# Lab sheet#8 Structure visualization using jmol

#### **Objectives:**

- Download protein sequence as PDB format.
- To be familiar with structure visualization program (Jmol).
- Display 3D structure of a protein, change its view, color and select motifs by writing commands.

#### Use Jmol program to perform the following:

**Jmol** is a free molecular viewer, used to create and view three dimensional structures of proteins.

### Exercise .1:

- **1.** Open Protein Data Bank (**PDB**) website, Search for **1B0U** protein; which is the PDB ID of ATP-binding subunit of the histidine permease from salmonella typhimurium.
- 2. Download the protein sequence as **PDB format**.
- 3. Open Jmol program and open the protein sequence file. (file → get PDB).
- **4.** Change Style display from Atom style to <u>Cartoon</u> scheme style.

(Click right → style → scheme → cartoon).

5. Open the console window, change the **color** of the whole structure to **grey**.

(Click right → console → type: select all → press enter → type: color grey → press enter).

- **6.** Open the protein page in protein database (NCBI) to know the different motifs of the protein and their location.
- 7. Select the Walker A/P-loop motif (39-46), and color it by blue.

(type: select 39-46 → press enter → type: color blue → press enter).

8. Select the **ABC transporter signature motif** 154-163, and color it to green.

(type: select 154-163  $\rightarrow$  press enter $\rightarrow$  type: color green  $\rightarrow$  press enter).

9. Select Walker B motif 174-179, and color red.

(type: select 174-179  $\rightarrow$  press enter $\rightarrow$  type: color red  $\rightarrow$  press enter).

**10.** Show the ATP **ligand** as **Ball and stick** scheme style.

(type: select ligand  $\rightarrow$  click right  $\rightarrow$  style  $\rightarrow$  scheme  $\rightarrow$  ball and stick).

11. Show which one is closest to Walker A/P-loop motif and measure the distance between

them. (toolbar  $\rightarrow$  click the ruler icon)

12. Change the measurement unit from **nm to Angstroms**.

(click right → measurements → distance unites angstroms)

**13.** Save the protein structure as a picture. (toolbar→ click the camera icon)

## Exercise .2:

- 1. Open Protein Data Bank (**PDB**) website, Search for **1TRZ** protein; which is the PDB ID of Human Insulin hexamer.
- **2.** Go down to the molecule description to see how many polymers and chains does insulin have.
- 3. Download the protein sequence as **PDB format**.
- **4.** Open Jmol program and open the protein sequence file.
- **5.** Change Style display from Atom style to **Cartoon** scheme style.
- **6.** Change Style display to **Backbone 1.5** scheme style.

```
(Click right →console→type: Backbone 1.5→press enter).
```

- 7. Turn cartoon style off. (type: cartoon off → press enter)
- **8.** Select sheets and color orange.

```
(type: select sheets → press enter → type: color orange → press enter)
```

9. Select helix and color yellow.

```
(type: select helix → press enter→ type: color yellow→press enter)
```

**10.** Show cysteins (Sulfur) that forms disulphide bridges "showing how the polypeptides hold together throw S-S bonds". Change to wireframe 1.25 and color them blue.

```
(type: select sulfur → press enter → type: wireframe 1.25 → press enter → type: color blue).
```

- 11. How many disulphide bonds are founds in insulin protein.
- 12. Show for each disulphide bridge the position of each Cys and the chain involved.
- **13.** Move the structure 0 360 0 0 0 0 0 0 10. (type: move 0 360 0 0 0 0 0 10 → press enter)
- **14.** Save the protein structure.