

## Use of Computer Technology in Drawing and Fine Arts Classes

*Fakhriddinov Muhammad Fakhriddin oglu*

*Master's student of Sam DU*

### ABSTRACT

*This article describes the methods and experience of modern, didactic use of computer technology in drawing and fine arts classes, the content of which can be explained more easily to young students.*

**KEYWORDS:** *talent marks, diligence, fine arts, beauty world, spatial thinking, infinite imagination, worldview, will, PhotoShop, Paint, Auto Cad, 3D Max, Power Point, high goal, harmonious generation.*

Each person in the world is a miracle of Allah. We differ from each other in an unprecedented way in our worldviews, thinking, and attitudes. In the meantime this concerns the kids as well. Every one of them is unique and full of talent. And it is up to us, the teachers, to discover this uniqueness and bring it to life. Our job is to see the talent they have and to direct it in the right direction. Every child has been drawing since childhood. Someone starts testing this creative ability even before the language comes out. Based on their worldviews, they try to reflect the world, to express its mysteries on paper through certain lines. But this may not be successful in all children. Due to the loss of interest in them or other influences, their new "Leonardo da Vinci" will not appear in Uzbekistan. What is the essence of creativity in the content of these wise words, which reveal the world of beauty of fine arts?

1. Spatial thinking is the highest form of human mental activity {1}. Because man is a thinker and has a close conversation with the thinker, he is different from animals, so he is a conscious being. Man consciously perceives the objects and events in the world around him. Consciously remembers and remembers and acts consciously. Thinking is a tool for knowing the world around us and is a condition for the emergence of human practical activity. In the process of thinking about something, an idea arises, which takes the form of judgments and concepts in the human mind. The role of thinking in cognitive activity is first of all reflected in determining the relevance of our perceptions and thoughts to reality, whether they are true or false, true or false. Such thinking is manifested in the simplest practical reality. The perception of reality in the senses and perceptions itself is true knowledge. For example, we all see and understand that the sun rises from the east and sets in the west every day. We have discovered that the earth does not move, that it is not only the result of centuries of intellectual observation and mathematical research that the sun actually revolves around the earth, but that the earth revolves around its own axis and around the sun. This means that our direct perception of the movement of the sun does not correspond to reality. The correct reflection of reality is determined by thinking. At higher levels, such thinking is expressed in determining the truth or falsity of judgments and concepts formed in the thought process. Contemplation is the process of thinking, generalizing, and indirectly reflecting the connections between things and events in reality. Reality is reflected in thinking, perception and imagination only in a deeper and more complete way. We learn about things or events, the properties of things or events, their connections and relationships, which we cannot know by means of intuition and perception. For example, we know that if light is transmitted through a glass prism, it is divided into seven colors. We perceive

these colors or see with our eyes. But what we know from physics is that there are other rays besides these rays. These rays are called infrared, ultraviolet rays. We do not see these rays. The existence of such rays has been discovered with the help of contemplation. There are many events that we can imagine. We can only think about these events. So, thinking is a generalization of reality. Spatial thinking, on the other hand, requires the heavenly breadth of what is said about this thinking.

2. Infinite imagination is the mental process of creating new images, ideas, and thoughts by reconstructing an individual's ideas based on existing experience. Imagination is closely related to all other cognitive processes and occupies a special place. Because of this process, a person can anticipate the course of events, anticipate the consequences of their actions and actions. This allows the creation of behavioral programs in situations characterized by uncertainty. From a physiological point of view, imagination is the process of forming new systems of temporal connections as a result of complex analytical and synthetic activity of the brain. In the process of imagination, the temporal nervous systems seem to break down and merge into new complexes; groups of nerve cells connect in new ways. The physiological mechanisms of imagination are located in the cortex and deep parts of the brain. , is the ability to construct new integral images of reality by processing the content of intellectual and emotional-semantic experiences. In short, imagination is the information, knowledge, and perception in the human mind about an object, event, and so on {2}.

3. Worldview - what is the being that surrounds us, how it is developed, what is the place of man in nature, how did his consciousness appear and develop, what is the history of society, how can human standards of living be improved, and so on. People have different views on issues. Man uses certain scientific knowledge, laws, concepts and ideas in his work. Based on this knowledge, he evaluates the phenomena of nature, society and human thought, interprets them and draws certain conclusions. In short, a worldview is a system of ideas, perceptions, and knowledge about the reality that surrounds a person, the nature of the universe, its structure, and its place in it. Worldview is the most general way of imagining, perceiving, and knowing the world {3}.

4. Diligence is one of the good qualities in a person's blood. Life experience shows that work is the basis of joy, pleasure and happiness. Diligence is the highest example of mental or physical activity aimed at a goal {4}.

5. Willpower is the perseverance and determination of a person to achieve a goal {5}.

In order to inculcate these universal qualities in this, every teacher must be able to fully understand the creative abilities of children in a timely manner and be able to guide them through the appropriate directions.

In today's world, the effective use of computer technology is needed to further enrich children's interest in fine arts and drawing. In this way, we can enrich the children's interest in these sciences. As we live in today's age of modern technology, we can also see that connecting subjects in schools through modern curricula, computers, tablets, plays an important role in the acquisition of knowledge, skills and abilities of children. Certain sketches, which children express on white paper, can cause problems for some reason, such as not being able to finish the images completely (for example, paint spills, paint mixing due to carelessness of friends, leaving, painting in other colors, making certain mistakes in the drawings) can be a reason for children to become disillusioned with these subjects. One of the modern and convenient ways to prevent such shortcomings is to use computer science as a basis for the transfer of fine arts and drawing. That is, they will be able to show their creative abilities not only on white paper, but also on the computer, and will be able to achieve new heights and achievements in this field. And creative children will be able to prove in practice the highest form of their activity, independence, the ability to create new, unique things. To do this, there are several programs for working with computer graphics, which are effective in

demonstrating the talents of children. Examples include PhotoShop, Paint, Auto Cad, 3D Max, and Power Point.

It is used both as a tool for creating images from computer graphics and for processing visual data obtained in one way or another and stored on a computer. Unlike pictures drawn on paper, it is possible to remove or correct, resize, color, and experiment with an image created on the screen, thus creating an opportunity to search for a solution. [6] Today, computer programs have found their place in all areas of life. Computerization affects all sectors of society. In the teaching of fine arts and drawing in secondary school, art teachers who have the ability to see from the computer to describe the teaching material, create decorative and ornamental compositions, computer reconstruction of paintings by famous artists and more. Teacher can help digest what it means to give up a powerful, modern tool that needs help in tools [7].

So today, I think we need to continue to educate students by linking these two great areas together and looking for effective solutions. As G. Spencer already said, "The great goal of education is action, not knowledge." Applying it in practice is one of the most important tasks in today's age of technology. This will increase the interest of students in their favorite subjects and will be a guiding star in the development of their creative abilities.

That's why, it is clear that in the future, "modern youth" will become more and more attached to this knowledge and skills. [8] I am confident that in the future we will train competitive personnel with the rest of the world - to lead our Republic of Uzbekistan to the forefront of new heights, because the ultimate goal is to bring up a healthy and harmoniously developed generation, [9] world-famous artists such as Da Vinci, Picasso, Klimt, Munk, Dali, Van Gogh will shine in the future and in the youth of Uzbekistan.

#### References:

1. Education (Encyclopedia for Parents and Coaches). –T .: O'MEDIN, 2010, 403-p.
2. Annotated dictionary of the Uzbek language. 4-j. –T .: O'MEDIN, 2007, 7-p.
3. National Encyclopedia of Uzbekistan. 3-j. –T .: O'MEDIN, 2002, 382-p.
4. Education (Encyclopedia for Parents and Coaches). –T .: O'MEDIN, 2010, 281-p.
5. Annotated dictionary of the Uzbek language. 2-j. –T .: O'MEDIN, 2007, 225-p.
6. Tikhonova Olga Alexandrovna. Computer graphics as a tool for the development of creative and intellectual abilities of students on the basis of information technology.
7. [https://docs.google.com/viewer?url=https://7universum.com/pdf/psy/7\(37\)/Tikhonova.pdf](https://docs.google.com/viewer?url=https://7universum.com/pdf/psy/7(37)/Tikhonova.pdf)
8. [https://docs.google.com/viewer?url=https://7universum.com/pdf/psy/8\(27\)/Xvorostov.pdf](https://docs.google.com/viewer?url=https://7universum.com/pdf/psy/8(27)/Xvorostov.pdf)
9. Fakhridinov M. Opportunities and prospects for using the Auto cad program in the education system. // Problems of increasing the innovative professional training of future primary school teachers. Collection of scientific articles. - Samarkand: Sam SU, 2019. Pages 152-155.
10. Shodiev F., Boymonov H., FakhridinovM.. Integration of the use of interdisciplinary folk proverbs in primary education // Improving the quality and effectiveness of primary education and physical culture: problems and solutions. International Scientific Conference, Sam SU, May 25, 2017, pages 65-66.
11. "Computers and Automation - Digital Art Database". Dada.compart-bremen.de Retrieved April 11, 2018.
12. Nicholas, Gabriel (December 11, 2017). "These stunning AI tools are about to change the art world". Slate. Retrieved March 16, 2018.