



## **USING TECHNOLOGIES FOR CREATING ANIMATION IN THE EDUCATIONAL PROCESS (AS AN EXAMPLE OF THE PENCIL 2D PROGRAM)**

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### **ABSTRACT:**

There are a variety of different technological approaches to developing quality multimedia applications. A number of basic technological recommendations should be followed when creating and using these applications.

**KEY WORDS:** Multimedia applications, visual, components, presentations, audio applications.

As a basis for creating multimedia applications, it is possible to take a material coverage model, which includes a method of systematization based on dividing the material into elements and visually presenting it in the form of a hierarchy. When designing a multimedia application, you should pay attention to the following:

- \* clearly defining the content of the material;
- \* presentation of content in a demonstrative, clear and open manner;
- \* determining the content of multimedia application components.

There are following types of multimedia applications:

- \* presentations;
- \* animated films;
- \* games;



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- \* video applications;
- \* multimedia galleries;
- \* audio applications;
- \* web applications.

Below is information about multimedia applications:

Presentation is a visual presentation of information using audiovisual means. It combines animation, graphics, video, music and sounds. They have a plot, a script and a structure and are presented linearly1.

Animated films. Animation - multimedia technology; sequential display of images to represent moving image. The motion capture effect is created by alternating video frames at more than 16 frames per second2.

Games. The game is one of the multimedia applications aimed at meeting the needs of relaxation, entertainment, relieving tension in the body, and developing certain skills and abilities.

Video applications - technology for developing and displaying moving images.

Video players are video management programs.

Multimedia galleries. Galleries are a collection of moving pictures with sound.

Audio applications. Devices that read sound files are programs that work with digital sounds. Digital sound is a representation of the amplitude of an electrical signal with discrete numbers.

Web applications are individual web pages, their components (menu, navigation, etc.), data applications, multi-channel applications, chats, etc.

When studying the technology of creating multimedia applications, a scenario is developed that represents how they are created. Each multimedia application consists of separate components (different topics, logical sections).



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## **Summary**

During the pedagogic internship at the 23rd school of Rishton 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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