

6-LABORATORIYA MASHG'ULOTI

Mavzu: CorelDraw dasturi Polygon instrumenti yordamida tasvirlar yaratish.

Ishning maqsadi: CorelDraw dasturi Polygon instrumenti yordamida tasvirlar yaratish ko'nikmalarini oshirish

Kutilayotgan natija: Talabalarda Coreldraw dasturi bilan ishlash hamda tasvirlar chizish, ishlov berish ko'nikmalari hosil qilinadi.

Amaliy ish jihozi: Kompyuter, Coreldraw dasturi, tarqatma materiallar

Ish rejasi:

Mavzuni o'rganib chiqish

Topshiriq variantlari bilan tanishish

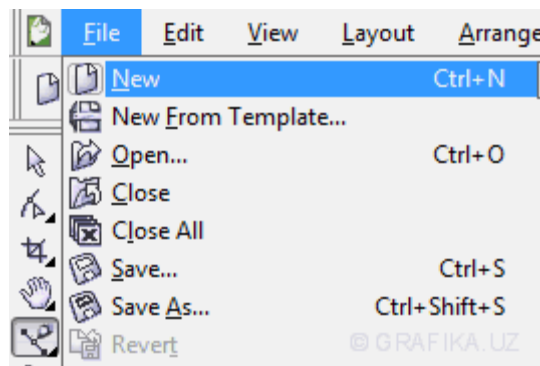
Topshiriq variantlarini bajarish

Topshiriq: CorelDRAW dasturida linza parchasini chizish darsi

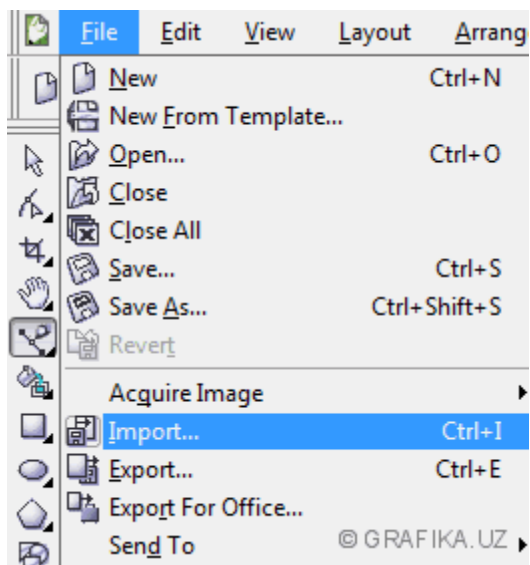
Bugungi darsda sizlar bilan, CorelDRAW dasturida ajoyib mashqlardan birini bajaramiz.

Ushbu darsda, Rasmda linza parchasini tasvirlashni o'rganamiz. Demak boshladik...

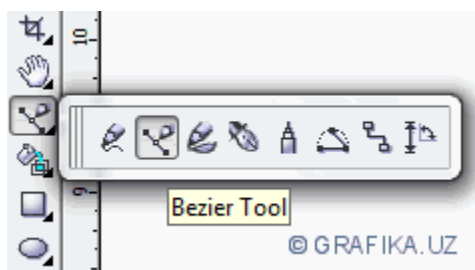
1. Avvalo dasturni ishga tushiramiz va yangi oyna ochamiz, albatta buning uchun **File > New** yoki **Ctrl+N** tugmalarini bosamiz.



2. Menyudan **File > Import** buyrug'ini tanlaymiz yoki **Ctrl+I** tugmalarini bosamiz va kerakli rasmni tanlaymiz.



3. Instrumentlar orasidan **Bezier Tool**ni tanlaymiz:

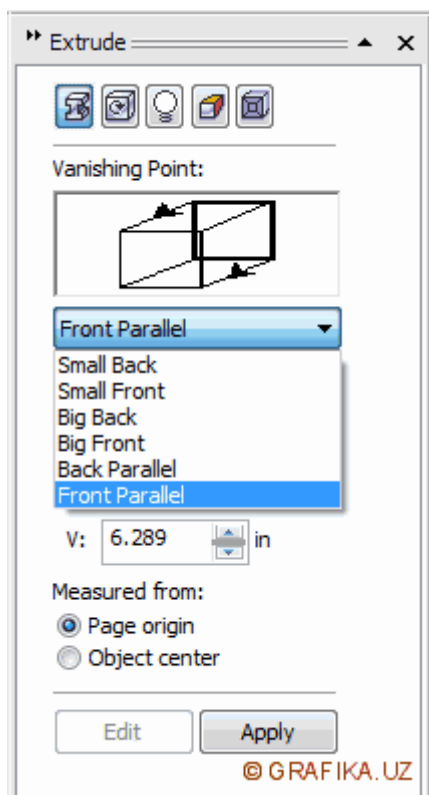


Ushbu instrument yordamida xohlagancha shakl chizamiz, misol uchun men mana bunday uchburchak shaklini chizdim:



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4. Menyudan **Effects > Extrude** buyrug'ini tanlaymiz shundan keyin ekranimizning o'ng tomonida boshqaruv paneli namoyon bo'ladi, bu yerdan **Front Paralell** bandini tanlaymiz:



Shundan keyin shakl ichida X shaklidagi belgi paydo bo'ladi:



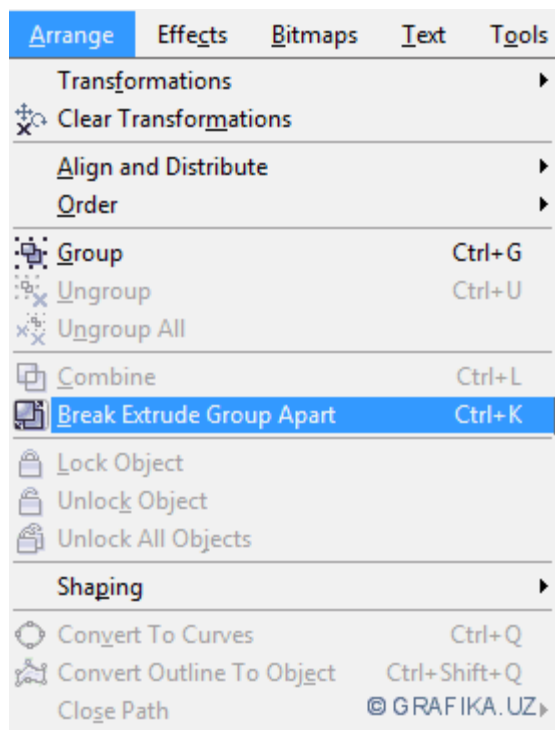
Ushbu shaklni **sichqonchamiz chap tugmasi** yordamida ushlab, quyidagicha holat namoyon bo'lguncha moslaymiz:



Apply tugmasini bosamiz:



5. Menyudan **Arrange > Break Extrude Group Apart** buyrug'ini tanlaymiz yoki klaviaturamizdan **Ctrl+K** tugmalarini bosamiz.

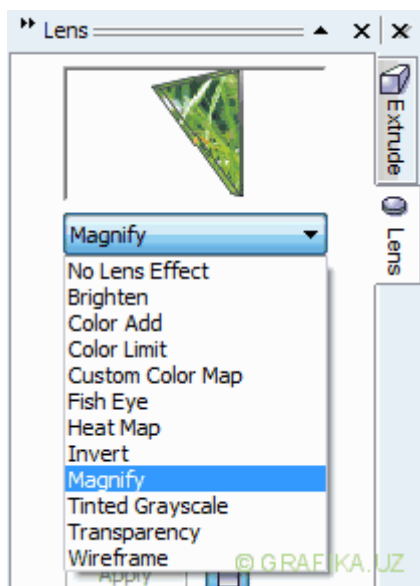


Endi **Sichqonchamiz chap tugmasini** uchburchak ustiga bosamiz va ozgina o‘ng tomonga o‘tkazamiz, shunda biz chizgan shakllar ikki qismga ajraladi, ya’ni 3D ko‘rinishli uchburchak va oddiy ko‘rinishga ega bo‘lgan uchburchak, xuddi quyidagi rasmda ko‘rsatilganday:



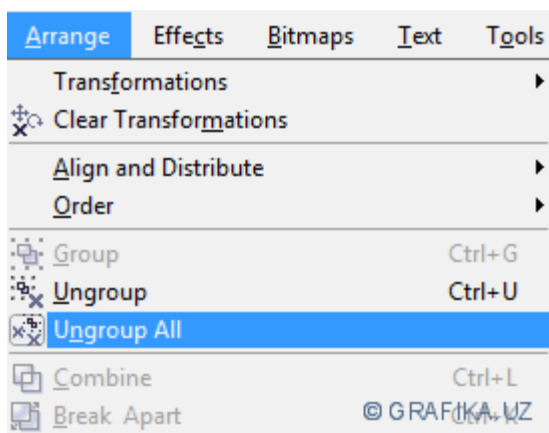
Shakllardan oddiy ko‘rinishli uchburchak ustiga sichqonchamiz chap tugmasini bir marta bosamiz va klaviaturamizdan **Delete** tugmasini bosamiz.

Menyudan **Effects > Lens (Alt+F3)** buyrug‘ini tanlaymiz. Shundan keyin ekranimiz o‘ng tomonida boshqaruv paneli ko‘rinadi, bu yerdan **Magnify** bandini tanlaymiz.

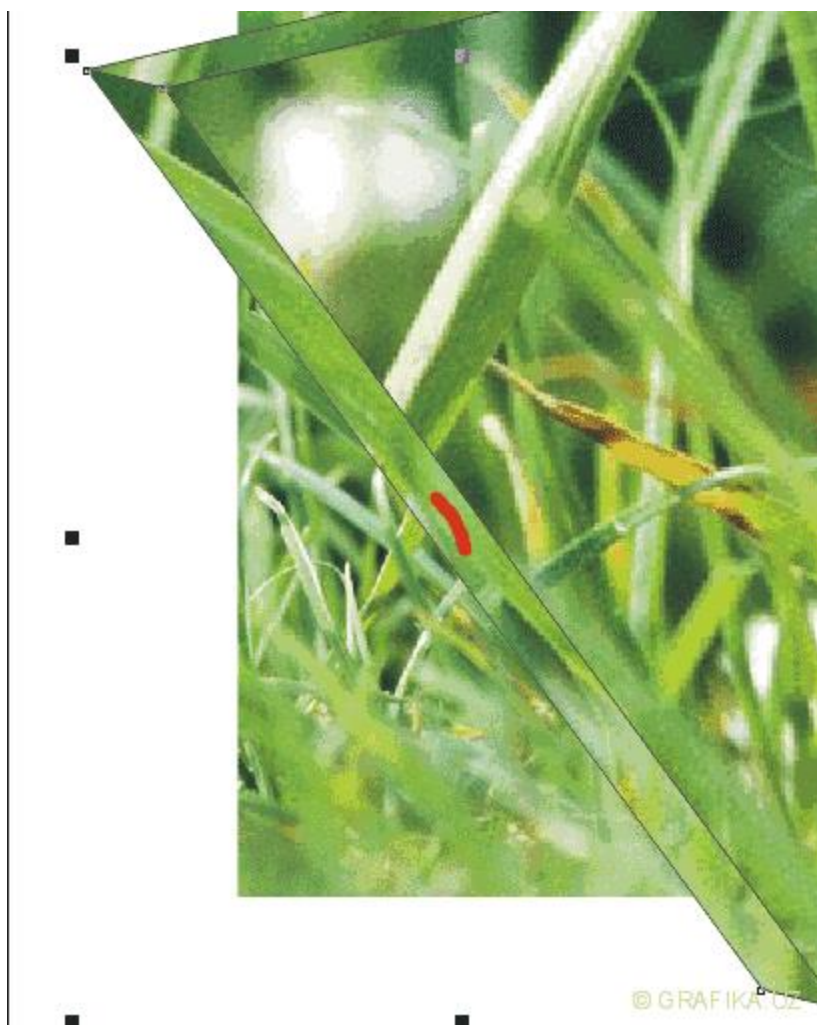


Oyna parchasi deyarli tayyor, endi yana ham original ko'rinishga kelishi uchun, bir oz soya effektini beramiz.

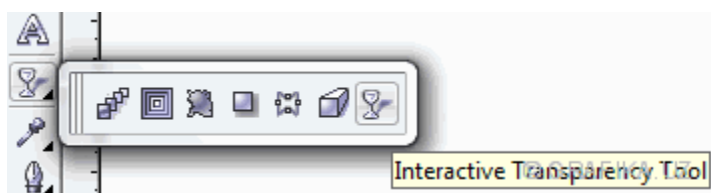
6. Avvalo menyudan **Arrange > Ungroup All** buyrug'ini tanlaymiz. Ya'ni guruhlagan shakllarni guruhdan chiqaramiz.



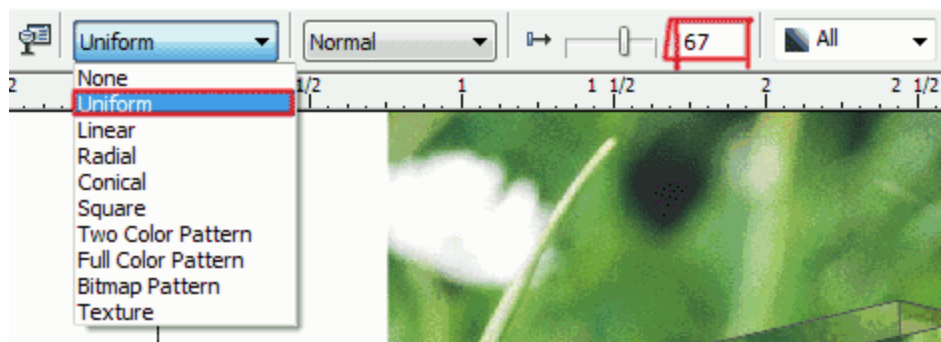
Endi **sichqonchamiz chap tugmasini** rasmda ko'rsatilgan joyga bosish orqali shakllning ushbu qismini tanlaymiz:



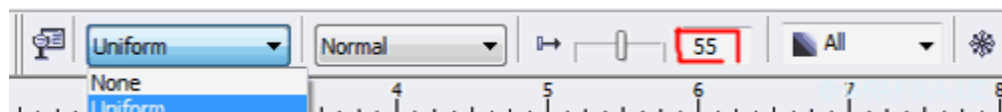
Instrumentlar orasidan **Interactive Transparency Tool**ni tanlaymiz:



Yuqorida boshqaruv panelidan quyidagi rasmda ko‘rsatilganday moslaymiz:



Uchburchakning quyida ko‘rsatilgan joyiga sichqonchamiz chap tugmasini bir marta bosish orqali ushbu joyni tanlaymiz va yuqorida ko‘rsatilgandek soya effektini beramiz:



Shundan keyin natija tayyor:



Laboratoriya mashg'ulotlarni o'tkazish qoidalari va xavfsizlik choralari:

Berilgan nazariy ma'lumot bilan tanishib chiqiladi va topshiriqlar variantlari ketma-ket bajariladi va natijalar olinadi.

Kompyuter xonasida xavfsizlik texnikasi qoidalari va sanitariya – gigiyena talablariga amal qilinadi.

Nazorat savollari:

1. Interactive Transparency asbobining vazifasi nima?
2. Effect menyusining qulaylik va imkoyiyatlari haqida ayting
3. Asboblarning paneli haqida ma'lumot bering.
4. Yangi hujjat qanday yaratiladi?
5. Xotiradagi hujjat qanday yuklanadi?
6. Dastur interfeysi qanday?
7. Dastur menyuslarini sanang?
8. “Файл” menyusini orqali qanday ishlar bajariladi?

Adabiyotlar ro'yxati:

1. M.Mamarajabov, S.Tursunov. Kompyuter grafikasi va Web dizayn. Darslik. T.: “Cho'lpon”, 2013 y.
2. U.Yuldashev, M.Mamarajabov, S.Tursunov. Pedagogik Web dizayn. O'quv qo'llanma. T.: “Voriz”, 2013 y.
3. Computer graphics Edited by Nobahiko Mukai, First published March, 2012 Printed in Croatia