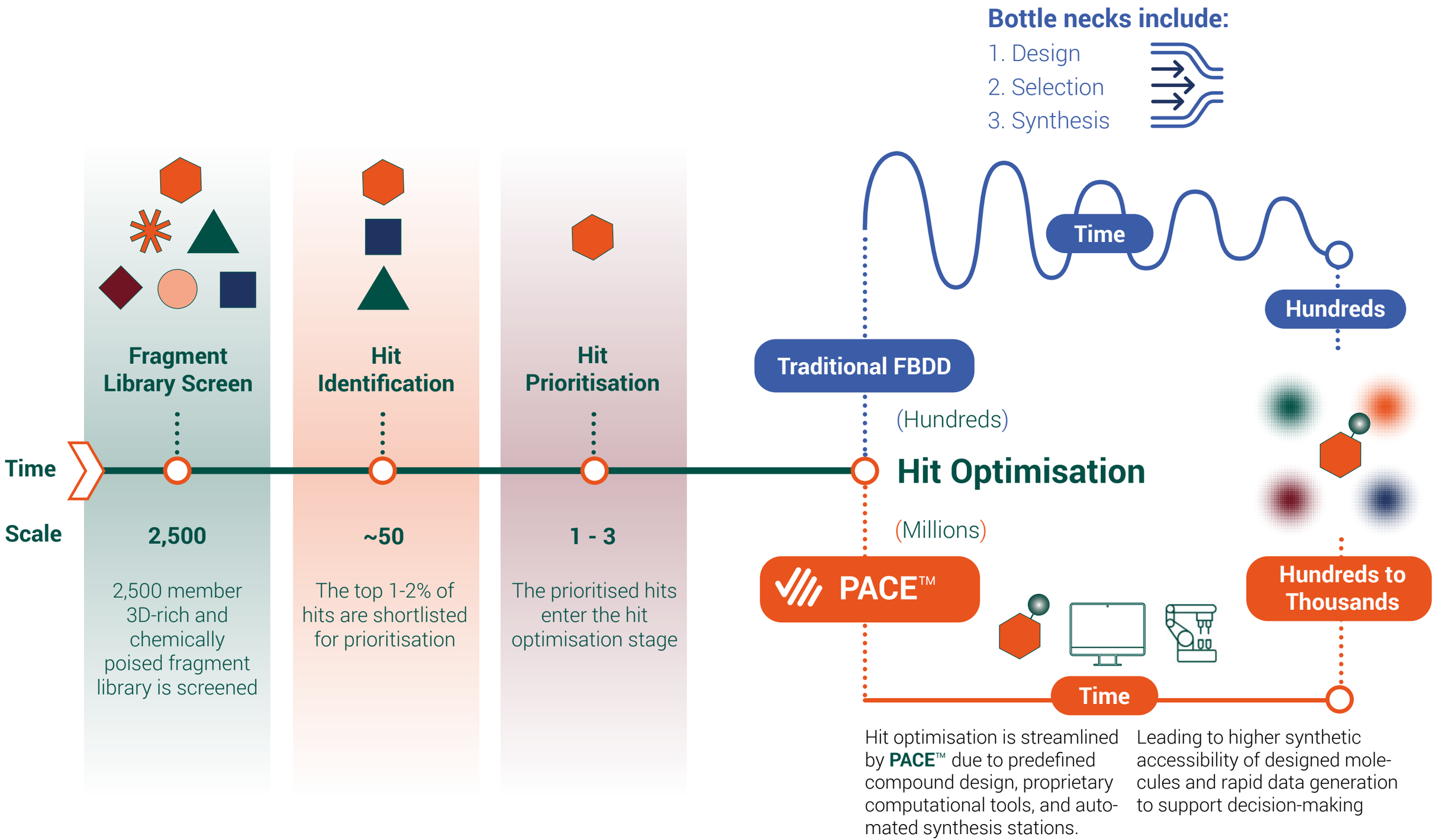
Bottle necks include:
1. Design
2. Selection
3. Synthesis
Time
Scale
Fragment Library Screen
2,500
2,500 member 3D-rich and chemically poised fragment library is screened
Hit Identification
~50
The top 1-2% of hits are shortlisted for prioritisation
Hit Prioritisation
1 - 3
The prioritised hits enter the hit optimisation stage
Time
Hundreds
Traditional FBDD
(Hundreds)
Hit Optimisation
(Millions)
PACE™
Hundreds to Thousands
Time
Hit optimisation is streamlined by PACE™ due to predefined compound design, proprietary computational tools, and automated synthesis stations.
Leading to higher synthetic accessibility of designed molecules and rapid data generation to support decision-making