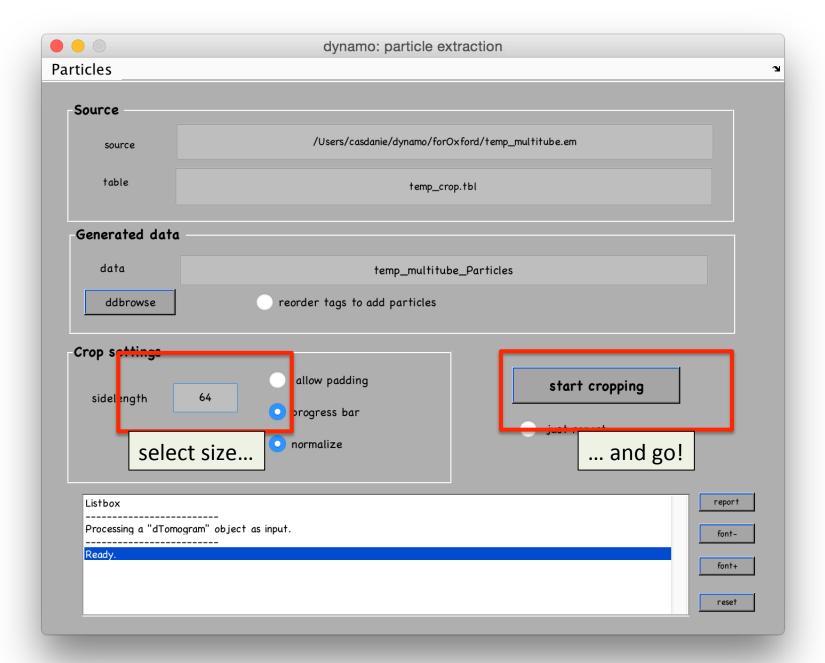


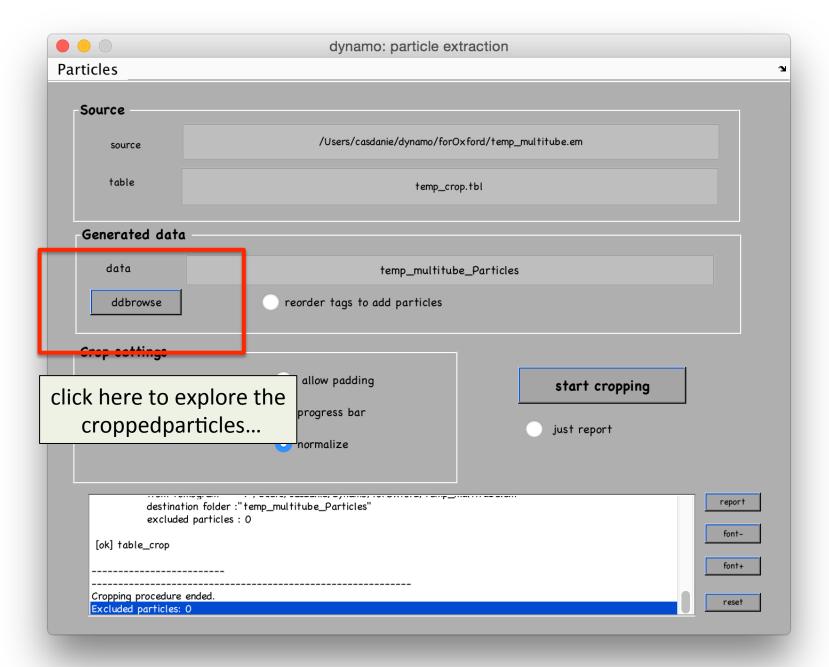
Don't forget to save your work into the catalogue (= hard disk)

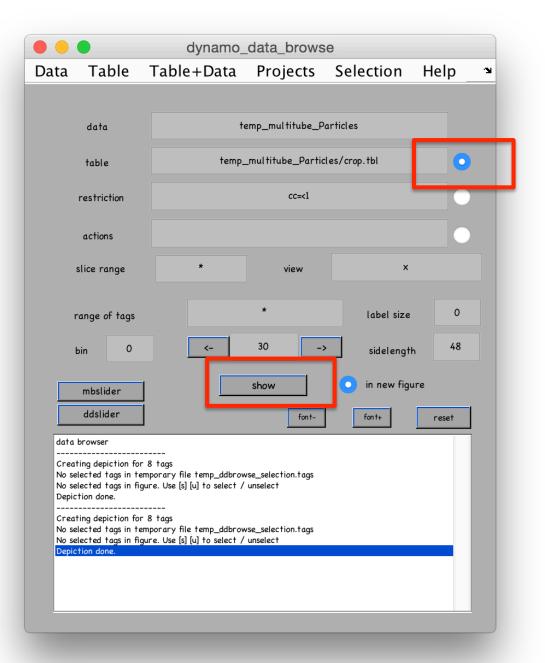


and we could crop particles already









z view x view

