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## **THE USE OF FOREIGN LANGUAGES AND COMPUTER GRAPHICS IN THE ARTISTIC PROJECT**

*The paper touches upon the role of computer technologies in developing individual's creative abilities. Computer graphics is a new branch of art and a working tool in the hands of a painter-decorator. Taking into consideration the fact that the language of computer graphic programs is not Armenian, the importance of learning foreign languages is quite obvious.*

**Key words:** *computer graphics, computer design, combination, graphic programs, aesthetic education, art education, animation, composition, information technology*

The new requirements of social life highlight the possibilities of computer information technologies and software features which become a prerequisite to develop artistic interests, solve profession-related problems and display an active creative approach. The knowledge of computer and communicative technologies develops individual's abilities, provides opportunities for creative activities. The reforms require new approaches, which accomplish the individual's overall formation of the aesthetic perception, which can be triggered by using computers, thus arousing a unique interest towards artistic and graphic objects. The application of graphic programs is vital for the development of aesthetic and artistic interests, creative activities, inventions, spatial views, imagination, uniqueness, self-independence, thinking and abilities.

Computer technologies are considered to be a new branch of art, which is not only a tool, but also a means of developing aesthetic interests, that refer to the creation of works of art, Web design, 3D computer graphics, 3DMax, animation, Corel Draw, Photoshop, Rhino, etc., through software.

To study the peculiarities of the artistic interests of an individual in the process of computer graphic programs it is becoming vital to estimate the value of their criteria and accept the formation process of an individual's artistic perception of the world as a necessary condition for the fulfillment of artistic education, using computer graphic programmes.

The advantages of computer graphic programmes compared with traditional graphic possibilities have their specific peculiarities, such as the process of work with cameras and lighting equipments while creating a graphic picture, the presentation of materialization of the object, which requires not only a practical research, but also active, creative and imaginative approaches. Lighting sources and cameras are independent objects of the creation and finding a proper position for

them to be changed or replaced is impossible without the development of the individual's spatial and creative imagination /Васильева, 2002/.

The computer technologies required to solve creative problems, including artistic elements, give the possibility to choose numerous quantities of versions of juxtaposition of visual objects, the diversity of functions and the possibility for a miniature model. The image of the object on the screen depends on the possibility of the providing programme. In computer graphics the individual always changes the position, size and symmetry of the details of the object and does scaling according to the size of other objects, while creating the miniature model.

Based on the above mentioned criteria, new premises are proposed to develop the individual's spatial thinking, which are implemented through computer graphic programs. The use of computer technologies provides the opportunity to think over the spatial modifications in mind, then to transverse them on the screen in a very short period of time. Thus, premises are created to develop the individual's visual perception, productive conception and spatial thinking. In the course of creative process the productive usage of the actions done with the help of memory-contrast gives the best choice in a short period of time, highlighting the individual's memory. The capability of reproducing mental work, flexibility, high speed of performance, precision and integrity of perception are of utmost importance /Давыдов, 1996/.

While creating 2D and 3D models computer graphic models help the individual approach the task in an imaginative way dealing with the separate parts of a complex object, with their proper mini models, which are suitable for the peculiarities of the programmes and their practical possibilities.

3D Studio Max programme has its different uses in various miniature models, the marking of simple objects or their components, which are given in the programming memory. The latter also provides the definite sequence of the combination of some forms. It is also of utmost importance for the user to keep in mind that he/she can change the size, form and colour of the object in his/her memory to find the most productive way to show contrast, later analyzing and choosing the best within a very short period of time. The individual's good memory, reproduction of mental work and flexibility, high rate of performance are the most important factors in this respect.

The peculiarities of a 3D graphic perception are expressed

- within the peculiarities of conventional specifications that 3D express, the position, the axis, etc., the projection of objects in different programmes is not identical, e.g., in Corel Draw program it is a spacious rectangular,
- as 3D Studio Max geometric programmes, with sketches of different colours and objects,
- the formation of 3D objects through the constant frame of the perception of the view,
- in conventional objects the possibilities observing real scenes as the result

of solving the task. The special effects and the functions included in the programme provide a visual illusion, which helps to widen the bulk of creative imagination, which would be impossible with ordinary means.

In the process of drawing it will be easy to carry out, to check, redraw the given plan in a very short period of time and to get unpredictable results using different functions and programme possibilities. On the other hand during the period of creation the peculiar possibilities of materialization of presentation, the special means of lighting, the large possible amount of miniature models may distract the person from the real task /Əhlişadlı, 2008/.

To define an individual's capabilities of aesthetic education and development, it is of utmost importance to understand certain characteristics of formation of aesthetic interests, to carry out creative artistic activities, taking into account the student's background knowledge and creative orientation, which will undoubtedly have their influence on the stages of creative procedure and specifications, expressing individual's graphic activities. So this makes it possible to analyze the peculiarities of graphic activities in different stages of creative procedure by developing traditional methods and computer technologies.

It must be taken into account that working with computer technologies has a very negative influence not only on physical but also on mental health. Computer technologies as a means of realizing creative graphic, must not hamper the individual, but provide practical competence to work with graphic tools. For different types of iconography, the freedom of choice provides the chance to apply and comprehensively develop creative abilities /Васильева, 2002/.

In order to decide possibilities of an individual's aesthetic education and development, a few characteristics of the development of the artistic interests must be uncovered, a creative artistic-designing activity must be taken up – taking into account the student's profession-related background knowledge, the creative tendency, which would be reflected on the phases of creative activities and specifications, expressing the individual's graphic activity. Thus, the analysis of the peculiarities of graphic activity in the different phases of creative work becomes a must, with the help of the development of the means of traditional and computer technologies.

New information technologies give the possibility to visually present not only separate objects but also the logical relation set between the problems. Thus, in contrast with the written text, the presentation of the information images gives us the possibility to perceive its real content, concentrating our attention, influencing the perception in a more active and emotive way, as well as to use the mechanism of visual memory. Furthermore, compared with textual information, the images contain greater information. The given characteristics of the object are reflected in it, which are easy to remember and useful for concentrating the attention.

In the process of creating a graphic image special attention must be paid to some characteristics of presentation of the information image. The results of the

research carried out by experimental researchers have approved, that literal description, is always less productive, than the presentation of the image of the object. The method of iconography contains more information, than that of phonic description. Elementary thinking is based on descriptive thinking, which has a great significance in the scope of the individual's creative activities. Computer technologies come up as a means of making information become available. The use of computer technologies helps to create an interobjective communication system, which promotes the quest of required creation, the solution to colour-related problems, and the materialization of the projects. The application of computer technologies is used as a means of special graphic knowledge, accomplishment system of skills in computer graphic environment. The students' attitude towards learning and in the course of handling stable images become the most important tendency and individual inspiration in virtual environment, which has mediated cumulative means of iconography, the characteristics of the latter are represented to the users. This contains a great moral, creation of information, maintenance, for the purpose of gradual replenishment. And this is typical only to computer graphics, as a means of formation of learners' aesthetic education, which in its turn provides its advantages and differences in contrast with other images. The latter cannot be modified, as they counteract the symmetricalness of artistic content and aesthetically replenished creation /Волкова, 1997/.

The artistic perception of modern society requires a greater attention to computer technologies, as its development not only brings forward changes in the content of education, but also influences the individual's way of thinking, serves as a productive way of forming individual's mental abilities and developing aesthetic education /Ջիլավյան, 2008/.

The use of computer technologies for developing individual's creative abilities is doubtless for creative activities. Computer graphics comes forward as a new branch of art, and on the other hand, a working tool in the hands of a painter-decorator. Computer technologies have an immediate impact on the development of the individual's creative abilities. The new information and computer technologies serve the development of the individual's overall outlook perception providing him with opportunities to self-establishment, self-expression, the development of profession-related abilities, for accumulation of appropriate knowledge in the sphere of designing activities /Мальгин, 2000/.

**Corel Draw** is the most well-known package of graphic programs, which is considered to be a vector graphic touchstone. It contains simple and attainable tools for appropriate perception, drawing tools, which are very convenient for making different rough drafts, industrial decorations and architectural drawings, drawings of objects, prototypes, brands, packaging, advertisement posters, labels, artistic projects.

Corel Draw vector programme is easier to develop knowledge, skills, and abilities in the sphere of computer graphics. For the perception of work-related

bases Adobe Photoshop, Adobe Illustration graphic applications give the chance to create iconography, to prepare advertising plan prototypes of miniature models for printing.

The creation of a graphic image requires great skills. The computer gives the opportunity to experiment a great number of different combinations, to accelerate the reposition process of the elements in a short period of time. The use of computer graphic means is very important from the viewpoint of perceptive knowledge, which helps to think over the material in a comprehensive way and analyze it critically /Катханова, 2001/.

The existence of graphic images refers to the practical possibilities of computer graphic programmes, as well as, the creation of different types and genres of images, which deal with the learner's aesthetic attitude while searching for the artistic image. One of the most difficult aspects concerns the painting experiment while transferring it into the virtual environment, which is known from the sphere of fine arts. This is considered to be a kind of a very strong applicable experiment, that even the aesthetic skills, gained in computer environment, influence the computer palette and the use of tools. Along with it the same components done with a computer, the tools of computer technologies must be applied. They help the development of learners' aesthetic values and affect the ways of expressiveness in the image. When the expressive means are used only in the fields typical to applied arts, a lot of artistic problems in the aesthetic and artistic sense are not sufficiently solved in the sphere of computer graphics. The learner's attitude towards the expressive means in the course of study and dealing with stable images becomes one of the most important directions and individual inspiration in virtual environment, which has mediated and cumulative ways, the characteristics of which are presented for the users. This point contains a great idea – creation of information, maintenance, transferring for the purpose of gradual replenishment.

### **ԳՐԱԿԱՆՈՒԹՅՈՒՆ**

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**Ն. ՄԻԻԹԱՐՅԱՆ, Ռ. ԳԱՐԳԱԼՈՅԱՆ** – *Օտար լեզուների և համակարգչային գրաֆիկական ծրագրերի կիրառումը գեղարվեստական նախագծման մեջ*. – Համակարգչային գրաֆիկական ծրագրերի կիրառումն անհրաժեշտ է անհատի գեղարվեստական, գեղագիտական հետաքրքրությունների բարձրացման և արդյունավետ աշխատելու համար: Ժամանակակից տեխնոլոգիաները մեծացնում են ստեղծագործական գործունեության, հորինվածքների, տարածական պատկերացման, երևակայության, յուրօրինակության, ինքնուրույնության, մտածողության և ունակությունների զարգացման մակարդակը: Հաշվի առնելով, որ համակարգչային գրաֆիկական ծրագրերը հայերեն չեն կարևորվում է օտար լեզուների իմացության և կիրառման դերը նման ծրագրային աշխատանքներում:

**Բանալի բաներ.** համակարգչային գրաֆիկա, համակարգչային դիզայն, ներդաշնակություն, գրաֆիկական ծրագրեր, գեղագիտական դաստիարակություն, գեղարվեստական կրթություն, անիմացիոն համակարգում, հորինվածք, տեղեկատվական տեխնոլոգիաներ

**Н. МХИТАРЯН, Р. ГАРГАЛОЯН** – *Использование иностранного языка и программ компьютерной графики в области художественного планирования*. – Использование компьютерных графических программ необходимо для повышения уровня эстетической и художественной культуры личности, а также эффективности его работы. Современные технологии способствуют развитию творческих способностей индивида, пространственного представления, воображения, а также самостоятельности навыков. Учитывая, что армянский не является языком программ компьютерной графики, важнейшую роль в этом играет знание иностранных языков.

**Ключевые слова:** компьютерная графика, компьютерный дизайн, эстетическое воспитание, графические программы, художественное образование, анимация, композиция, информационные технологии