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The Methodical System of the Utsitization Process of "Computer Graphics" Science

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Abstract. *From the injection of the subject "computer graphics", maksad told students that all kinds of graphic information(such as drawings, diagrams and schemes)performed from subjects of autonomy and specialization should be performed using graphic programs on a 2D scale or on a 3D triplet, as well as using practical, operational programs on a computer and a package of ready-made kidneys to.*

Keywords: *vocational education, teacher, creative, educational, computer graphics, students, engineering.*

In the world sphere of computer graphics education, effective research is carried out in the application of innovative approaches such as "Animation and graphics", "Construction of 3D modeling" and "Design of graphics", improvement of the methodological support of science, development of spatial graphic imagination in students and broad implementation of visual techniques for the formation of design skills into practice. An important role in this is played by the formation of an educational environment based on the development of a methodological system for the formation of the creative abilities of future specialists on the basis of ilfor foreign experiments on the basis of a qualimetric approach. Therefore, it is of particular importance to further improve the pedagogical capabilities of the development of creative activity in students on the basis of the development and implementation of the methodology for using a three-dimensional modeling tool in the teaching of computer graphics, to activate the culture of professional design of students.

The purpose of teaching" computer graphics " is to ensure the competitiveness of the trained personnel, to create conditions for them to achieve positive results using the achievements of modern science and technology in practice, and to educate specialists in the new field with intellectual potential. To do this, it shows that it is necessary to teach the subjects required by the times using modern techniques and technologies in the educational process. Therefore, professors and teachers have to undertake tasks that are as responsible as the widespread use of information communicative and pedagogical technologies in the educational process in providing modern knowledge and skills to today's students, and at the same time do not delay. In turn, professors and teachers are required to become masters of their profession, master of pedagogical abilities, have sufficient knowledge and skills regarding the use of computer technology and technologies, be a far-sighted, in a word, selfless.

At this point, in order to train these Soha specialists at the level of the above requirements, can the pedagogical system used in practice respond or not? What methodological ideas and techniques can bring the educational system to the upper stages by introducing? reasonable questions arise.

In expanding the ability to create students, the study of two-dimensional and three-dimensional computer graphics is of great importance. This gives them the opportunity to see spatial images, the appearance of graphic images (if it has an aesthetic meaning) encourages students to support their

active creativity, understand the necessary topics, look for an independent solution to problems, develop their creative potential and show factual activity along the way.

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One of the main reasons why" computer graphics " was formed as a science, although Haley did not have much time, developed like this in a short time, is that it is possible to achieve high results at the cost of spending less time. This situation led to the development of science, widespread popularity. To date, the science of" computer graphics " is not only for the direction of Informatics and information technology, but also for other specialties, Ham is convenient and effective in kolmok. For example, the building is being studied as a highly desirable area for construction of structures, archduchy and design, communication and informatization, construction of hydraulic structures, construction of cars and railways, and other developed lines. In the science of" computer graphics", the possibilities of computer modeling of graphic works and issues are used. It is directly the next step in the science of" drawing geometry and engineering graphics", without mastering which the science of" computer graphics " cannot be studied. One of the most advanced and popular CAD programs in the study of the science of" computer graphics "was the AutoCAD graphics program, precisely in the teaching of the science of" computer graphics". it is widely used, in which it is absolutely inappropriate to find the third appearance according to the rules of size placement, standards, two views of the drawing, give a cut and cut, perform planned design work without knowing the types of lines and similar basic laws.

It is known that when teaching the science of" computer graphics", graphic programs of various types are used, and in all of them there are options for modeling raw graphic images. It is necessary to solve the issue of viewing the model of it through a single view of the drawing of the detail. In the process of solving, a complete picture of the given detail appears, and students ' interest in science increases. Modeling capabilities can be implemented through various graphical applications. Their raw materials have their own peculiarities. For example, through the AutoCAD graphics program, there is an opportunity to solve engineering problems using quick and convenient methods; the ArchiCAD program is a reliable program of architects, its application in the mudflatting of construction structures; 3dmax, Corel Draw, Adobe Illustrator is a vector three - dimensional and two-dimensional modeling program, the availability of opportunities for creating images with character, and hokazo programs can be cited as an example.

As in all areas, the entry of knowledge into the field of Education, which must be newly acquired day by day, places great responsibility on the specialists of the field. Because, the role of teachers in the provision of knowledge to the future specialist in accordance with the requirements of modern world standards, in their preparation as an independent-minded, mature specialist of their field, is significant. It requires teachers to seek, to make incessant cocktails on their own, to work diligently in mastering the news quickly and delivering it to students. It is also necessary that they have the knowledge, skills and competencies that are fully, perfectly mastered and apply in practice the knowledge necessary for them to transmit day by day an increasing amount of information in the field of information technology to future specialists, direct them to rapid assimilation, and then convey to young people.

The essence of computer graphics education is that the students who have been teaching it should be able to demonstrate the capabilities of the implementation of automation, simplification and modeling of these Soha issues on the basis of computer technology.

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