

# PDF3D

**Molecular Structure Model.** Classical ball & stick model, using cylinders and icosahedra as spheres approximations. Visualization example by Mario Valle, Visualization Group, Swiss National Supercomputing Centre (CSCS). 3D technical publishing software is based on **PDF3D-SDK** from **Visual Technology Services Ltd.** while using Adobe® Reader 3D PDF built-in viewer. AVS/Express Scene Capture GFA methods by Ian Curington.

<http://www.pdf3d.co.uk>