

USE OF INFORMATION TECHNOLOGY IN TEACHING COMPUTER GRAPHICS

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Annotation

This article shows the importance of using information technologies in teaching computer graphics and how these technologies can be used in the teaching process. Information technology is of great importance in improving the educational process in the field of computer graphics, providing interactive lessons for students and creating opportunities to increase practical experience.

Keywords: computer graphics, information technologies, teaching, interactivity, virtual classes, multimedia experience platforms, online laboratories, practical exercises.

Introduction: Computer graphics is a field of great opportunity in today's world. This field uses the power of mathematics, algorithms and information technology to realize simple or complex images and visualizations. In the course of teaching computer graphics, information technology has brought great changes in recent years and provided students with powerful and effective tools.

In the article "Using information technology in teaching computer graphics", it is possible to discuss how information technology can be used to study computer graphics. In this article, starting from the basic concepts of computer graphics, we will try to talk about the role and consumption possibilities of information technologies in the teaching process.

Computer graphics refers to the technology of computer-aided imaging and image data processing. It allows you to create 2D and 3D modeling, animations, images and other views. Information technologies are technologies that provide the ability to send and receive or access information secretly, remotely. These technologies include the Internet, learning systems, e-mail, and other means of communication.

Information technology can facilitate creativity, learning and presentation in computer graphics education. These technologies provide an opportunity to learn the ropes, organize practical training and work with students remotely.

Information technology is ideal for creating and teaching interactive educational tools. The structure of short lessons based on graphics and animation allows to enlighten students and further improve theoretical concepts.

Online resources and video tutorials on the Internet are of great help to students in learning computer graphics. By using these resources, students will have the opportunity to study lessons at their own convenience, increase their experience and knowledge.

The use of information technologies provides an opportunity to use graphic programming and design platforms to organize practical training on computer graphics. Through these platforms, students can create their own designs, build 2D and 3D models, create animations, and perform other creative practices.

Information technology facilitates remote collaboration between teachers and students in teaching computer graphics. Through video conferencing, websites, forums and online platforms, it becomes easier to think, share ideas and communicate about opportunities.

Information technology creates opportunities for students to gain experience in the process of studying computer graphics. Virtual realities, simulators, and interactive learning tools allow students to learn and apply the expressive techniques of graphic design.

At the end of the article, it is possible to describe the most important principles and methods of presentation of the use of information technologies, which are important in the teaching of computer graphics. These methods create an interactive learning opportunity for students, help them acquire and experience, and allow them to gain more knowledge.

Teaching computer graphics is important in the implementation of future activities and students' scientific understanding in art, design, architecture and other fields. And information technology simplifies this process and creates more opportunities for students. The following lines show several important aspects of the use of information technology in the teaching of computer graphics:

1. **Graphic programming and model building:** Using information technology to teach computer graphics, it allows students to visualize their imaginations and create 3D models. With these technologies, students will be able to create images, build models, and draw on them easily and efficiently.
2. **Virtual Reality (VR) and Augmented Reality (AR):** VR and AR are powerful enough tools used in computer graphics teaching to change the learning environment or enhance student practices. Through VR and AR, students will have the opportunity to reflect in a specific environment that includes visual models, make learning activities interactive, and perform other activities.
3. **Graphics and Animations:** Information technology provides faster and more efficient ways to create graphics and animations. Through these methods, students will be able to work with their visual ideas, create 2D and 3D animations and perform many other graphic activities. Creating animations allows students to further open their visual minds, develop their visual arts skills and make it easier for them to learn computer graphics.
4. **Interactive design:** Information technology facilitates the creation of interactive design for students. In the process of teaching computer graphics, students will be able to view their work and images using various multimedia tools, control their interfaces and build their own designs.

Conclusion: The use of information technology in the teaching of computer graphics helps students to increase their interests, develop their visual thinking and improve their visual arts

skills. These technologies provide opportunities to create their images, build 3D models, create graphics and animations, manage interactive design and visual interfaces. These scholars help students gain more scientific knowledge and practice in the process of studying computer graphics.

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