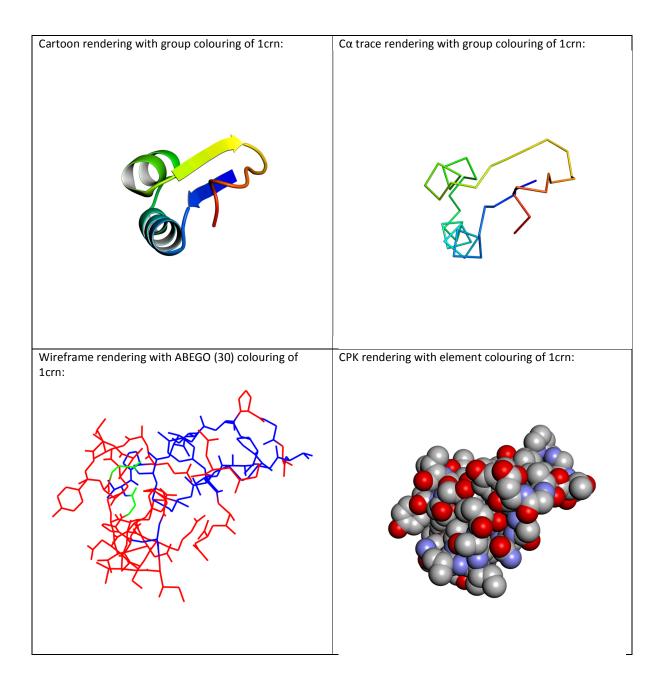
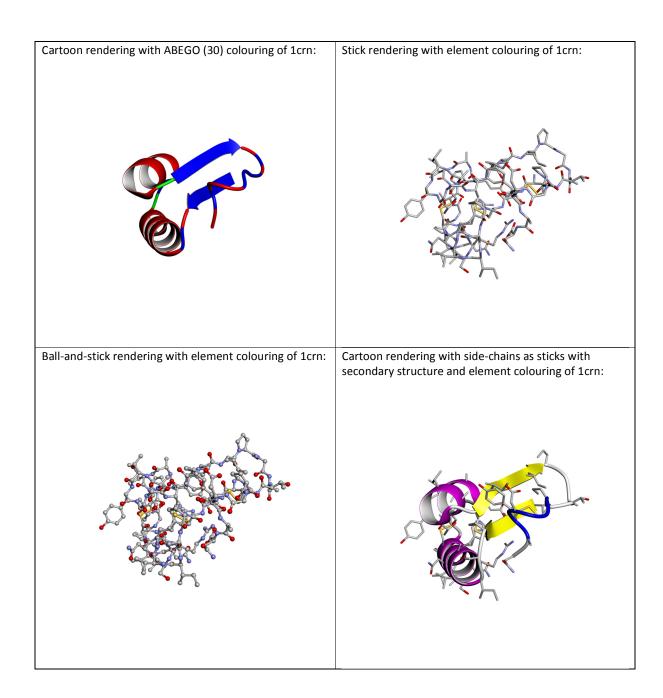
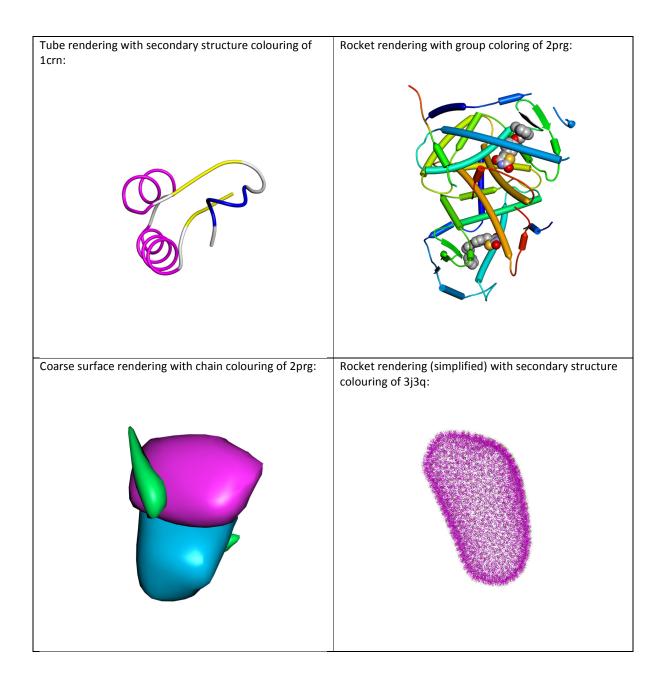
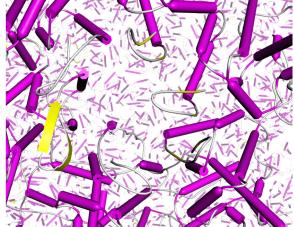
APPENDIX I: Example renderings using Molmil



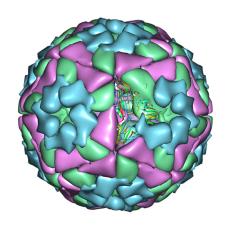




Rocket rendering (simlified) with secondary structure colouring of 3j3q (simplified) and fog to improve depth percention:



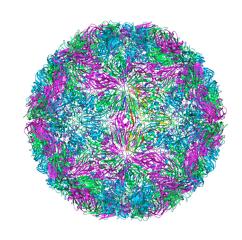
Cartoon and coarse surface rendering of the biological unit of 1bbt with group and chain colouring for the assymetric chains and the remaining chains respectively:



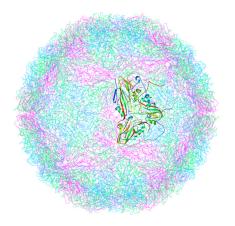
Coarse surface rendering with chain colouring of 3j3q (simplified):



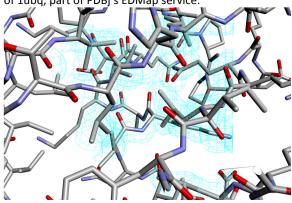
Cartoon rendering of the biological unit of 1bbt with group and chain colouring for the assymetric chains and the remaining chains respectively:



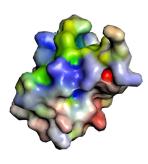
Cartoon and wireframe rendering of the biological unit of 1bbt with group and chain colouring for the assymetric chains and the remaining chains respectively:



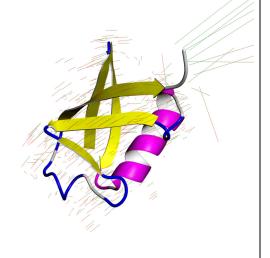
Stick rendering and iso-surface of the electron density of 1ubq, part of PDBj's EDMap service:



Iso-surface rendering of 1ubq with the surface colored by electrostatic potential and hydrophobicity, part of PDBj's eF-site service:



Cartoon rendering of 1ubq with secondary structure colouring and displacement vectors, part of PDBj's Promode Elastic service:



APPENDIX II: Overview of alternative WebGL based molecular viewers

GLmol	Basic PDB viewer, one if not the earliest WebGL viewer
	http://webglmol.osdn.jp/index-en.html
JSmol/WebGL (31)	Limited functionality version of Jmol using HTML5+WebGL
	http://jmol.sourceforge.net/
PV (30)	PDB viewer developed by Swiss-Model and used by the RCSB
	https://github.com/biasmv/pv
3Dmol.js (32)	Developed by the university of Pittsburg.
	https://github.com/3dmol/3Dmol.js
NGL (33)	Developed by the Charité–Universitätsmedizin Berlin
	https://github.com/arose/ngl
ChemDoodle WC	Commercial library (free to use) developed by iChemLabs
(34)	https://web.chemdoodle.com/
Speck	High quality renderer for small molecules
	https://github.com/wwwtyro/speck
iCn3D	PDB viewer used by the NCBI
	https://github.com/ncbi/icn3d