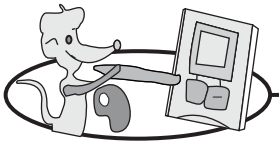
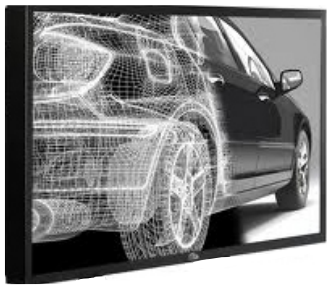


Creative Computers

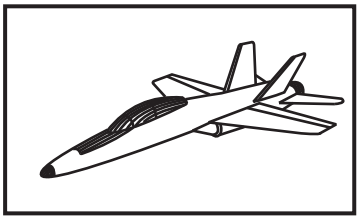
Computers aren't just for working out calculations and analyzing data. They are also creative tools used by designers and artists.

Computer-Aided Design (CAD)

Computer-aided design (CAD) software can be used to design anything from spoon to sports cars. If you enter a series of measurements into the computer, it will produce a 3-D image of the object on the screen. This is not much quicker than drawing, but you can move the image around, view it from any angle, and make as many different versions as you want, without having to draw it from scratch each time.

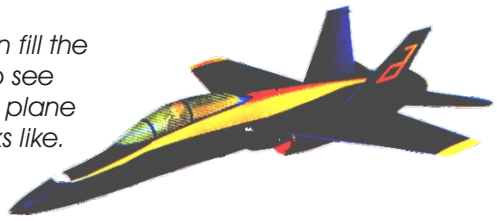


The structure of a high-speed jet plane is first designed as a wireframe.



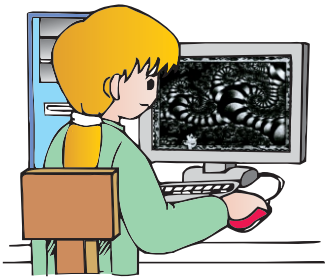
CAD software can also check of a certain design "works". For example, the design of a plane can be tested for safety. By entering data about what the plane is made of and the pressure put on it in a hurricane; the program will predict if it can survive high winds.

Designer can fill the wireframe to see what will the plane actually looks like.



Paintings and Patterns

Painting software allows the artists to create original pictures on a screen. With some packages, you can draw freehand with a special pen on a special board. The lines you paint appear on the screen. TuxPaint, KidPix, and Pixie are few examples of painting software.



A fractal design is created by feeding a series of numbers into a computer.

Mathematicians have created some fantastical patterns, called **fractals**, on computers. They are based on mathematical formula. Each part of the pattern has the same structure as the whole thing.

A human face is created by an artist using computer graphics software.

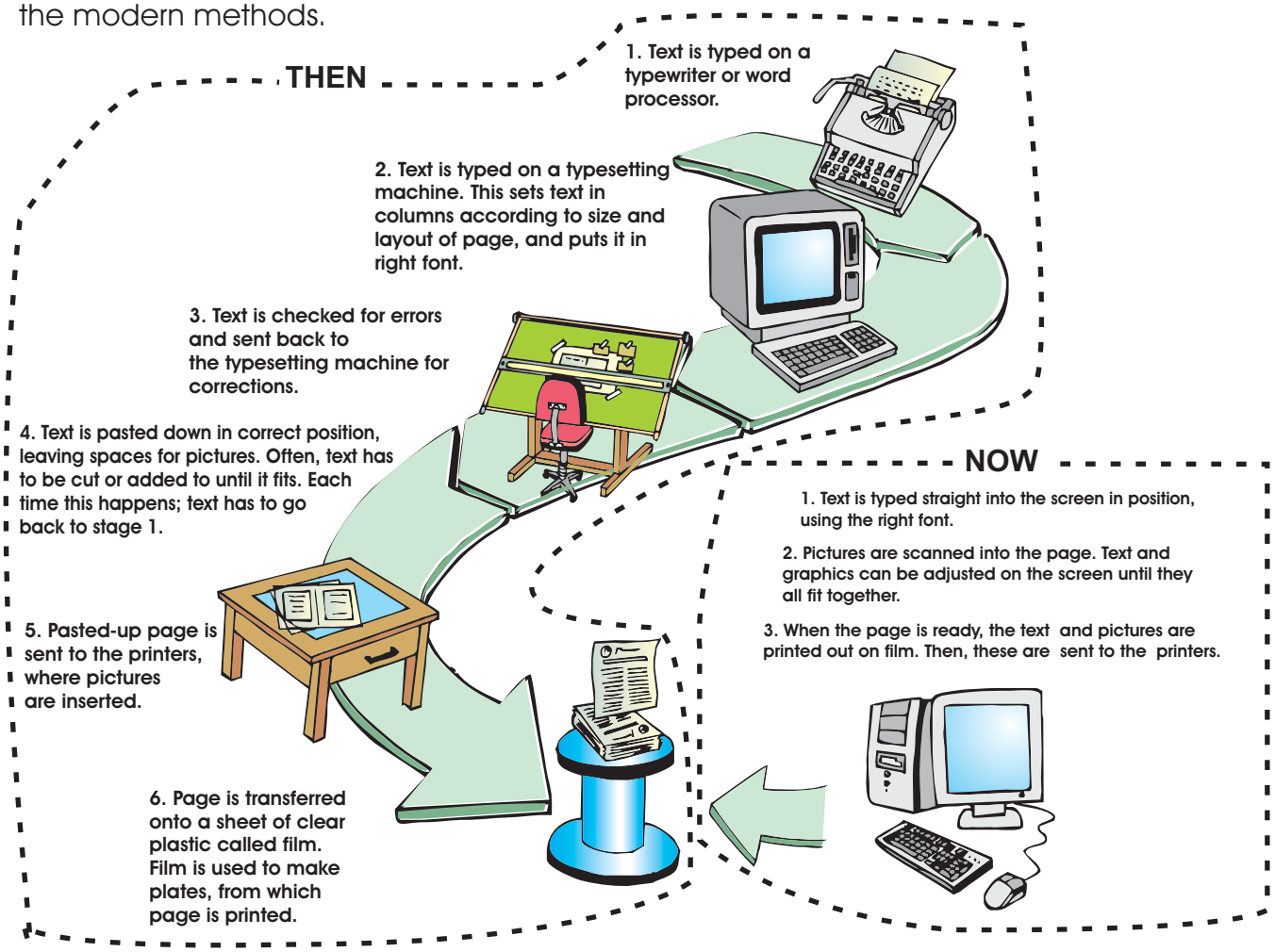
Desktop Publishing

Desktop Publishing (DTP) is the process by which words and pictures are put together on a computer to create publications, such as magazines.

DTP packages allow people to type text on the screen, scan images which go with that text, and fit the words around the pictures. A DTP system can produce text in different sizes. Designers can try out different fonts and designs to see which one looks and fits best.

DTP Then and Now

Today, most newspapers, magazines and books (including this book) are created with DTP, because it is quicker and cheaper than the older ways. The diagram below shows how one page of publication was produced before DTP was available, and compares it with the modern methods.



Compu Give An Aid

Lesson 7

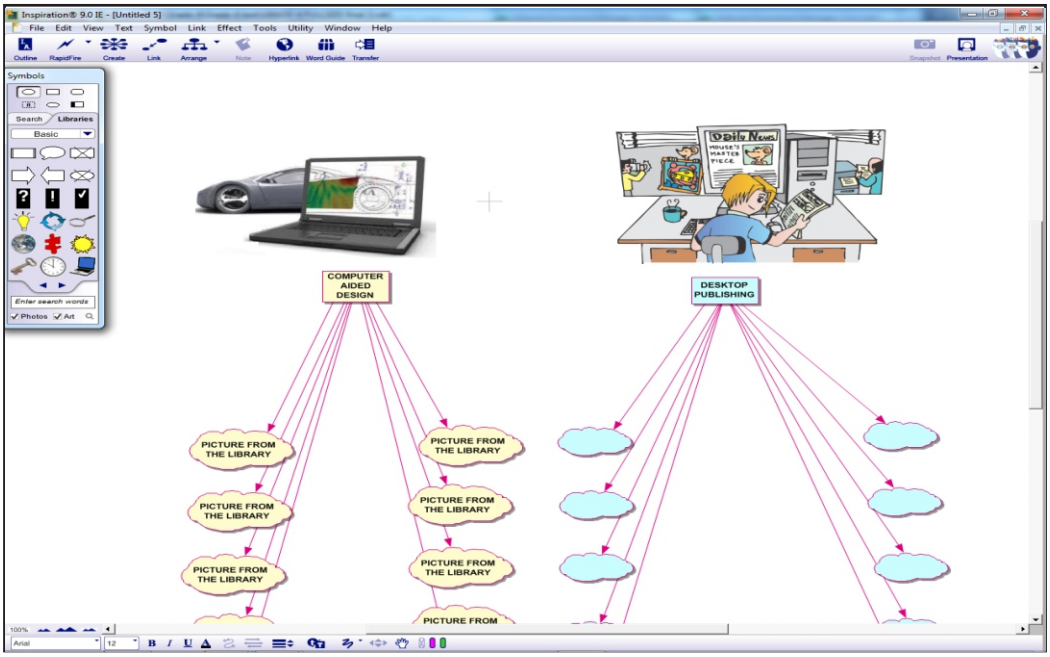
Score

Activity 19

Directions:

1. Launch Inspiration.
2. Open and perform Lesson 7 Activity 19 **Compu Give An Aid**.
3. Perform the following:
   a. Search at least 10 pictures from the library which show Computer Aided Design giving aids. Place them in the symbols provided.
   b. Research at least 10 names of newspapers, books or magazines which can be processed using desktop publishing. Place them to the given symbols. Use any media for your research.

Preview:



Note: You can hide your work by clicking the upper left portion of the main topic symbol.

4.Save the activity as **Compu Give An Aid**.

Paintings and Patterns

Lesson 7

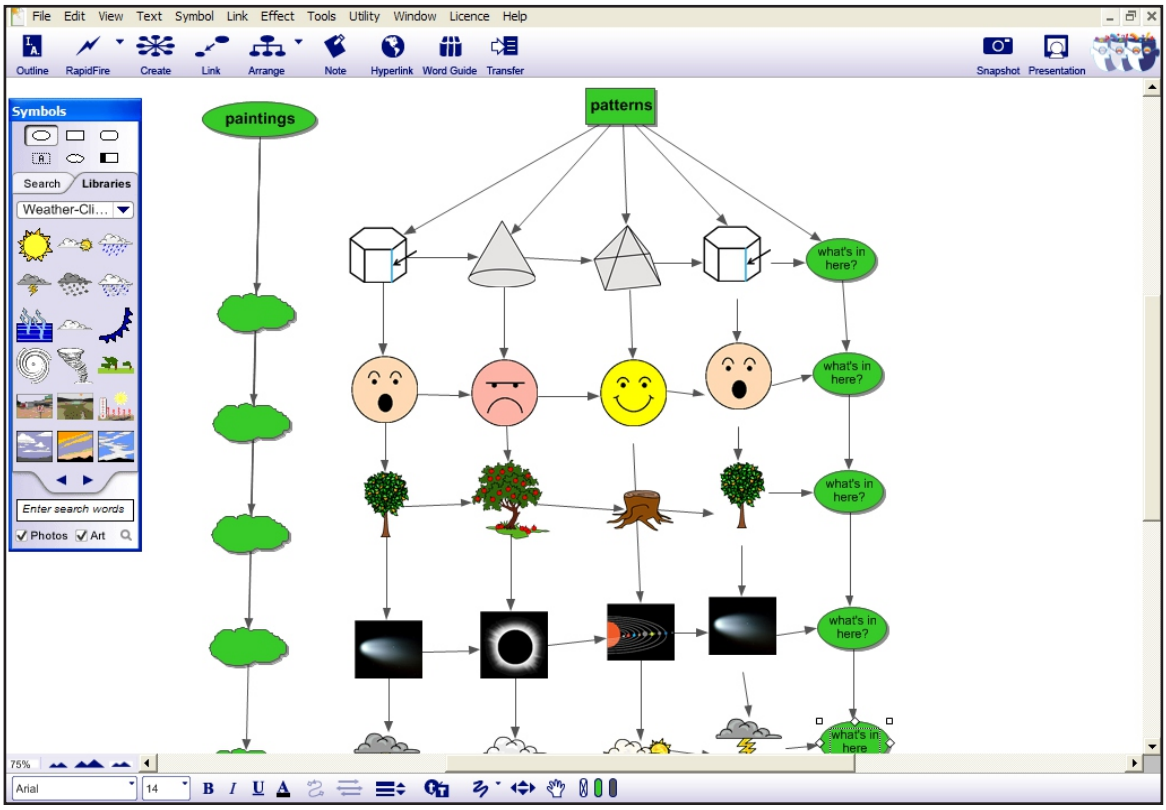
Score

Activity 20

Directions:

1. Launch Inspiration.
2. Open and perform Lesson 7 Activity 20 **Paintings and Patterns**.
3. Search for five landmarks in the library of your Symbols Toolbar. Paste them in the Paintings' column to replace the symbols.
4. Copy the pictures that should follow in the given patterns.

Preview:



5. Save the activity as **Paintings and Patterns**.

Then And Now

Lesson 7

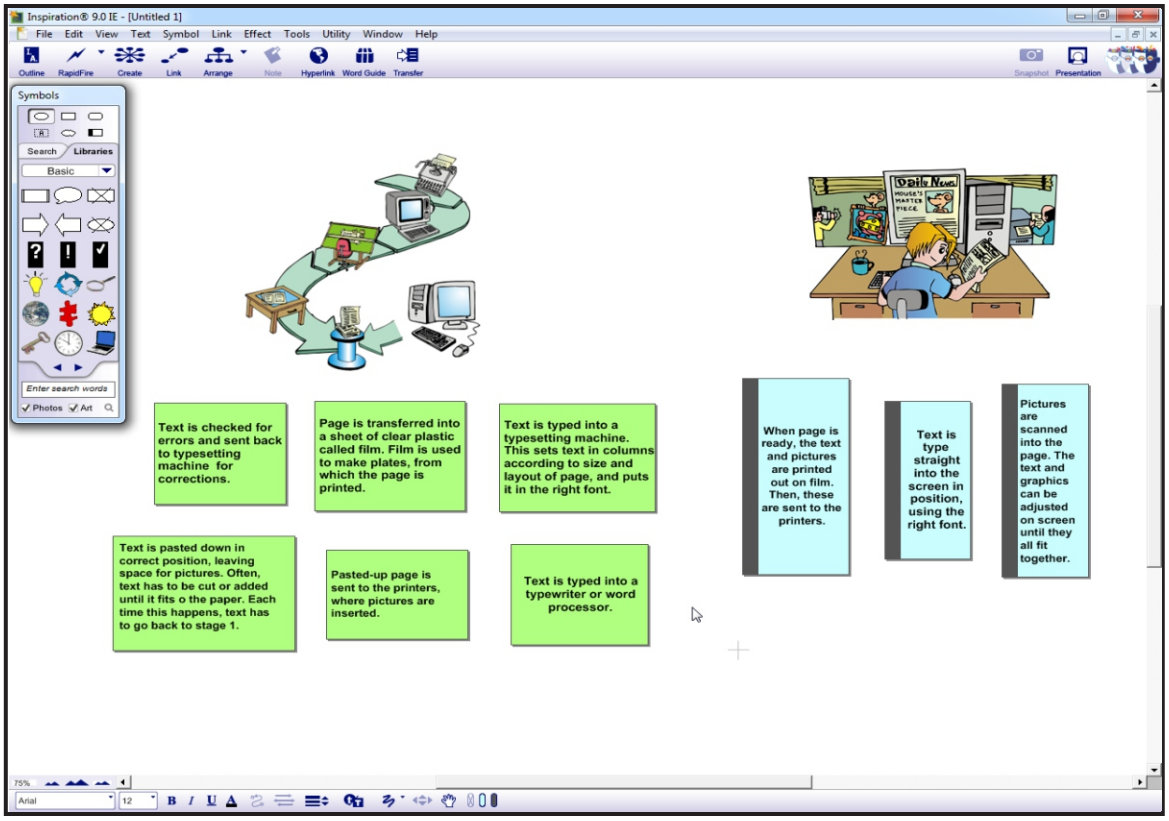
Score

Activity 21

Directions:

1. Activate your computer and launch Inspiration.
2. Open and answer Lesson 7 Activity 21 **Then and Now**.
3. Arrange orderly the old and new ways of desktop publishing.
4. Label the stages by replacing the given symbols with Number Boxes symbols from the library.
5. Drag the symbols to arrange.

Preview:



5. Save the activity as **Then and Now**.