

THE ROLE OF PENCIL PAINTING IN ARCHITECTURE, APPLIED AND FINE ARTS, ITS MAIN LAWS

<https://doi.org/10.5281/zenodo.7935369>

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Annotation.

In this article, brief information was covered about the role and importance of pencil painting in the creation of architectural, practical and fine art samples, in what way to correctly perform pencils and the stages of the work to its conclusion.

Key words.

Vision, observability, holistic vision, visual memory, draft, sketchy picture, compositional placement, proportions, law of contraction, construction, light-shadow.

All of these forms of art—architecture, graphics, painting, sculpture, and applied art—are born out of a careful examination of the painting medium. P.P., an artist and educator, now speaks. The statement by Chistyakov that "the highest aspects of art are manifested in pencil" is noteworthy.

According to art history, pencil painting is the foundation of fine art, and only pencilers may contribute to the development of art. The thoughts, sketches, and art samples that will result in the creation of a work of their imagination are first shown on pencils, regardless of whether the person is an architect, sculptor, or just a painter or artisan. The primary step in the entire visual process is drawing with a pencil. As a direct participant in the study and knowledge of nature, observation alone is completely insufficient in this. Because, in this process, one sense of talent is not enough, it is required both to reason and to use reason and imagination in harmony.

A muse should be able to sense an object's invisible components if she is to create anything that is credible. He must have such in-depth understanding of the proper form to be able to almost deliberately describe it in a volumetric view on a flat surface in order to accomplish this. Starting with "generality" is a good idea while drawing. Because a drawing that has any commonality and has no volume is nonetheless considered to be a graphic drawing. For this reason, it is recommended

to work out small details with a general perception of the image. Small details occupy an important place in the expression of the image, in revealing the basis, essence of the idea, in determining the accuracy of thoughts.

In order to realize the ability to draw a future muse based on the examples presented above, it is necessary to have the following skills:

Vision. Pen image is the administrator of the course processes taking place in the field of Fine Arts. It is clear that on the basis of pencil lies harmony with real real life.

A work of fine art's content is mostly revealed in the drawn image. Its fundamental idea is crucial and captivating in terms of the plot and compositional style. The condition of the three-dimensional image and the space in which it stands, the typical areas of the image, plastic, movement, and invoices of the plane in which the material is being drawn are shown in a pencil drawing based on graphic tools in a two-dimensional space.

Pencil for a realistic artist-to understand at the same time which serves to understand the life he is using in the language of a shaped figure, to influence the viewer through what he sees. It is manashu aspect that is vision.

Observability. There are several (long-term, very short, discontinuous) forms of observation.

The artist, observing and studying life, receives new impressions from its diversity. With him, he enriches his worldview, creative possibilities. That is why the neglect of the real surrounding environment leads to the cessation of the artist's creative growth.

Holistic vision. An artist's holistic vision is a specific, professional analytical vision, which means a forged perception of a unique ability, object or host by eye. That is, it is to determine the general internal relationship in its individual parts by distinguishing the characteristic aspects from the unnecessary.

In the artist's imagination, not all things and objects remain in full, but the main typical and characteristic, sorted out, separated from nature for a creative image, remains exactly the desired places, condition, structure or aesthetic quality, plasticity, colority of the shape.

Viewing memory. The process of observation in the artist goes as follows: he reflects what he sees, forgives his works on the basis that he will be remembered for a short or long time.

The ability to remember is present in many. Especially strongly developed visual memory is a feature of the artist's psychic state, mainly based on recall and vision, and thus being able to visualize.

Visual memory develops on the basis of practical experiences. The ability to remember grows as a result of frequently repeated "recall" exercises.

The artist must constantly draw short-term drawings on hand and perform exercises. These exercises allow you to quickly progress and quickly perceive reality. In short, fast drawing, the role of a draft and a sketchy picture is incomparable.

Draft (nabroska). A short, multifaceted image of a world in existence is an image that is usually short, and sometimes very short (extremely limited) time frame that does not depend on the person who is painting. In order to speed up work on this track, very few graphic materials and drawings are used.

A holistic image of Natura is always used before placing a long-lasting pencil. In short, a draft (nabroska) is used in this.

A properly found, intact volume of nature can serve as the beginning of a long-term training pencil.

Unfinished painting (zarisovka). A fuller, but multi-toned, inexhaustible being, the image of the world, with a shorter time interval compared to a long-term pencil, is drawn from Natura. The duration of drawing an unfinished picture is usually determined in relation to its content, depending on where it will be used in the future, based on the requirement that the creator sets for himself.

The incomplete drawing is inspired by nature and is enhanced with all-around details like a short-term pencil is a continuation of the image. In the range of the image, the Natura's size and fullness provide the illusion of a short- and long-term pencil.

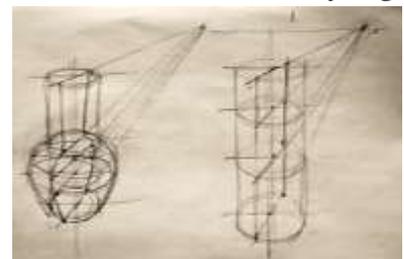
Short-term pencil drawings and incomplete paintings differ from one another in that they require different amounts of time, methods, and materials to complete.

It is considered important to work step by step in the process of creating a work or academic work. These stages are carried out as follows:

Composite placement (komponovka)-the stage of correct placement of the laying on a comprehensive paper scale;

Proportions (proportion) - the stage of determining the dimensions or proportions, relationships between the general structure and details in the laying, reflecting mutual dissociation or harmony;

The law of contraction (perspective) and **the point of view** is the stage of finding the shrinkage aspects of the general and details of nature based on the rules of perspective i.e., perspective, after the location, dimensions of the insertion details have been



determined, the horizon line, the point of view have been found;

Construction (construction) or construction - the stage of depicting the missing sides of the back on the basis of its imagination, in combination with the image of the front side of any object, the image of the missing parts of the back can be seen transparently in all respects, drawing the invisible parts of nature.



Graphic tools are used to project and display the image onto the surface. **Graphic tools.** When performing pencil work, the "image language" should be economical, compact and at the same time spacious and very impressive. For this reason, the following basic requirements are imposed on graphic tools in draft drawing:

-they must be simple, economical, flexible, even when performing an all-round job quickly, sometimes with a very complex task in difficult conditions. A tool with such a wide range of possibilities is *a barcode and Stripes*.

Line. It is the first appearance in the emergence of Fine Arts, invented by the oldest representatives of mankind in the primitive era. At the same time it is still used as the main tool for painting.

Barcode. The bar line or barcode appears on the surface of the paper in the process of hand movement using a pencil or other device in motion, which is paintwork. With the help of a barcode, light-shades, volumetric aspects, spatial width, color hue and tone of the image are extracted.

Light-shades, in turn, are carried out in the following stages:

Shadow - is the brightest part of things and objects. This is the case when glass, porcelain, shiny metal objects are more often produced.

Light - is the light of light falling in an upright position on the surface of objects and objects.

Half shade - is light that falls obliquely on the surface of objects and objects.

Personal shade - is the shade on the back of the illuminated part of things and objects.

Reflex (reflection) - is the reflection of rays reflected from the great, from things, from the plane, standing towards the edge of the personal shadow on objects and objects.

A falling - shadow is a shadow that falls from adjacent objects to each other and to the standing plane.

The transition of one of the shadows to the other will harmonize in mobayini. This harmony can be called the hormone of Shadows.

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