



# E Conference World

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

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## **3D MAX SOFTWARE AND PROSPECTS FOR USING ITS CAPABILITIES IN THE EDUCATIONAL PROCESS**

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### **ANNOTATION:**

We know that the reader receives more information through the sense of sight than through the sense of hearing and can clearly see its content and essence. This, in turn, encourages teachers to look for methods and ways to easily and quickly convey information to the student's mind by demonstrating it visually rather than verbally explaining any element.

**KEY WORDS:** Three-dimensional graphics, Computer graphics, information-communications, building models, advertisements, architecture-design.

We are living in a time of rapid development of technical and software information and communication technologies all over the world. It would not be an exaggeration to say that there are not many areas that are not covered by personal computers. Elements of computer graphics are also widely used in all spheres of the national economy. Three-dimensional graphics are widely used in scientific research institutes, engineering projects, building computer models of physical objects, advertising, architectural design, visual arts, television and design. Three-dimensional graphics is the most complex and comprehensive field of computer graphics. A user working with three-dimensional graphics should have knowledge in areas such as design, lighting, moving objects and cameras, using sound and display effects. Here, users should have mastered the elements



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of this field - creating information about spaces, object modeling, animation, and so on. In recent years, along with traditional 2D graphics programs, three-dimensional 3D modeling, animation and presentation programs have become widespread. Among the programs developed during this period is the graphic package 3D Studio MAX from Discreet. Because, on the one hand, it gives the opportunity to work with 2D and 3D vector objects, on the other hand, a pixel (raster) image is obtained from the work result - as a separate frame or on a video tape. A number of scientists and leading specialists are working hard on the direct application of such problems to life.

The features of 3D modeling and the possibility of adding animation actions to them dramatically increase the interest in them. They:

1. display effects in the film and video industry;
2. in television commercial (advertising);
3. in interactive games;
4. in art and architectural design (decoration);
5. in scientific, medical and judicial demonstrations;
6. educational programs and can be used on a computer.

It should be noted that three-dimensional graphic programs place very high demands on computer devices, its software, and the knowledge of the designer working with it.

## **Summary**

During the pedagogical internship at the 1st Specialized General Secondary School of Kokan city, we directly participated in the Informatics classes and got acquainted with the state of teaching computer graphics to students in educational



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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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