

# The Importance of Using Graphics Programs in The Design of Sewing Items

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## Abstract:

This in the article technical creativity and design from science items in construction and in modeling graph of programs place and importance about word is conducted .

**Kalit so'zlar:** Elektron hisoblash, AutoCAD, 3DMax, model, "Constructor clothes", "Designer clothes", "Electronic mannequin »

## Introduction

High pedagogical education in institutions future \_ work and occupation education teacher technical creativity formation issue a lot edged being the students creativity to the activity of preparation efficient ways determination and content according to choose together study in the process technical creativity future of experts social and professional readiness of generalization sure method and tools work as exit important pedagogical task own into takes of our republic market economy step by step tooth \_ and the world to the community each bilaterally come in to go as a result science to receive information practical directed whole state to politics basis put in , U 's priorities has been initial regulatory and legal basics was created . An example of this as " Inventions , useful models and industry samples about", "Information about", "Electronic count cars for programs and data bases legal protection to do about", "Communication "about". laws and another software documents to bring can \_ This to laws according to created chance and benefits intellectual from property fruitful in use economic the

effect increase, new technique and technologies mastery, they by means of new products work to issue based on intellectual property innovation processes development for new prospects open gave.

The most important task is to develop students' technical thinking and creative attitude to work, to raise scientific and technical development to the level of world requirements in the market economy, to fundamentally improve product quality, and to educate the young generation who can ensure high production efficiency. Through the formation of knowledge and skills related to the basics of creative activity in the future specialists, it is possible to acquire the basics of technical, technological-constructive and production activities specific to the current industrial production. In order to achieve these qualities, the wide use of information and communication technologies in all aspects of the education sector has a positive effect. Current Today, everything from computer technology and the Internet in the fields wide is being used . Accordingly, the teaching of informatics and new information technologies in educational institutions remains the demand of the time. By teaching students technical creativity and design using computer technologies, moving images, various types of animations, construction of objects, creation of new design objects, it serves to increase students' technical creativity, technical thinking, creative attitude to work, and social and professional readiness. Designing in the science of technical creativity is a complex creative process, which involves the development of a project of any product, including clothing. Clothing design means the complex of details and materials that make up clothes, as well as the methods and means of connecting them together and turning them into a single item of a certain size and shape. Projecting in the process of the item voluminous details, in the plane image harvest from doing consists of will be Details measure the number and shape they are when assembled the same that's it measure and appearance gives \_ Clothes when designing from the body measure get rules and measurements based on item basis the drawing draw , then from the drawing model out preparation the rules is taught . This complicated the process automation \_ through different kind of new clothes models fast and easy perform can \_ For this, we need graphic programs that automatically perform the design, currently there are many modern graphic programs that have such capabilities. For example , "AutoCAD", "3DMAX", " DipTrace ", " TopCAD ", " Infracad ", " ArchiCAD " programs example what we do can \_ Above brought graph from programs present in the day popular from programs is a calculated AutoCAD program . through the AutoCAD program items construction when designing many amenities there is From this except JULIVI complex , that is clothes projects creator programs is complex . This complex own into " Constructor odejdy ", " Designer odezhdy ", « Elektronnyy like a mannequin programs own into takes \_

" Electronic mannequin " program unique design to see methods own into takes \_ Theirs help with our product in detail seeing your exit and work release can :

- of the structure balance evaluation , that is of vertical side seams location and a person to the body relatively shoulder seam correctness ;

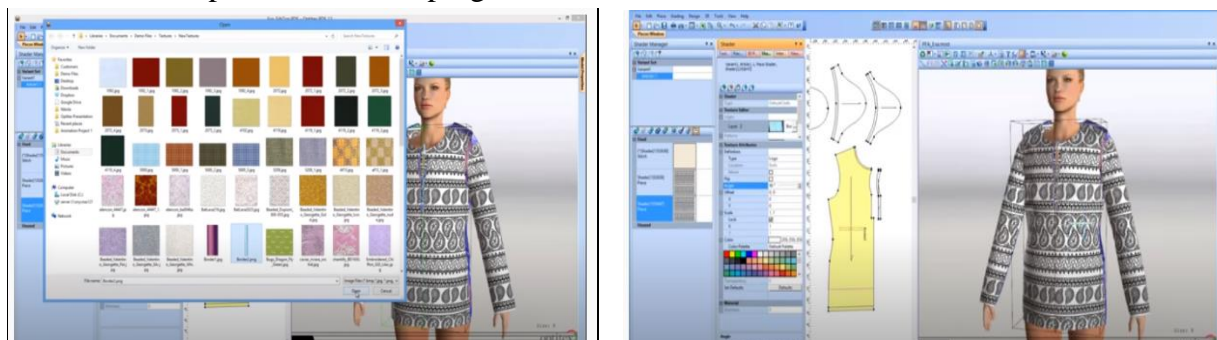


- product and a person body between the distance measure ( in product free use for payment the amount check and clarification for is used . In Figure 1 below , " Electronic in the mannequin program executable affairs samples given .



**Figure 2**

The image from creation then it 's difficult \_ the work begins : " Designer odejdy" program clothes - yesterday design , modeling and the same at the time design for modern programs to the designer help to give can \_ Clothes - yesterday design creativity and difficult it's work . Fashion designer , clothing \_ \_ designers not only artist , perhaps his model work output and done to increase possible was \_ \_ program is considered



**Figure 2**

2 pictures in the program executable from work samples given . Summary in place that's it to say should be this technologies enough functions collection with equipped being each how in complexity clothes models Create can \_

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