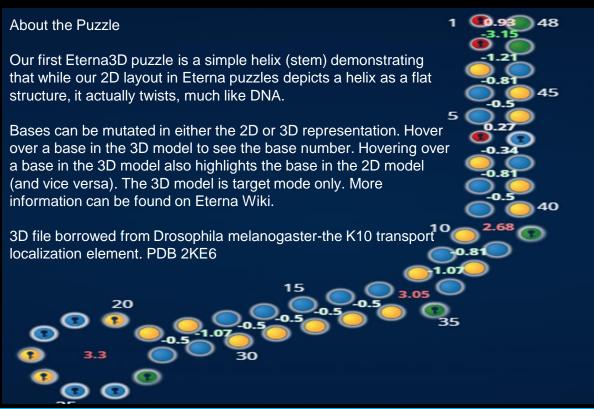
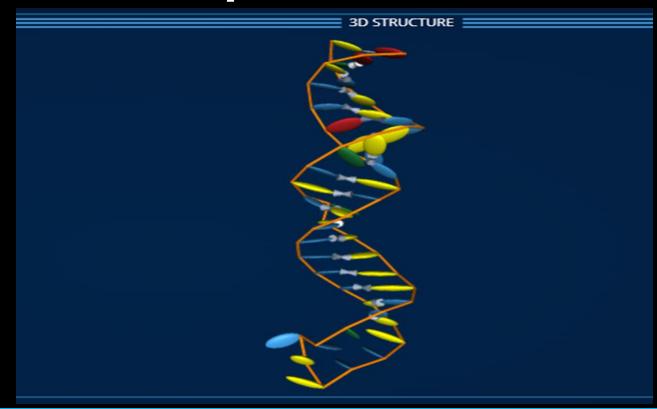


"Building Your Own 3D Puzzle"

This looks pretty cool...How can I create a 3D Eterna puzzle?





The First Eterna3D Puzzle - https://eternagame.org/puzzles/11213497

What are the steps to creating a 3D Eterna puzzle?

Overview

DigitalEmbrace

15 Feb 2022

@clollin Are you going to be the first player to create an Eterna3D player puzzle?

- My intro to this was: "The First Eterna3D Puzzle" https://eternagame.org/puzzles/11213497
- I suggest you go there and read "About the Puzzle" as well as the "Discussion" section for a thorough background.
- Summary I solved the puzzle and posted "I like being able to see that 3D interface! Not that this is a challenging puzzle, but with the PDB accession number listed, the FASTA file and sequence is easily accessible to solve (or at least get close)."
- DigitalEmbrace provided a sort of challenge to me see above...
- Well...I can't let a good challenge go unaddressed, so I was off to figure it out.

Research – How did they do this? I want to be able to do this! How am I going to do this?

Beam to PuzzleMaker – what did they do?



Research – How did they do this? I want to be able to do this! How am I going to do this?

- Beam to PuzzleMaker "Load 3D Model"
- "WHAT 3D Model are they loading???" basically asking for a file



Research – How did they do this? I want to be able to do this! How am I going to do this?

- Beam to PuzzleMaker what did they do?
- "WHAT 3D Model are they loading???" –
- "3D file borrowed from Drosophila melanogaster the K10 transport localization element. PDB 2KE6"

PDB is the Protein Data Bank - https://www.rcsb.org/

RCSB PDB (Research Collaboratory for Structural Bioinformatics PDB) operates the US data center for the global PDB archive, and makes PDB data available at no charge to all data consumers without limitations on usage



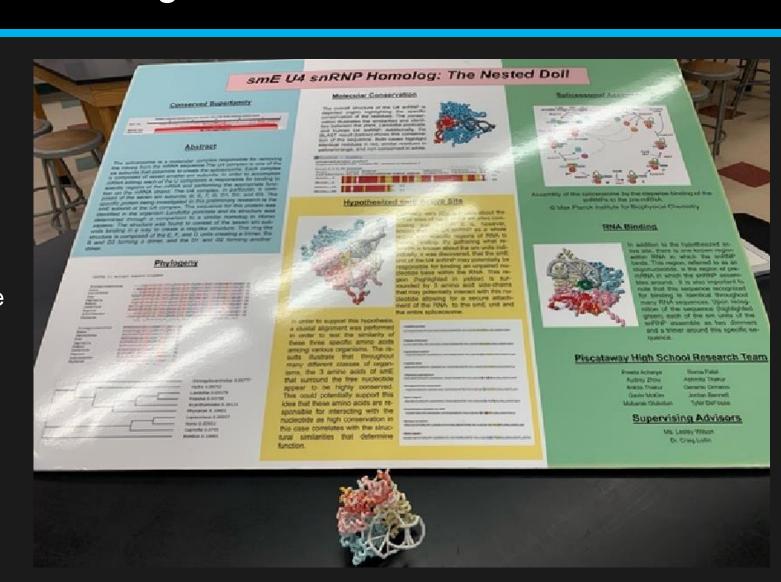
I am familiar with the PDB due to my involvement in the Waksman Student Scholars Program - WSSP https://wssp.rutgers.edu/

Originally 2Y9A – Now Obsolete and entered under 4WZJ – Spliceosomal U4 snRNP core domain

https://www.rcsb.org/structure/4WZJ

My WSSP (Piscataway High School, NJ) students identified one of the seven "ring" proteins of this snRNP complex and when we went to model it using jMol, we discovered there was RNA within the structure. We decided to go ahead a model it, but needed permission from WSSP to go ahead with this since they had not modelled anything with RNA to date...so we were the first to do that within the program.

Honestly, we were very proud of ourselves!



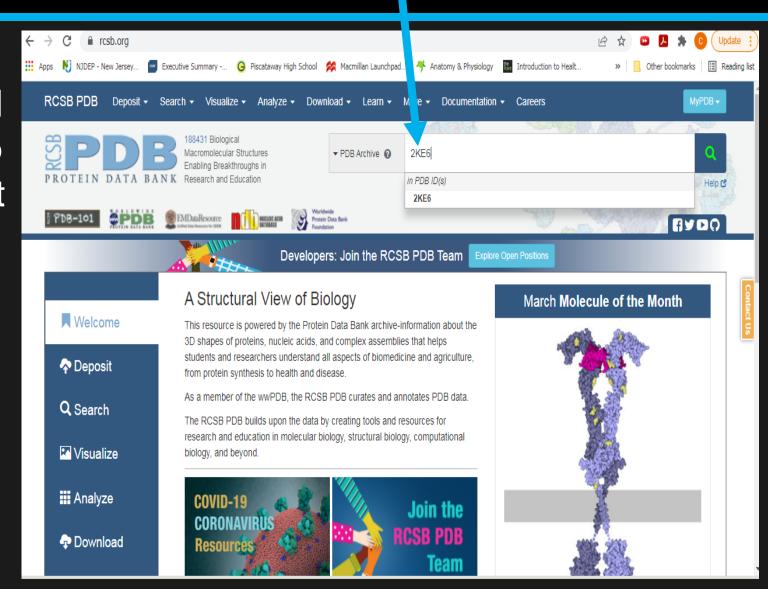
So how do we use PDB?

Every molecular model (atomic coordinate file) in the Protein Data Bank (PDB) has a unique accession or identification code. These codes are always 4 characters in length. The first character is a numeral in the range 1-9, while the last three characters can be either numerals (in the range 0-9) or letters (in the range A-Z in the Latin alphabet). Plans for an expanded identification code system that handle more entries have been announced.

Just paste in the PDB Accession # into this field and usually it will show you a drop down of the Accession # - just click it.

This will take you to the main PDB page for that entry.

This is where you will find all the relevant details and files.

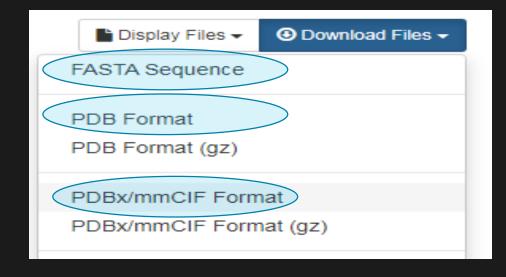


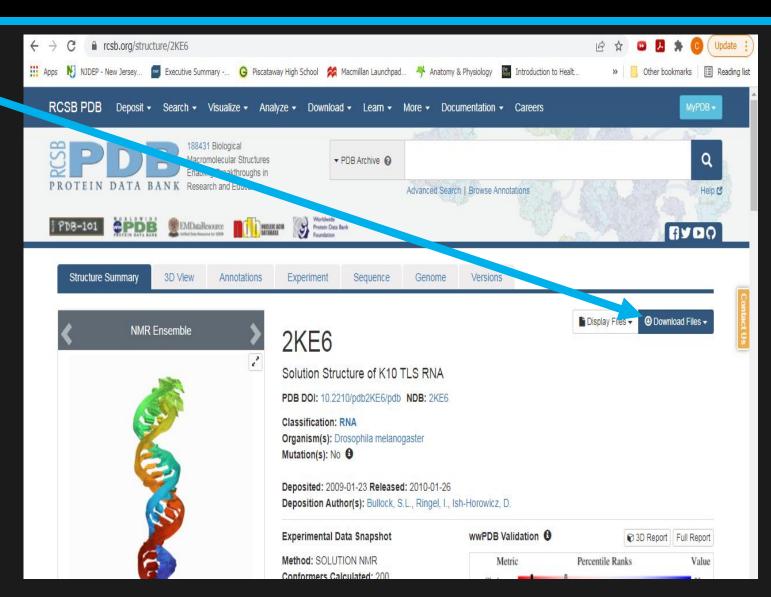
So how do we use PDB?

These are the files associated with the PDB entry.

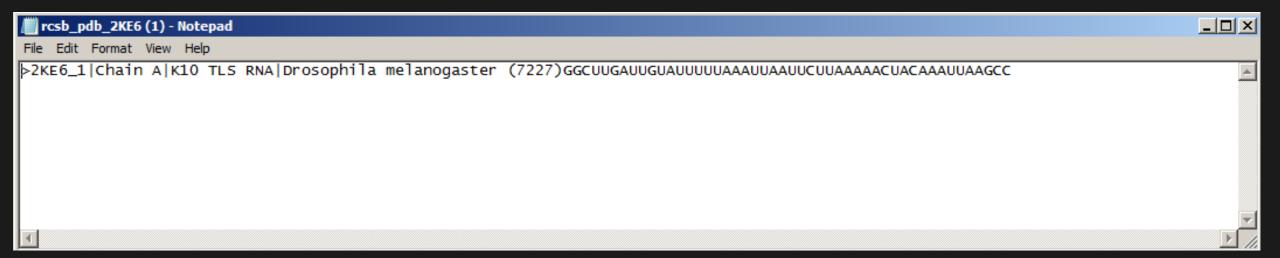
You will want the FASTA sequence file, the PDB format file, possibly the CIF file...

I recommend you download them into a folder for use and possible later research.





Files – FASTA Sequence file



Files – PDB Format file



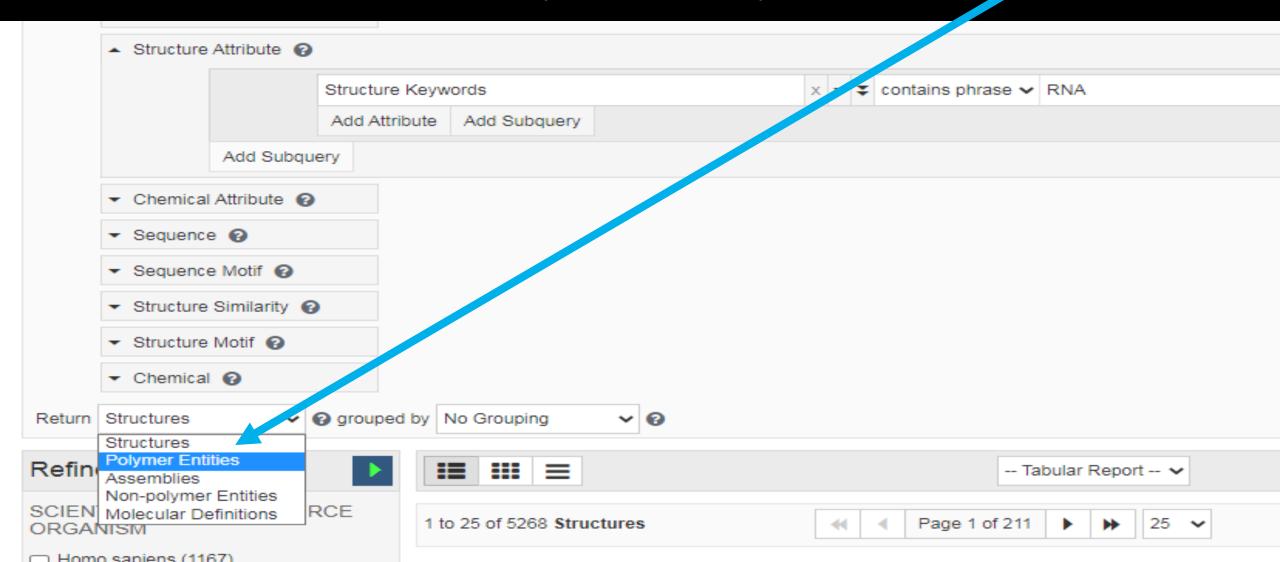
	02 777 00 0476	ORIGX2	0.0000	00 1.000000	0.000000	0.00000		
HEADER TITLE	RNA 23-JAN-09 2KE6 SOLUTION STRUCTURE OF K10 TLS RNA	ORIGX3	0.0000		1.000000	0.00000		
COMPND	MOL ID: 1;	SCALE1	1.0000		0.000000	0.00000		
COMPND	2 MOLECULE: K10 TLS RNA;	SCALE2	0.0000	00 1.000000	0.000000	0.00000		
COMPND	3 CHAIN: A;	SCALE3	0.000000 0.000000 1.000000			0.00000		
COMPND	4 ENGINEERED: YES;	MODEL	1					
COMPND	5 OTHER DETAILS: K10 TRANSPORT AND LOCALISATION SIGNAL (TLS)	ATOM	1 05'	G A 1	-5.468 -1.296	32.261 1.00 0.00	0	
SOURCE	MOL ID: 1;	ATOM	2 C5'	G A 1	-4.486 -0.267	32.420 1.00 0.00	C	
SOURCE	2 SYNTHETIC: YES;	ATOM	3 C4'	G A 1	-3.080 -0.845	32.551 1.00 0.00	C	
SOURCE	3 ORGANISM SCIENTIFIC: DROSOPHILA MELANOGASTER;	ATOM	4 04'	G A 1	-3.049 -1.792	33.625 1.00 0.00	0	
SOURCE	4 ORGANISM COMMON: FRUIT FLY;	ATOM	5 C3'	G A 1	-2.767 -1.610	31.277 1.00 0.00	C	
SOURCE	5 ORGANISM TAXID: 7227;	ATOM	6 03'	G A 1	-1.926 -0.827	30.423 1.00 0.00	0	
SOURCE	6 OTHER DETAILS: PREPARED BY IN VITRO TRANSCRIPTION USING T7	ATOM	7 C2'	G A 1	-2.016 -2.848	31.740 1.00 0.00	C	
KEYWDS	RNA TRANSPORT, RNA HAIRPIN, RNA	ATOM	8 02'	G A 1	-0.610 -2.730	31.506 1.00 0.00	0	
EXPDTA	SOLUTION NMR	ATOM	9 C1'	G A 1	-2.322 -2.970	33.231 1.00 0.00	C	
NUMMDL	12	ATOM	10 N9	G A 1	-3.091 -4.201	33.500 1.00 0.00	N	
AUTHOR	S.L.BULLOCK, I.RINGEL, D.ISH-HOROWICZ	ATOM	11 C8	G A 1	-4.426 -4.349	33.764 1.00 0.00	C	
REVDAT	5 16-MAR-22 2KE6 1 REMARK	ATOM	12 N7	G A 1	-4.803 -5.585	33.943 1.00 0.00	N	
REVDAT	4 16-JUN-10 2KE6 1 JRNL	ATOM	13 C5	G A 1	-3.628 -6.316	33.786 1.00 0.00	C	
REVDAT	3 26-MAY-10 2KE6 1 JRNL	MOTA	14 C6	G A 1	-3.402 -7.719	33.868 1.00 0.00	C	
REVDAT	2 19-MAY-10 2KE6 1 JRNL REMARK COMPND AUTHOR	MOTA	15 06	G A 1	-4.221 -8.606	34.098 1.00 0.00	0	
REVDAT	1 26-JAN-10 2KE6 0	MOTA	16 N1	G A 1	-2.068 -8.034	33.645 1.00 0.00	N	
JRNL	AUTH S.L.BULLOCK, I.RINGEL, D.ISH-HOROWICZ, P.J.LUKAVSKY	ATOM	17 C2	G A 1	-1.077 -7.116	33.377 1.00 0.00	C	
JRNL	TITL A'-FORM RNA HELICES ARE REQUIRED FOR CYTOPLASMIC MRNA	ATOM	18 N2	G A 1	0.144 -7.609	33.183 1.00 0.00	N	
JRNL	TITL 2 TRANSPORT IN DROSOPHILA	MOTA	19 N3	G A 1	-1.280 -5.801	33.300 1.00 0.00	N	
JRNL	REF NAT.STRUCT.MOL.BIOL. V. 17 703 2010	MOTA	20 C4	G A 1	-2.575 -5.473	33.515 1.00 0.00	C	
JRNL	REFN ISSN 1545-9993	MOTA	21 H5'	G A 1	-4.718 0.310	33.315 1.00 0.00	H	
JRNL	PMID 20473315	MOTA	22 H5''	G A 1	-4.520 0.394	31.553 1.00 0.00	H	
JRNL	DOI 10.1038/NSMB.1813	MOTA	23 H4'	G A 1	-2.349 -0.054	32.716 1.00 0.00	H	
REMARK	2	ATOM	24 H3'	GA 1	-3.686 -1.891	30.761 1.00 0.00	Н	

So how did I make it a **new one**?

- Go to PDB and search for anything that has RNA, but I ran into problems immediately.
- Many PDB entries have RNA and Protein and the PDB Format files have ALL the coordinate data for both (ALL) and so it will not work in ETERNA when trying to upload the 3D file in PuzzleMaker. (basically it needs to be just 1 sequence).
- My options at this point are to edit the PDB Format file and delete away any non-relevant sequence data – either from protein or other RNA or even hetero atoms like HOH (water).
- I tried this but when saving the file it cannot be saved as a PDB file extension (or at least I can't do that) – soooo, this may be a dead end!!!
- So the other option is to search for polymer entities, which restricts your search to entries with just 1 type of sequence.

So how did I make it a **new one**?

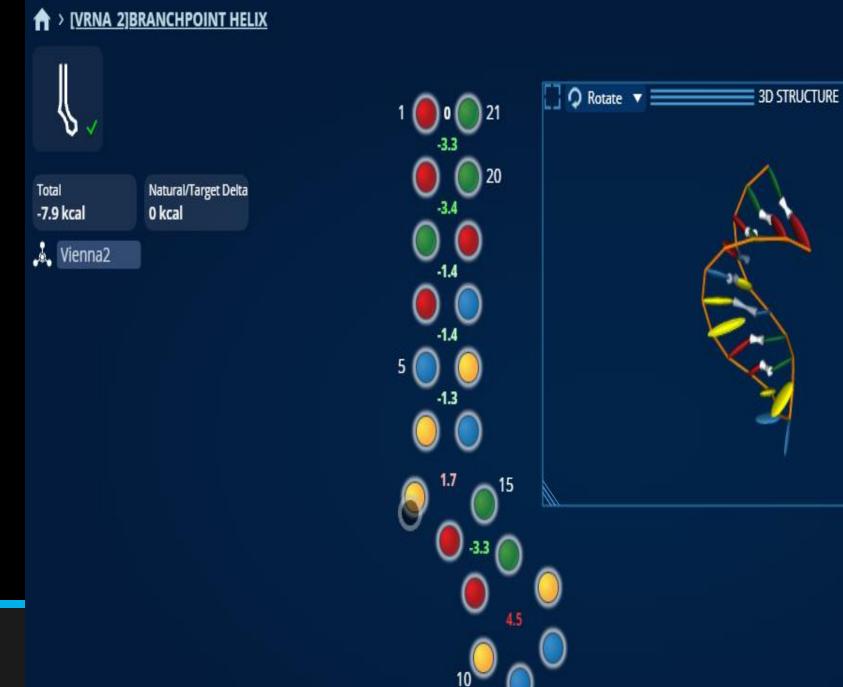
Within PDB, search for RNA, but restrict your search to Polymer Entities





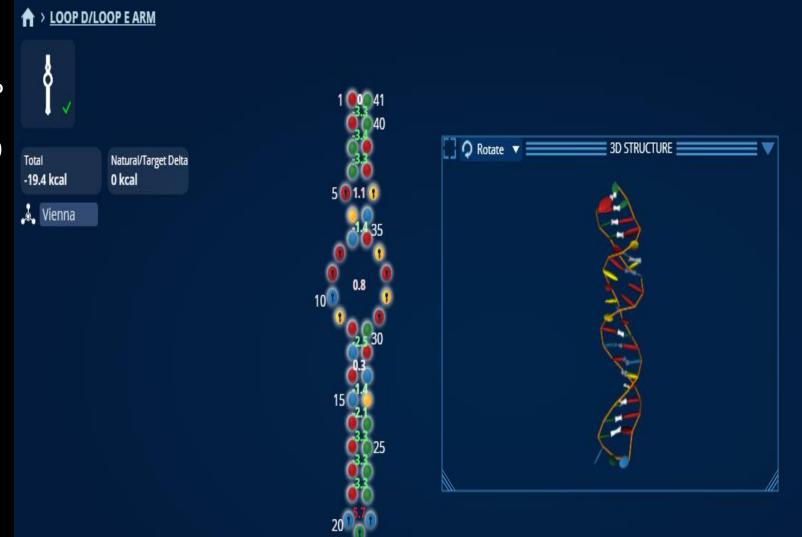
@DigitalEmbrace
Suggested I create the
first 3D player made
puzzle. Obtained from
PDB entry 17RA BRANCHPOINT HELIX
FROM YEAST AND
BINDING SITE FOR
PHAGE GA/MS2 COAT
PROTEINS, NMR, 12
STRUCTURES

This is a very small, very simple RNA entity that I thought could have a clean PDB file so it would work in the Eterna 3D model. It can be done!



PDB Entry 1A51 - LOOP D/LOOP E ARM OF E. COLI 5S RRNA, NMR, 9 **STRUCTURES**

Locked the unpaired bases per the native sequence from PDB **FASTA**





















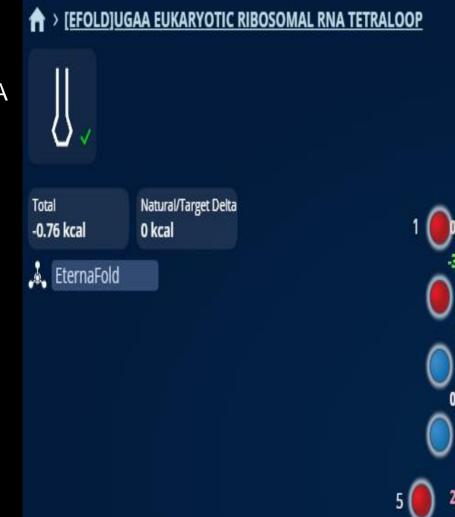








PDB Entry 1AFX - UGAA EUKARYOTIC RIBOSOMAL RNA TETRALOOP, NMR, 13 STRUCTURES

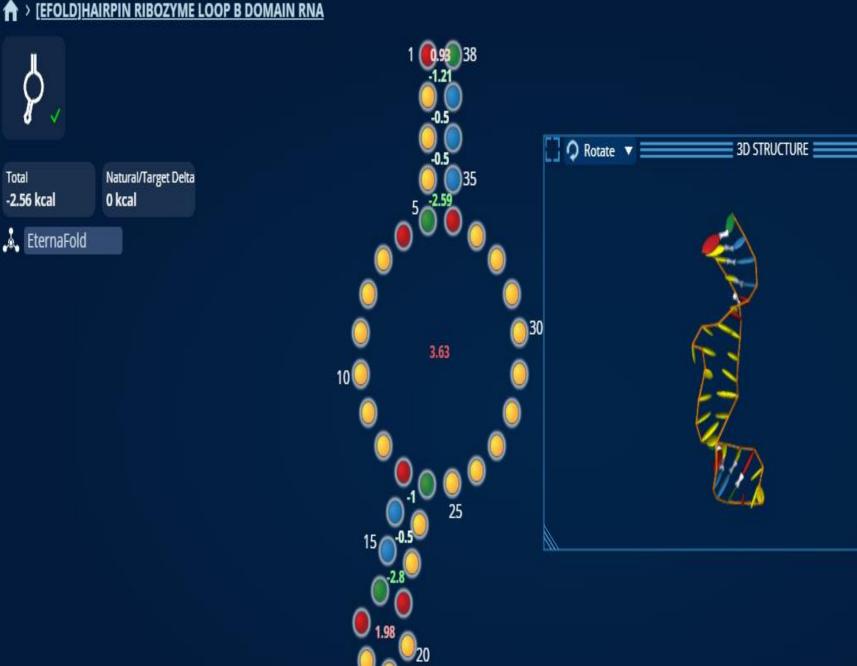




PDB Entry 1B36 - SOLUTION STRUCTURE OF THE HAIRPIN RIBOZYME LOOP B DOMAIN RNA, NMR, 10 STRUCTURES

https://www.nature.com/articles/nsb0399_212

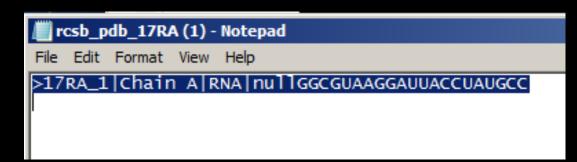
From the Abstract: "Here we present the solution structure of the loop B domain of the hairpin ribozyme, which contains most of the catalytically essential nucleotides. The 38-nucleotide domain contains a 16-nucleotide internal loop that forms one of the largest non-Watson–Crick segments of base pairing thus far determined by either NMR or crystallography."



How do I get the Dot Bracket Structure for this sequence...?

RNA Fold

http://rna.tbi.univie.ac.at/cgi-bin/RNAWebSuite/RNAfold.cgi



Results for minimum free energy prediction

The optimal secondary structure in dot-bracket notation wi [color by base-pairing probability | color by positional entre

- 1 GGCGUAAGGAUUACCUAUGCC
- 1 (((((((.(...))))))))

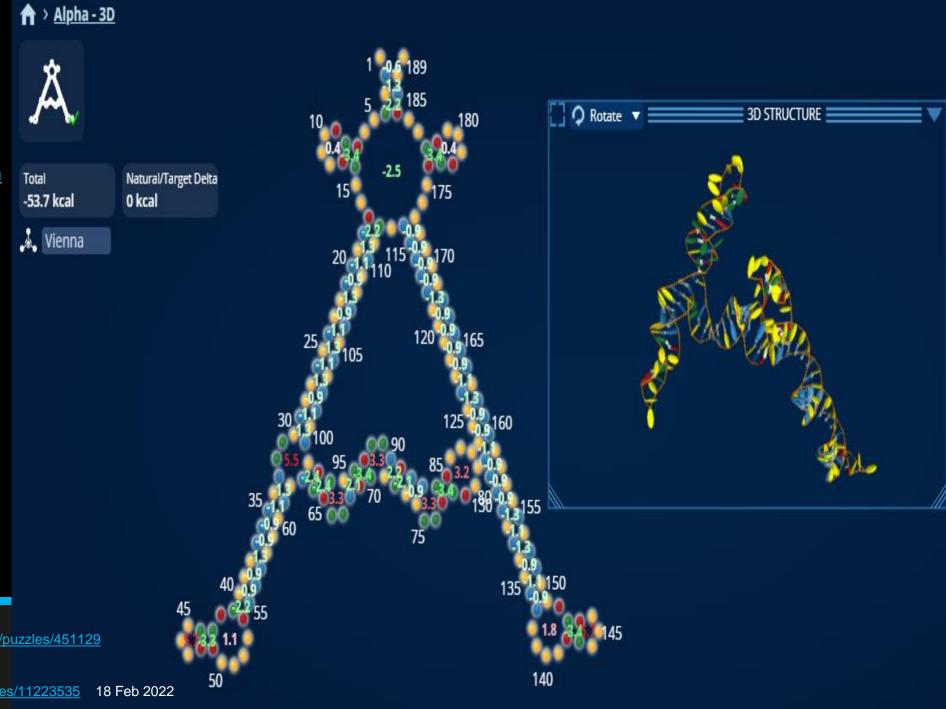
You can download the minimum free energy (MFE) structur server.

- CAN I DO THIS WITH MY EXISTING PUZZLES? And therefore with any other puzzle in ETERNA...
- OKAY, I can get the Dot Bracket Structure for my created puzzles (RNA Fold), but my problem now is created puzzles don't have PDB Format files to create the 3D info for PuzzleMaker...sad face...stop now...never
- Natural question...how do I create a PDB Format file?

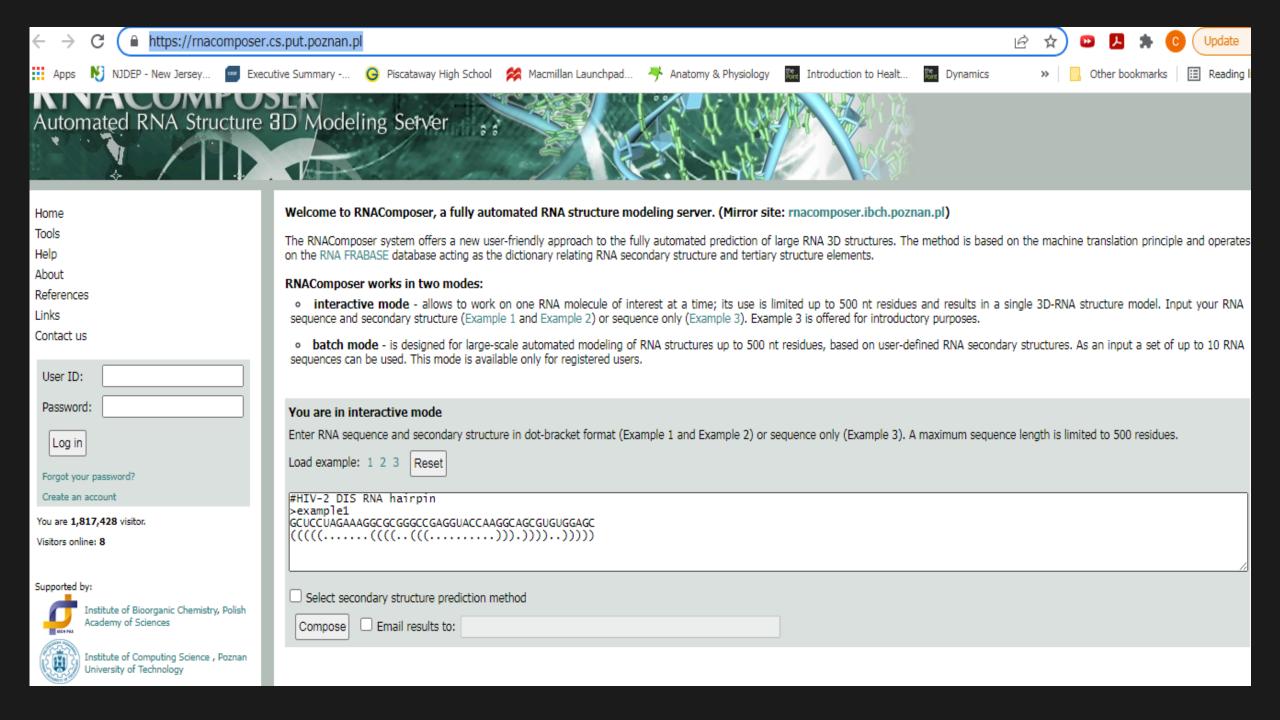
This is awesome! Thanks owed to several people in the forum, but a little digging brought me to this site: https://rnacomposer.cs.put.pozn an.pl/

With the sequence from my puzzle and the dot-bracket code from puzzle maker, I was able to create a PBD text file which works perfectly in jMol and in this Eterna 3D puzzle.

What's even cooler, is that in 3D it looks a lot like the letter A.



Original Alpha Puzzle https://eternagame.org/puzzles/451129



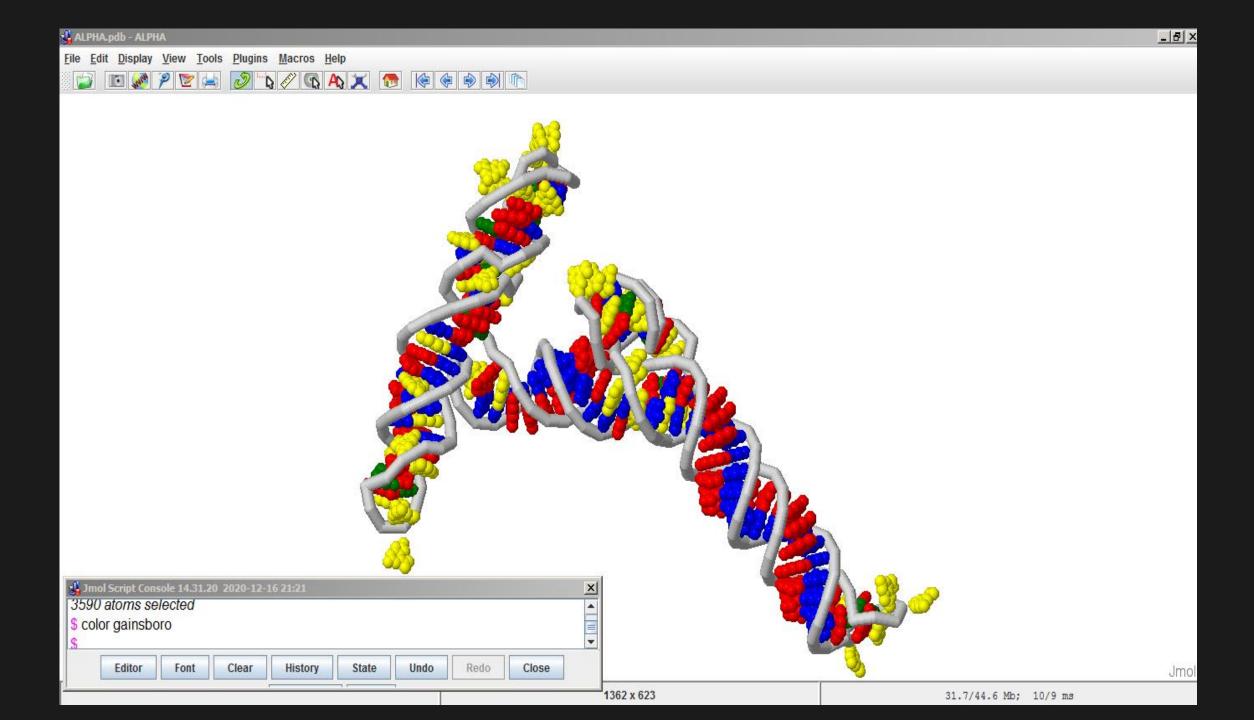
RNA COMPOSER https://rnacomposer.cs.put.poznan.pl/

Info for RNA Composer site:

Alpha letter in clollin series Eterna

>ALPHA

MODEL	1								
ATOM	1 HO5'	A A	1	-0.433	-0.197	-1.235	1.00	0.00	Н
ATOM	2 05'	A A	1	-0.072	0.491	-0.669	1.00	0.00	0
ATOM	3 C5'	A A	1	1.303	0.175	-0.436	1.00	0.00	c
ATOM	4 H5'	A A	1	1.930	1.007	-0.759	1.00	0.00	Н
ATOM	5 н5''	AA	1	1.576	-0.713	-1.004	1.00	0.00	H
ATOM	6 C4'	A A	1	1.549	-0.091	1.031	1.00	0.00	C
ATOM	7 н4'	A A	1	0.605	0.059	1.556	1.00	0.00	Н
ATOM	8 04'	AA	1	2.089	-1.436	1.177	1.00	0.00	0
ATOM	9 C1'	AA	1	3.156	-1.424	2.108	1.00	0.00	C
ATOM	10 H1'	AA	1	2.991	-2.254	2.797	1.00	0.00	H
ATOM	11 N9	AA	1	4.402	-1.671	1.384	1.00	0.00	N
ATOM	12 C4	AA	1	5.594	-2.080	1.931	1.00	0.00	C
MOTA	13 N3	A A	1	5.851	-2.340	3.225	1.00	0.00	N
MOTA	14 C2	A A	1	7.119	-2.711	3.386	1.00	0.00	C
ATOM	15 H2	AA	1	7.411	-2.943	4.410	1.00	0.00	H
ATOM	16 N1	A A	1	8.086	-2.842	2.469	1.00	0.00	N
ATOM	17 C6	A A	1	7.794	-2.572	1.179	1.00	0.00	C
ATOM	18 N6	AA	1	8.758	-2.701	0.267	1.00	0.00	N
ATOM	19 H61	AA	1	8.560	-2.503	-0.703	1.00	0.00	H
ATOM	20 H62	AA	1	9.682	-2.992	0.552	1.00	0.00	H
ATOM	21 C5	AA	1	6.483	-2.169	0.876	1.00	0.00	C
ATOM	22 N7	AA	1	5.863	-1.825	-0.318	1.00	0.00	N
ATOM	23 C8	A A	1	4.634	-1.540	0.037	1.00	0.00	C
ATOM	24 H8	AA	1	3.873	-1.232	-0.665	1.00	0.00	H
MOTA	25 C2'	AA	1	3.117	-0.070	2.813	1.00	0.00	C
ATOM	26 H2'	AA	1	4.114	0.255	3.118	1.00	0.00	H
ATOM	27 02 '	AA	1	2.209	-0.146	3.896	1.00	0.00	0
ATOM	28 HO2'	AA	1	1.738	0.689	3.920	1.00	0.00	H
MOTA	29 C3'	A A	1	2.577	0.815	1.698	1.00	0.00	C





DigitalEmbrace

19 Feb 2022

The 3D model must be purely a prediction since you used RNAComposer and no natural RNA would have straight helices. Great work!



DigitalEmbrace

18 Feb 2022

Is the PDB file based on the known 3D structure or is it a prediction based on the dot-bracket and sequence?



jnicol

18 Feb 2022

Nice!



Anamfija

18 Feb 2022

Whoa, that's super cool! I had seen RNApdbee before (which takes in a PDB ID or 3D structure and changes it into dot-bracket notation), but I hadn't come across RNAComposer yet. So many possibilities . . .

Conclusion

- 3D Puzzles can be made by anyone with a fairly straight forward series of steps...if you run into difficulty; I am more than happy to try and help!
- Try one and see!
- https://forum.eternagame.org/t/testing-eterna3d-functionality/4144 DigitalEmbrace

Problems

 Puzzles that we create are rarely representations of biologically valid sequences and are thus <u>NOT</u> verified regarding folding (3D)

How to control 3D puzzles

I just tried some things that work with Jmol and realized that you can use the shift button with the mouse and it will pan. So all three options for moving would be directly accessible if rotate was the default.

(For me anyway)

- Shift and left click = pan.
- Left click alone = rotate.
- Scroll wheel = zoom.

Try it out!

QUESTIONS?

Acknowledgments: So many Eterna players have helped me in ways they may never know; whether it comes to solving a puzzle or learning something new. Someone even recently helped my 5yr old daughter in the chat while she was playing on the site. Thanks to all, especially:

DigitalEmbrace, Iroppy, Eli Fisker, Anamfija, Astromon, jnicol, ETERNA DEV team and many others not mentioned...