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# Image processing and 3D reconstruction

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Protocol status: Working

We use this protocol and it's working

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### **Abstract**

Image processing and 3D reconstruction

### **Troubleshooting**



### Image processing

- 1 Use cryoSPARC for the following steps except those particularly mentioned.
- Do motion correction by [Patch Motion Correction]

  Bin 2x in fourier cropping for super-resolution video stacks

  Bin 1x in fourier cropping for regular video stacks
- Do contrast transfer function determination by [Patch CTF Estimation]

  Remove the outlier micrographs base on the estimated defocus and resolution value.
- Do particle picking by [Topaz]

  Manually pick 10 micrographs as learning dataset
  Optimize the 'picking threshold' with the 10 mics
  Apply the parameter to the entile dataset
- Particle extraction
   Use the box size 1.5 times larger than the target particles
   Bin 4x to facilitate the following classification jobs
- 6 2D classification Set 50-100 classes dependent on the data size Remove the obvious junk particles
- 7 Obtain an initial model
  - [1] Use Ab-initial (Optional) only select the 2D classes that show high-resolution features
  - [2] Use previously determined structure if it's available
  - [3] Create a new medel by AlphaFold
- Do 3D classification by [Reterogeneous Refinement]
   Low-pass your model to 15-20 Å
   Run the job with 2-3 junk models
   Run multiple times (typically 2-4 rounds) until the result converges
- 9 Re-extract the particles with bin 2x for super-resolution video stacks bin 1x for regular video stacks

#### 3D reconstruction

10 Do 3D reconstruction by [Homogeneous Refinement]
Repeat 2-3 times until the resolution converges
Check whether the FSC curve is healthy



11 (Optional)

Do CTF refiment followed by homogeneous refinement.

Check whether the resolution get improved

12 (Optional)

Do local refinement if the map contains multiple rigid sub-regions

Decide the masks based on [3D Variability] or [3D Flex]

Use [ChimeraX] to create the maps

Use [EMAN2] to compose the final maps at the end