



innovative science • intuitive software

Real Time 3D Design in 2D!

Paolo Tosco

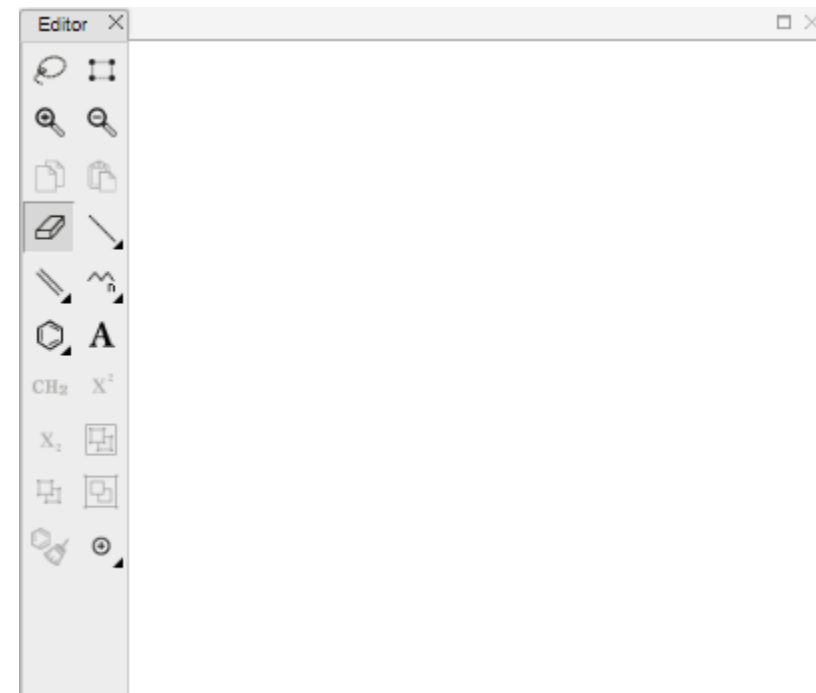
How nice would it to be...

...to draw a molecule in the 2D sketcher and see it grow sensibly within the active site in the 3D viewport?



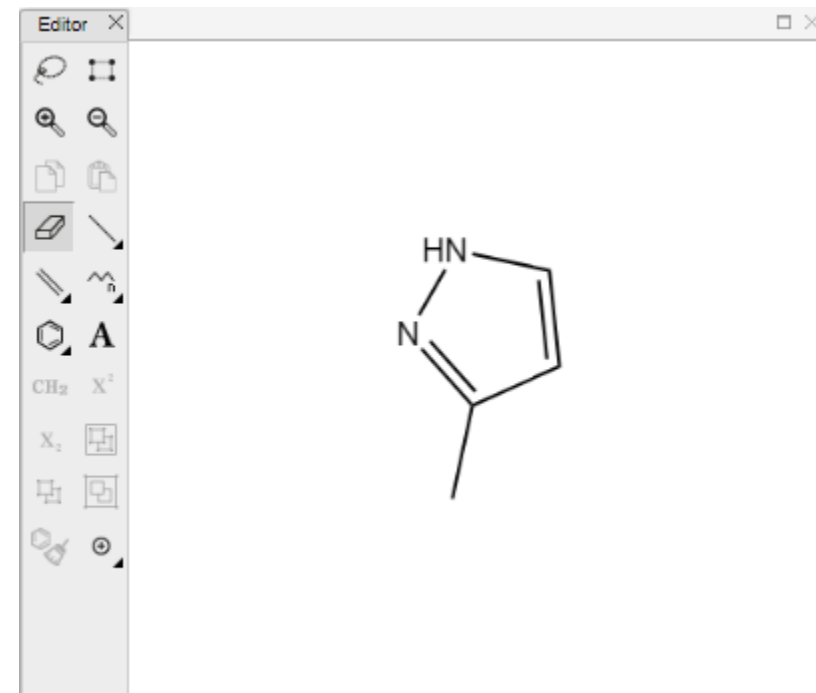
How hard can it to be?

> Start from a blank 2D sketcher canvas



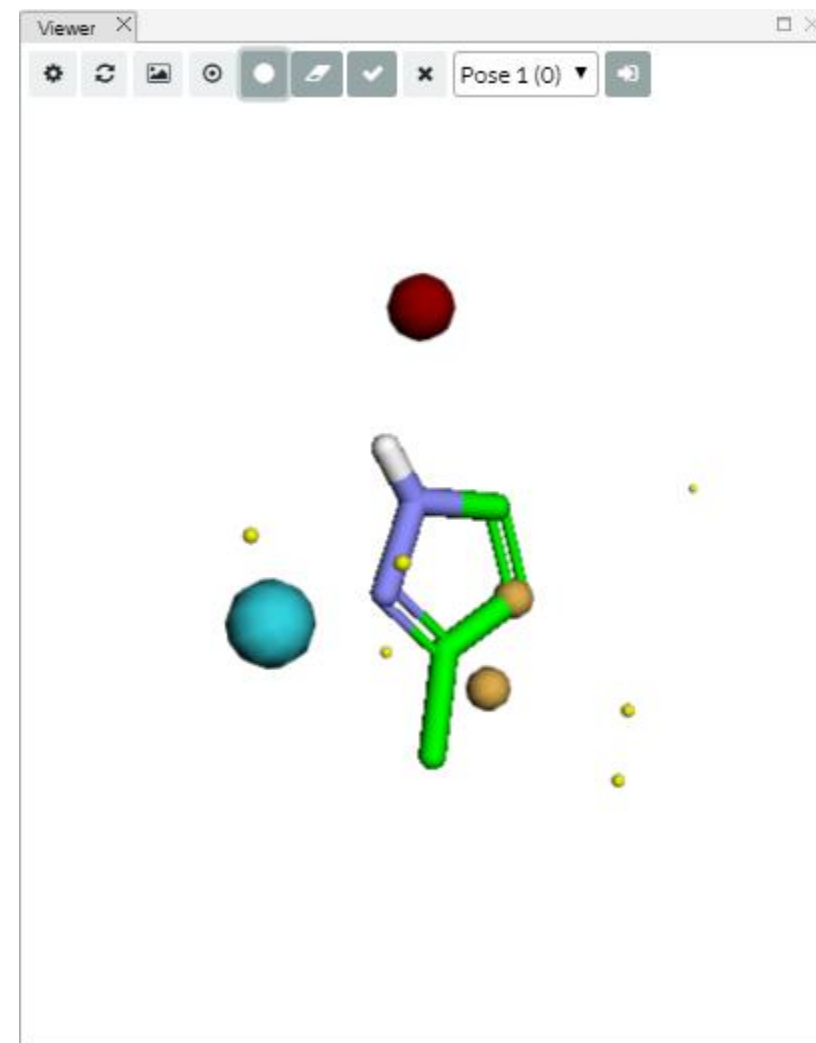
How hard can it to be?

- > Start from a blank 2D sketcher canvas
 - > sketch something



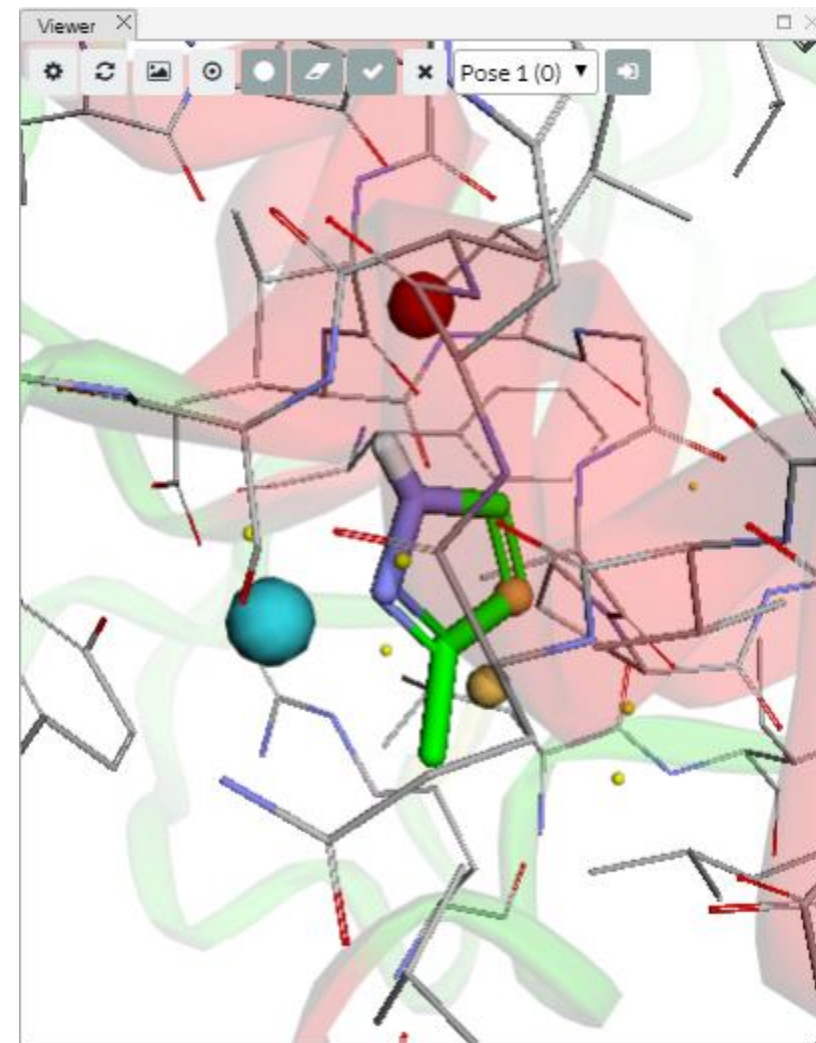
How hard can it to be?

- > Start from a blank 2D sketcher canvas
 - > sketch something
 - > the largest 2D fragment is popped to a 3D conformation...



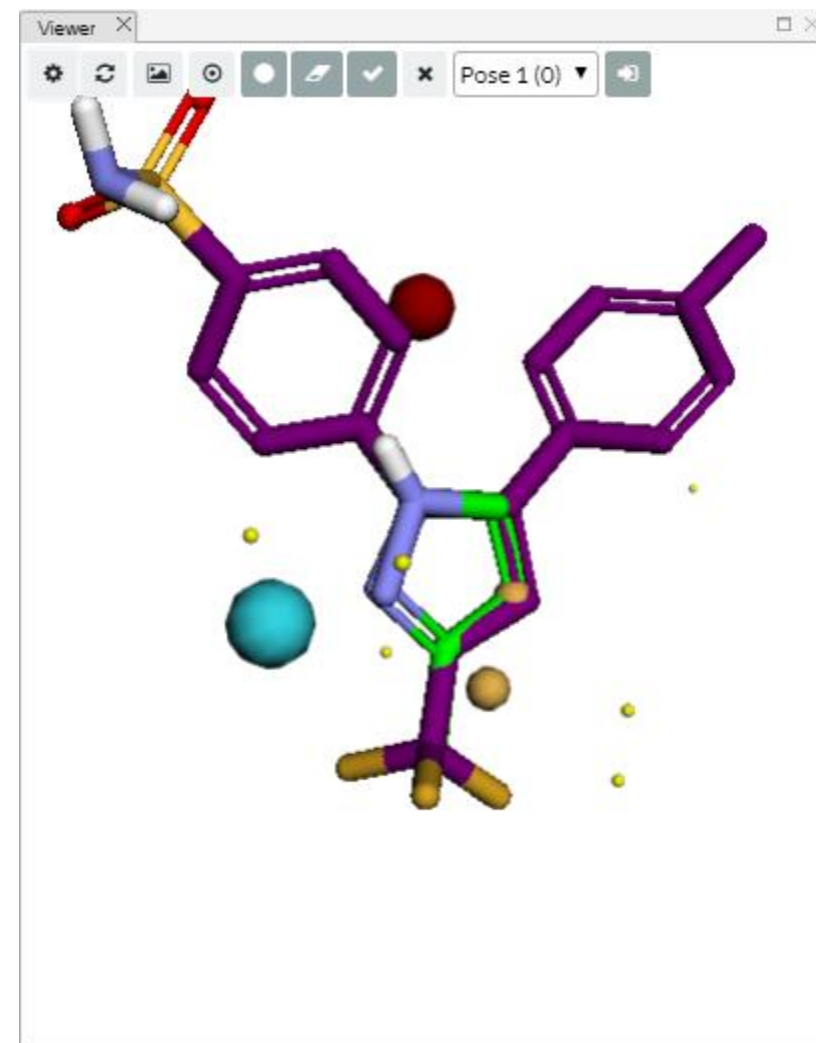
How hard can it to be?

- > Start from a blank 2D sketcher canvas
 - > sketch something
 - > the largest 2D fragment is popped to a 3D conformation...
 - > ...and docked into the protein's active site



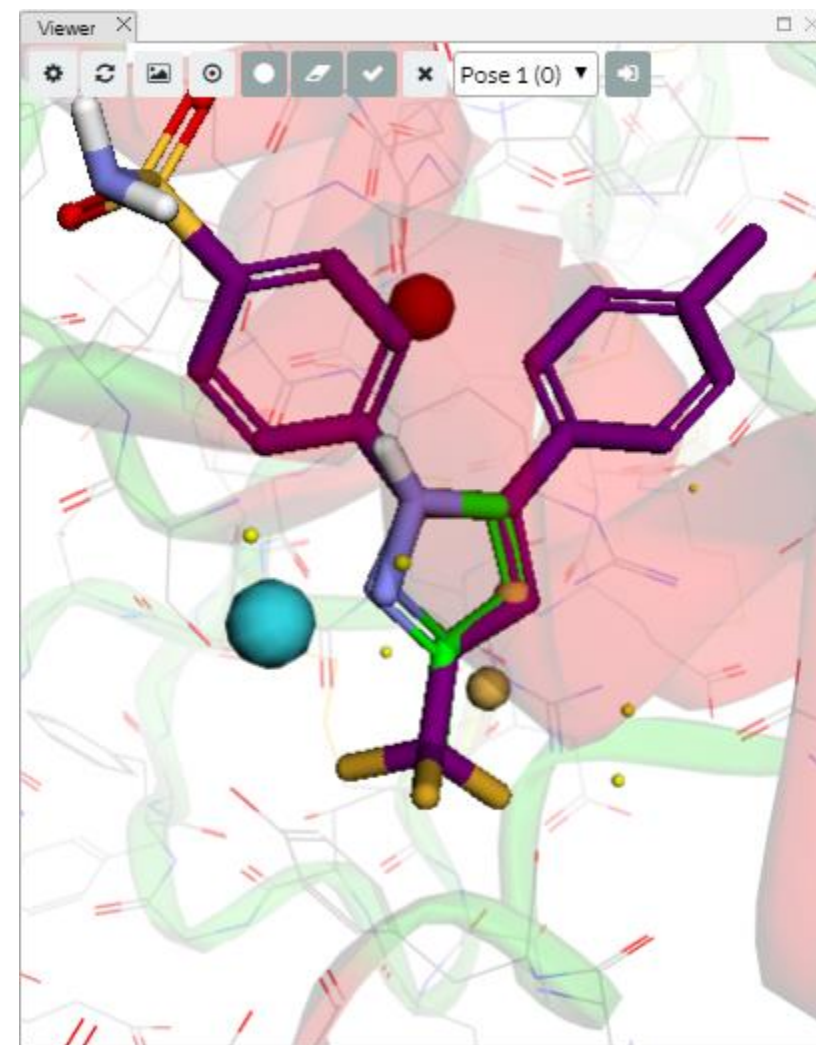
How hard can it to be?

- > Start from a blank 2D sketcher canvas
 - > sketch something
 - > the largest 2D fragment is popped to a 3D conformation...
 - > ...and docked into the protein's active site
 - > ...or aligned against a reference using the Forge™ Align algorithm



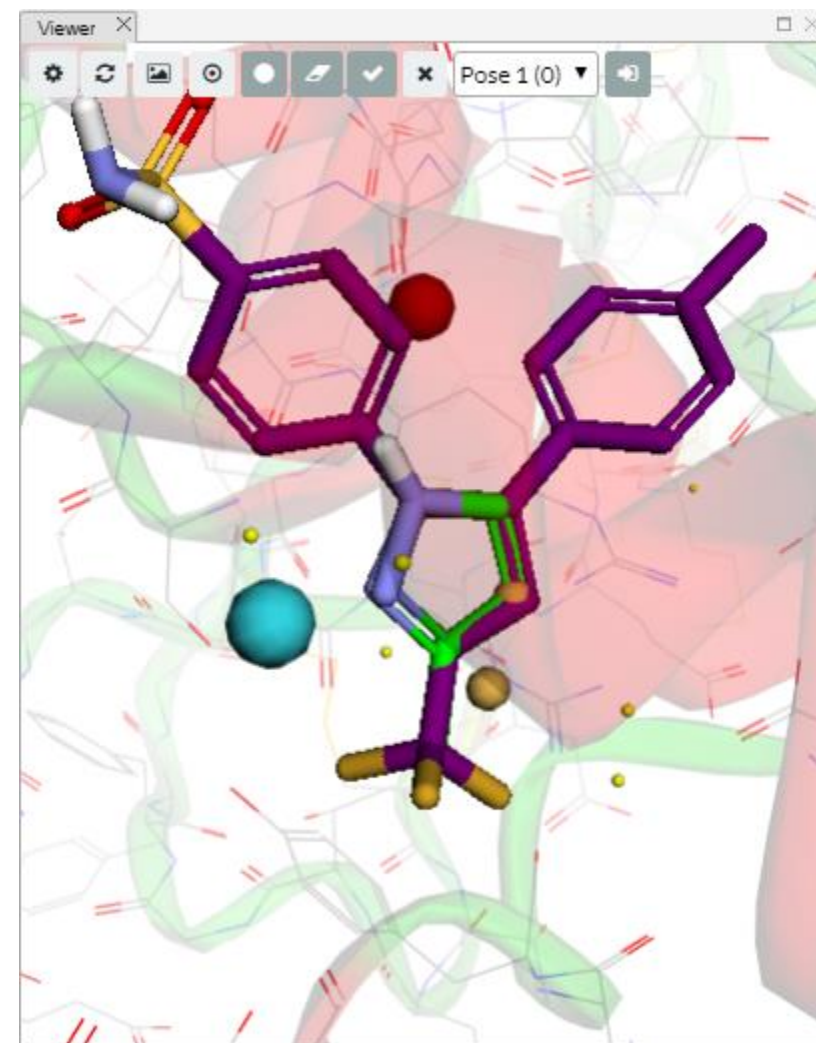
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 - > the largest 2D fragment is popped to a 3D conformation...
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 - > ...or aligned against a reference using the Forge™ Align algorithm
 - > using the protein as excluded volume (if available)

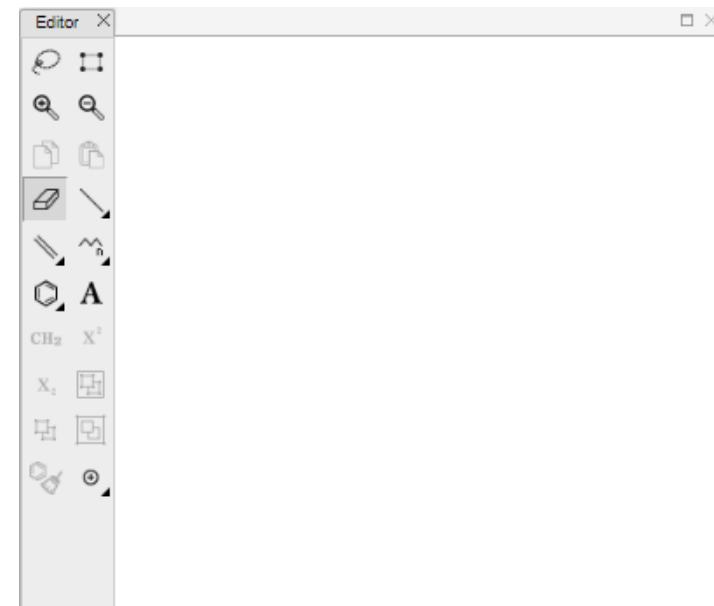
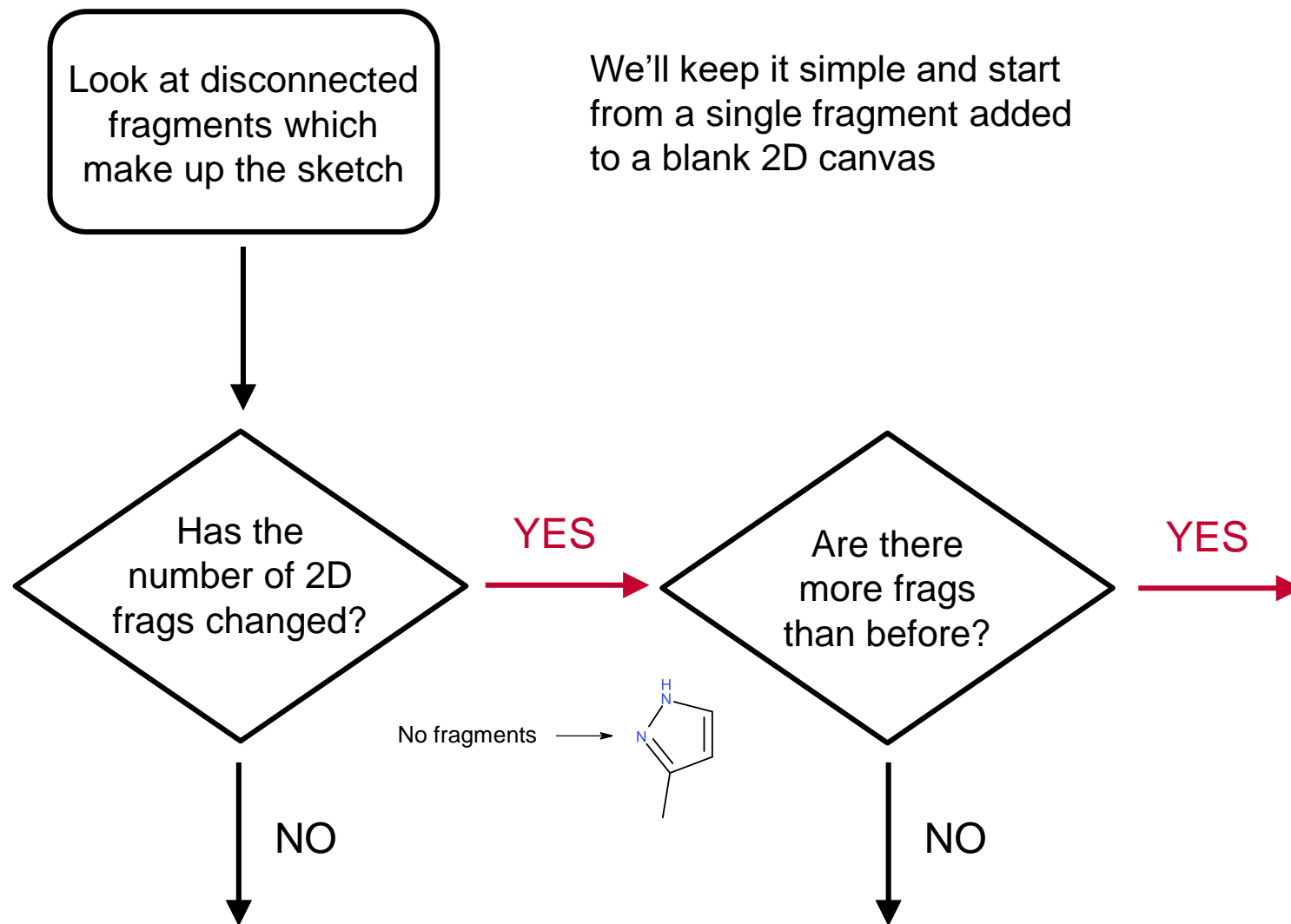


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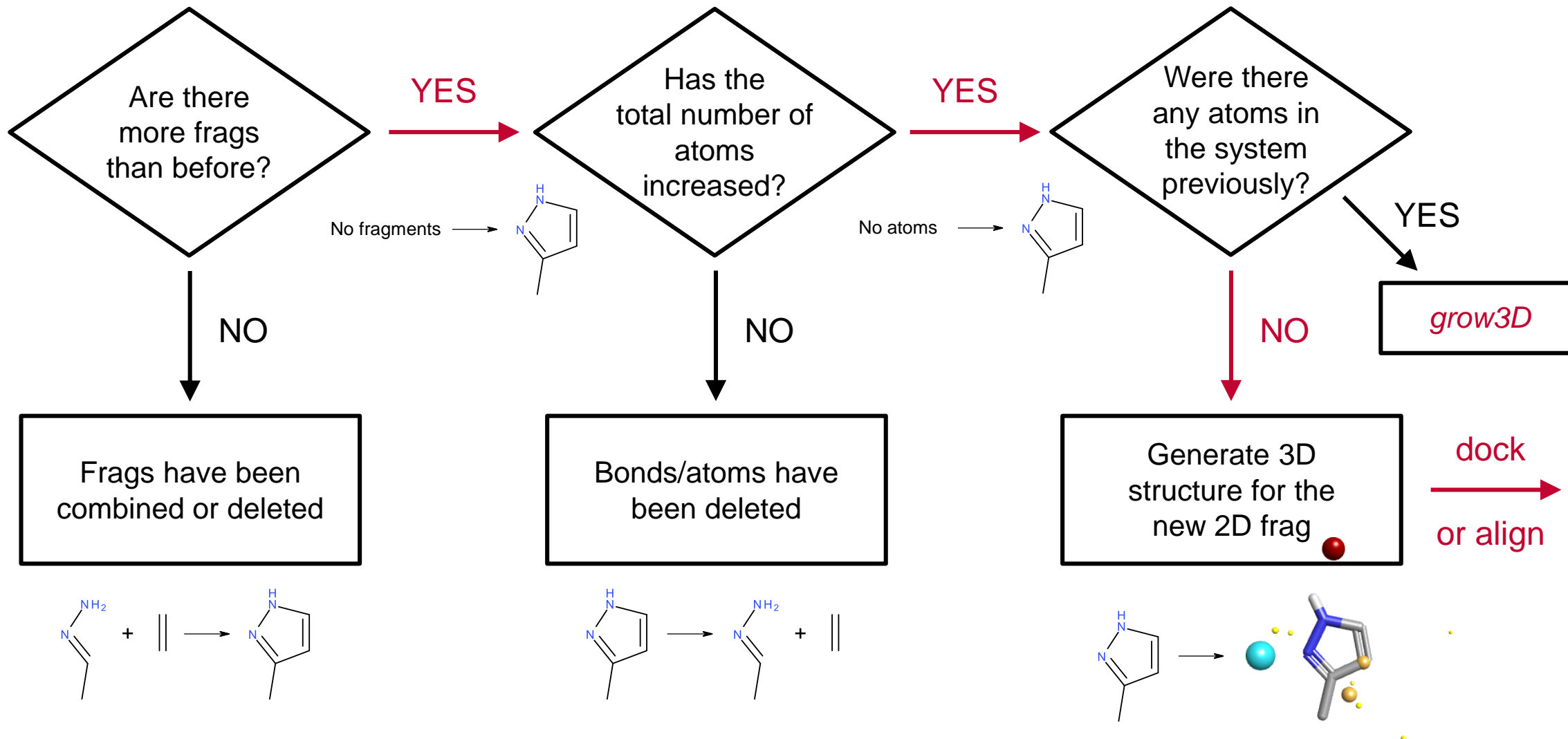
- > Start from a blank 2D sketcher canvas
 - > sketch something
 - > the largest 2D fragment is popped to a 3D conformation...
 - > ...and docked into the protein's active site
 - > ...or aligned against a reference using the Forge™ Align algorithm
 - > using the protein as excluded volume (if available)
 - > then the *grow3D* process begins



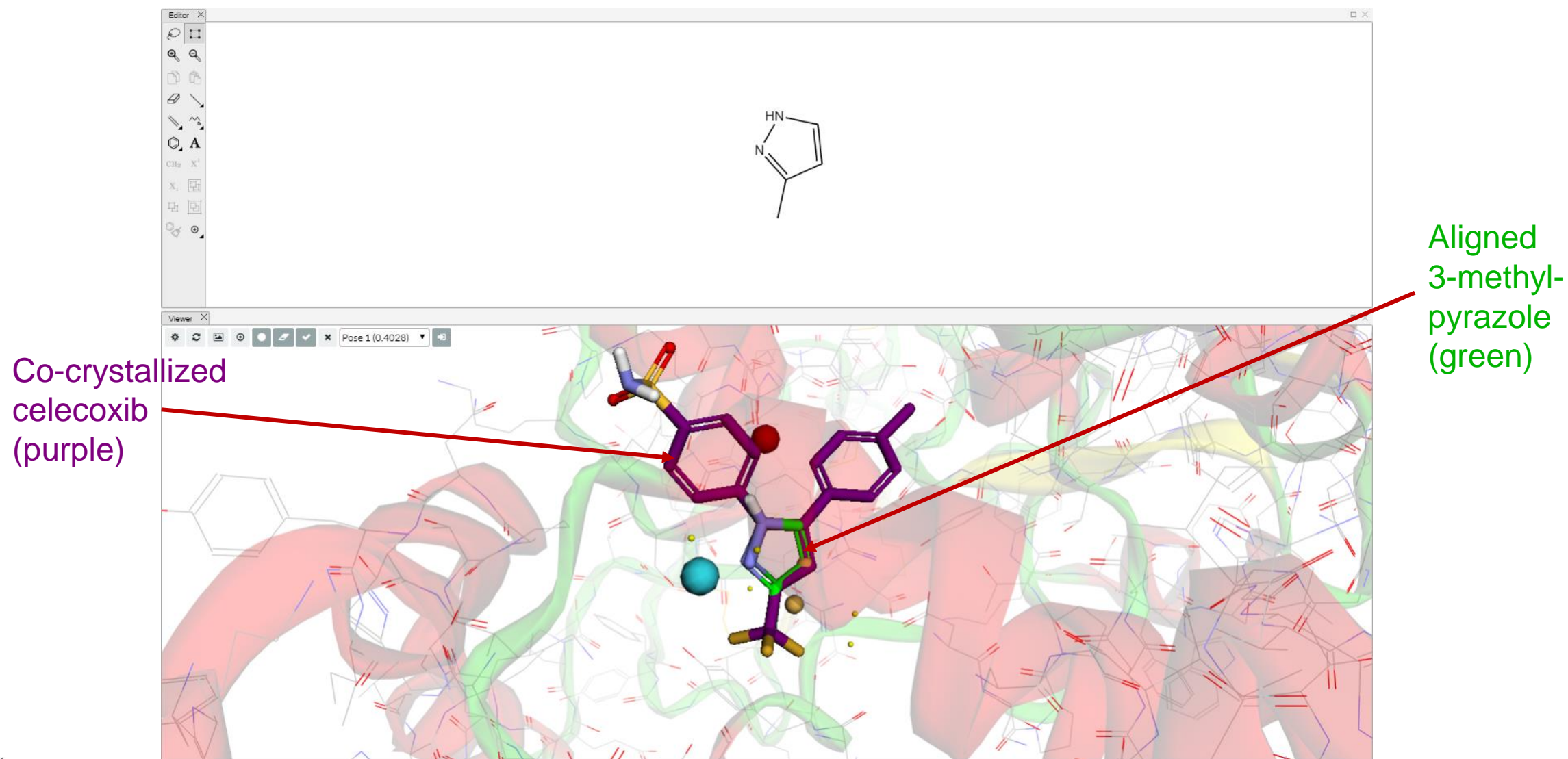
A simple flow chart will help: start from blank



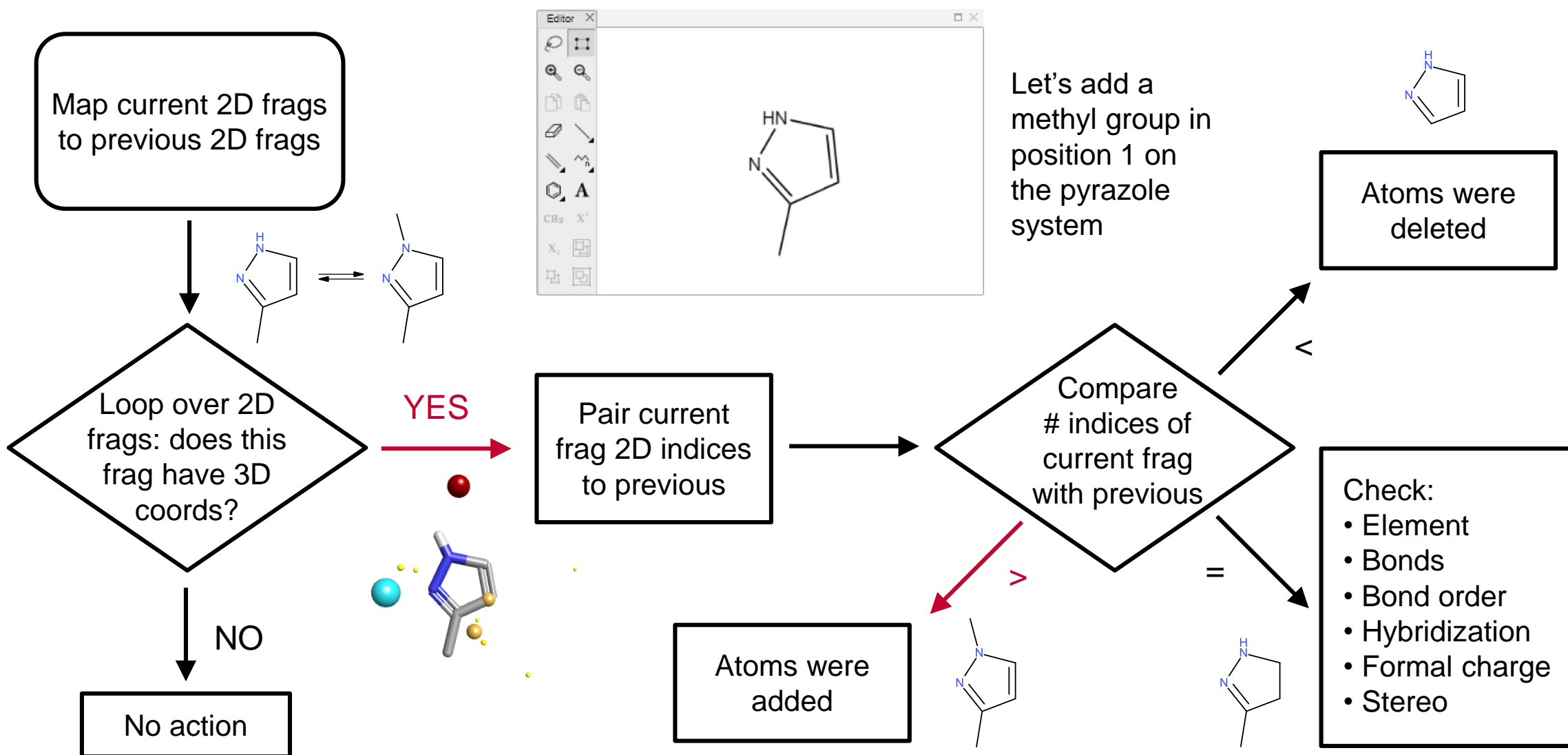
A simple flow chart will help: initial 3D design generation



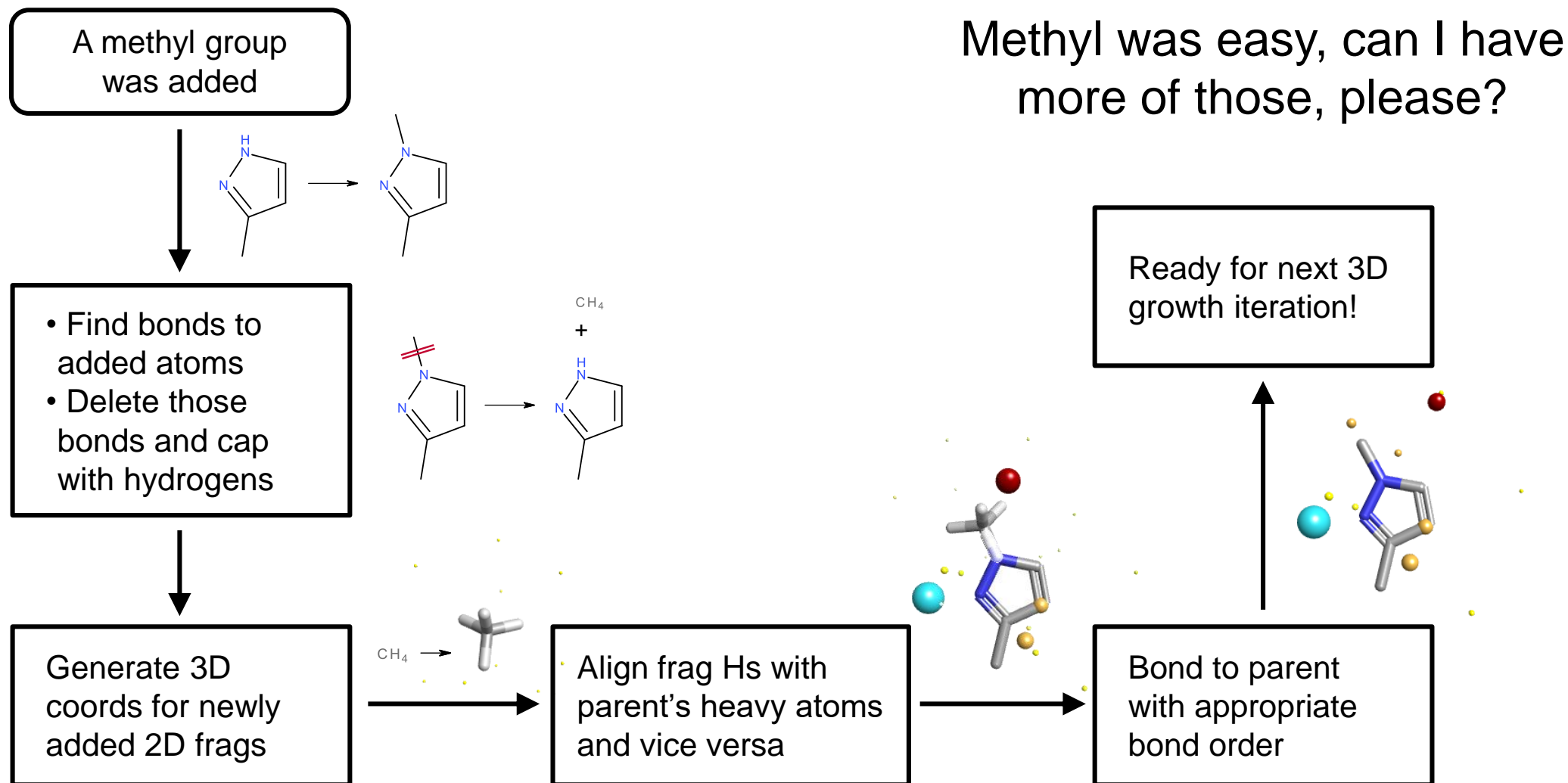
Initial placement of the first 3D design in the 3LN1 pocket



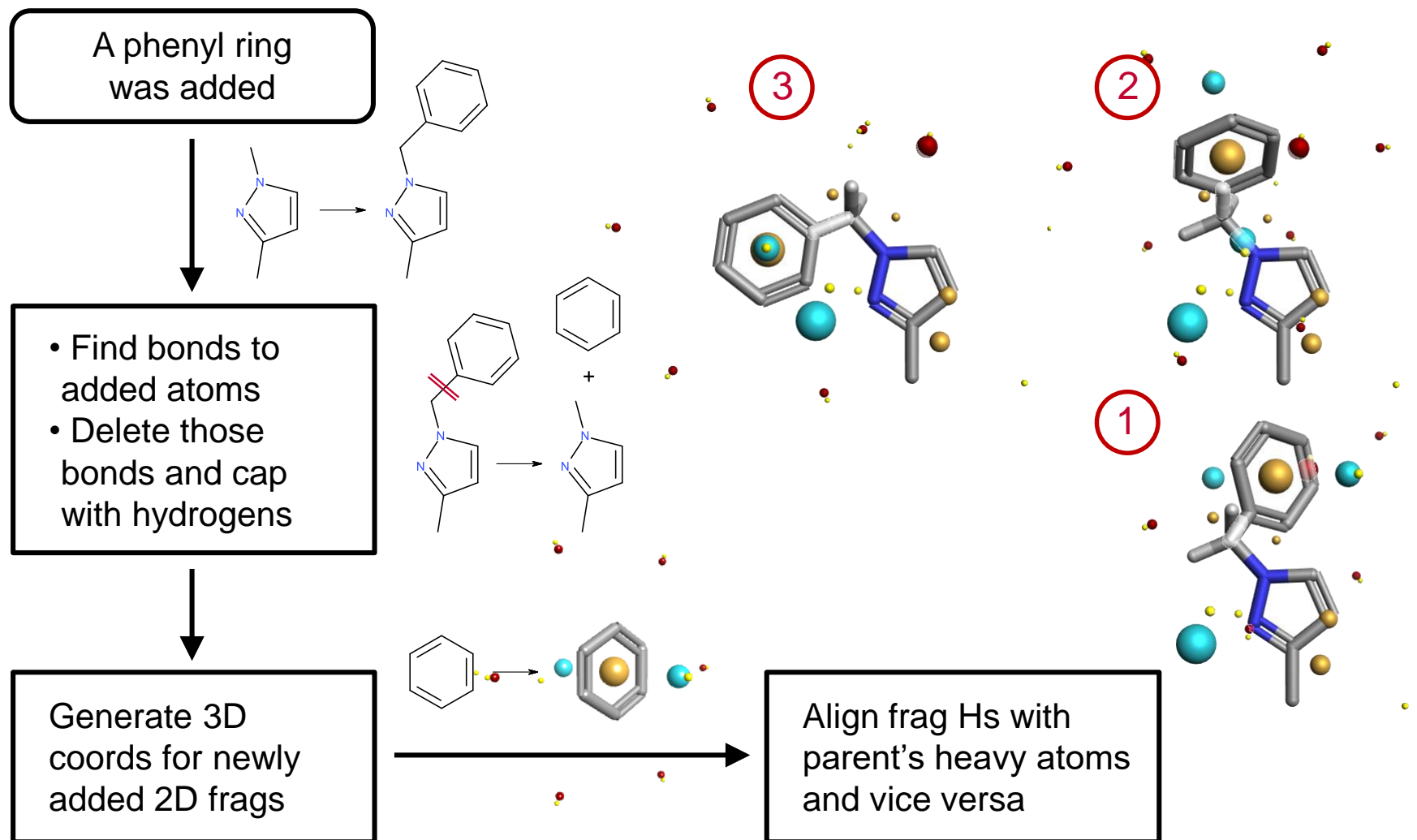
A simple flow chart will help: growing the 2D design



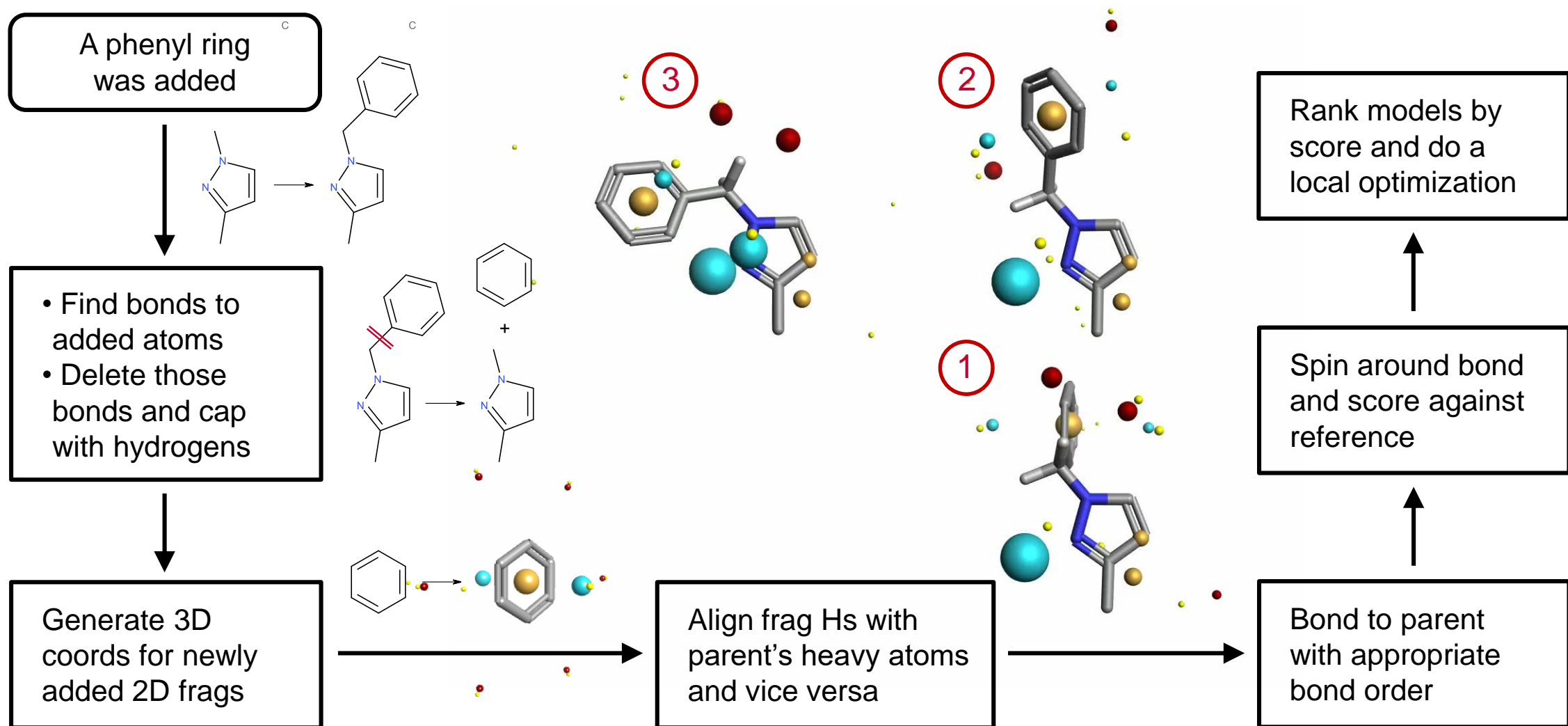
A simple flow chart will help: growing the 3D design



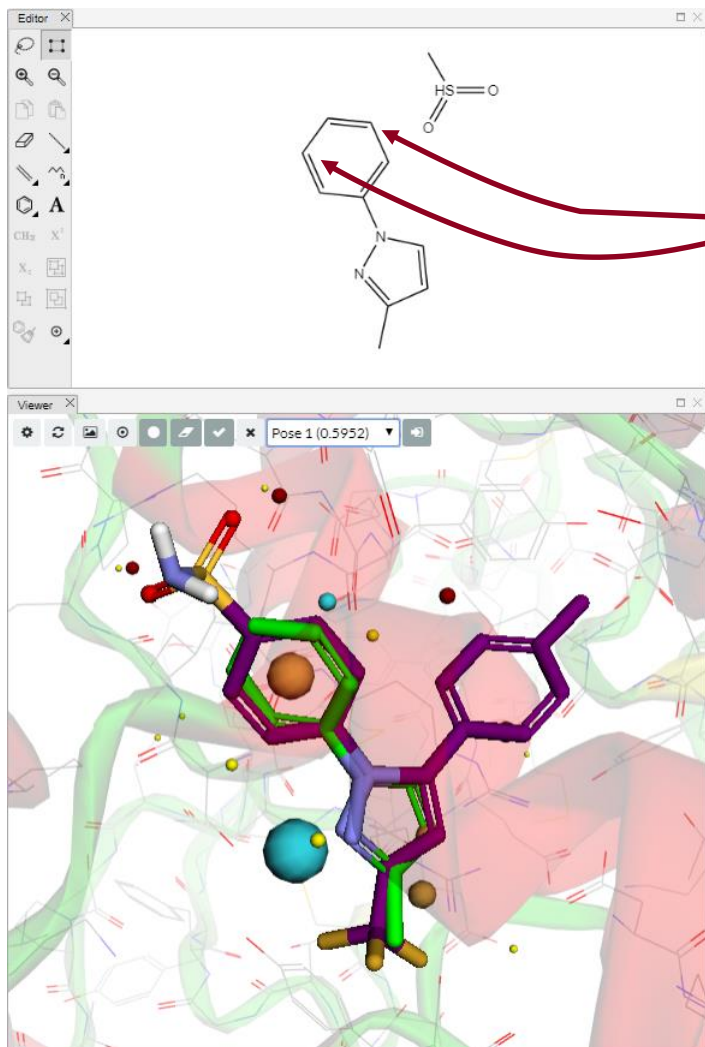
A simple flow chart will help: scoring 3D designs



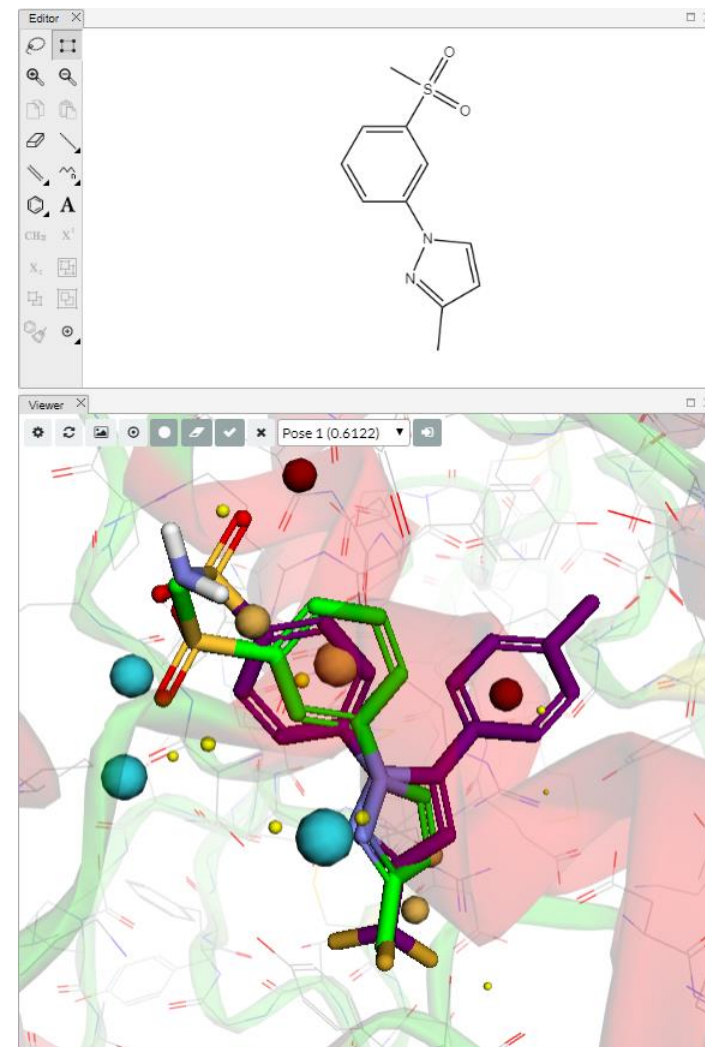
A simple flow chart will help: scoring 3D designs



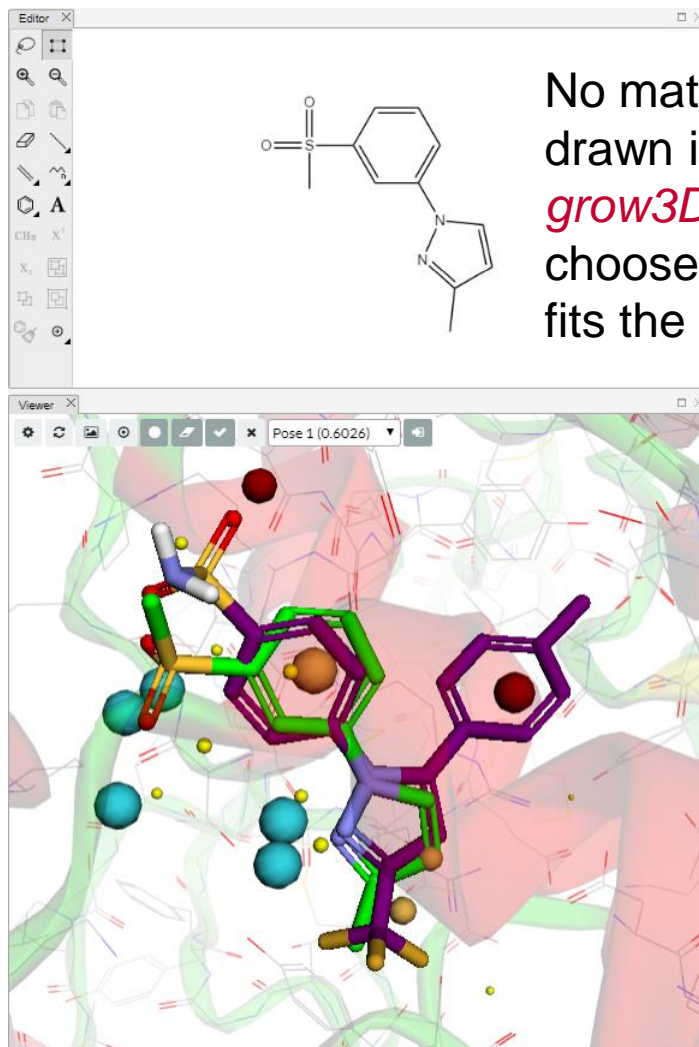
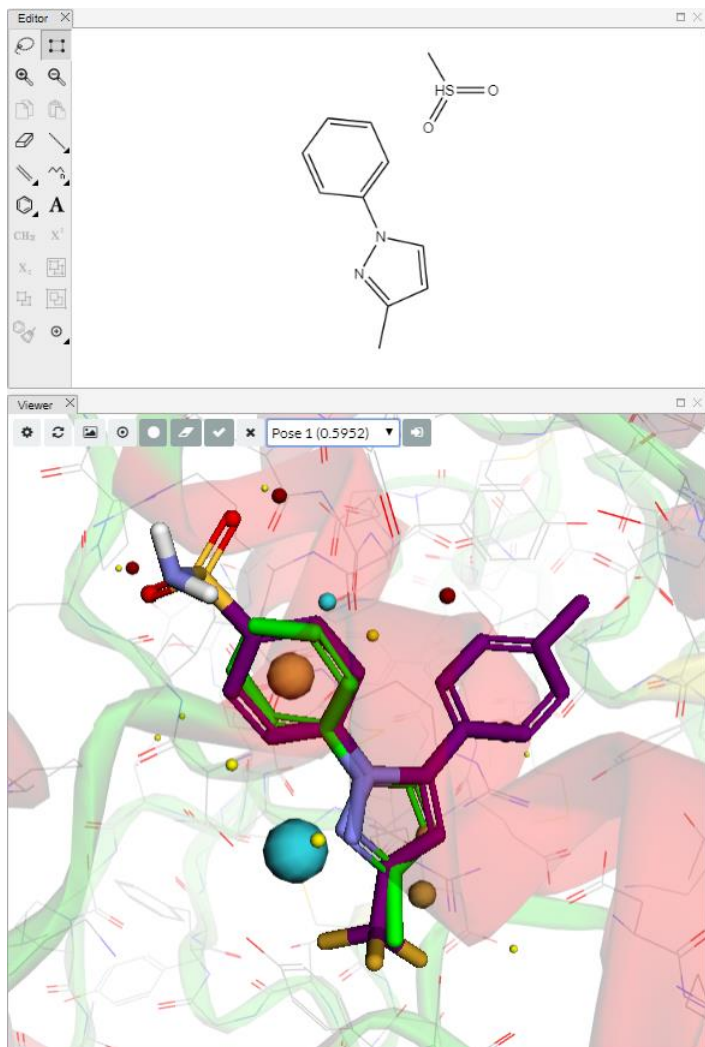
The devil is in the details: symmetries



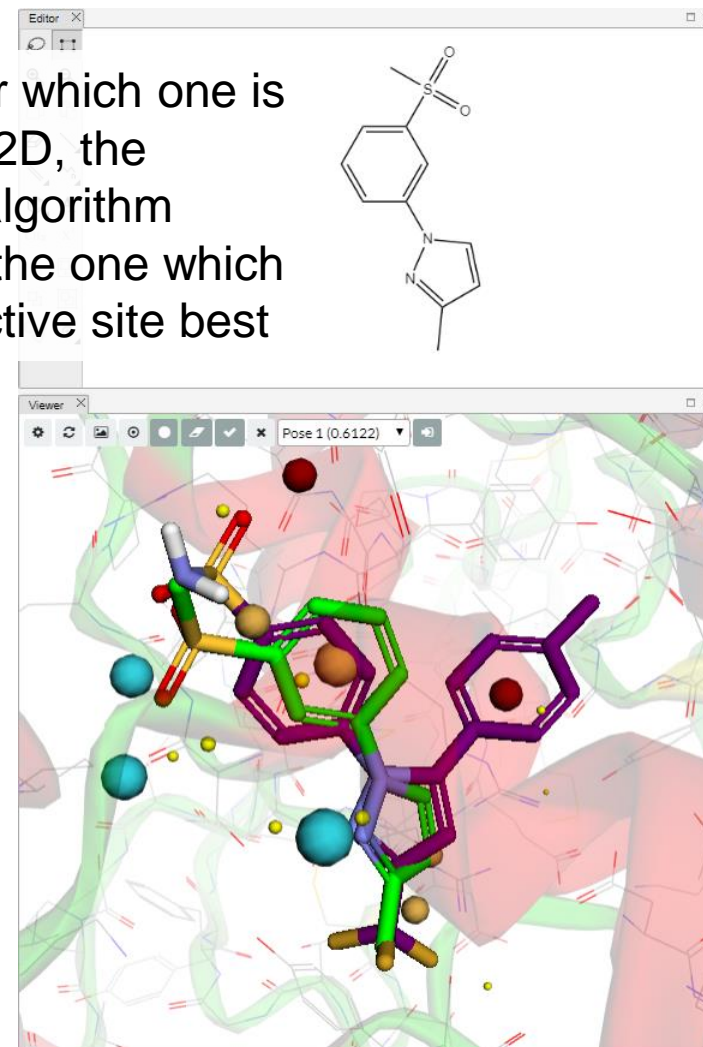
When adding a *m*-methylsulfonyl substituent in 2D, there are actually two symmetry-equivalent positions it might fit in 3D



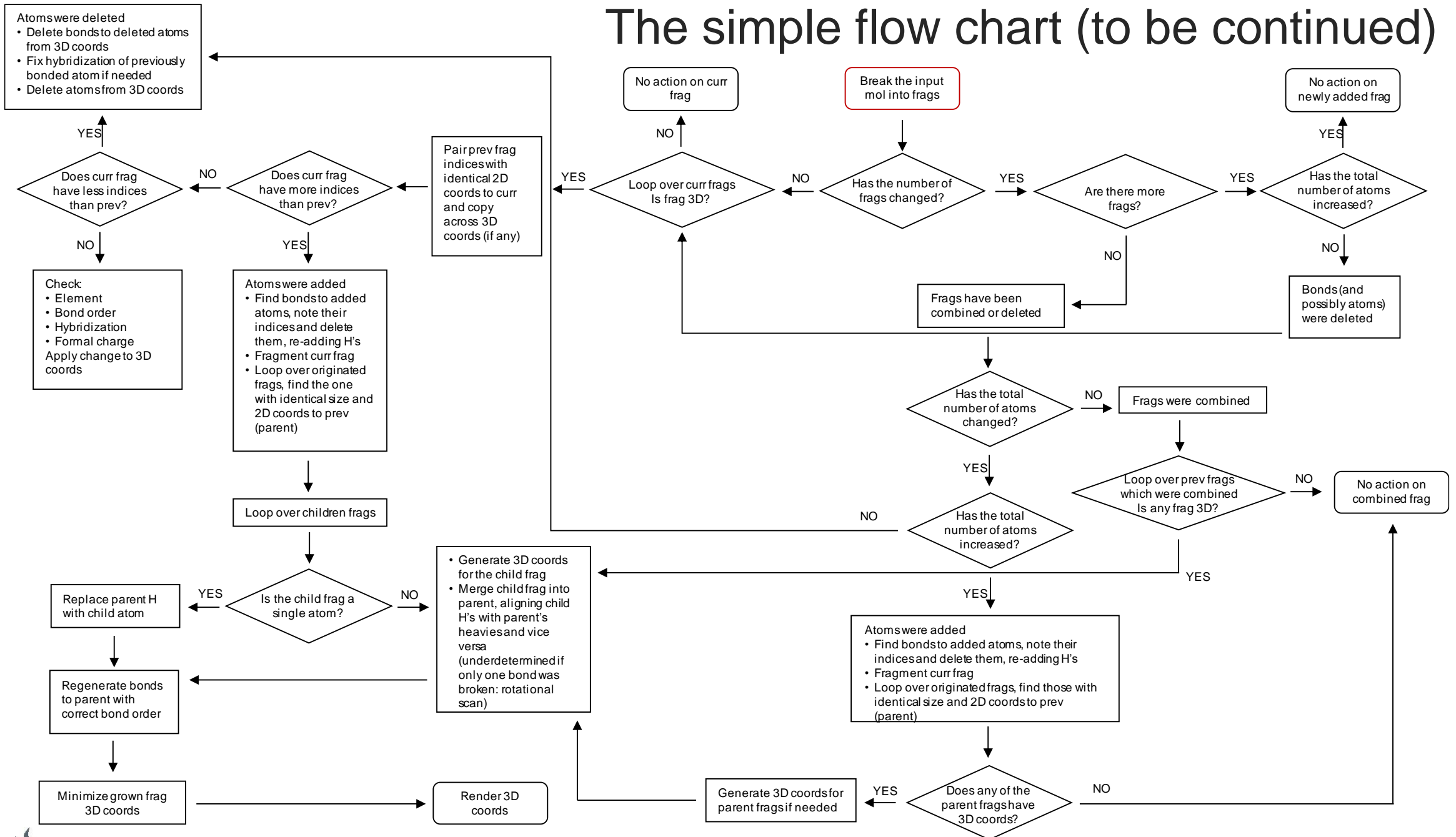
The devil is in the details: symmetries



No matter which one is drawn in 2D, the *grow3D* algorithm chooses the one which fits the active site best



The simple flow chart (to be continued)





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Thank you for your attention

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Acknowledgments

@Cresset: James Foley, Mark Mackey, Tim Cheeseright

The RDKit community

