

Research on Teaching Method of Graphic Design Software

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Abstract: For graphic art design, the teaching of software course is the basic content of the whole course, so it is necessary to use some multimedia teaching resources to effectively improve the quality of the whole teaching course, this paper will conduct relevant research and discussion on the teaching methods of graphic design software.

Keywords: graphic design; Software teaching; multimedia instruction

1. Introduction

Graphic design software course is a compulsory course in graphic art design major, with the continuous development of science and technology and computer technology, computer software technology has now become a manifestation of most contemporary advertisements. These courses have fully demonstrated a very important role in the process of cultivating talents of graphic art design, Therefore, in the process of teaching, teachers need to change their teaching methods from the perspective of learning content and learning methods, and use new methods to complete teaching innovation reform, Students' innovative thinking and practical operation ability should be cultivated through the design of curriculum content and the setting of learning methods, It is emphasized that students should take learning software as their main purpose and practical design methods as their degree of learning, so that students' learning can reflect the characteristics of integrating textbooks with practice, paying attention to application and emphasizing innovation.

2. Choose the appropriate teaching software

Photoshop is a very common digital image editing software, and it is also one of the most widely used and excellent image processing software on the Windows platform today, Photoshop is very powerful and has unlimited space creativity, including some details, color adjustment and special filters, which can finally help us complete the effect synthesis, With the continuous popularization of digital cameras, Photoshop is becoming more and more popular, and Photoshop works are becoming more and more personalized in the process of development.

Illustrator is a kind of graphics processing software, which can make up for some shortcomings of Photoshop in vector drawing, The graphics created can be scaled at will, but it will not affect the overall clarity of graphics, and can effectively be competent for various complex designs. Compared with Photoshop, the decorative effect of the works made by this graphics processing software is stronger, and the color tone is more concise, If the colors are matched properly, it has a very strong fashion sense.

Pagemaker is a cross-platform professional typesetting software, which can effectively be competent for desktop printing, It uses post script page language, which not only has a very strong graphic processing function, but also has a very strong resolution, which can effectively meet the strict requirements of the printing industry for page quality.

These are some excellent graphic design software, and it is impossible to use them all in the teaching process, but we can make certain choices for them, for example, we can arrange them according to the industry status at that time and the specific learning situation of students, and Photoshop and Illustrator are very important for students majoring in packaging design or product design. Illustrator and Pagemaker are more important for students majoring in advertising planning or printing, we can transform and select software functions according to specific situations.

3. Choose appropriate textbooks and bibliographies

There are many varieties of graphic design software, and the teaching materials of graphic design software are dazzling. The key research, object-oriented and difficulty degree of various tutorials are different, and even there are great differences. Some books only study theory, and the introduction to the operation of some software is relatively few and too empty, while some books only have powerful operation steps, but they do not have detailed theoretical analysis, which is too superficial. The ideal teaching materials first need good quality, and the errors in the contents of books and periodicals must be less, and then they need comprehensive content coverage, including both related examples and theoretical analysis, so that students can know why and why in the process of learning.

4. Use advanced teaching equipment

There is a certain difference between the teaching of graphic design software and the traditional teaching of cultural courses. It is not the traditional blackboard writing that can really give students knowledge. It needs to be equipped with a multimedia classroom and a high-performance computer room. Because in the teaching of graphic design software, teachers must demonstrate practical cases, transmit the steps of operating interface to students step by step through projectors, and explain the details, excellent platform design software has a strong production team, and they will improve their software according to the development of computer and the continuous innovation of technology, and then introduce some new versions. The new version is often more suitable for the needs of the market, and the interface of the new version becomes more beautiful. Of course, the new version will also require the hardware of the computer. Therefore, in order to run the software better, students must be equipped with better computer rooms.

5. Use the method of teaching and practice simultaneously

Graphic design software is also a very practical course, and practice is an essential link in the whole teaching process. It can be said that in the teaching process of graphic design software course, the teacher is only a guide, and the most important thing is to let students really understand the computer language and express their own ideas. This requires us to spend a lot of practice time, and make students familiar with the functions of various softwares and the use of menus through constant practice. In the process of practice, teachers need to actively guide students, and teach them individually to solve their problems in time.

6. Conclusion

To sum up, in the process of teaching graphic design software, we must pay attention to the research of teaching methods, we can't use blackboard writing blindly, but we need to combine practice and theory to make students learn better.

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