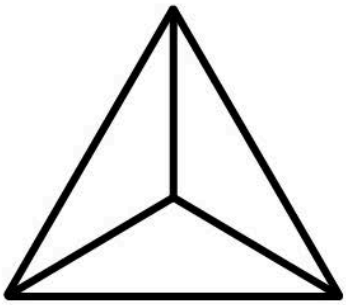
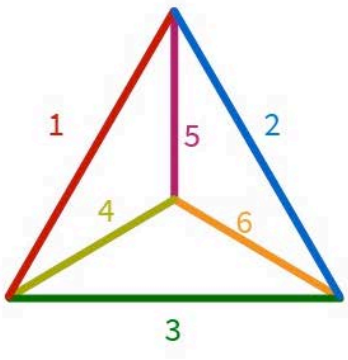
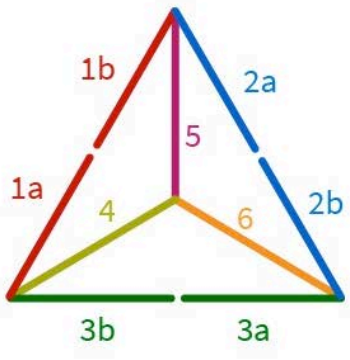
Design 3: Wireframe Tetrahedron

Step 1: Starting with a Schlegel diagram, decide which edges are going to be split to avoid any closed loops in the graph.

This diagram is drawn manually in Illustrator.

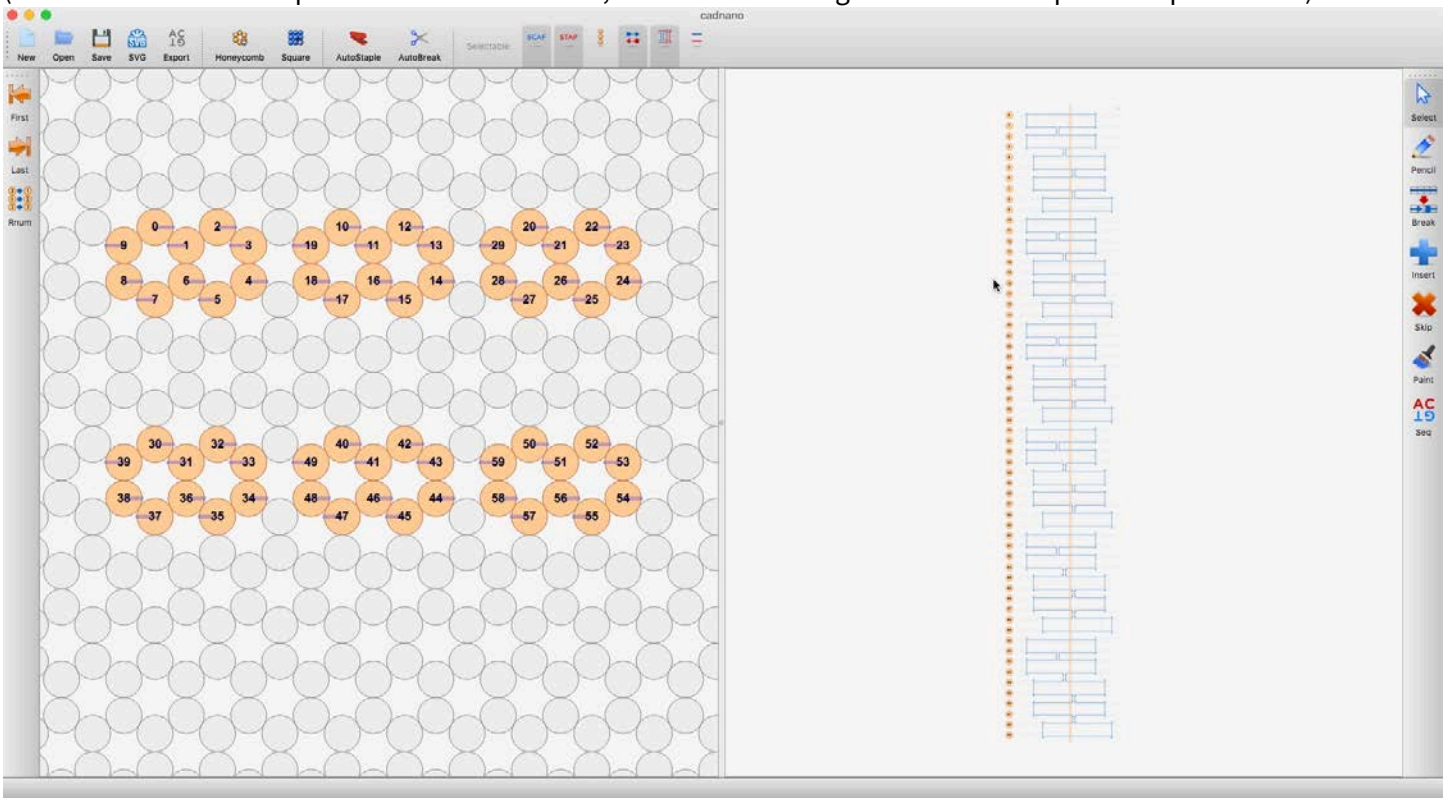






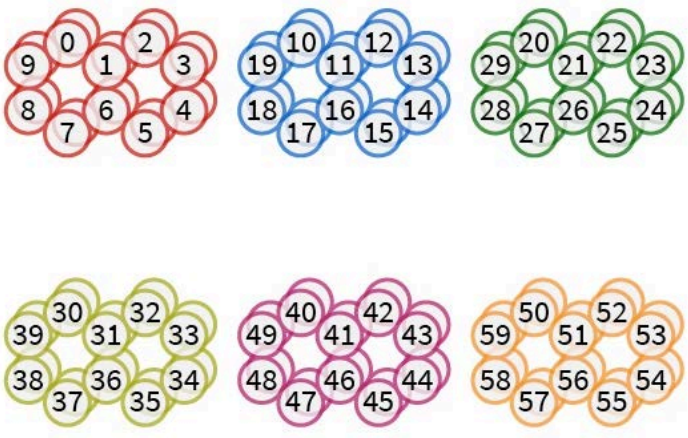
Step 2: Create strut cross-sections in Cadnano

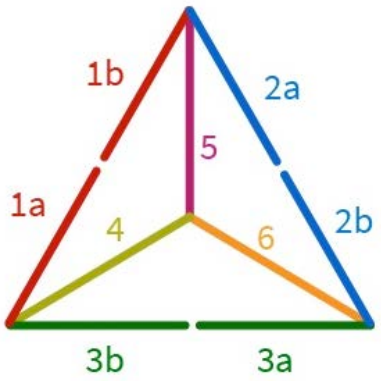
We use six 10-helix bundles. Once the basic cross-section is defined, use **Cadnano1** to export the SVG diagram. (Cadnano2 SVG doesn't provide the cross-section, but we are working on a new SVG exporter as part of CTK).



Step 3: Import the SVG and stylize the Virtual Helices.

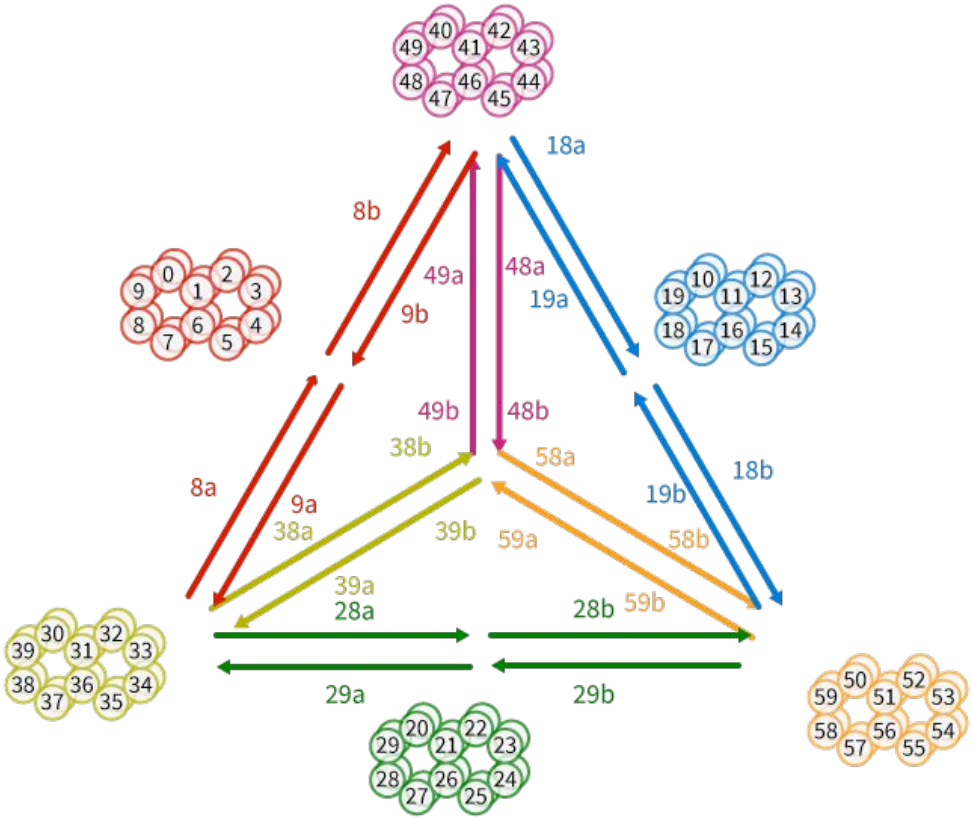
Assign colors to the different struts to match the Schlegel diagram. You can duplicate the circles and apply a white fill with some transparency to the front circles to get a “pseudo 3D” effect.





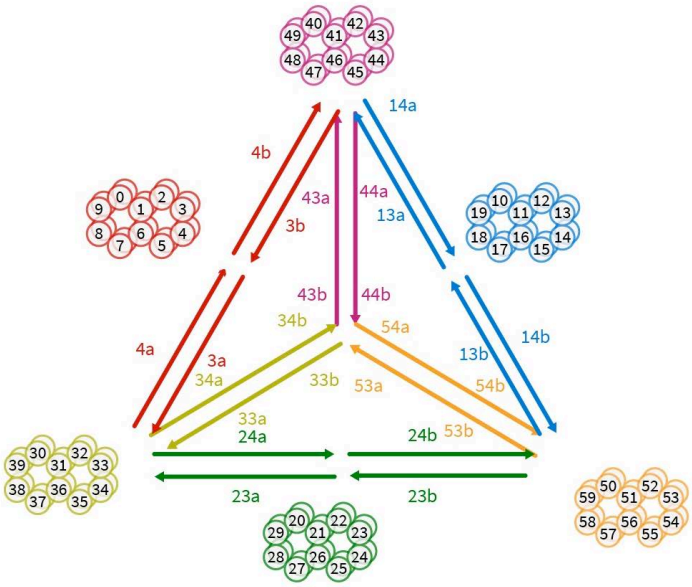
Step 4: Re-draw the Schlegel diagram

Double the lines to include“fwd” and “rev” paths to correspond to “even” and “odd” helices in our design. Number the edge segments to match the helix numbers for the corresponding strut. Add arrows to indicate 3’ ends.



Step 5: Trace a complete path through the segments and note connection pairs

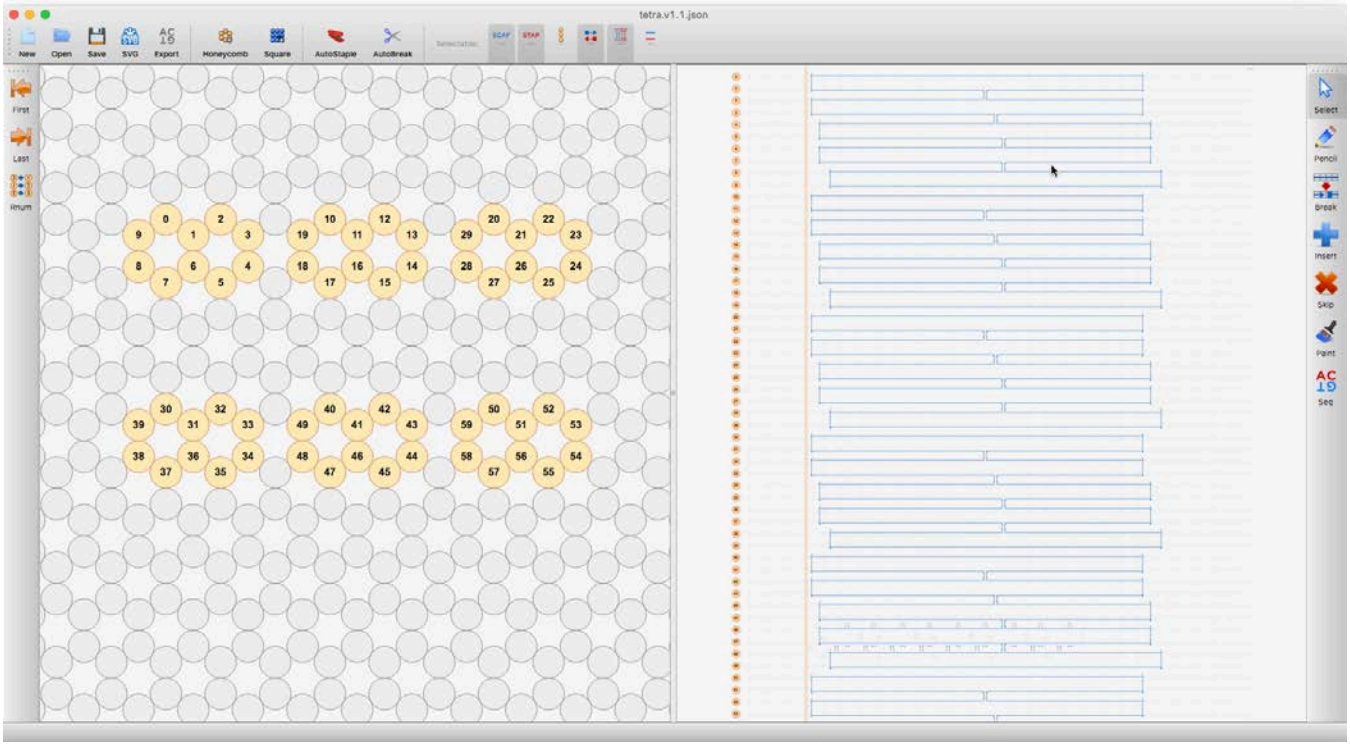
Working clockwise starting at segment **4b**, it connects to **14a**, which crosses over to **13a**, which connects to **44a**, and so on. We keep track of these pairings in a text editor.




```
4b: 14a
13a:44a
44b:54a
54
14b: 23b
24b: 53b
53a: 33b
33a: 24a
23a: 4a
3a: 34a
34b: 43b
43a: 3b
```

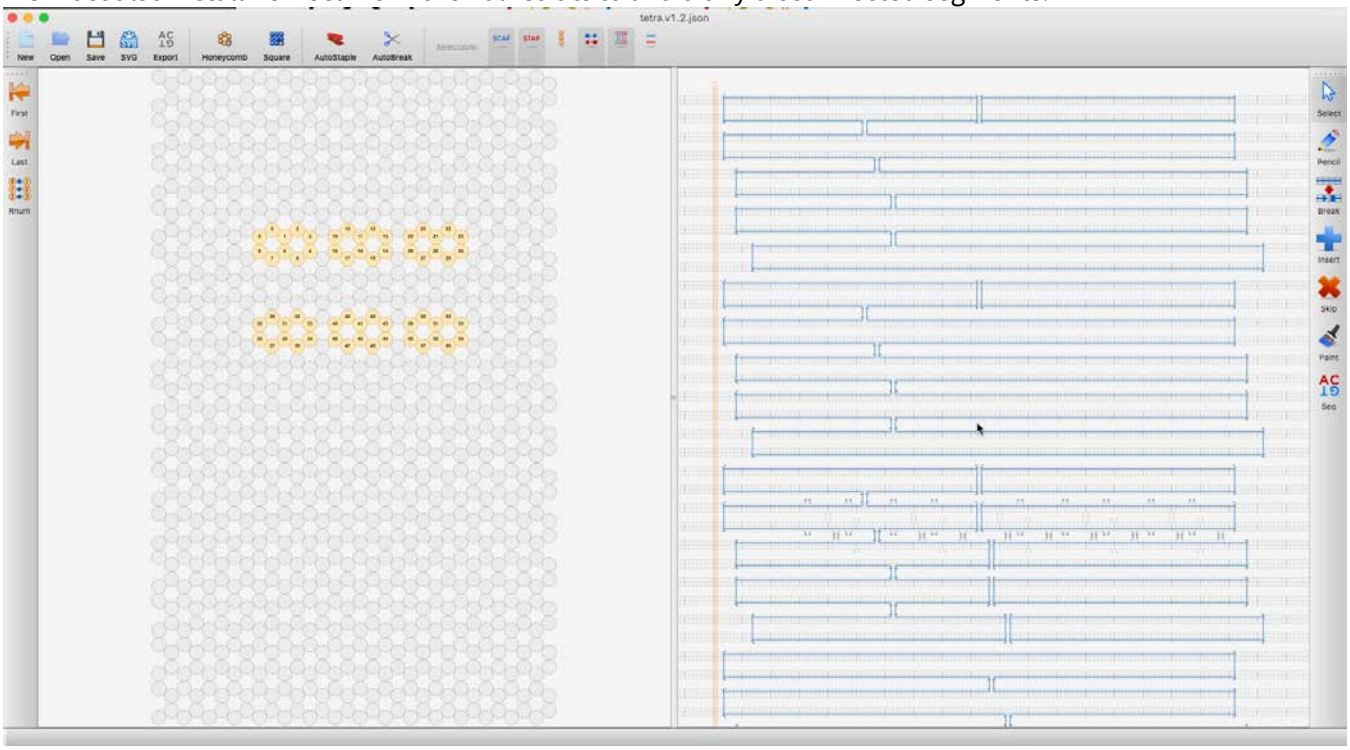
Step 6: Return to the Cadnano design and extrude the struts to desired lengths

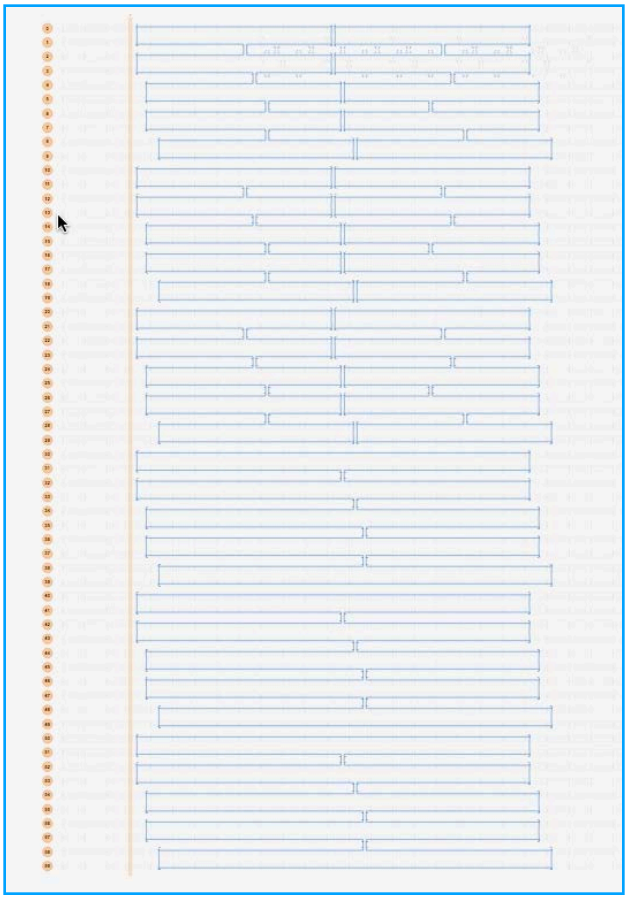
Make sure the sum of the lengths matches the desired scaffold length, e.g. 6 x 1344 = **8064**



Step 7: Install Scaffold crossovers to split the appropriate struts in half.

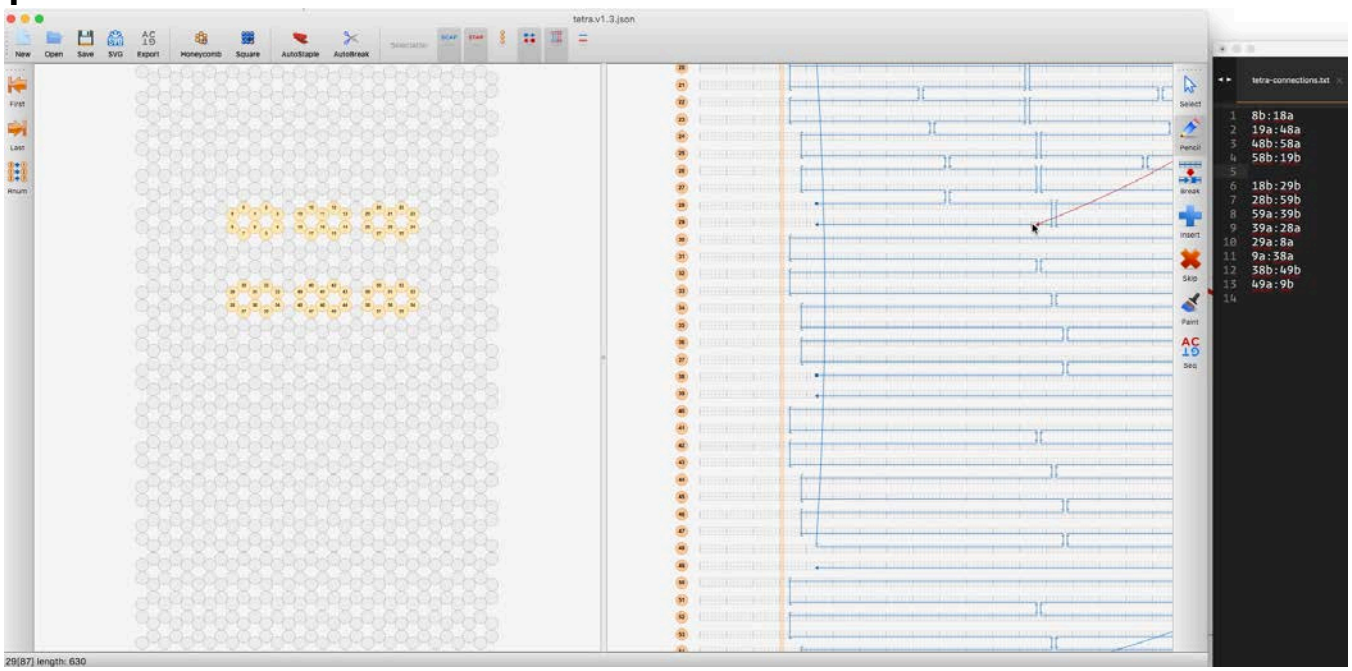
We must also install new seams in the half-struts to avoid any disconnected segments.

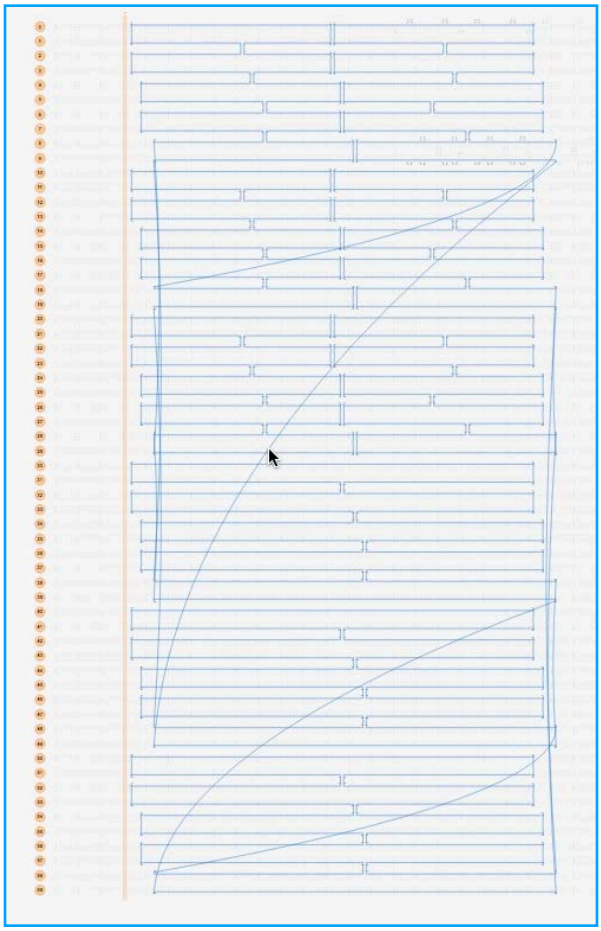




The updated scaffold layout.

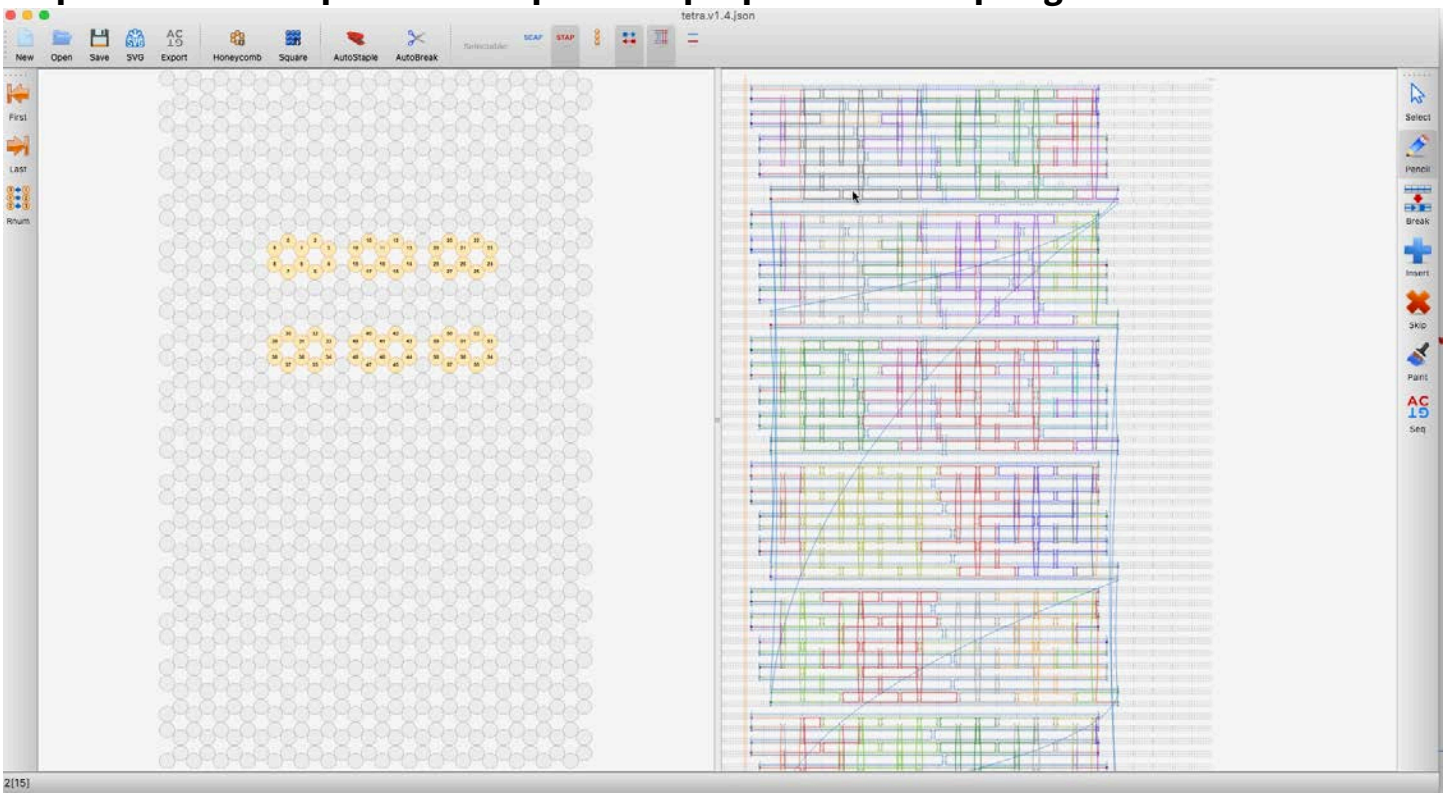
Step 8: Use the Pencil tool to force-install the vertex connections in the scaffold.



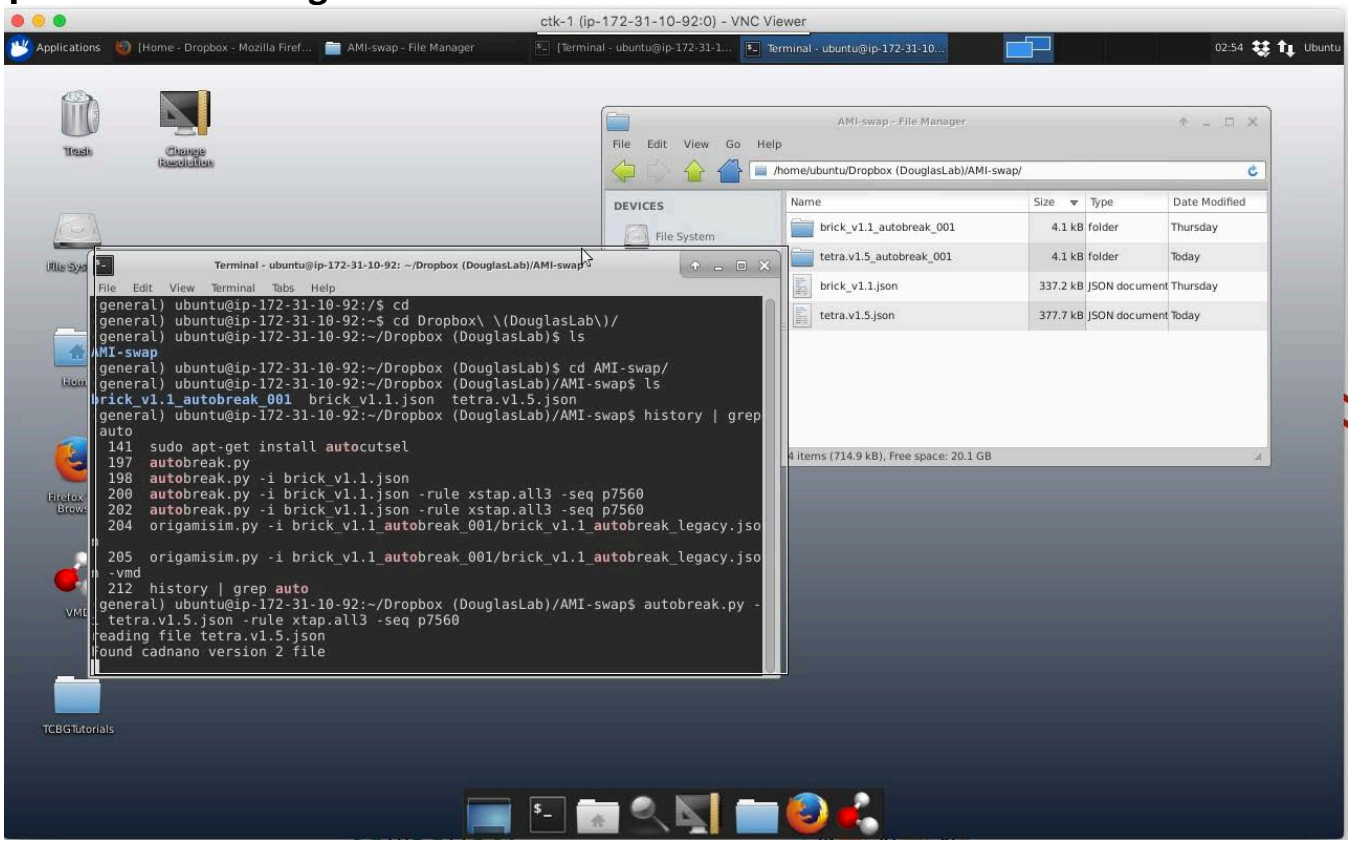


The final scaffold layout.

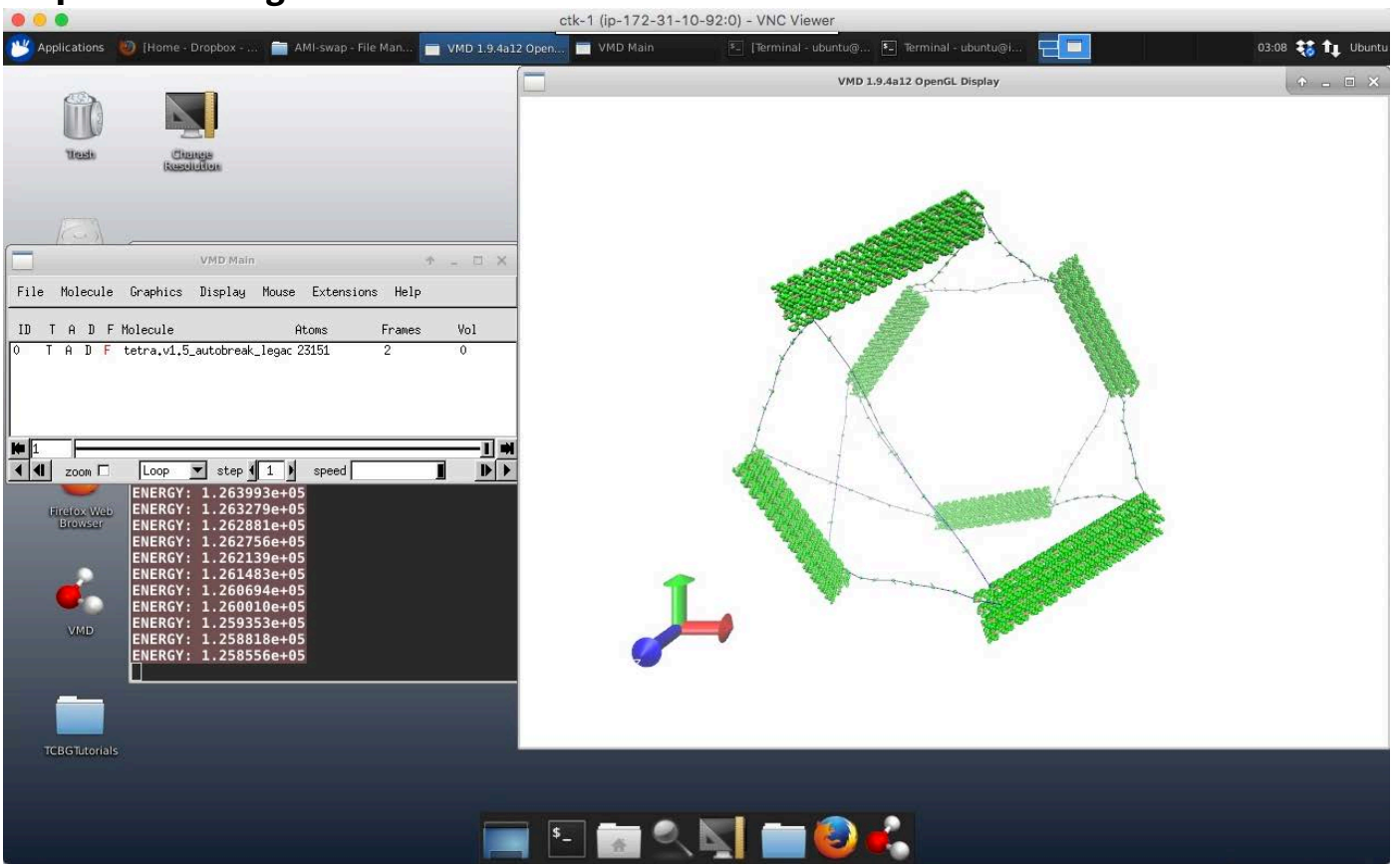
Step 9: Use AutoStaple to create proto-staple paths. Clean up edges as usual.



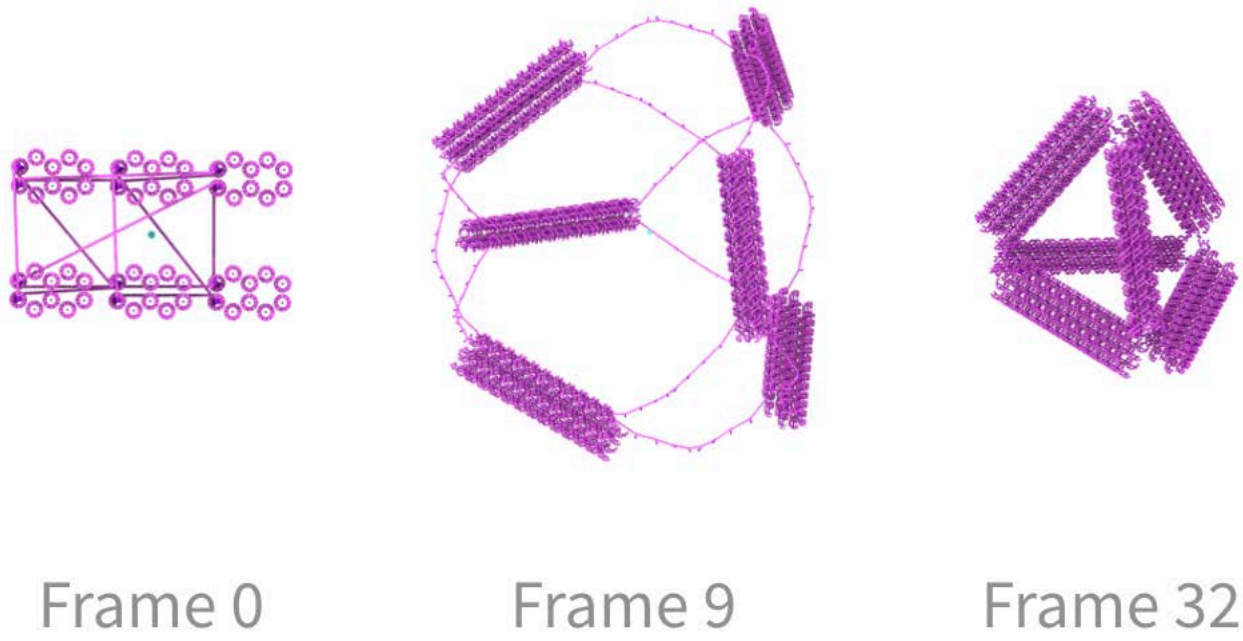
Step 10: Transfer design to the AMI and run AutoBreak



Step 11: Run OrigamiSim



Assuming you are working in your Dropbox swap folder, you should be able to open the **.gsd** files in **Ovito**.



Example Ovito renders of frames 0, 9, and 32 of the tetra.v1 simulation