

**USE OF INFORMATION AND COMMUNICATION
TECHNOLOGIES IN THE DEVELOPMENT OF STUDENTS'
PROFESSIONAL QUALITIES IN DRAWING CLASSES.**

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Abstract. The science of drawing is determined by the role it plays in the practical activity of a person in the creation and introduction of new technology in all sectors of our developing independent country. In the world, computer graphics and information technologies are rapidly developing and improving.

New programs on subjects suitable for the needs of the times are widely used. In this regard, the professional qualities of drawing students are developed through the use of information and communication technologies such as FastSton Captur and Auto CAD 2007.

Keywords: FastSton Captur, Auto CAD 2007, interactive programs, moodle spring market, learn.

Information and communication technologies such as websites, online classes, interactive programs, and several platforms can be used to develop the professional qualities of students in drawing classes. These technologies provide students with opportunities for distance learning, rapid access to information, and skill development. Teachers can also use these tools to review students' progress, provide advice, and share ideas.

There are several ways to develop the professional qualities of students in drawing classes:

Emphasize practice: Drawing classes provide opportunities for students to develop skills through hands-on activities rather than theory. This allows students to apply acquired knowledge, solve problems, search for creative solutions, and

analyze processes.

Use of additional resources: In drawing classes, the use of interactive programs, online information, video tutorials, and other electronic learning tools will further strengthen the acquired knowledge of students.

Graphic Training: Professional development can also be fostered through graphic training. In these classes, graphics activities and other drawing activities engage students' interests and teach them to collaborate with the community.

Individualization of Learning: Each student is isolated from other students to provide support appropriate to their developmental stage. This allows individualized advice, labels, time allocations, and developmental assistance to foster reciprocal relationships rather than intimate relationships with the student.

These methods are of great importance in the development of students' professional qualities.

Also, information and communication technologies help to develop how students look at social information and data, learn, analyze, and make decisions. This will have important tasks in improving and developing their professional qualities.

Proper organization of the educational process and systematic work of students helps to acquire deep knowledge, skills, and abilities. Therefore, it is important to provide this in full in general secondary education schools as well as in higher education. Platforms created through sites such as **Moodle**, **iSpringMarket**, and **Learme** can help us with this. We know that materials should be placed on the platform created in turn. I've set out below to cover the projection drawing unit for students to create slide animations for teaching in general secondary schools. For this, I used **FastSton Captur**, a screen recording program.

World experience shows that it is not difficult to view the subjects of the projection drawing department in 3D through modern computer programs (**AutoCAD**, **3DS Max**, **Civil 3D**, etc.), to give cuts and projections to the details, and to visualize the detail itself through them, but has led to them being viewed as

topics of interest to everyone.

The science of "computer graphics" is primarily related to the science of computer science. It is impossible to master computer graphics without knowing a set of simple operations on a computer. So, in the educational system, students should first master the science of informatics. The next requirement comes from the requirement of the graphics program being studied. **AutoCAD** graphic software also requires knowledge of drafting because it is related to drawing. It is necessary to know simple geometric constructions (division of a circle into equal parts, arc of a circle, diagonal, diagonal, angle bisectors, properties of perpendicularity and parallelism...). Otherwise, it is inappropriate for us to ask the program to perform some action by issuing a set of commands incorrectly. In short, when learning the **AutoCAD** graphics program, first computer science and then drawing must be mastered.

Using ready-made drawings in the Auto CAD program in general secondary schools can sometimes cause inconvenience. Explaining the drawings in the program to students in the most convenient way, and showing the order of drawing correctly through animation saves the teacher's time and increases the efficiency of the lesson.

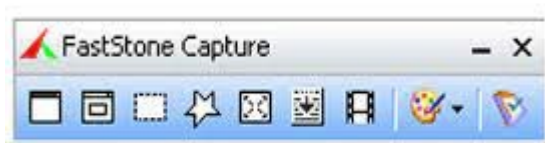


Figure 1.

For this, we take a ready-made drawing drawn in the AutoCAD program

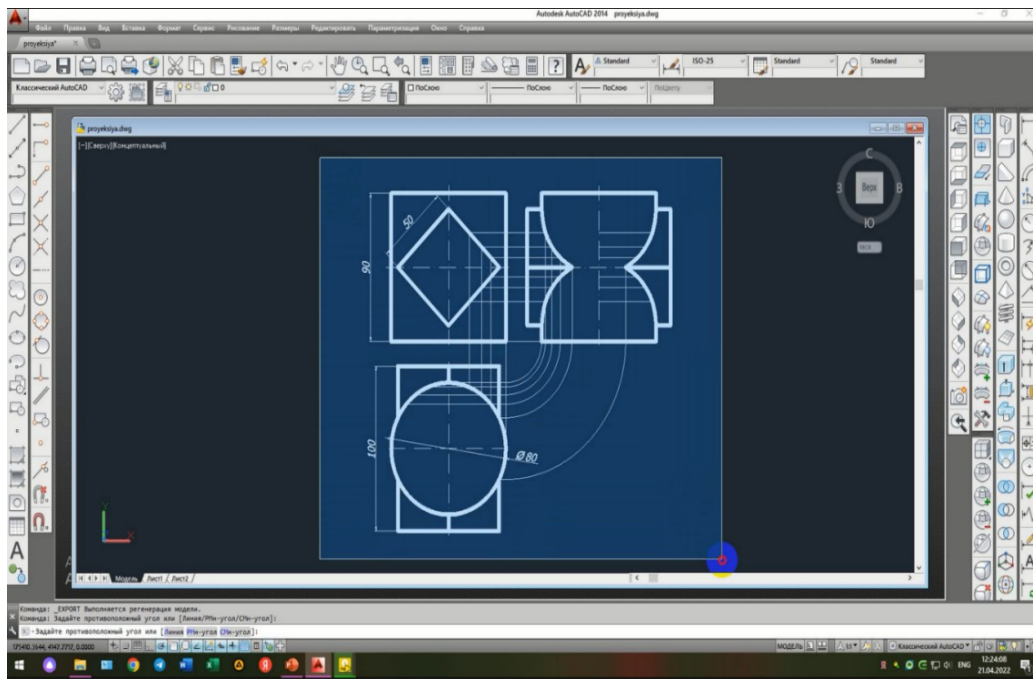


Figure 2

We define it as above. And we click on the icon in the upper left corner, and after clicking the export button, the next window will appear.

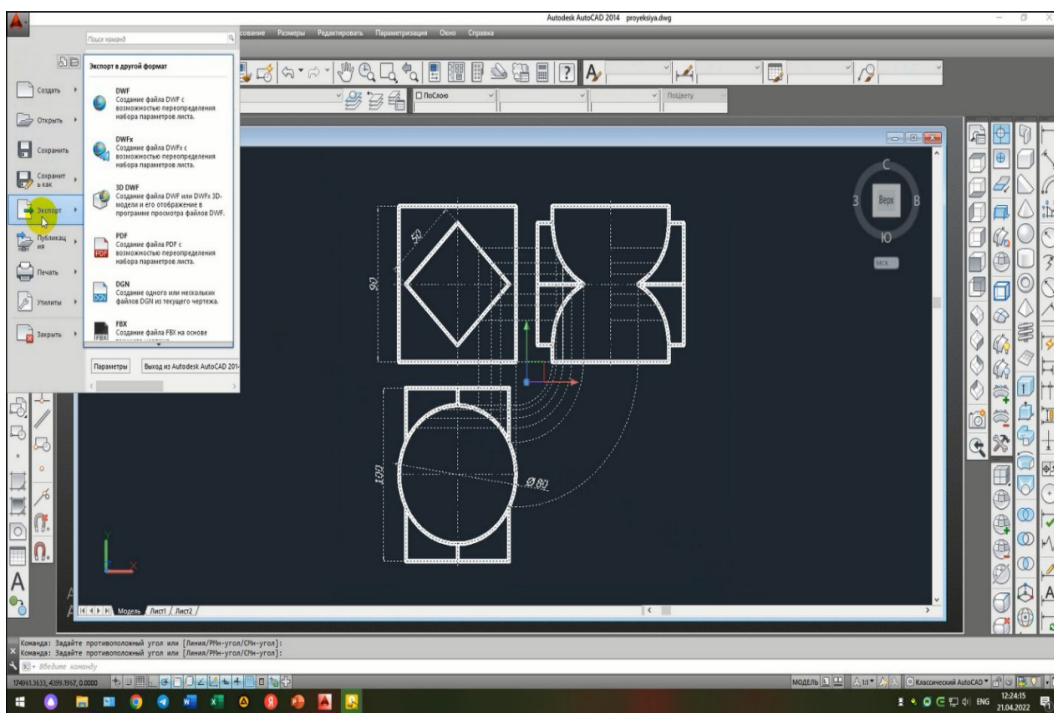
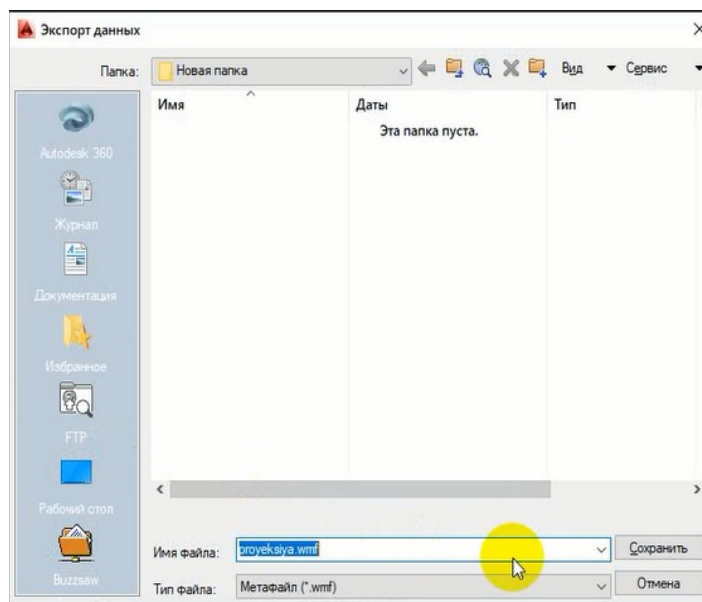


Figure 3

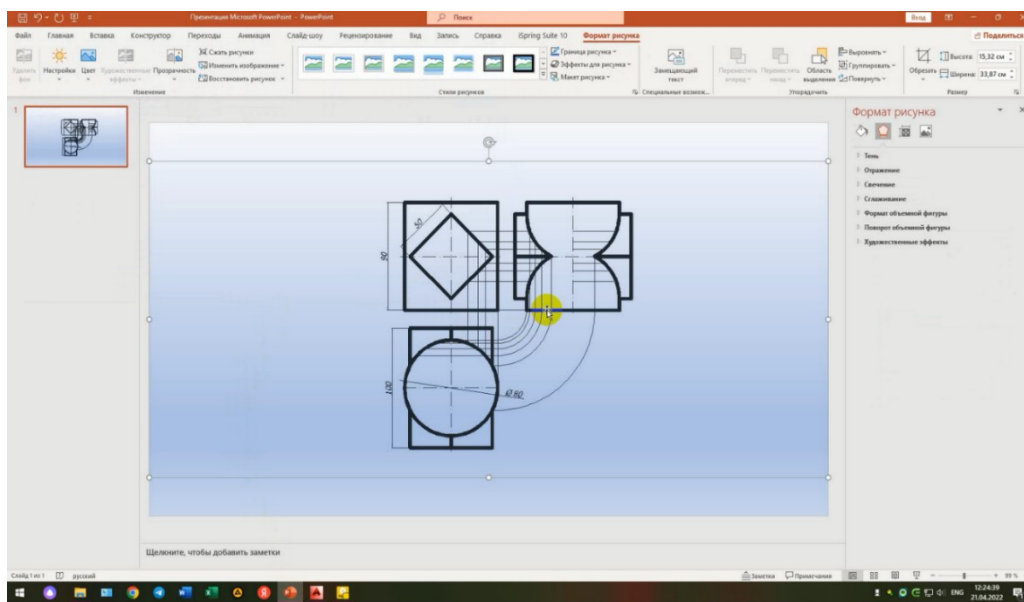
From the resulting list, click the "Drugie Format" button. Then the "Export dannyx" window will appear on the screen. In this window, you can specify the storage location of the above drawing defined in AutoCAD. And you need to write .wmf after the dot before saving. The PowerPoint



program will open: insert pictures from the "Insert" section into the prepared slide. An animation is created in PowerPoint by dividing each line of the drawing into pieces or placing each one separately as above and giving it a separate animation. Figure 4

A video guide is prepared by recording the screen in the FastStone Captur program of the above-mentioned workflow.

Figure 5



The finished animation is suitable for use in general secondary education or for the platform materials department.

The use of information and communication technologies in drawing classes

will have the following advantages in the development of students' professional qualities:

Skills and Reasoning: Technologies allow students to access and analyze information on their own time. This provides an opportunity to transfer adults to another area, consult, and express their opinions.

Personalized learning: Information and communication technologies allow students to create their curriculum and programs. This allows students to choose educational paths tailored to their interests and needs.

Collaboration and Community Engagement: Technologies create opportunities for community collaboration and engagement. Students develop community connections by providing feedback and reviews through websites, forums, blogs, or social media.

Job-related skills: ICT helps students develop job-related skills required in real life. This will guide them in putting the information into practice and applying the knowledge they have acquired.

Skills and creativity: In drawing classes, information and communication technologies are of great importance in developing students' skills and creativity. This allows them to work on finding innovative solutions, solving problems, and creating new ones.

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