

DESIGN - ASPECTS OF TRAINING PROGRAM APPROACH

Abstract. This paper highlights the features of design-oriented course that was created for the students of the educational program direction. The application of modern computer technology in creating graphics fundamentals promotional products. Examples of students' thematic work done in virtual space.

Keywords: computer graphics, web-design, the basics of composition, artistic style, raster and vector graphics, virtual simulation.

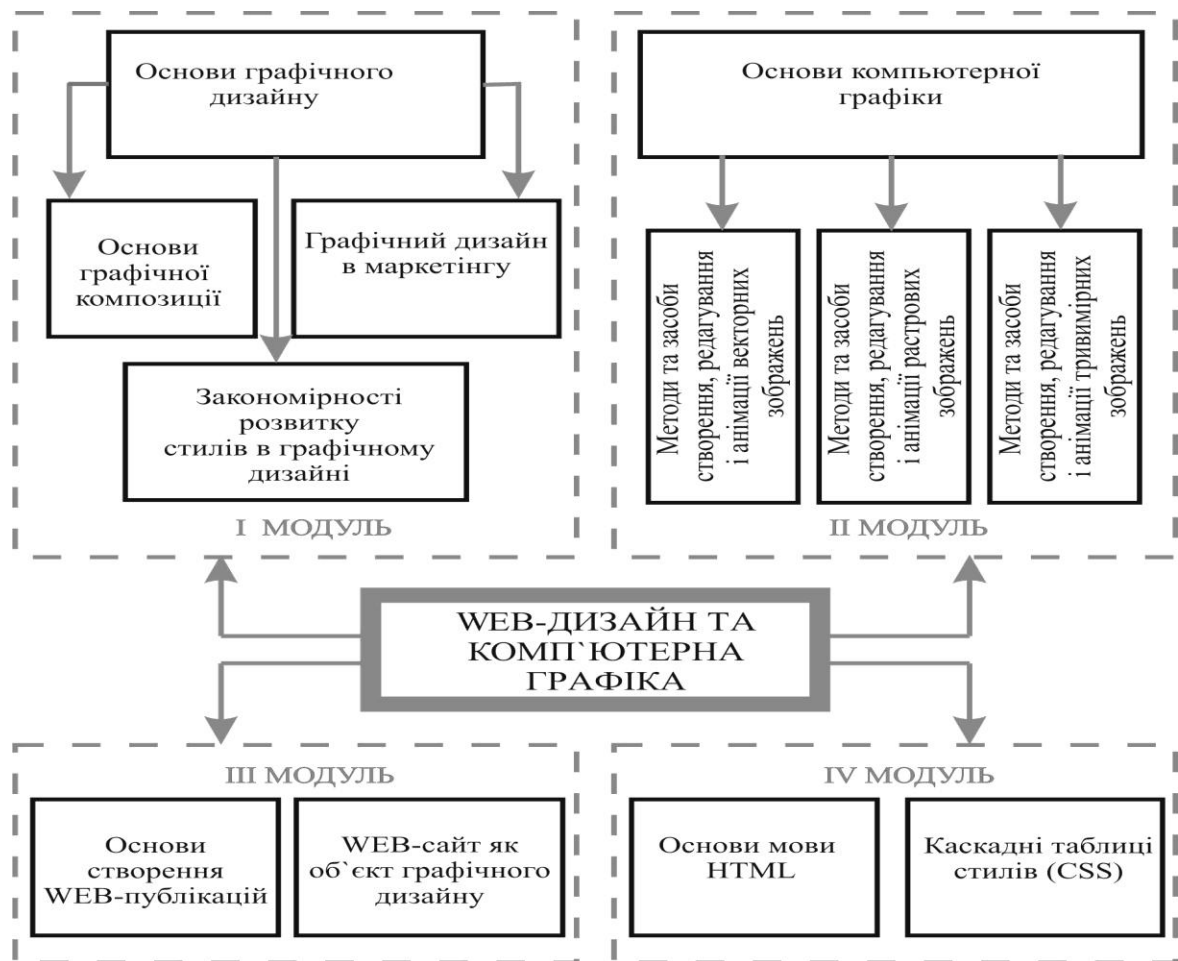
Statement of the problem. It is known that a large number of virtual graphics products, including advertising, today include experts programmers, who often do not even have elementary knowledge in the field of art education. This is due to the low aesthetic quality of these products, filling the domestic market and, above all, the internet space. To improve this situation, students are encouraged leveling course where they gain knowledge of the basics of composition, history and development of artistic styles, skills consciously working with fonts, colors, acquire specific skills in the field of two-dimensional computer graphics and three-dimensional models and scenes in raster and vector environment

Analysis of recent research and publications. Learning the basics of classical compositions on the basis of computer technologies covered in a sufficiently large number of publications, in particular in [1]. It is interesting, in our view, is the experience of the adaptation process of obtaining such knowledge "non-core" future professionals such as programmers. [2,3].

Goals of the Article. An example of a possible road to a modern new discipline based on computer technology for processing graphic data, combines technical and aesthetic constituents and coexists with the traditional disciplines.

The main part. Implementation of this discipline is for the purpose of forming a coherent model of perception of visual information in the minds of students as a result of familiarity with the classical tools of creation and harmonization of graphics, development of spatial representation, training to work in media graphics editors CorelDraw, AdobePhotoshop, 3DS MAX to two-dimensional and three-dimensional modeling graphics and animations, as well as familiarity with the language of HTML and CSS to create web-pages.

Organization and methods of the study of educational material discipline involves various kinds of activities, including: lectures, workshops, laboratories and independent study students as well as the preparation and defense of thematic essays, graphic assignments and course design (Ill. 1).



Ill.1 Structure discipline modules.

Methods of classes based on active learning, individual practice is implemented, using teaching aids, including multimedia support lecture material.

The course lasts for two semesters of study, namely the fourth and fifth. Obtained for study of discipline knowledge in the performance of the students realize, first of all coursework at the end of each semester (Ill. 2) and diploma qualifications for obtaining a bachelor's degree and specialist area of computer science



Ill.2 sample coursework topics

"Working in a vector environment. Species composition "

Subject diploma is varied, consistent preferences graduates and allows them to fully realize the full range of knowledge and skills that have been acquired during the training.

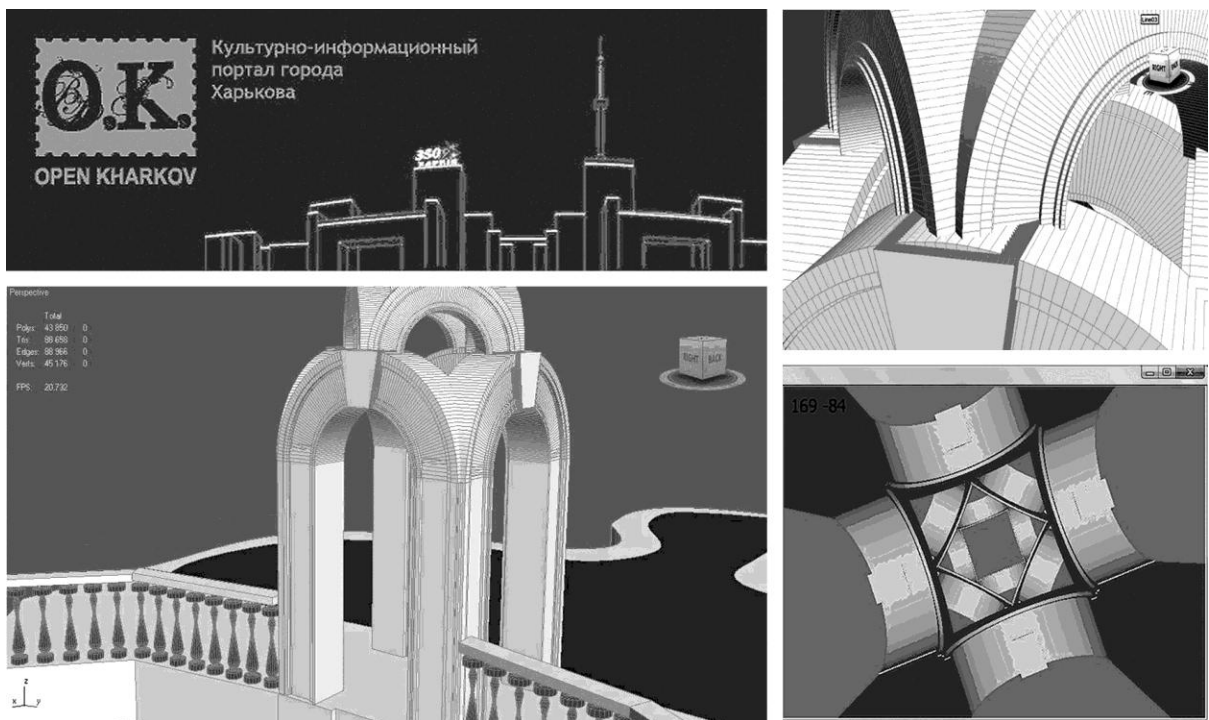
Thus, successful examples of such complex training is socially-oriented projects, including: the creation of an interactive "Guide applicant NTU "KPI", fourth year student Alexander Shapovalov, "Creating package design information portal city«Open Kharkov»and interactive applications to it" , student course Shmaliy V K. and other. (Ill. 3, 4).



*Ill/3,4. Detail of the thesis "Guide applicant NTU" KPI"." A. Shapovalov
Fourth year.*

Conclusions. Ultimate goal of discipline is to develop students' creative thinking, in their minds a coherent model of visual medium. As well as acquiring the necessary knowledge and skills by means of creating computer graphics and virtual media conscious of its application.

Without intention and without asking aimed at preparing professional designers, this method allows future developers to avoid significant errors when creating a product that has a graphical component, and provides an opportunity to communicate "one language" of experts designers.



Ill. 5. Detail of the thesis "Human development package information portal city« Open Kharkov »and interactive applications to it." Shmaliy K. Y course.

Prospects for further research. Given the needs of the present, and focusing on the contemporary audience, teachers of the department and seeks to create distance learning courses. Thus, the distance course with three-dimensional graphics was awarded the first prize in the University in 2009.

Considering also the tendency of most of the students to study the electron textbooks and manuals, and much attention is paid to the creation of just such textbooks to highlight the main aspects considered complex discipline.

Literature

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Аннотация

Глибко Е.А., Максимова М.А. Дизайн – аспекты подготовки специалистов программного направления. В работе освещены особенности структуры дизайн-ориентированного курса, созданного для студентов программного образовательного направления. Рассмотрено использование современных компьютерных технологий при создании графической составляющей продукции рекламного характера. Приведены примеры тематических студенческих работ, выполненных в виртуальной среде.

Ключевые слова. Компьютерная графика, web-дизайн, основы композиции, художественные стили, растровая и векторная графика, виртуальное моделирование.

Анотація

Глібко Е.А. , Максимова М.А. Дизайн - аспекти підготовки фахівців програмного спрямування. У роботі висвітлено особливості структури дизайн-орієнтованого курсу , створеного для студентів програмного освітнього напрямку . Розглянуто використання сучасних комп'ютерних технологій при створенні графічної складової продукції рекламного характеру. Наведені приклади тематичних студентських робіт , виконаних у віртуальному середовищі .

Ключові слова . Комп'ютерна графіка , web - дизайн , основи композиції художні стилі , растрова і векторна графіка , віртуальне моделювання .