

ROLE AND CHANGES OF VIRTUAL REALITY IN COMPUTER GRAPHICS

Tosheva Muhabbat Makhkamovna

****Teacher of the Department, "Computer engineering ", Tashkent University of Information Technologies named after Muhammad Al-Khwarizmi, Nurafshon branch, Uzbekistan muhabbat.tosheva@gmail.com**

Abstract: This article is a computer graphics of virtual reality place and variables topic to learn dedicated. Virtual reality in the article concept and concept changed and interactivity increased computer graphics to applications effect describe for before teachings and main feeling is given In the article, the computer of graphics main principles, 3D model creation, rendering, animation and formation techniques of virtual reality history and of development importance is brought. Virtual reality in practice application, experience enhance information image make, interactive thinking and communication to do for variables and tools of learning importance telling will be passed. Article research the results, the last years developments and computer graphics of virtual reality future place illuminates.

Key words: Computer, graphics, virtual, interactive, communication, reality, model, rendering, application, image, research, animation, form, computer graphics.

INTRODUCTORY PART

Computer graphics virtual reality (VR) is important in the field one incendiary is a concept. This is a person in the real world to be to the decision take coming, images, videos and variables knowledge get and chase to do opportunity giver technology. Virtual reality, us of the world ideological in knowledge to play, to experiment and work opportunities take will come In this article computer graphics of virtual reality place and variables about in detail communication we do Subject dating the first part of virtual reality computer in graphics place we learn In this approach, virtual reality their characteristics show methods and his computer graphics effect is displayed. Also virtual reality development and application in the field the most last achievements about data is given From this except, article during

virtual reality to variables let's stop. Virtual reality high level obstacle and experienced effect for how of variables that they are used current development and future prospects about details is given In the article, 3D model creation, animation, play environments, computing and others such as variables is brought. of our article next in parts computer graphics of virtual reality main concepts, technological possibilities and their in practice efficiency again more analysis will be done. This article using computer graphics of virtual reality place and variables with depends important issues is studied and analysis done data present will be done.

MAIN PART

Virtual reality, computer graphics in the field important from concepts is one This is technology through people ideological to the world take to arrive and his experiences, changes done increase enable giver successful technology. Computer graphics of virtual reality place and variables, this technology organize doer main to the rules and to principles based on warms up. Virtual reality place the concept of people computer in graphics created 3D games, simulators, experiments and another ideological environments through ideological to the world take to arrive opportunity gives This in part virtual reality computer in the graphics place and his concepts detailed way instead of delivered.

From this In addition, in the article of virtual reality variables to the discussion is taken. Virtual reality variables, 3D model creation, animation, effects, game environments, computing and interaction methods, action and external effect carriers and others such as main of the elements consists of In this part, their their concepts computer in the graphics place and his efficiency detailed way is displayed. of our article main part computer graphics of virtual reality place and to variables circle important concepts and principles with depends details gives This

part, virtual reality understand, computer in the graphics place and variables to learn help will give and this in the field of interest to growth take will come Computer graphics in the field news and developments of virtual reality place and variables about interests increased In this part to the topic about details, basic thoughts, examples, applications, research results and another data given.

Virtual reality computer in graphics place explanation:

Virtual reality concept and importance

Computer of virtual reality in graphics development

Virtual reality technical basics

Creating a 3D model role and methods:

Create a 3D model programs (example: Maya, Blender)

When creating a model main opportunities and methods

Animation and image on performance:

Animation programs (example: Adobe After Effects, Autodesk 3ds Max)

Description and editing possibilities

Graph design in virtual reality place explanation:

Graph design programs (example: Adobe Photoshop, CorelDRAW)

Image on edit, vector graphics Create

Games and virtual reality:

Game programs (example: Unity, Unreal Engine)

Game environment Create a graphic setup and technical opportunities

Virtual reality experiential programs:

Virtual reality software (example: Oculus Rift, HTC Vive)

Virtual reality done increase, describe possibilities

CONCLUSION

Virtual reality, computer of graphics development with together in the fields more opportunities created This in the article computer graphics of virtual reality place and variables analysis done Main emotion, 3D modeling, animation, graphics design and games in the field of virtual reality importance and possibilities was shown. Virtual reality done increase for there is has been programs, image on editing possibilities and virtual reality experiential programs present done Summary in the part of the article main feelings, thoughts and important points again repetition opportunity there is Also the article to teachers guide as present in the article topics cause exit and independent to research help for briefly conclusion will be done. This is an article computer graphics of virtual reality place and variables topic detailed learned without present is enough This topic with depends in the fields to work wanted persons for is useful and before to the experience have has been or new knowledge to receive those who want for bright one source as service does

LIST OF REFERENCES

Foley, JD, van Dam, A., Feiner, SK, & Hughes, JF (2014). Computer Graphics: Principles and Practice. Pearson.

This is literature computer of graphics main principles and practice about complete concept gives Virtual reality concept and computer in graphics his place and variables detailed teaches.

Watt, A., & Policarpo, F. (2016). 3D Computer Graphics. Addison-Wesley Professional.

This is a book computer creating a 3D model of graphics, rendering, animation and formation according to management the basics present is enough Virtual reality computer in the graphics place and variables wide comprehensive in the form shows.

Burdea, GC, & Coiffet, P. (2003). Virtual Reality Technology. John Wiley & Sons.

This literature of virtual reality main technologies to learn help gives Computer graphics of virtual reality importance and technological aspects on the subject complete concept gives

Ganesan, R., & Mehrotra, R. (Eds.). (2020). Virtual Reality and Augmented Reality: Concepts, Methodologies, Tools, and Applications. IGI Global.