

## Overview

In this activity you will meet the following objectives:

1. Recognize the first uses for computer graphics.
2. Identify characteristics of the oscilloscope.
3. Discover what people used to print their technical drawings.
4. Begin using *Design Center*® to manipulate and prepare a fish graphic for embroidery.

### STEP 1



## Inventory

If necessary, turn on the computer and wait for it to go through its "boot up" procedure. When the Media Cruiser interface is displayed, log in, and click **Lessons, Activity 3**, then **Inventory**. Once you've located the various items on the list, click Yes. If you are unable to find an item, click No. Report any problems such as missing or damaged items to the instructor. You will also be required to document the items in the Inventory Journal that will appear after you click No. When you are finished, click Score It.

### STEP 2

## Vocabulary words

The key term for this activity is listed below. Remember to look for it as you complete your work, and record the definition as you've been instructed.

9. Line plotter

### STEP 3



## Do this

Click the **Lessons** button, **Activity 3**, then **Multimedia 3**. This multimedia presentation is part two of The History of Graphic Communications. In it you will learn the history of computer graphics.