

## Digital Technology in Teaching on Graphic Art

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**Abstract:** *Today, the visualization of any idea is generated by digital technology. They became an integral part of everyday life and our professional work. Of course, they have a huge impact on cognition and education. Our educational system is developed, create new educational programs and platforms in response to the high expectations of young people in training in Fine Arts. The theme of this study was caused by increasingly complete penetration of digital technologies in the visual arts in the case in teaching composition at the chart.*

**Keywords:** *Graphics, digital technologies, theory, practice, workshop, contemporary, creative, student.*

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In the creative process, the artist toolbox is rich and unusual. It includes popular pencils, chinks, brushes with a variety of tops, needles, scrapers, Platens, spatulas with smooth or jagged edges and many others. Of course, in this process the idea is important and leading the creation of a work of art. From the first touch to the appearance of the image on cotton paper student passes through dozens of processes and manipulations to reach the expected result. Itself is a complex process and motivation should be high in order to achieve a high quality image. Students still have the experience and resources to overcome this long technological discomfort. Today technology add new features to the tools of the modern artist. This text exploring the composite transformations and variations based on the finished drawing using digital technology. What is their place in composing and putting the picture to the point of complete visual solution ready for training in the material?

Modern graphics editors have sufficiently powerful and convenient learning options for working with images. Professionals apply the capabilities of the popular editor bitmap Photoshop, as well as its "light" versions of Photoshop Elements, Paint Shop Pro or Photo-Impact. At the same time can be used completely free programs that help to fulfill the tasks assigned to the trainees in the discipline composition in the chart. GIMP and Paint are programs that have a substantial amount of tools for artistic image processing. These are graphical editors that offer many options of professional products. With powerful and easy to use software for image editing. The program supports various graphic styles and allow the use of effects in image processing, change brightness and contrast, brightness, color change and the intensity and cropping, rotating, resizing and many others. They offer a wide range of tools for image processing and feature fast action and intuitive interface. Applications are suitable for both beginners and advanced students. Technology available resources in space in which students form their virtual compositions. Have the opportunity to create content from a combination of real and virtual images through digital intervention. More often, the

principle of creating such images passes through the insertion of an original using a scanner or a digital device (digital camera) to the computer, which is treated with the help of the graphical editors. Speed and interactive interaction in the processing of virtual composition develop skills in trying to transformation on the original drawing -the. This is a process of rapid development of imagination, reaching decisions, sharing of resources, opinions and ideas.

Experimental work with students builds a variety of graphic compositions achieved by using a software product by collating and processed original graphic drawings and sketches - from small format graphic forms to large prints. Interaction with digital technologies develop students' visual style of perception. For example, the use of contrast tool helps students to build a sense of a clean graphic style. Thus, they respond better and faster visual environment. Explores the interrelationship of digital technologies and their impact in creating new methods of composing the graph. These methods and tools are applied using specialized programs called image editors. They have a range of drawing tools, realizing the design of the author and artistic images that he created in his creative imagination.

Using these programs in lectures and practical exercises allows students to experiment and develop their imagination in building graphical composition. The inevitable connection of new technologies and their application as part of a new visual culture, naturally entered as aesthetic and cultural needs of young people having a logical application of new technologies. This experience with the students allows you to upgrade old and appear completely new methods and conditions for realization of graphic projects. It also outlines the trends in contemporary compositional techniques in graphics and demand for non-standard, complex and multi-layered composite solutions and options. and demonstrate the ability to expand the boundaries of associative thinking.

This study is a look at the educational problems in teaching composition at the chart, combining creative, technological and other aspects and research methods. This experiment examines the methods and tools related to the creation, conversion and playback of educational tasks in graphics.

The new generation adapt to technology reasonable ease. The programs are intuitive and students quickly discover their rich features. The experience gained and the results of this joint experimental creative work with students involves developing a new methodology for teaching graph describing the structure, objectives and implement the learning process.

It must be borne in mind that, in themselves, digital technologies in higher education is not a generator of creativity, they are simply a handy tool in the training, which would succeed only if coupled with adequate creative skills of students.

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