WEB OF SCIENTIST: INTERNATIONAL SCIENTIFIC RESEARCH JOURNAL
ISSN: 2776-0979, Volume 3, Issue 4, April., 2022

GENERAL INFORMATION FOR MODEL LIVING

Ismoilova Mahmuda Tulkinovna
Republic of Uzbekistan Ministry of Higher and Secondary Special Education in the name of Nizami Tashkent State Pedagogical University 1-Course Master's Degree Specialty: 70111202 - Engineering Graphics and Design Theory.

Annotation
One of the urgent problems of today and tomorrow is to develop a person who meets the modern requirements of scientific and technological progress, to cultivate and improve their "graphic literacy" and creativity. Any device that is associated with design is associated with creative thinking, that is, the creation of innovation. Creativity is the creation of necessary and useful innovations in a certain time and situation.
In general, a certain thing can be called a product of creativity, while a novelty is a product of technical thinking that does not previously have such a form, but at the same time contains an previously unknown element. Novelty is objective and subjective it can. Objective news is news that has never been seen before. Subjective innovation is news that actually exists, but at the same time it is news that is only for the creator.

Keywords: objective, subjective, technical, Design, Creativity, graphic literacy, Science and technology, current, Modeling, constructive, Creative, projection, style, robustness, architectural font, keyboard, barcode.

Introduction

In the middle of the last century, modeling in architecture was used not only in design practice, but also in the educational process. Since then, modeling has been widely used in architecture. Modeling allows future architects to develop spatial thinking and perception skills, to discover new creative aspects. Creative technical thinking and modeling, the development and training of thinking skills, the creation of personal and creative authorship, the ability to use and apply modern technical means, equipment, materials in the design and execution of models.
Spatial planning solutions, sizes, colors and textures of the architect's creative idea should be reflected in the model. One of the key parts of the layout is to get the idea right and clean. The scale of a model is one of its main features. It is very difficult to make a model of something without tying it to the scale. Any object you want to copy must be reduced to a certain desired size.

In choosing them, great attention is paid to the scale and size of the model. To create a good mock-up project requires a high quality selection of materials and tools used, the student should be well aware not only of the types of materials, but also the characteristics of the mock-up tools he works with. Materials in model living are divided into two main groups: basic and auxiliary. Basic materials include: paper, cardboard, foam and plastic.

Different materials can be used to make a three-dimensional model, depending on the scale and purpose of making a particular model. However, the basic materials for making models are easy to use cardboard and foam. The difference between paper cardboard is that it has front and back sides, often with different colors.

Models can use both colored and white surfaces to more accurately express a creative idea.

Cardboard is assembled by forming shapes (combination actions) on separate pieces of paper. Another material often used in modeling is cardboard. It can be dense sheet and roll of different thickness. Cardboard with a thickness of 0.8-1 mm is used for the model. Cardboard is well painted and adheres. Cardboard is usually used to make models of a sufficiently large size. There should be a set of tools to work with the models.

The main tool for working with different materials is a mock-up knife. This is a model knife with replaceable blades, similar to a construction knife, only it is smaller and more compact. It is convenient for cutting small shaped parts, making templates and other jewelry.

Architecture is the art of creating a spatial environment for human activity, life and life in general. The word "architect" means the chief builder, that is, the construction planner who determines how the construction will proceed.

There are three closely interrelated aspects of architecture. These are: construction, function and aesthetics. In other words, the architectural work has the following requirements: first, the architectural work must fulfill its function; secondly, the work must be self-sustaining, able to withstand external influences, and thirdly, the appearance of the work must be effective and attractive. These are three aspects was originally understood by the ancient architect Vitruvius.

According to him, "everything (we are talking about an architectural work - our comment) should be designed for durability, profitability, beauty." Here, "strength" represents the constructive aspect, "benefit" - the function, the aesthetic aspect. The relationship between these three aspects should be such that one does not interfere with the other. For example, its design should not contradict its function or aesthetics, and so on.

Some researchers add a fourth to the three aspects mentioned - economics. Indeed, economic demand is also very important. But other researchers have reasonably objected to them. According to them, economic demand is based on these three requirements. That is, for an architectural work, such as a building, to perform its function perfectly, there must be no waste of space. Whether the building is designed to be strong, for example, the wall should not be too thick. In order to make a building beautiful, it is necessary to avoid excessive decoration and decoration.

Any important work requires a plan first. The first stage of construction is the plan - the project. In the project, the architect explains his plan to the builder. The project should reflect the plan as fully as possible.

An architectural design usually consists of drawings and text (written comments on the drawings). Drawings are made in scale (scale). Drawings are mostly in the form of sketches, sketches, styles, clippings, plates, and general views. The trail (projection) in the vertical plane on the outside of the structure is called the "style", the trail in the vertical plane that crosses the structure is called the "shear", and the trail in the horizontal plane that crosses the structure is called the "tarh". The general history shows the trace of the structure in the horizontal plane. It also shows its surroundings. Typically, it gives a thumbnail image more than once in history. No scale in general view images (perspective).

Another important tool is a metal meter. The metal ruler is suitable for model living. Different shaped gauges can also be used to make the model. During the work, a special rubber mat is used to prevent the blade from cutting the table surface.

You need to choose the right glue when gluing the model parts. Several types of glue are needed for modeling. PVA glue is most suitable for gluing paper and cardboard because it is white in color and does not leave marks on the sheet.

Rubber glue is used to glue colored paper to Whatman paper, or cardboard. Moment glue has the property of quickly gluing plastic or paper. must be. Tweezers are important when working with small details, and when gluing parts of a model well.

After studying the location for the construction of a small public building in a particular architectural situation, the student determines the idea of the project. The project consists of a clear scale of the main design, style, front style, side style or shear drawings and a simple layout. In this task, the project is created independently (without the help of a teacher). The projected structure should be smaller, clear in appearance and function. The facility should have several (2-3) rooms and a sanitation unit.

The purpose of the task: to test the ability to present the project and the project idea in the form of simplified models and drawings at the end of 2 years of winter. requires a

solution using tools. It is made as a sketch on a piece of paper drawn on a board of 55x75 cm, on which the model is made. The model is made of one or more colored paper or cardboard; The scale is based on the shape of a person.

The layout should be as simple as possible (without compromising the expression). The following methods can be used in the drawing: one or more colored paints, black and white ink (dream), hatching, tempera, gouache, gluing (application) of colored paper or cutting the desired area from the images on existing paper gluing (collage). The drawing should show the scale, basic dimensions and height. The image of the person is also given in the style drawing.

Project entries, including the student's last name, first name, group number, and other entries, are written in architectural letters (architectural font).

References

1. E.Roziyev, A.Ashirboyev. Methods of teaching engineering graphics. -T., New Age Generation. 2010.
2. S.K.Bogolyubov, A.I.Voinov. Technical drawing course - T., "Teacher", 1976.
3. Y.N. Baxanov. A set of tasks from technical drawing. - T., "Teacher", 1982.
4. Sh.K.Murodov and others. Drawing geometry. - T., "Economy - Finance", 2008.
5. I.Rahmonov. "Course of descriptive geometry and tests of technical graphics". -T. Teacher Publishing House, 1996.
6. A. Umronxo'jayev. "Fundamentals of technical graphics." -T., Teacher Publishing House, 1996.
7. I. Rakhmonov, A. Abdurahmanov., Tests on the drawing course. -T., TDPU rhizography, 2009.