I was especially fascinated by the introduction of the sketchpad. I didn't know that the Professors at MIT had pioneered this system. Mathematics is supposed to allow one view the universe in a different perspective. Like the way Lockhead Martin used the sketchpad to make the ice break of a ship. But math can only view what the scientists know and not more. This was specifically noticed when the engineers at Lockhead returned to further improve on the design. They couldn't view the intricacy of the figure they had created virtually, but via the model things became crystal clear for them. The concept of linkage become clearer than ever for the man to understand. From then, there have been many improvements on this sketchpad. Some CAD features were also introduced. This invention was valuable in drawing scientific, mechanical, mathematical, electrical, and animated drawings. The sketchpad brought about the introduction of Automated Drafting and Machining (ADAM), which was a CAD system, design. This also brought about the introduction of animation and Graphical User Interface (GUI). This term still wasn't coined at the time. Next, 3D CAD was introduced in the 1970s. However, due to its advancements, its wasn't well adopted. The amount of time it took to develop in 2D CAD was roughly the same as the amount it took to draw it on paper. However, due to its complications, it took longer time to get the hang of things than using a 2D CAD system.

Work Cited:

https://www.cadazz.com/cad-software-Sketchpad.htm

https://history-computer.com/sketchpad-complete-history-of-the-sketchpad-computer-program/

https://www.creativemechanisms.com/blog/the-history-of-design-model-making-and-cad