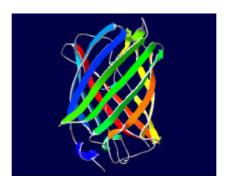
## Saving and printing pictures from SPDBV

For several technical reasons, it is not possible to print directly from SPDBV. However, SPDBV provides several tools to create high quality images of molecules:

## 1. Saving a picture to disk (TGA file)

The current screen view (OpenGL) can directly be saved to disk in TGA file format. TGA files can be imported in all commonly used text or graphic programs (e.g. MS Word, Powerpoint, CorelPaint, PhotoShop etc.). The picture size is the same as the currently used graphics window.

- · Load the molecule and adjust the graphic window to the desired format
- Switch the display to solid Open GL rendering (Menu: Display)
- Use the control panel to create the view of the your molecule (colors, ribbons etc.)
- Save the picture to your local disk (Menu: File-Save-Image)
- This could look like this ...



# 2. Using POVRAY for raytracing

POV-Ray is a multi platform free Ray-tracer that generates very high quality images. PovRay can be downloaded from http://www.povray.org/ .

SPDBV can export the current view of the molecule as an input file for PovRay (Menu: File – Save – pov3 Scene). You may want to edit this input file to add some fancy features. Please vit Armand's Website for an excellent collection of pictures created with spdbv & PovRay: http://chemb16.leidenuniv.nl/~armand/



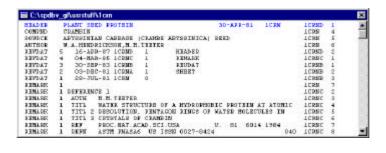
(Picture courtesy of Armand Tepper, Leiden University)

#### 3. Screenshot

Sometimes you may just need a quick & dirty print of the current scrren view. There are several tools to capture and print a screen shot. Some of the commonly used are:

### PC (Windows)

Click on the window which you would like to print and press [ALT]-[Print Screen] to copy the contend of this window to the windows clipbord.



#### SGI

The program "snapshot" allows to capture parts of the screen and save it into a RGB file.