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EDUCATIONAL USES OF THE PAINT GRAPHICS EDITOR

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ABSTRACT:

A graphic editor is a program (or software package) that allows you to create, view, process and edit digital images (drawings, pictures, photos) on a computer. Types of graphic editors: Raster graphic editors. The most popular: Adobe Photoshop and free GIMP, Krita, Photofiltre, Paint. NET and Canva.

KEY WORDS: Adobe Illustrator, Corel Draw, graphic objects, electron beam tube (ENT), raster graphics, vector graphics.

Vector graphics editors: Adobe Illustrator, Corel Draw, free Inkscape and Figma fonts. Hybrid graphic editors. The most popular: RasterDesk (for AutoCAD) and Spotlight. Adobe Photoshop has a number of functions for working with vector graphics, Adobe Illustrator and Corel Draw have some functions for working with raster graphics. Most of the information is received through the organs of human vision. Visual information is easy to absorb. This basic feature of human nature is used in graphic operating systems. In them, information is presented in the form of graphic objects: icons (links), games and pictures. All graphics objects of the operating system, as well as all other images, must be created or imported into the computer in some way. Special external (atrophy) devices are used to enter graphic images into the computer.

The image can also be imported to the computer through a video recorder. Video tracking is the process of selecting a frame from a sequence and entering it into a computer. Recently, the scope of use of digital cameras is expanding. Their difference from ordinary cameras is that the image is not chemically captured on the film, but is recorded on the microcircuits of the camera's memory. From there, information can be transferred to a computer via a cable. Some digital cameras also have the ability to record data as a file onto a floppy disk. You know very well that it is not so difficult to transfer the information on the disk to the computer.

The image can also be imported into the computer from a video camera. Video capture is the act of selecting a frame from a sequence and entering it into the computer. You don't necessarily need to scan, photograph, or capture an image to enter it into your computer. The image can be created on the computer itself. For this, a class of special programs called graphic editors has been developed. Development, presentation, processing of information in graphic form, as well as the establishment of connections between graphic objects and non-graphic objects in files is called computer graphics in Informatics. Computer graphics are divided into three types: raster graphics, vector graphics and fractal graphics. The main difference between them is the way light passes through the display screen. In vector devices with memory electron-beam tubes (ENTs), the beam travels once along a given trajectory, and its trace remains on the screen until the next command. So, the main element of vector graphics is a line.

Summary

During the pedagogical practice of the 4th Specialized State General Education 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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