

THE IMPORTANCE OF USING GRAPHIC PROGRAMS IN IMPROVING THE PROFESSIONAL COMPETENCES OF FINE ARTS TEACHERS

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Annotation

The article describes the opinions on the rules and regulations for the use of graphic programs in the development of the professional competence of future visual arts teachers.

Keywords: art, professional competence, graphic software competence, competence, graphic knowledge, graphic education, graphic culture, graphic competence, professional graphic competence.

Effective use of graphic knowledge, skills and competencies (competencies) based on knowledge of the functional and constructive specificity of objects, graphic professional orientation and activity in the development of the professional graphic competence of the visual arts teacher in world practice experience, creating an environment of free creativity in graphic information technologies, successful professional-pedagogical activity, its importance and attitude to certain artistic issues, a system of corrective exercises aimed at preventing mistakes made by a visual arts teacher is of particular importance have

In this regard, the state educational standards, qualification requirements, training programs for teachers in the field of visual arts in higher education institutions, in the process of forming design, production, technological and communicative competences in educational programs, lead to the development of a scientifically based system for the development of professional graphic competence. . In our country, extensive work is being carried out to improve the effectiveness of visual art education, special attention is paid to the design of educational content, the division of professional graphic competencies into structures, the creation of new methodological models of teaching and their application in educational practice. attention is paid. In the conditions of modernization of the educational content, the future teachers of fine arts are required to acquire professional graphic knowledge, skills and qualifications and apply them in the educational process.

Special attention was paid to the theory and teaching methods of the subject, as well as the basics of fine art and its history in the fine art teaching methodology classes. In practical training, students acquire in-depth knowledge and practical skills, from the simple basics of drawing with a pencil to the drawing of complex objects, learn to practice the features of working with color in the painting and composition departments, and learn to create illustrations for artistic works. Also, in accordance

with the programs of general education schools, students will create thematic pictorial plans, develop lesson types, prepare didactic materials for them, and engage in decorative arts and practical graphic work, sculpture.

Ability to draw and creative approach to all issues is necessary in all fields. A creative approach to the creation of completely new ideas and solutions. brings, occupies an important place in the artistic development of a person. The methodology depends on the characteristics of the content of the teacher's methods of working with students in the educational process.

It is known that different methods of teaching are used in school. Here, the educational method, location of educational materials (curriculum, plan, program), educational principles and (finally) the general goals and tasks of educational work are of the greatest importance.

The present-day art teaching methodology did not come into being and was formed all of a sudden, until now this methodology has gone through a complex path of formation and development.

Modern technology and innovations are constantly being introduced to reform the education system and bring it to a fundamentally effective stage. There is no doubt that these changes will help the students, who are the future of the society and the state, to grow up with a new outlook. Usually, computer technologies mean a set of various data processing tools.

Actually it is. It is possible not only to recycle, but also to create anew. At the same time, we believe that it is appropriate to talk about computer technologies in the case of multiplication (animation) and high-quality graphics. Considering today's changes, modern computer technologies are widely used in fine arts and drawing. For example, with the help of computer technologies, educational literature and its graphic images, drawings of buildings, clothing and interior designs and many other examples can be given. Based on this, the results of theoretical and practical training conducted using multimedia tools in the classes of visual arts and engineering graphics show that the teaching process using such computer technologies significantly improves students' learning and its effectiveness. .

When the educational process is complete, only the teacher's speech is lacking, so the timely use of visual aids based on multimedia tools makes it much more convenient, that is: "After hearing a hundred times the folk saying "it is better to see the Maratha" is followed.

If visual art and drawing lessons are organized with the help of multimedia tools, we will be able to increase the knowledge level of students, connect visual art and drawing with technical education. In addition, through the graphic editor program, it helps students to visually perceive nature and technology, to learn more about the structure and spatial relations of objects, and to carefully study processes and phenomena that cannot be seen with the naked eye.

Currently, students are required to acquire the following knowledge, skills and abilities in fine art and drawing classes based on the state education standards: making simple drawings using a graphic editor; effective use of the capabilities of the computer graphic editor, writing drawing fonts, making images of flat and volumetric shapes, making projections of simple geometric shapes.

Changing the spatial position of a given object and its shape. This method of teaching also increases the quality of education. In each school, it is appropriate for the teacher of fine arts and drawing to teach the age-appropriate works of art to elementary and high school students using computers. As you know, there is a difference between natural drawing and computer drawing. The dimensions of the picture and drawing are clear, the colors are bright and the shadows are clearly defined. In the process of drawing with the help of a student computer, you can rediscover the works of your

previous paintings.

Modern programs that can be used by teachers of fine arts and drawing “AVTO CAD”, “3D MAX”, “COREL DRAW”, “PHOTOSHOP”, “POWERPOINT”, “PAINT” such as there are special graphics programs. Based on these programs, it is possible to approach students to determine how to draw a picture, to master the transfer of various methods during the educational process. For example:

1. Line types, sizing rules. Making cuts and sections, creating projections of simple geometric shapes using a graphic editor, changing the spatial position of a given object and its shape.
2. Mechanical engineering drawings, assembly drawings, engraving drawings.
3. Construction drawings, facade, plan and section of the building. Dimensioning feature on construction drawings.

In this process, the method of programming a new drawing on a computer forces the planner to think independently and deeply, and most importantly, it forms a passion for this work. It is very useful to learn from multimedia tools through the program "Power Point" during the course of fine arts and drawing. The advantage of using multimedia tools is that there is an opportunity to master the material given in the educational process in a deeper and more perfect way, and it is possible to provide more information in a short time during the course of the lesson.

In general, the use of multimedia tools in educational practice gives effective results in all aspects. The acquired knowledge can be stored in a person's memory for a long time and can be used in practice.

In conclusion, the role of new methods and computer technologies in improving the quality of art and drawing lessons is invaluable. Therefore, it is appropriate to widely use innovative technologies to achieve positive results in the educational process.

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