

2022 Che3460 – Instructions for making Atomic Blender molecules easier to work with

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In a new file (makes things easier):

- Delete everything (cameras/lights/etc.)
- Import molecule (with balls as “mesh” instead of NURBS)
- Select everything, then “Ctrl+A” and choose “make instances real”
- Select everything and join (you may need to first select arbitrarily one of the atoms so that there is an "active object" selected), then give object meaningful name (e.g., “CaffeineMolecule”)
- Move into regular collection using the "M" key then delete collection hierarchy in Outliner generated by addon
- Shade smooth as desired... and you're all done!
- (optional: go into edit mode, select all vertices, hit "M" to merge by distance to get rid of extra vertices)

What if you want separate two molecules, or part of the molecule?

- Go into edit mode and merge all vertices by distance if not done already
- Use “L” to select linked vertices/edges/faces...
- Once enough atoms/bonds are selected, use “P” to separate as object
- Now you have two objects!

How to bring these assets into your “main” scene? Three ways:

1. Open separate Blender instance (so you have two windows) and use copy/paste
2. Save Blender file with molecule, then in another Blender file use Append
3. Export OBJ or FBX file from Blender and then import in a few Blender file