Computer Graphics and Design

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Annotation: This article provides an overview of the specifics of computer graphics and design.

Keywords: computer graphics, design, Sh.Nazirov, 2D, 3D, spelling rules, linguistics from typography, Microsoft Paint, Adobe Photoshop, Adobe Illustrator, Corel Draw, Adobe Freehand, Adobe InDesign, Adobe ImageReady, Adobe Flash, Discreet, Cinema 4d, Alias, Autodesk Maya, LightWave

Without hesitation about the question of what computer graphics and design are, I find it difficult to do anything that is invisible without each other. Computer graphics give the creation of objects in nature, the appearance of objects, and the design gives it a special charm, color, a pleasing appearance.

We have a lot of software to become a computer graphic designer, to become an expert in this field. Now, I have introduced computer graphics to these things in the previous topic, "Basic Concepts for Computer Graphics Beginners." In this article, I will think about the basics of computer graphics, how it relates to design, and how much the two need each other. And in order to get the information in this article, I also got information from Sh. Nazirov's book Computer Graphics.

There are several programs that work with computer graphics. These include Microsoft Paint, Adobe Photoshop, Adobe Illustrator, Corel Draw, Adobe Freehand, Adobe InDesign, Adobe ImageReady, Adobe Flash, Discreet, Cinema 4d, Alias, Autodesk Maya, LightWave, Adobe Brush, and more. In these programs it is possible to carry out work on computer graphics. Some will be able to draw a simple picture, some will be able to project houses, some will be able to model three-dimensional and even four-dimensional modeling. Man receives most of the information about the outside world through his eyes. The viewing system receives images of various objects. With the help of them a person gets an idea of the external environment and the objects in it. Creating an image of objects, storing them, processing them, and depicting them on imaging devices is one of the most difficult and basic tasks of a computer. When the computer is not given any task, that is, when it is idle, it reproduces the image that should appear on the screen tens of times per second. The images that appear on the computer screen are created using a device called a video card and displayed on the screen. Special video processors are produced for video cards.

Video processors outperform the main processor of a computer in terms of complexity and speed of computation.

Computer graphics are divided into the following classes depending on what image is created:

1) fixed or simple graphics;

2) computer animation (for example: anything made on a computer can be animated);

3) multimedia. According to the method of creation, computer graphics are divided into two groups:

2D (derived from the English two dimension).

3D (derived from the English three dimension). 13 Two-dimensional graphics are images created on flat and flat surfaces, for example, a photo printed on paper, drawn by the artist on canvas (special fabric). Dimensional objects are depicted using three-dimensional graphics. In this case, the place of the object in space is filled with small cubes. If these cubes are small enough, the human eye will not notice them, and the cubes will be embodied in front of our eyes as a whole. Three-dimensional graphics are widely used in animation, computer games and the creation of virtual (imaginary) beings. The virtual being is mainly depicted in special helmets. Simple graphics are concerned with creating images that do not change over time. Examples include pictures,

photographs, drawings.

Computer animation creates images that change over time. For example, cartoons, video clips and videos. In addition to images and animation, multimedia products include other types of information, such as sound and text. A distinctive feature of multimedia is its interactivity, which allows you to move from one place to another. A good example of multimedia is the World Wide Web - www, its www-sites and www-pages.

Depending on its use in public areas, graphics are divided into the following types: Scientific graphics. Used to describe scientific research and their results. Commercial graphics. It serves to clearly show economic indicators and processes. Design graphics. Provides simplification, improvement, acceleration and automation of design work in the economy, engineering, construction and other areas. Illustrative graphics. Used in decoration in various areas of service. Artistic graphics. Widely used in the creation of works of art.

Before you can create anything in computer graphics, the object you create requires a special charm, taste and attention. Therefore, the designer is required not only to know computer programs, but also the above. There is a lot to learn and use from a book to study graphics. For example, it is another important book for any graphic designer. Know the spelling rules It is very important to get enough graphic communication when creating a graphic project. This book by Raquel Marin, who specializes in editorial design and typography, remains an important guide. Whether you are a student or an expert, it will be helpful to keep this book on your shelf.

The solution to many of the doubts that this book poses can be encountered by the designer: the use of nails and all their diversity, script, attractions, italics and more.

The first spelling guide developed specifically for design professionals. A set of rules that defines the linguistically correct use of typography, which implies the word orthotypography. For a communication professional, many need to read books to know how to apply his knowledge perfectly.

In conclusion, I would like to say that in addition to knowing computer graphics, to be a professional in this field, to become an expert in this field, just read a lot of books, look at everything from a logical, creative point of view, imagine something bigger than everything should be represented by a single bone character. If I hire a logo designer, I need to make a logo for one company. It should be viewed in such a way that it is designed to cover the entire company with a single eye-catching design. Logo designers are known for their breadth of imagination, their inclusiveness, and their creativity. Every industry has its challenges. This industry also has its challenges. Take, for example, spending the night in front of a computer. If you do not use the computer in the specified mode, your eyesight will be reduced and you will die.

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