Illustrative Molecular Visualization with Continuous Abstraction

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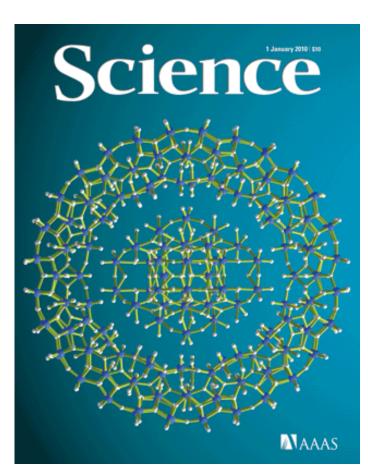




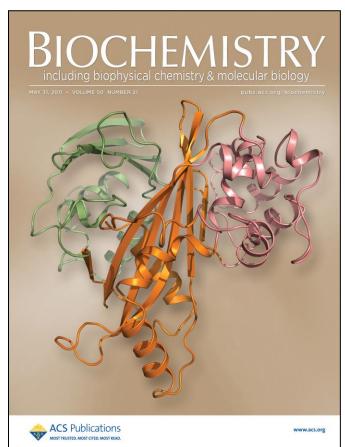


Molecular Visualization



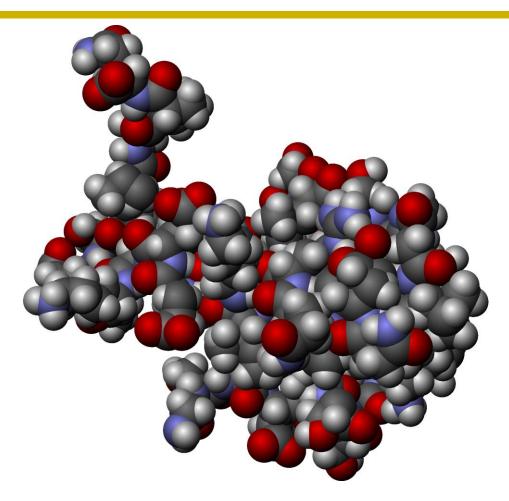


Crystal structure of a molybdenum oxide nanowheel.
Science 327(1), January 2010



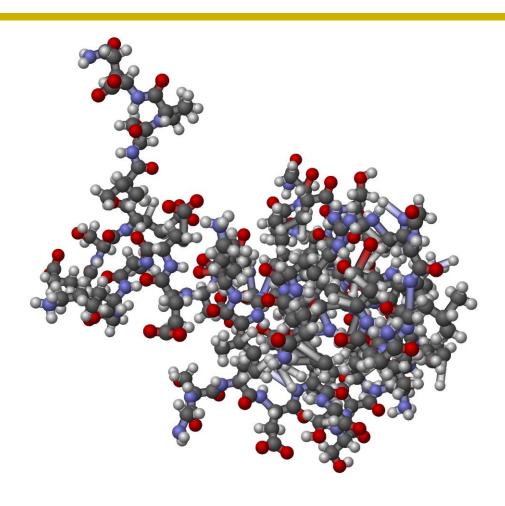
Ribbon diagram of the EspG structure. Biochemistry 50(21)





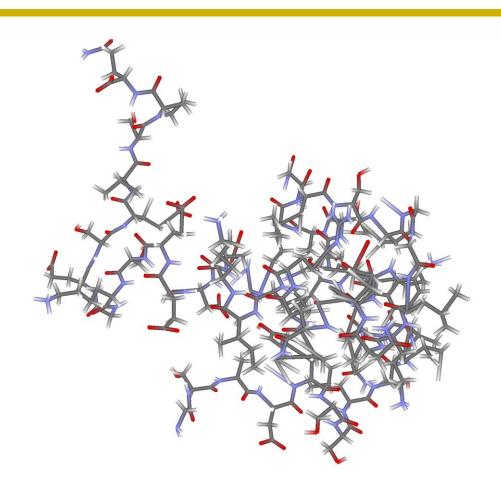
Space-fill





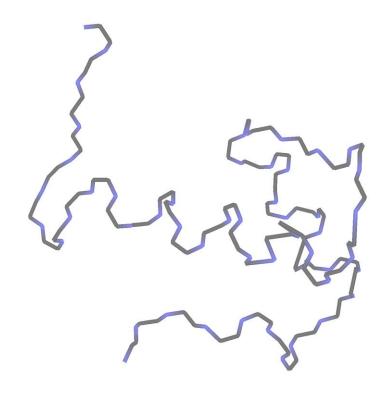
Balls-and-sticks





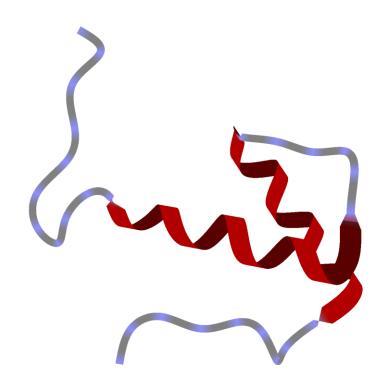
Licorice





Backbone



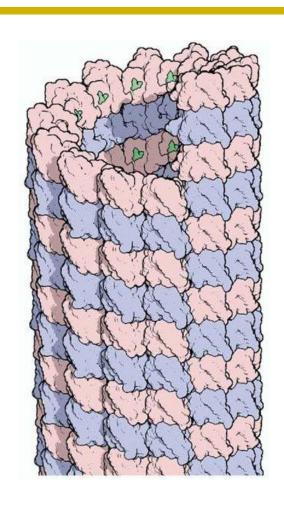


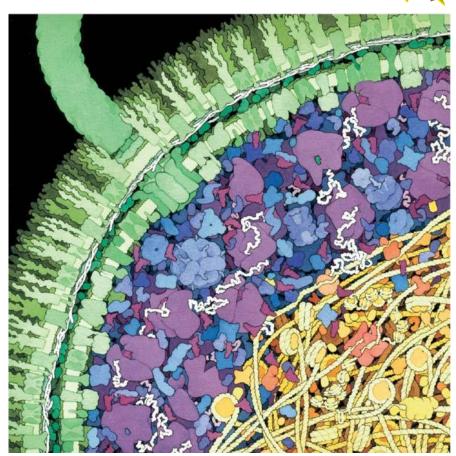
Ribbon



Molecular Visualization







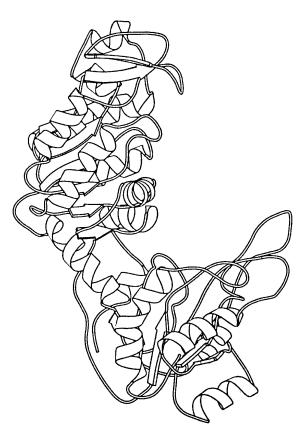
Goodsell, 2005



Molecular Visualization

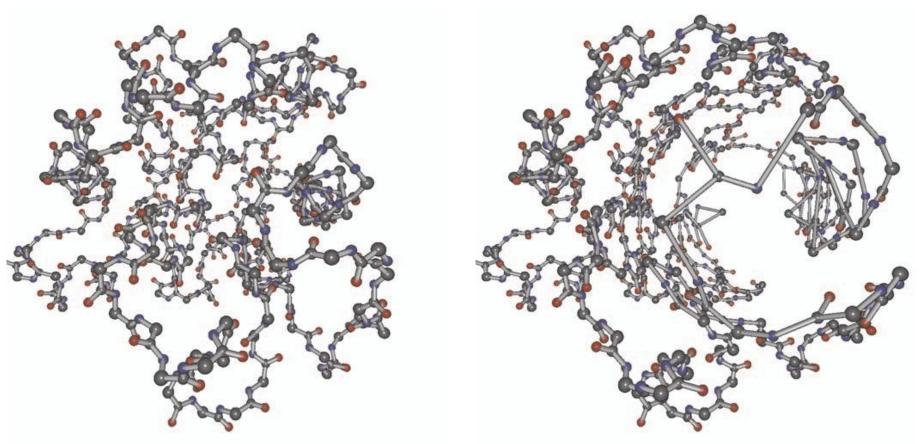








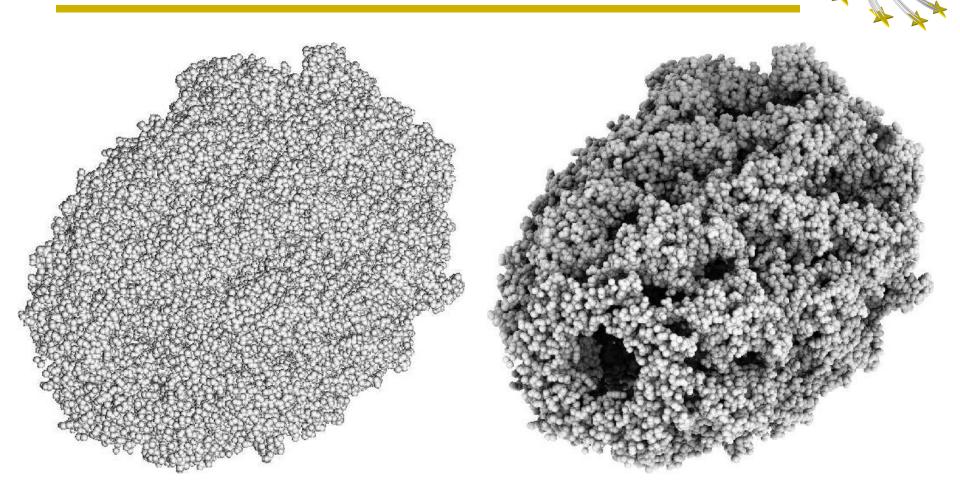




Lampe et al., 2007



Support of spatial perception

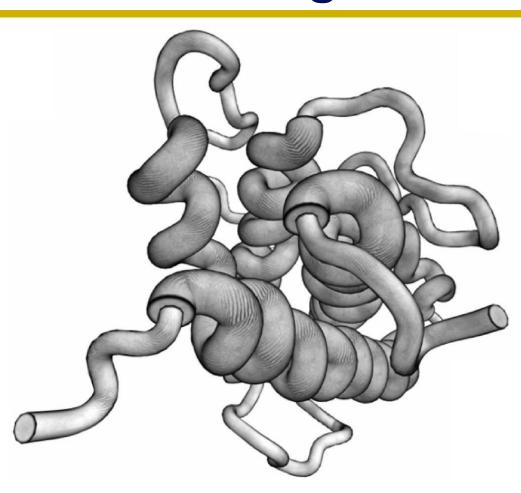


Tarini et al., 2006



Illustrative rendering





Weber, 2009

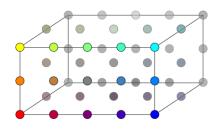


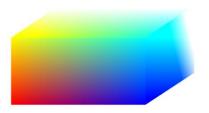
Challenges



- Continuous transition from volumetric primitives to line primitives
- Choice and order of depth cueing techniques
- Large datasets (≥ 10⁴ atoms)

Abstraction Space





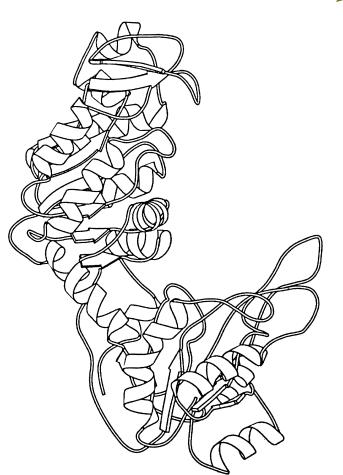


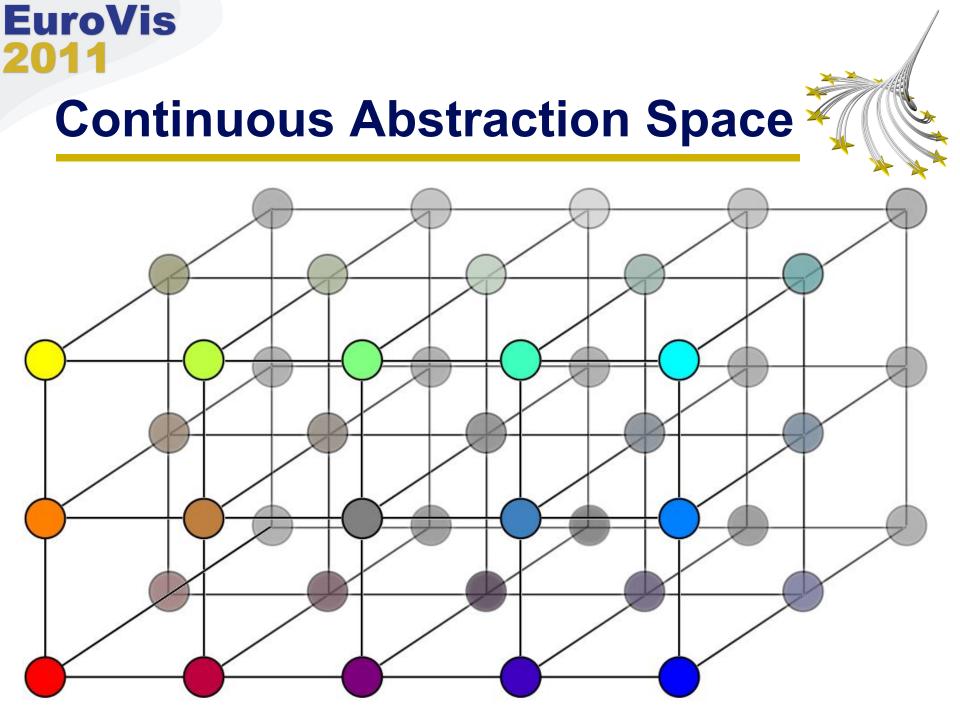


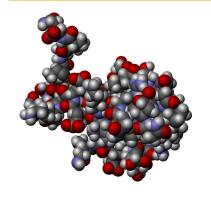
Abstraction Space

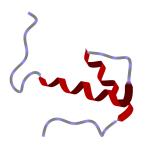
- Structural abstraction
- Abstraction through the visual style
 - Support of spatial perception
 - Illustrativeness

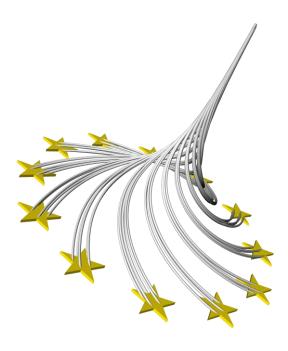






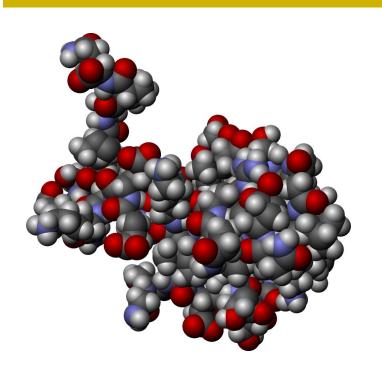


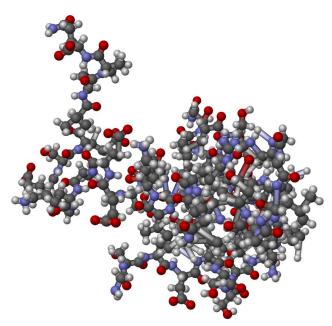








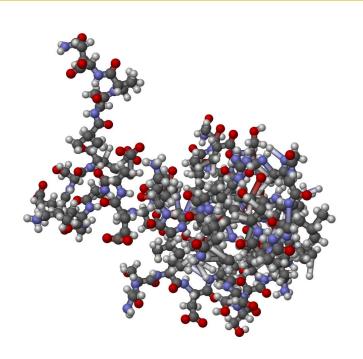


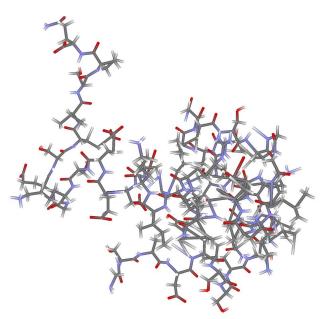


- Transition from Space-fill to balls-and-sticks
 - Reduce atom radii





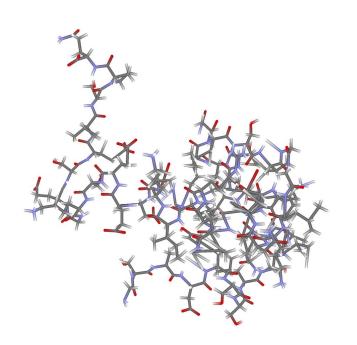


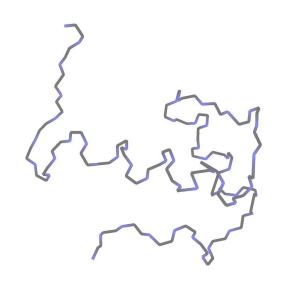


- Transition from balls-and-sticks to licorice
 - Reduce atom radii to zero and remove atoms





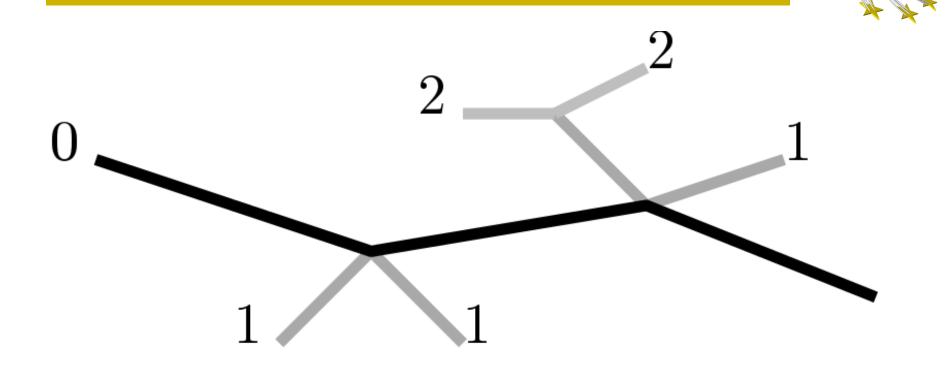




- Transition from licorice to backbone
 - Remove bonds which are not part of the backbone
 - Start with bonds which are furthest away
 - Shorten bonds and remove when length is zero



Atom rank

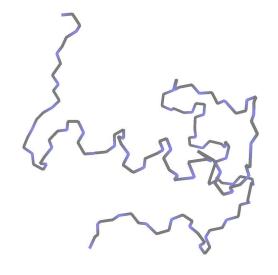


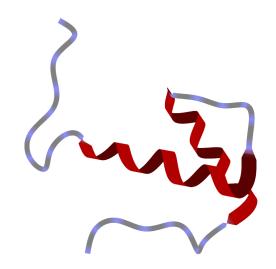
$$\operatorname{rank}(a) = \begin{cases} 0 & \text{if } a \in \operatorname{backbone} \\ 1 + \min_{b \in \operatorname{conn}(a)} \{ rank(b) \} & \text{else} \end{cases}$$

$$\operatorname{conn}(a) \text{ are all the atoms which are connected to atom } a$$





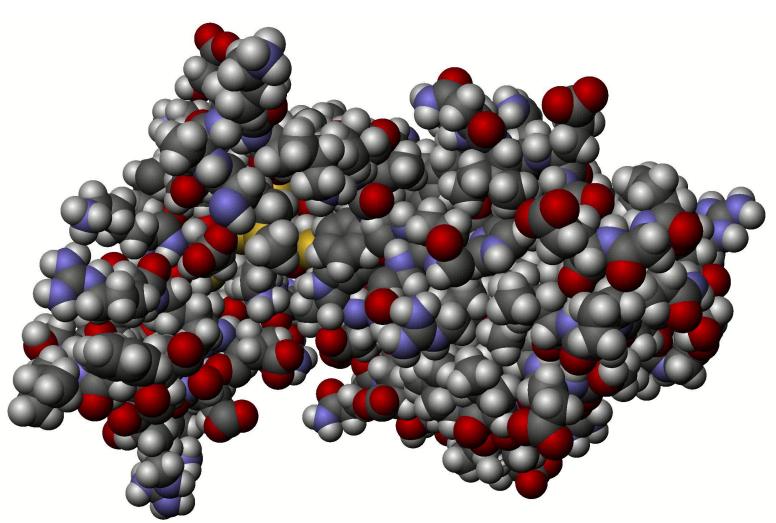




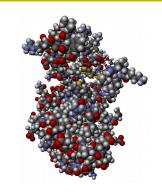
- Transition from backbone to ribbons
 - Interpolate between (linear) bond position and smooth ribbons
 - Also modify orientation for helices

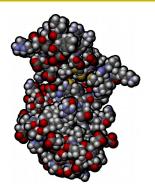


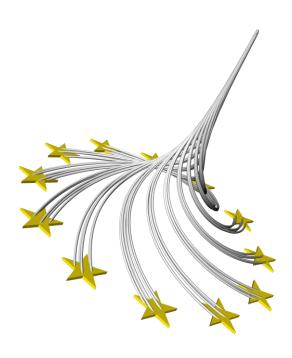




Support of spatial perception



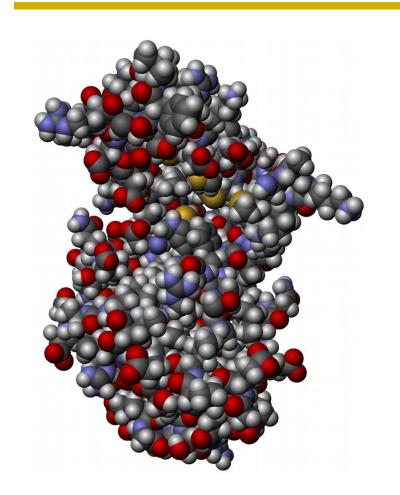


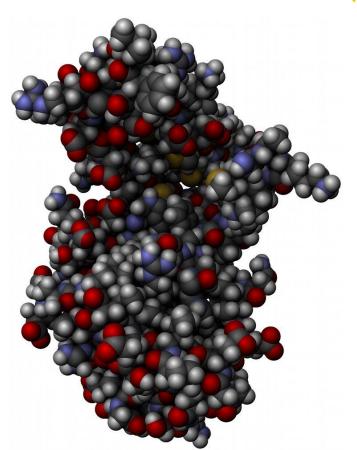




Ambient Occlusion



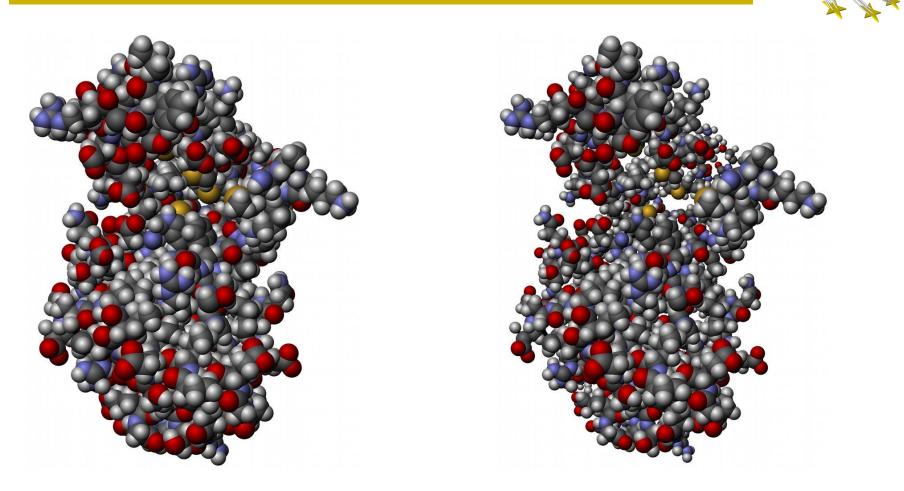




Following Tarini et al., 2006

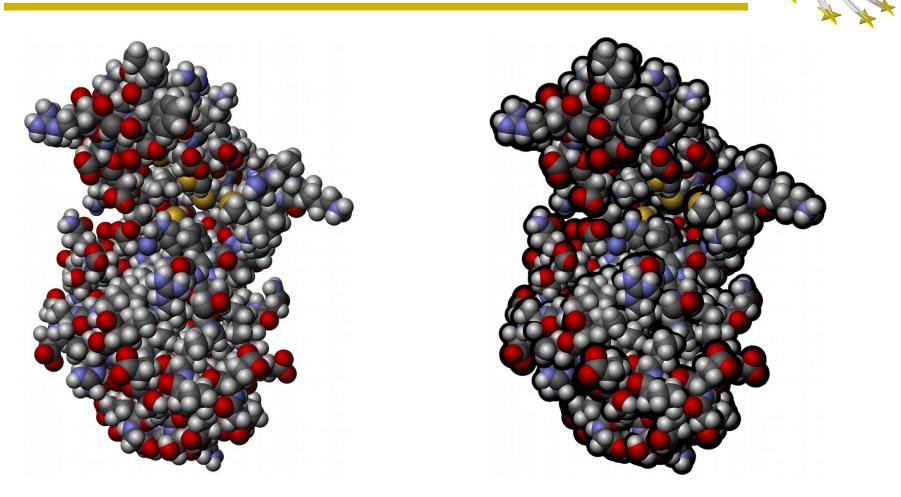


Object attenuation / Dolly zoom



Following Everts et al., 2009

Halos



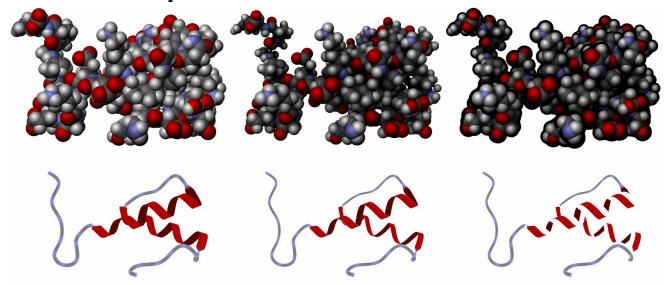
Following Tarini et al., 2006 and Everts et al., 2009



Ordering of effects



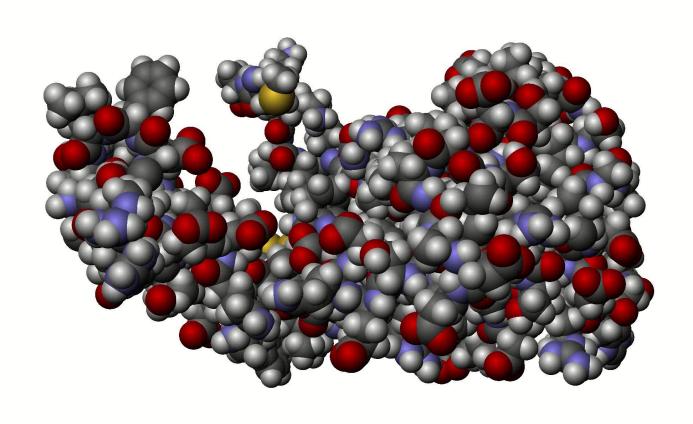
- Apply halos last, because of blocking effect
- Combine ambient occlusion and object attenuation/dolly zoom to avoid gaps in the abstraction space





Support of spatial perception





'Illustrativeness'



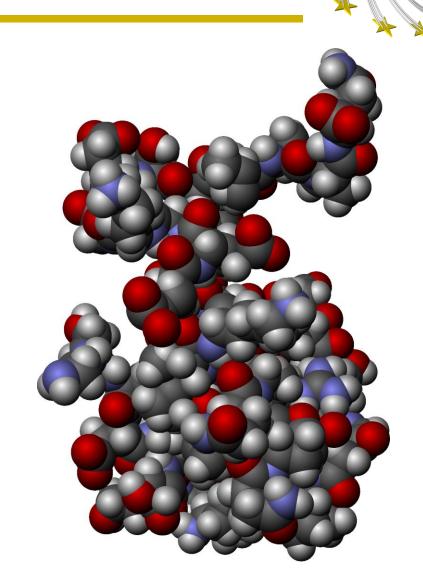






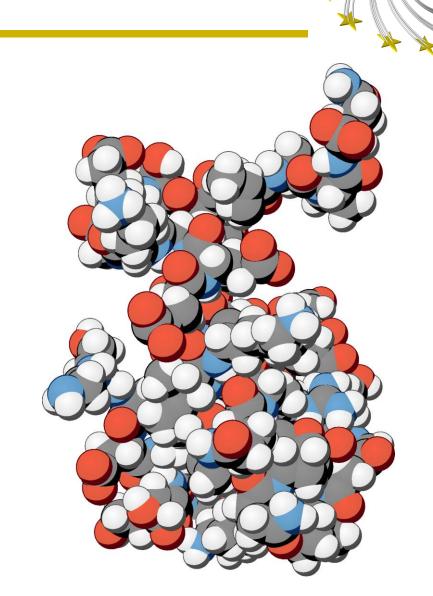
Photorealistic

- Realistic shading
- Colors indicate atom type
- "Normal" visualization



Cartoon

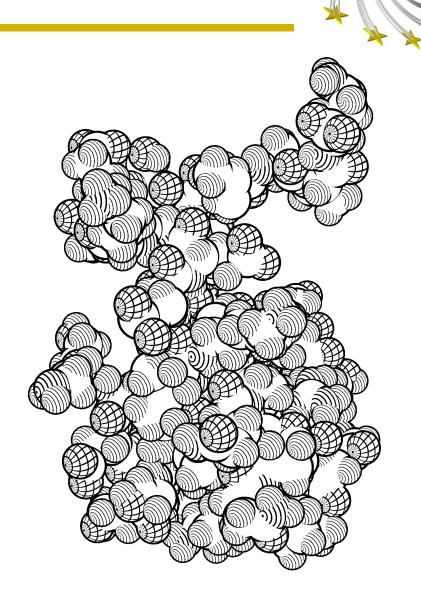
- Cel shading
- Pastel colors based on the photorealistic colors
- Colors indicate atom types
- Shows less details
- Flattens the image, shows overall shape of molecule





Black-and-white

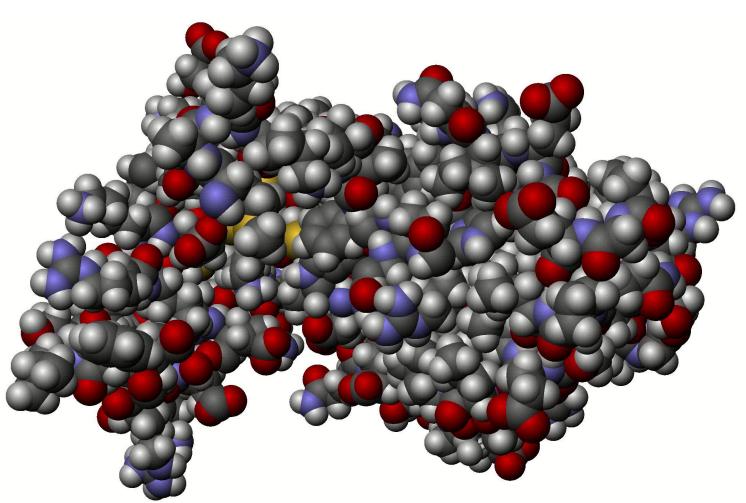
- Flat shading
- Hatching patterns indicate atom types
- For black-and-white printing
- Black-and-white and intermediate stages for visual de-emphasis



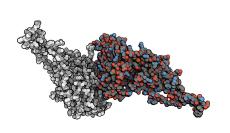


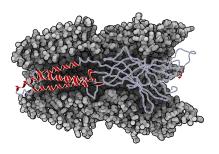
Visual Style - Illustrativeness

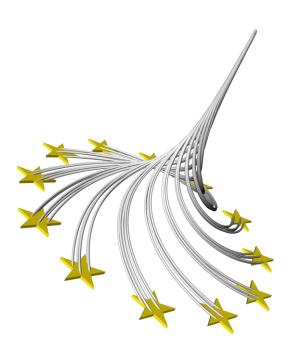




Beyond global abstraction



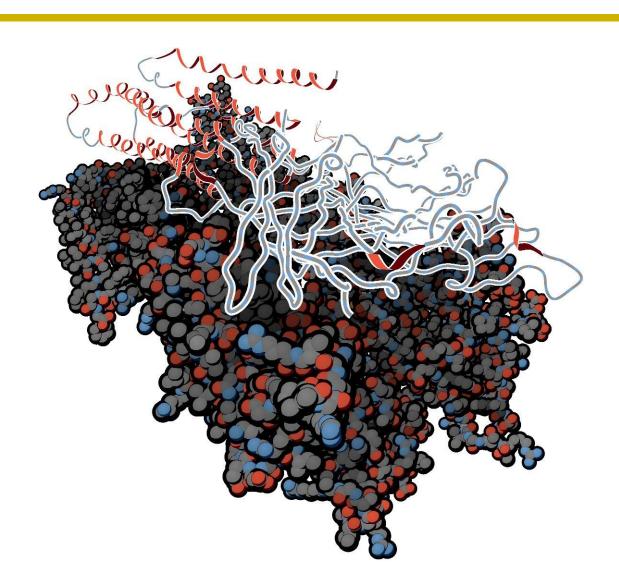






Local structural abstraction

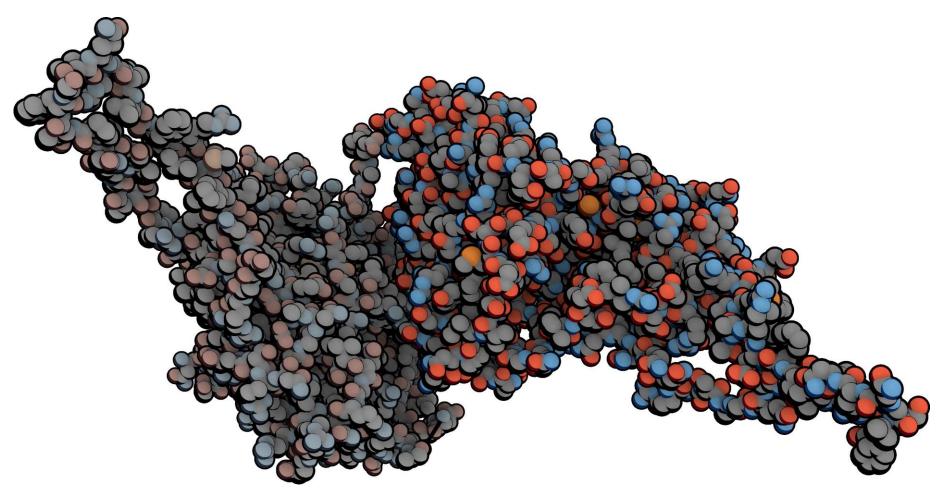






Local 'illustrativeness'

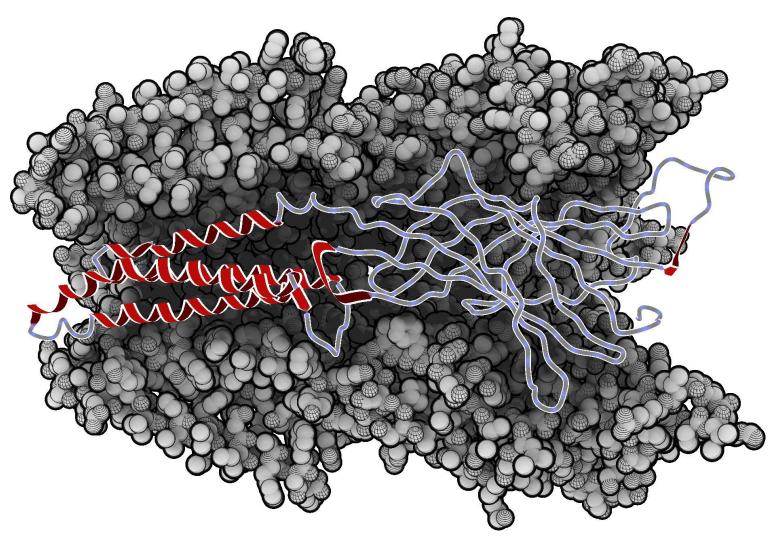






Focus and context







Feedback



- Combining styles prefered over blending
- Continuity is useful for teaching
- Intermediate stages might provide new inside
- Easier than PyMol



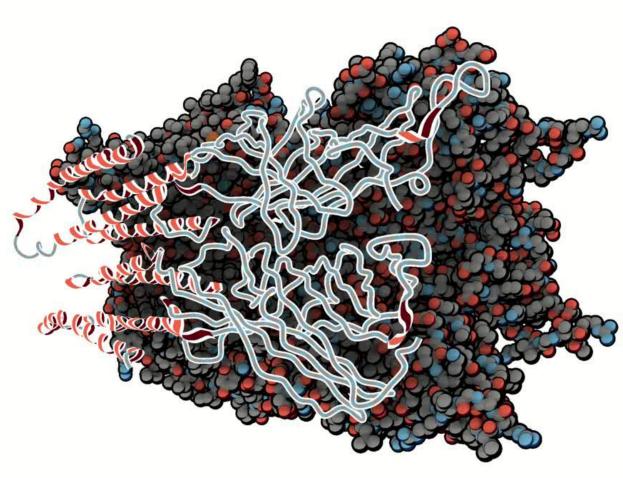
Contributions



- Abstraction space for molecular visualization
- Seamless transformation of
 - Structural abstraction
 - Support of spatial perception
 - 'Illustrativeness'
- GPU shader implementation of transitions
- Dedicated interactive control of abstraction in illustrative visualization

Result





Illustrative Molecular Visualization with Continuous Abstraction

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