



# E Conference World

**International Conference on Interdisciplinary Studies and Scientific Research**

Berlin, Germany

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**Website:** <https://econferenceworld.org>

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## **INTERNATIONAL EXPERIENCE IN PROCESSING GRAPHIC INFORMATION AND WORKING IN ADOBE PHOTOSHOP**

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### **ABSTRACT:**

Working with computer graphics is becoming one of the most popular directions in modern computer technology. Currently, even professional artists and designers are engaged in this direction.

**KEYWORDS:** Computer graphics, Editorial, technical, software tools, scanners, graphic work sets, informatics.

Computer graphics is one of the most popular directions in the process of using a computer. Any modern multimedia program cannot work without computer graphics. Most of the image and decoration work in editorial and publishing houses is done using graphics software. With the development of the Internet, graphic programs began to be widely used. The very rapid development of computer graphics and the updating of its technical and software tools require constant improvement of this field, constant study of new directions in this field. In recent years, there have been great changes (shifts) in this field, i.e. displays that can reflect more than 16 million colors and types of colors, devices for entering graphic information (paper part) - scanners, graphic work sets; and in the field of software tools, there are applications that can explore the real computer world.



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Developing, presenting, and processing information in a graphic form, as well as establishing a connection between graphic objects and non-graphic objects in files, is called computer graphics in informatics.

Computer graphics is the input, output, representation, transformation and editing of graphic objects under computer control. Computer graphics appeared as an independent field in the 60s of the 20th century, and a package of special application programs was developed. At that time, the principles of drawing with the help of sections, erasing invisible lines, reflecting complex surfaces, forming shadows, and accounting for illumination were developed. The first works in this direction were directed to the development of vector graphics, that is, drawing lines through sections. Since the 70s, most of the theoretical and practical work has been focused on the study of spatial forms and objects. This direction is called three-dimensional graphics (3D). Modeling of three-dimensional images requires taking into account the three-dimensionality of space and objects, the location of the observer and lighting sources. The emergence of problems related to the reflection of complex surfaces, modeling of reliefs and their illumination increased the need for three-dimensional graphics. In the 1990s, the fields of application of computer graphics expanded significantly, that is, the possibilities of its wide application appeared. As a result, computer graphics has become a tool for programming and non-computer professionals. One of the new directions of computer graphics is dedicated to the development of methods and principles of creating real images. According to these principles, it should be possible to directly observe images or record them using optical devices. Interest in such images appeared in design, architecture, advertising and other fields.



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## **Summary**

During the pedagogical practice in the 11th school of Dangara 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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