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THE IMPORTANCE OF USING MODERN TECHNOLOGIES IN TEACHING FINE ARTS AND DRAWING LESSONS

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Abstract:
This article discusses the importance of using modern technologies in art and drawing classes and the use of graphic programs to increase students' interest in science.

Keywords: Corel Draw, Photoshop, TURBOLOGO, Sketchbook, Canva, Auto Cad

Introduction

The development of modern technologies has a great impact on all aspects of human life, and digital technologies, artificial intelligence, and special graphic programs are bringing visual arts and drawing sciences to a new level[9]. It is creating new types of creativity by combining traditional and modern methods, not only simplifying the creative process in science, but also revealing its more interactive, popular and diverse aspects.

All the things and things we use in our daily life are being automated, making it possible for people to achieve faster results with less effort. In the creation of such new techniques and technologies, the possibilities of graphic programs that have the ability to perform design work and re-edit it are also expanding, and in turn, the demand for engineers, graphic designers, web designers, illustrators[8] and other fields is increasing. is causing

The development of technologies creates great opportunities to improve the quality of education, but in turn, students' inappropriate and inefficient use of computers, phones, and various gadgets has a significant impact on their education. .

It is important to combine theory and practice in teaching science, while explaining the aesthetic aspects of art and showing how technology affects them. In this case, it is appropriate to organize classes on the basis of "Project-based education"[7]. In the teaching of visual arts, the planned division of the lesson is important, in which the practical training part is of great importance, because through this, students' skills and abilities related to the subject are formed.

Stages of organizing a lesson based on project-based education:

1. Explanation of the project - the teacher explains the task and gives the assignment.

2. Formation of knowledge - the student searches independently and finds a solution to the problem.

3. Project development - students create an individual or collective project.

4. Presentation - presents the completed work.

The topic is selected in the formation of fine arts lessons based on project-based education. For example, working on the "Art festival, sports competition" logo given in the 7th grade textbook. Before starting this topic, the teacher first explains to the students how to use the **TURBOLOGO** application and mentions creative approaches during the independent practical exercise. Or, it is possible to take a different approach to the topic of making a logo to increase students' interest in the lesson and make it more interesting. For example, it is appropriate to address students with questions:

1. Who do you want to be in the future? (In this we can get different answers, i.e. teacher, doctor, tailor, etc.)
2. Why did you choose this field and what are you going to do for its development? (The teacher emphasizes to the students that they will become the best masters of their chosen field and serve their people and country by opening their own businesses and clinics.)
3. If you were to open your own business or personal brand, what would you like its logo to be?

After receiving the answers and defining the goal, now you will be asked to start preparing your personal logo independently.

Other applications can also be used to create logos, such as CorelDRAW[6], Adobe Illustrator, Photoshop, and Canva.

The Canva mobile app is free and has a lot of features and is easy to use. By teaching the preparation of animations and advertisements using various elements of the program, it is possible to explain the interdependence of visual arts and technology, and to increase the creative potential of students. It is also possible to educate about the concept of freelancer (eng. freelancer - self-employment) through the effective use of phones and gadgets.

During the lesson, organizing project work, for example, making invitations, making beautifully designed boxes for packaging, making building models, making room decorations, making decorative items using unnecessary items, etc. During the implementation of the project, students:

• learns why he needs the information he has received and why it is necessary to study this subject;
• learns how and in which situation to apply the knowledge he has acquired[1].

In addition, new generation textbooks teach drawing, create compositions using Sketchbook, Paint, Krita, Adobe Illustrator and other programs, or create and re-edit artworks in programs such as CorelDRAW, Photoshop. It is intended to increase students' theoretical and practical knowledge of graphic programs, as well as to convey basic knowledge about programs [5].

Drawing is a technical language. Graphical programs speed up the creative process by providing the user with a wide range of opportunities to complete complex projects in a short time, work with color, texture and effects, and at the same time allow to display creative work anywhere in the world via the Internet.

In drawing classes, 45 minutes is not enough to draw drawings, set dimensions, perform axonometry. However, today, the convenience and potential of graphic programs are great, and by teaching drawing in programs, we can use time efficiently and improve the quality of education:

• In a 45-minute lesson, students draw the given drawings;
• able to correctly perform sizing and line types;

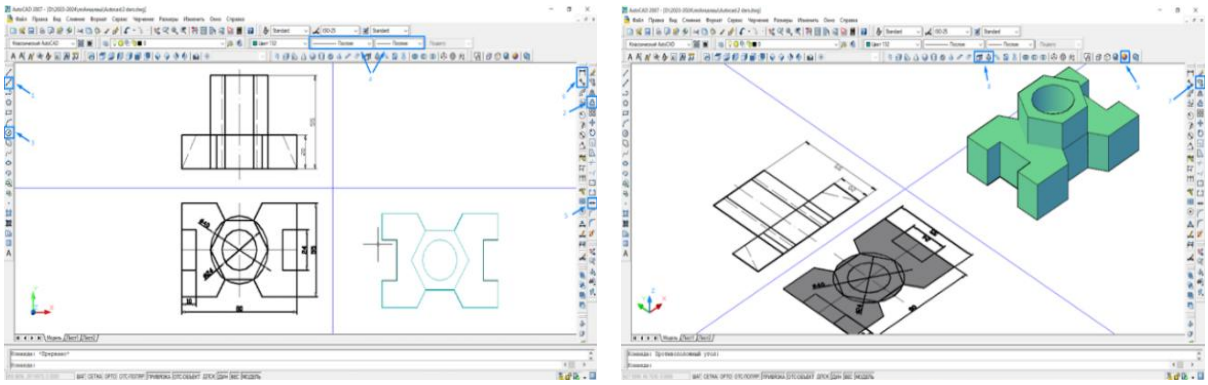
• learns to perform axonometry and construct a clear image.

In this case, we can increase the quality efficiency by providing students with basic knowledge, guiding them to modern professions and making them interested.

That's why using a computer for drawing is a good way to get an effective result. Automated functions in graphic programs greatly facilitate the formation of a spatial image, and because the actions to be performed are clearly defined, it is convenient for the student. In teaching drawing science, it is important to first form students' computer skills based on the principle of "simple to complex". Because a student who knows how to perform simple operations on a computer can successfully work with images of objects of any complexity. For this, it is necessary to learn how to model simple drawings in the Paint program first.

The sequence of drawing details in the AuoCAD program (Fig. 1)[4]: the AutoCAD working program window opens and the following actions are performed

1. «Прямая» - arrows are drawn based on the command to draw a straight line.
2. «Подобие» - frontal and horizontal views are drawn with the command to move the selected object parallel.
3. «Круг» - based on the command to draw a circle, a horizontal circle is drawn according to the given diameter.
4. «Послою» - the lines are marked with the order to give shape and thickness to the lines in the image.
5. «Соединить» - on the basis of the command to connect objects, the detail lines are rounded.
6. «Размер» - dimensions are set with the drill of the size panel.
7. «Копировать» - with the command to copy the object, a copy of the image on the horizontal plane is taken and the center axes are deleted.
8. «Выдавить» -the drawing is made according to the given dimensions with the lifting command.
9. «Концептуальный» - with this command, the detail is modeled in 3D view



1 – picture

In conclusion, the use of technologies increases students' interest in art and encourages them to actively participate in creative processes. And the opportunity to share their results through social networks encourages them. This method is interesting for students and helps to improve their skills and abilities.

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