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TECHNOLOGIES FOR CREATING GRAPHIC DATA FOR A WEB PAGE USING THE ADOBE PHOTOSHOP GRAPHIC EDITOR

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ABSTRACT:

It is known that computer graphics are an integral part of web design. In other words, the design of sites is perfected with the help of computer graphics. Computer graphics are widely used to create various illustrations (pictures, graphs, videos, animations, banners, etc.) to decorate the sites and change the information in the ready graphic format.

KEY WORDS: Computer graphics, design, various images, graphic information technologies,

Computer graphics and its component graphics and various images occupy an important place in information technology. Pedagogy teaches computer graphics and design sciences to students studying in higher education institutions, provides them with knowledge of graphic information technologies and prepares them for effective use in their professional activities. In other words, any future teacher should be able to create electronic learning resources in his subject. With this, the effectiveness of education is achieved. Because the teacher is well-versed in programming technology. But if the resources created by him are not enriched with a design that attracts students, then the effectiveness of any software product in the teaching process will be low. Therefore, it is necessary to study computer graphics perfectly along with programming.



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As a result of studying materials in computer graphics and design science, you can do the following [25, 30, 31, 44]: - work with pictures; — working with multi-jointed static pictures; — use of graphic editors; — creating colorful graphic objects using graphic packages for different purposes; — preparation of images for publication. Computer graphics mainly teaches working with electronic pictures and images. Nowadays, there are a lot of graphics programs, and they are used in different graphics according to the principle of operation.

Development of computer graphics. About computer graphics software. Color schemes. Color models: RGB, HSB, CMYK, HSL. Graphics file formats and their properties. Concepts of dot, fractal and vector graphics. Corel Draw Graphics software package components. Properties panel. Color palette. Status line. Context menu. Dockers. The concept of colors and layers in graphic objects. Color models used in Corel Draw. Ways to create special effects using tools in Corel Draw. Polygon and Meringue instruments.

Import four types of sizes (Objects) in Corel Draw. Classification of tools in the working environment panel of the program. Open documents. Image scale. Rulers and their use. Document display procedures. Working with colors and layers in Graphic Objects. Ways to create special effects using tools in Adobe Photoshop. Web page structure and creation options, basic concepts. Programs used to create pages. Introduction to HTML, its basic elements. Tag concept. Program structure. Tags for creating images in HTML. Placing texts and tables around images. Hyperlinking to images. Inserting hypertext tags into HTML. Hypertext types, attributes. Creating hypertext content. Organization of forms and their processing. Creating animations on pages. Main windows, menu, components of Dreamweaver program. Working with masters and templates and creating a web



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page. Main windows, menu, components of PHP program. Working with masters and templates and creating a web page. Displaying graphic data. Displaying graphic information on a Web page using the Adobe Photoshop graphic editor. Display animations and banners and their requirements. Creating interactive animations in the Macromedia Flash environment. Optimizing data display size. Creating dynamic sites. WEB servers. Site testing and evaluation.

Summary

During the pedagogic internship at the 51st school of Beshariq District, we directly participated in the Informatics classes and got acquainted with the state of teaching computer graphics to students in educational activities. In particular, we were convinced that the innovative methods used in the teaching of various relevant departments of computer graphics in the course of training in this school can be developed based on the above recommendations and suggestions.

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