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## **COMPUTER ENGINEERING GRAPHICS**

In all higher education institutions, engineering graphics is put at an early stage of study.

In modern conditions, three-dimensional modeling of technical objects and the subsequent automated construction of drawings are increasingly used. Non-automated design methods are ineffective.

Its tasks include the formation of skills for working with specific graphic systems of geometric modeling; study and practical development of methods for computer-aided drawing, methods for the automated development of graphic design documentation, computer-aided design of drawings using graphic databases.

Computer graphics is considered as a separate section devoted to the study of the drawing technique using instead of a pencil and a drawing board.

It is most effective to organize the learning process in parallel, optimally combining manual and computer-aided drawing.

When using information technologies, traditional tasks of engineering graphics get a new content and implementation.

While developing tasks, the developers sought to optimize the process of the drawing construction, using such computer advantages as ease of moving images, ensuring scaling and copying, as well as the widespread use of auxiliary structures.

Having obtained and developed skills in working with three-dimensional objects, students themselves create solid-state three-dimensional models.

The future engineer should be equally good in both computer engineering and manual. Moreover, spatial imagination develops to a greater extent when working with flat images on a sheet of paper.

The introduction of computer technology should be within reasonable limits. You cannot shift priorities. Computer graphics should be aimed at studying the rules and techniques for solving graphic problems and not at studying the properties and capabilities of a computer.

Thus, teaching computer graphics in the process of engineering graphics should not be considered as an independent part on the acquisition of drawing skills in electronic form, but as teaching engineering graphics by other means.