

## CLOWN

\#6 Rx VARIABLE VECTOGRAM ${ }^{\circledR}$ *Store in cool, dry place when not in use

This picture was designed to provide a three-dimension grouping, of many fixation objects as an interesting target for children. However, it may be used just as effectively at any age level

Begin training with the two vectographs in the slots of the stand at the zero position, or at a position determined by your eye specialist where your eyes coordinate most easily. You should experience the normal stereoscopic "feeling" that some objects are no longer on the film but seem to have gone behind. Reach around the back with the pointer and try to touch the ball, the animals or letters on the blocks, the dog, etc.

When you have established a good depth appreciation, hold the bottom corners of the targets, one in either hand, and separate slowly (toward the highest numbers) until you begin to see two clowns instead of one. Back up until you again see one clown and use the pointer to locate the positions of the various objects. Return to the zero position, then move the targets the opposite direction (toward the letters) until you again begin to see two clowns, and repeat pointing procedures.

Your object is to extend these limits before "breaking into two," always seeing clearly and singly. If the target seems to move sideways instead of toward you or away from you, refer to the binocular check object to make sure you are using both of your eyes properly.


## CHICAGO SKYLINE AND AIRPLANE <br> \#7 Rx VARIABLE VECTOGRAM ${ }^{\circledR}$

 *Store in cool, dry place when not in useThe training procedures used with this target are quite different from the others. First, place the right eye picture only in one of the slots of the stand, and put on the " $3-D$ spectacles. You should see the skyline of Chicago with a large airplane flying over it. Cover your left eye and the airplane will disappear; then cover your right eye and the city will disappear. Now also put the left eye picture in the stand and set the scale at zero. You will see the same picture, but it now should appear to have three dimensions. To the right is a box with the letters " $R$ " and "L" inside. You should check this frequently to be sure you are using both of your eyes properly.

Separate the picture to "D" on the scale. The city "seems" to grow larger and may go back somewhat, while the airplane gets smaller and comes forward. You can no longer look at both and see them together in one single picture. Either the airplane is double or the skyscrapers are double. Reach in behind with the pointer and touch the tops of the many skyscrapers, then bring the pointer up in front and touch the airplane. Learn to "jump" quickly with your eyes from the airplane to the city, back to the airplane. Separate as far as possible on the letter side of the scale until you can no longer "jump" from one to the other and make each go into a single picture.

Return the scale to zero and begin to separate in the direction of the numbers. The city now will seem to get smaller and come closer, while the airplane gets larger and recedes. Repeat the procedure of pointing first at one and the other, then jumping quickly with the eyes back and forth.

Obtain further instruction from your eye specialist as to procedures and limits he desires you to reach.


MOTHER
GOOSE
\#10 Rx VARIABLE VECTOGRAM ${ }^{\circledR}$
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Delightful characters from the tales of Mother Goose are going to help you develop the proper cooperation between your eyes.

Place the two vectographs in the two slots of the stand and start at the zero position on the scale. With the "3-D" spectacles on, if you do not see Humpty Dumpty's hat Little Bo-Peep's staff, or Merry King Cole's bowl, you are not making use of your right eye. If you miss the cane, the sheep, or the pipe, it is your left eye which is not functioning properly. Conscious effort must be made to associate all these objects with their respective figures while the targets are separated to the positions on the scale determined by your eye specialist.

Humpty Dumpty should appear somewhat back of Little Bo-Peep, and Old King Cole a little forward. As you separate the targets on the numbered side of the scale, all the figures should come toward you and seem to ge smaller. Take the pointer and touch each figure where it appears in space. When you separate them in the opposite direction to the letter side of the scale, the figures should go back and seem to get larger.

Separate the targets as far as possible, keeping the figures single and cleaStay within any limits set by your doctor

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QUOITS
\#2 Rx VARIABLE VECTOGRAM ${ }^{\text {® }}$ *Store in cool, dry place when not in use

You have probably thrown this kind of a ring around pegs many times. Now you not only can ring an object with it, but can bring it right back without having to walk over and pick it up.

When using this target in the stand, place a small object on the paper at the back so that it appears in the center of the ring. Move the targets apart in the direction of the letters on the scale until the circles seem to be around this object. Then move the targets in the direction of the numbers on the scale and make your eyes jump back and forth from the object on the table to the rings. Vectogram No. 9 may also be placed in the stand at the center of the rings for this same type of training.

Take the targets out of the stand, hold them level in both hands, separate them in the direction of the letters, and "ring" different objects in the room or outside. Be as accurate as you can in the spatial positionings of the rings right around the object. The farther away the object is, the bigger the rings should appear.

There is a small disc at the top of the Quoit containing two lines which should make a cross at all times if the eyes are functioning accurately. If one of these lines disappears or if the ring doubles, return the targets to a position where both lines are seen and the ring remains single.

Follow your eye specialist's instructions concerning positioning of targets and methods of training.


SPIRANGLE
\#5 Rx VARIABLE VECTOGRAM ${ }^{\circledR}$ *Store in cool, dry place when not in use

This variable Vectogram contains numerous controls to insure constant awareness of binocular vision. Position the targets first at zero on the scale and, with your " $3-\mathrm{D}$ spectacles on, observe the center square. You want to see three lines of small letters. If one eye is not functioning properly, you may see only two. Spiraling forward from this square in a rectangular pattern is the jumbled alphabet connected by a pathway, which if interpreted properly, appears to come constantly out from the film toward you. At the end of this pathway is another square with three lines of small letters.

Adjacent to each square are circles each containing a large "L" and "R", which stand for "Left" and "Right." If you do not see one of these, cover the opposite eye until you can see it, and then try to retain vision as you uncover the eye. If you have difficulty, separate the targets to a different position on the scale, or move closer or farther away.

All the letters of the alphabet are here so that you can play "anagrams." Jump quickly from one letter to another Each letter has a specific position in space relative to the small square around it. It may appear to come forward, be even with, or go backward. For example, in the word "boy," " $B$ " comes forward, " $O$ " is on plane, and " $Y$ " goes backward. Be sure of the correct depth of each letter as you spell out different words.

Follow your eye specialist's instructions concerning positioning of targets and methods of training.

