

beauty and aesthetics to his works. For example, the famous artist of photorealism - Sergei Trukhan was taken. This is a talented Belarusian artist of our time, his works are in private collections in Belarus, Russia, USA, Germany, China. The artist's creative technique is distinguished by the elaboration of details, as a result, the created works can compete with photography in terms of image realism, but at the same time the beauty of the Belarusian nature is incredibly conveyed. It is rich in a palette of colors, in a variety of motives. [3].

Unfortunately, many critics and artists reject this style of painting, calling hyperrealist artists simply "copy machines" that soullessly transfer a photograph to canvas or paper. However, I dare say, the artists of our time do not interfere with combining picturesque color with photorealism.

Conclusion. The combination of traditional, realistic art with cinematic and photographic techniques brings the viewer back to figurativeness, a life-like form, a plot picture. It is hyperrealism that begins a creative experiment that combines traditional pictorial means of artistic expression with the use of modern means. Based on numerous scientific publications and analysis of works of art, we can conclude that hyperrealist artists demonstrate to the viewer not only brilliant technical skills, but also a lot of practical experience and knowledge that help to reliably and in detail convey reality.

Nowadays, artists do not have to pursue a documentary "photographic" image, an absolute resemblance to reality. The variety of forms of modern painting presupposes a wide choice and huge opportunities for creative self-realization.

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DIGITAL PAINTING AS A FORM OF ART

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Keywords: digital painting, educational system, traditional painting, software products, computer graphics.

Nowadays digital painting experiences an unbelievable rise as form of art. Present-day software provides broad opportunities for an artist to express his creative idea.

From the beginning of 21st century digital painting have took its place in the art world. It became widely used in the design of books and posters, but it developed the most in the gaming and movie industry. First digital painters,

among which Roman Guro, Oleg Shekhovtsev, Dmitry Prozorov and others, were pioneers in the world of computer graphics and quickly got their recognition, creating pictures that were incredibly hard or impossible to replicate using traditional means of art.

The relevance of this study stems from the need to develop a common understanding of the nature and role of digital painting in modern art.

The purpose of the study is to update the concept and define the role of digital painting in the context of modern art.

Material and methods. As a part of the research, analysis of publications on digital painting, as well as of several artistic works of contemporary artists in the digital space, was carried out. In the process of creating this research, a number of studies carried out by students of the Art and Graphic Faculty were analysed.

Findings and their discussion. Digital painting is a method of creating an image using computer graphics that mimics the artist's traditional instruments.

Digital painting is a "breath of fresh air" because technological instruments of traditional painting have reached their maximum as far back as the 18th century, since nothing fundamentally new has been introduced. But at the end of the 20th century and the beginning of the 21st century, people were given the opportunity to create art scenes in digital space.

Specialized raster graphics software products, such as Adobe Photoshop, Painter, Paint Tool Sai, contain all imaginable variants of any traditional instruments, which enables the artist to work unbelievably easy and quick. This was the reason that many traditional artists had moved to the digital form of painting [3].

The success of digital painting also was a result of the convenience of its use in the gaming and movie industry. When a client wants to introduce changes, it's a hundred times easier to change the finished image digitally. Also, it is no longer needed for the real image to be transferred to the digital format, for example, to print an illustration in a book.

Digital painting enables its user to create images, completely identical to their real-life counterpart and even gives the ability to create such works of art, which would be hard to replicate in the traditional forms of art.

Digital painting has an international character, which makes it difficult to identify regional features in the art of digital artists. It owes its internationality to the Internet. It enables artists from all over the world to exchange their knowledge, techniques, and methods of creating art in the digital space. It also makes it possible for digital artists to work for foreign companies, since they are not required to send in a physical copy of their work by post, and now can send it by e-mail [1].

At the moment, the educational system gives basic concepts of work with images in graphic editors as early as in 5th grade, which can be an excellent basis for studying digital painting in a form an extracurricular activity. When the

graphic editor interface if familiar to the pupils, it will be much easier for them to integrate into the world of computer graphics.

In spite of a small amount of attention to the digital painting given by the educational system, it still has found its place among artists of Belarus due to its wide popularity on the Internet. A number of young artists, wishing to work in the gaming and movie industry, begin to study digital painting. Several digital artists, who worked on world-famous pieces, are present in Belarus. Among them are Valeria Spiezhkina, Alena Stangeyeva, Sergey Vasnev and others.

Conclusion. Digital painting is positions as a separate independent form of art, which is well received by modern society and captures hearts and minds of young artists, gives the person the opportunity to realize themselves as an artist.

In the modern world digital painting has managed to find a place for itself, and has taken a strong position in modern art. On this basis, it is possible to assume that digital painting will continue to develop and strengthen its position in the near future, given that it develops in accordance with the progress of digital technologies, which are in their turn, developing rapidly.

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MANUFACTURING TECHNOLOGY OF COTTON TOYS

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Keywords: children's creativity, cotton toy, frame, technology, painting.

Children's creativity is an incredibly wide layer of art and culture. It is diverse and children can use a huge amount of materials from paper to salted dough in their creativity. This allows not only to develop a sense of beauty in children, but also an awareness that a work of art can be created from almost anything. A cotton toy of all the variety of materials is especially popular among children as the simplest product in execution.

The purpose of the study is to study the features of making cotton toys, as well as the possibility of using this technology in working with children.