ADOBE PHOTOSHOP DASTURIDA UCH O'LCHAMLI FAZODAGI AKVARIUM TASVIRINI YARATISH

Nastinov Sadriddin Tojiddin o'g'li
Namangan davlat universiteti
Raqamli ta'lim texnologiyalari kafedrasi: o'qituvchisi
E-mail: nastinovsadriddin290895@gmail.com
Namangan davlat universiteti
Fizika-matematika fakulteti 2-bosqich
Amaliy matematika talabasi
Muhammadiev Jahongirxon Mahmudxon o'g'li

Annotatsiya: Ushbu maqolada Adobe Photoshop dasturi uch o'lchamli fazodagi akvarium tasviri yortilgan. Dasturda har bir qatlamda alohida layer qismlarga qaratilgan. Yangi 1600X1200 nuqtada yaratib olamiz. Akvarium tasviri qulay oson, Shar shaklga chizma chizib olishimiz lozim.

Kalit so'zlar: Adobe Photoshop, Shape layers, Intersect Shape Areas, Path Selection, Add Anchor Point, Layers Style.

Аннотация: В данной статье описано изображение аквариума в трехмерном пространстве с помощью программы Adobe Photoshop. В программе каждый слой ориентирован на отдельные части слоя. Мы создадим новый размером 1600X1200 пикселей. Изображение аквариума удобное и простое, нам нужно нарисовать рисунок в форме сферы.

Ключевые слова: Adobe Photoshop, слои фигур, пересекающиеся области фигур, выбор пути, добавление опорной точки, стиль слоев.

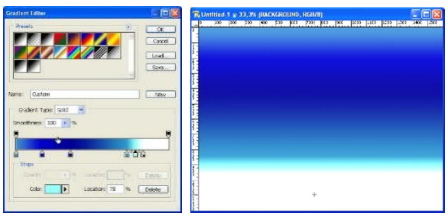
Abstract: This article describes the image of an aquarium in three-dimensional space using Adobe Photoshop. In the program, each layer is focused on separate layer parts. We will create a new one in 1600X1200 pixels. The image of the aquarium is convenient and easy, we need to draw a drawing in the shape of a sphere.

Keywords: Adobe Photoshop, Shape layers, Intersect Shape Areas, Path Selection, Add Anchor Point, Layers Style.

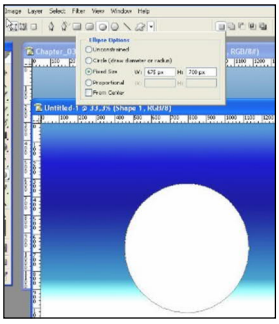
KIRISH

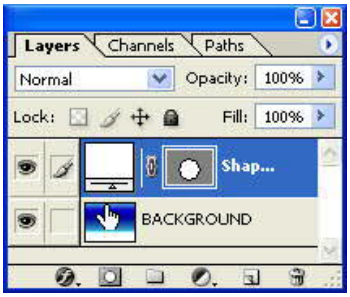
Yangi 1600X1200 nuqtaga hujjat yarating.

1. Ikki marta Background qavatiga chertib, qulf holatidan xalos bo'ling.
2. Quyida kursatilgan gradiyentni hosil qilib, hujjatga quying.



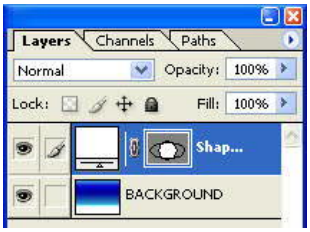
3. Hujjatning oldi rangini oq qilib, [Ellipse] aslahasini [Shape layers] holatida tanlab, 675X700 nuqtali shakl chizing.

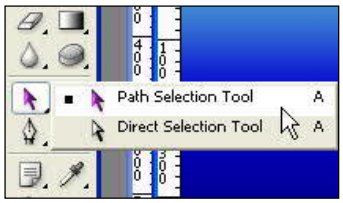




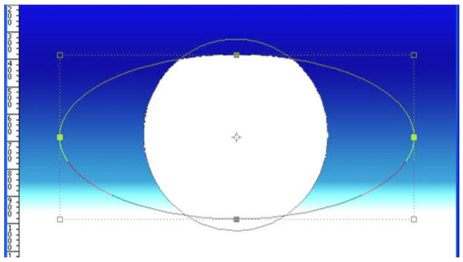
4. Yana [Ellipse] aslahasi yordamida, faqat [Intersect Shape Areas] holatini tanlab, 1300X600 nuqtali shaklni hosil qiling.

[Intersect Shape Areas]

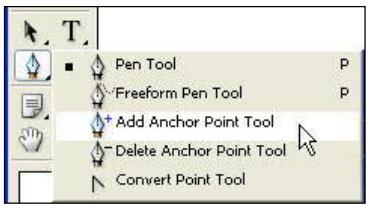


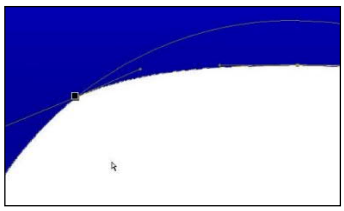


5. [Path Selection] aslahasi yordamida katta ellipse shaklini belgilang.

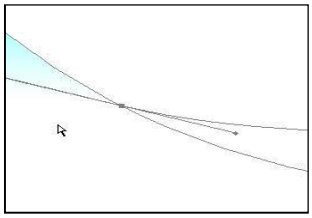


[Add Anchor Point] aslahasi yordamida akvarium chekkasiga nuqta hosil qiling.

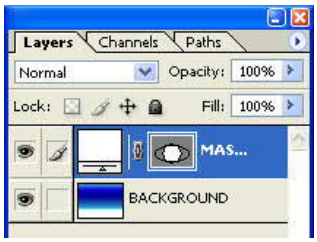




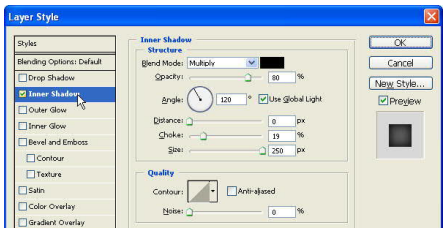
6. Direction Selection aslahasi yordamida akvarium chekkasini yumalaqsimon qiling.
Yuqorida bayon qilingan amalni akvariumni boshqa qirralariga ham tadbiq qiling.



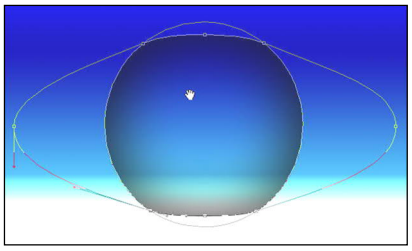
Nihoyat qavatga “MASTER” nomini bering, chunki bu – asosiy ishchi qavat bo’ladi.



7. “MASTER” qavatiga ikki marta chertib, [Layers Style] oynachasida [Inner Shadow] usulini tanlab, quydagicha berilmalarini o’rnating:



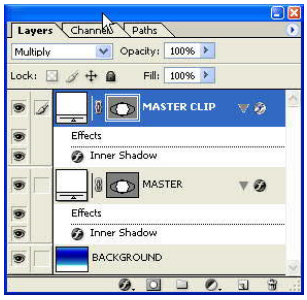
8. “MASTER” qavatini aralashish turini [Multiply] qiling.



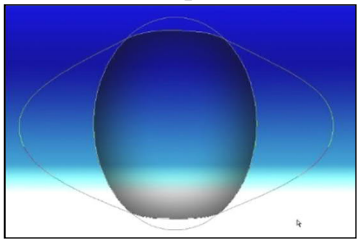
[Ctrl-J] tugmalari yordamida “MASTER” qavatidan nusxa olib, unga “MASTER CLIP” nomini bering.

ADABIYOTLAR TAHLILI VA METODLAR

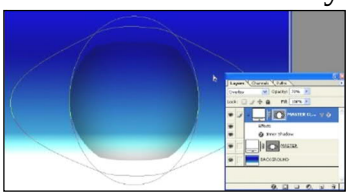
Adobe Photoshop dasturida uch o’lchamli fazodagi akvarium tasvirini yaratish bo‘yicha Saidova M., Ta’limda multimedia texnologiyalaridan foydalanish. Durdona nashriyoti Buxoro. 2022 yildagi kitobda boshqa dasturda yoritilgan. Ushbu maqolada Adobe Photoshop dasturi bosqichma-bosqich qatlam asosida akvarium hosil qilindi. Yuqoridagi kitobdan kerakli ma’lumotlarni olib shu asosida dasturdan akvarium hosil qildim.



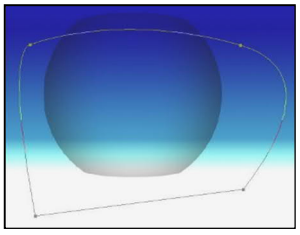
[Layers] oynachasini pastki qismiga tortib, “MASTER” qavatidan [Inner Shadow] usulini o’chiring.
“MASTER CLIP” qavatini faollashtirib, [Ctrl – T] tugmasini bosib, “FreeTransform” holatiga o’ting. [Alt] tugmasini bosib turgan holda tepadagi o’rta nuqtasini yuqoriga torting.



9. “MASTER CLIP” qavatini faollashtirib, [Ctrl - G] tugmalarini bosib, aralashish usuluni “Overlay” va “Opasity” berilmasini 70% qiling.



10. Akvariumda suv ko’rinishini yasash uchun [Pen] aslahasini tanlab, akvarium tepa qismida suv satxini chizing:

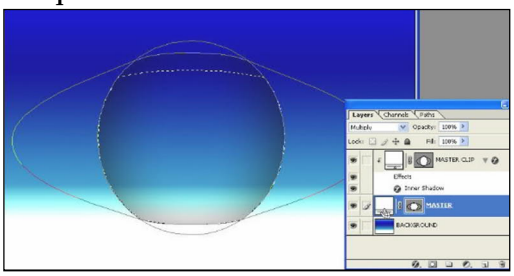


[Path] oynachaga o’tib, [Work Path] qavati faolligida oynachaning pastki qismidagi [Load Path as selection] tugmachasiga cherting va yo’lagni belgilangan holatiga ot’kazing.
[Layers] oynachasiga o’tib, [Ctrl-Alt-Shift] tugmalarini bosib turgan holda “MASTER” qavatiga sichqoncha bilan cherting.

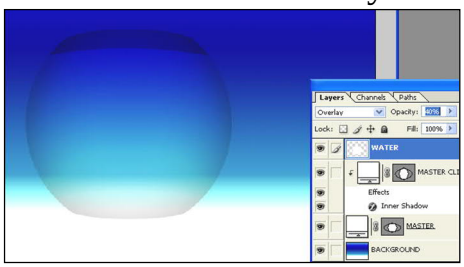
MUHOKAMA

Adobe Photoshop dasturida uch o’lchamli fazodagi akvarium tasvirini yaratish bo‘yicha Makromedia flash va boshqa dasturlarda turli xil

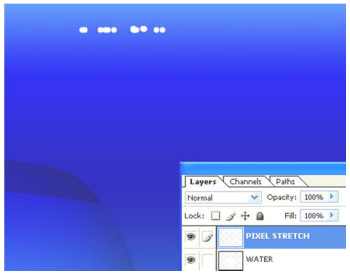
tasvirlangan. Shu jumladan bu dastur boshqa dasturlardan farqi boshlang‘ich holatdan boshlab amalga oshiriladi. Dasturda uch o‘lchovli fazodagi chizmalarni shu dasturda amalda qo‘llanilmoqda. Programmadagi tasvir aniq PIXEL STRETCH shu holatda ko‘rishimiz mumkin.



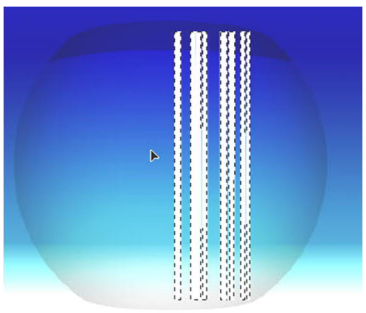
11. Yangi “WATER” qavatini hosil qilib, uni oq rang bilan to’ldiring va aralashish turini “Overlay” hamda “Opasity” holatini 40% -ga o’rnating.



12. WATER qavati ustidan yangi PIXEL STRETCH qavatini yaratib, 10-15 pikselli aniq chegarali moy qalam bilan bir necha chiziq va nuqtalar hosil qiling.

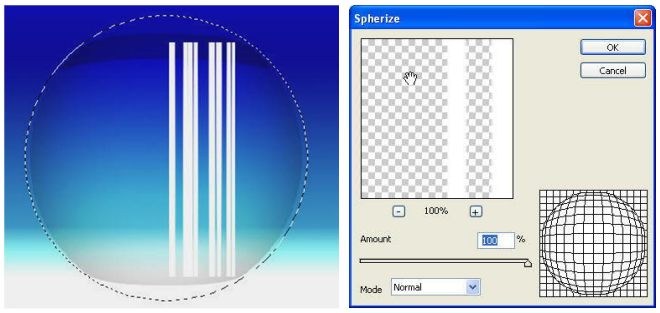


13. To’rtburchak belgilash aslahasi yordamida nuqta, chiziqlarni belgilab, [Ctrl-T] tugmalar yordamida “Free Transform” hoatiga o’tib, akvarium bo’yi bo’yicha pastga torting.

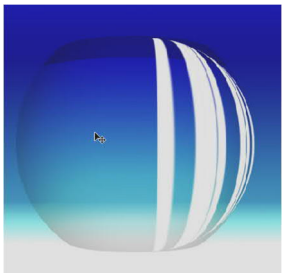


NATIJALAR

14. [Elliptical Marquee] aslahasi yordamida akvarium sohasini tahminan belgilab, [Filter-Distort-Spherize] oynachasiga kirib, berilmalarini o’rnatib [Ok] tugmachasini bosing.

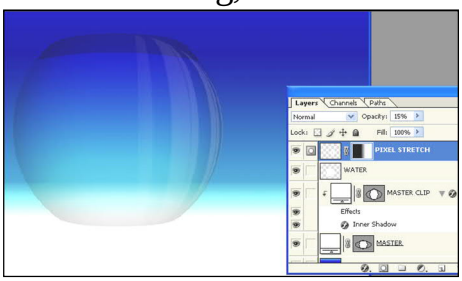


Bir necha marta filtrni [Ctrl-F] tugmalari yordamida tadbiq qiling.

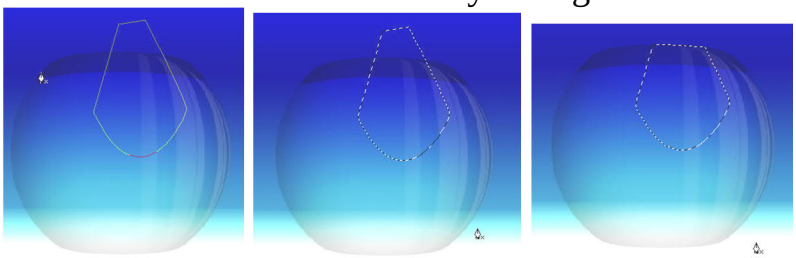


[Ctrl] tugmasini bosib turib “MASTER” qavatiga sichqoncha bilan cherting, keyin [Ctrl-Shift-I] yordamida qolgan qismini belgilab, kerak bo’lmas chiziqlarni o’chiring.

“PIXEL STRETCH” qavatiga maska qoshib, gradient yordamida yarim shafoflikni taminlang, chunki aks chiziqlar ob’ekt chekkasida aniqroq bo’lishi kerak.

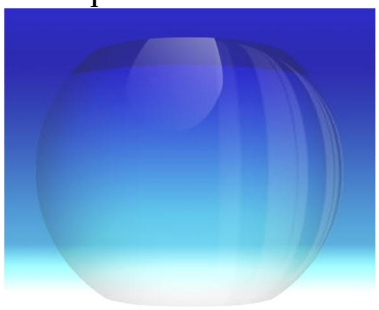


[Pen] aslahasi yordamida, [Path] usilida akvariumda yana bir nurli aks holati uchun soha yarating.

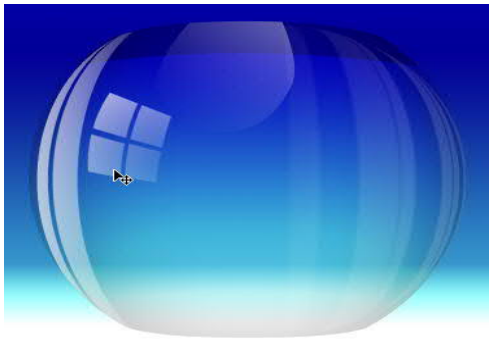


XULOSA

Adobe Photoshop dasturida uch o’lchamli fazodagi akvarium tasviri quyidagi holda yaratildi. Ko‘rinib turibdi natija aniq, sifatli natijaga erishdik. Boshqa dasturlardan farqi o‘rganish oson. Vaqt kam sarflanadi.



Akvariumning chap tarafidan ham qo’shimcha aks ob’ektlarini yarating



Foydalanilgan adabiyotlar

1. Saidova M., Ta’limda multimedia texnologiyalaridan foydalanish. Durdona nashriyoti Buxoro. 2022
2. Atul P. Godse. Multimedia Technologies. Technical Publications, 1 дек. 2020 г
3. Жук Ю.А. Мултимедийные технологии: учебное пособие: самост. учеб. электрон. изд. / Ю. А. Жук ; Сыкт. лесн. ин-т. – Сыктывкар, 2012. -271 с.