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ANIMATSIYA TEXNOLOGIYALARINI QO'LLASH

Solmaxamatova Nazokat Ilhom qizi-
Nizomiy nomidagi TDPU Axborot tizimlari va texnologiyalari 2-bosqich talabasi

Animatsiya - bu tasvirlarni yaxlit vizual idrok etish ta'minlanadigan chastota bilan chizmalar yoki ramkalar ketma-ketligini ko'rsatish orqali kino, televidenie yoki kompyuter grafikasidagi harakatni sun'iy ravishda namoyish etish.

Hozirgi kunda eng keng tarqalgan animatsiya texnologiyalari quyidagilardir:

2D animatsiya texnologiyada bir nechta statik yoki harakatlanuvchi tasvirlar yaratiladi. 2D animatsiya yaratish uchun ko'plab dasturlar mavjud. Har bir dastur

o‘ziga xos xususiyatlarga ega bo‘lib, ishlatuvchining talablari va qobiliyatlari bilan moslashadi. Bular:

- Adobe Animate
- Toon Boom Harmony
- Synfig Studio
- Pencil2D

3D animatsiya 3D grafika elektronik o‘yinlar, filmlar, reklamalar, animatsion filmlari kompyuter o‘yinlari va hokazo ahamiyatga ega bo‘lgan soha uchun keng qo‘llaniladi. 3D animatsiya bilan ishlovchi dasturlar turli sohalarda foydalanadi. Bular quyidagilarni tashkil qiladi:

- 3d Max
- Cinema4D
- Blender
- Autodesk Maya

Stop-motion animatsiya usuli yaratilishi uchun ob'ektlar quriladi va keyingi bosqichdagi harakatni yangilaish uchun bir nechta rasm olib tashlanadi. Qo‘shimcha olayotgan animatsiya turlari qo‘shimcha pul, vaqtni talab qilishi mumkin. Stop-motion animatsiya ishini osonlashtirish uchun bir nechta dasturlar mavjud. Ularning ba'zi mashhur dasturlarini quyidagilar:

- Dragonframe
- Stop Motion Studio
- iStopMotion
- Stop Motion Pro

Kinematografiya animatsiya ustida ishlashni hammasi ro‘yxatga olishi lozim bo‘lgan kinematografiya sohasidagi animatsiya usulidir. Filmning aniq harakati va qo‘llaniladigan ob’ektlarning soni orqali yaratiladi. Kinematografiya (sinema) animatsiyasini yaratish uchun quyidagi dasturlar foydalaniladi:

- Adobe After Effects
- Toon Boom Harmony

- DaVinci Resolve
- Stop Motion Pro

Ushbu texnologiyalar animatsiya sohasidagi tezlik va vaqt talablari oqimini oshiradi va har qanday maqsadga mo'ljallangan animatsiya yaratuvchilar uchun yaratish va ish haqidagi qobiliyatlar ehtimoli ko'payadi.

3D animatsiya texnologiyalari bir nechta afzalliklarga ega:

✓ Realistik tasvir: 3D animatsiya texnologiyalari orqali yaratilgan ob'ektlar va qo'shimcha effektlar juda tabiiy va haqiqiy ko'rinishga ega bo'ladi.

✓ Eng yuqori sifatli vizuallar: 3D animatsiya, 2D animatsiyaga nisbatan sifatli va chiroyli vizuallarni taqdim etishi mumkin.

✓ Ko'p qidiruv imkoniyati: 3D animatsiya orqali qo'shimcha qidiruv va simulatsiya jarayonlari oson va samaraliroq uchun amalga oshiriladi.

✓ Yaratishning keng sohalarda qo'llanilishi: 3D animatsiya, kinematografiyadan reklamaga, o'quv materiallaridan o'yinlarga va turli sohalarga qadar keng sohalarda qo'llaniladi.

3D animatsiya texnologiyalari bir nechta kamchiliklarga ega:

✓ Tezlik: 3D animatsiya yaratishning oldindan kelgan janri bo'lmaganligi uchun, yaratish uchun qulaylik va tezlikni talab qiladi.

✓ Yo'qotish va xatolik risklari: Yuqori darajadagi ta'minlash va yuqori darajadagi texnologiyalar soni 3D animatsiya yaratishda kamchiligi bo'lgan riskni oshiradi.

✓ Qo'llash uchun xususiy talablarni talab qilish: 3D animatsiya yaratish foydalanuvchilari ko'nikma va texnik imkoniyatlarga ega bo'lishi kerak.

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ADOBE ILLUSTRATOR DASTURI VA UN DAN FOYDALANISH

Z.Usmonova-Nizomiy nomidagi TDPU

ATT yo 'nalishi talabasi

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TDPU ATT yo 'nalishi talabasi

Raqamli grafika (bosib chiqarish) ning turli sohalarida ishlaydigan dizaynerlar uchun juda ko'p qulay va samarali dasturlar yaratilgan. Ulardan biri Adobe Illustrator vektorli grafikani o'zgartiruvchi muharriri. Uning yordamida siz har qanday multimedia tarkibini, masalan, bosma materiallar, interfaol dasturlar, Internet-loyihalar, mobil vositalarni ishlab chiqishingiz mumkin.

Adobe Inc. tomonidan 1985-yildan ishlab chiqarish boshlangan, vektor tasvirlar bilan ishlashga mo'ljallangan grafik muharrir. Dastlabki versiyasi Apple Macintosh uchun mo'ljallangan. Adobe Illustrator Adobe Photoshopning hamroh mahsulotidir. Illustratorda turli xil illustratsiyalar chizish, logotiplar yaratish va boshqa grafik dizayn ishlarini qilish mumkin.