the perspective auxiliary tool in digital drawing software, allows you to automatically create a perspective grid, helping students to more intuitively understand and apply the principle of perspective. Students can observe changes in lines and shapes in real time by moving control points on the grid to learn the law of perspective faster. This intuitive experience not only helps students better understand the principle of perspective, but also stimulates their interest and creativity in three-dimensional spatial imaging.

At the present stage of the development of art education, the use of modern technologies in the study of color is becoming relevant. In traditional painting education, professional colleges require preschool students with little artistic training to use a lot of paints and drawing tools to practice. Students need to buy a lot of paints, brushes, canvas and other drawing tools. For many students, these costs are significant. The use of modern technologies can significantly reduce these costs. Using the drawing software does not require the purchase of expensive paints and drawing tools. Students can practice drawing at any time convenient for them, without using real paints and brushes. This software provides a variety of tools for color selection and matching color combinations. Students can freely try different color combinations and observe color changes in order to better understand and assimilate knowledge about color. This not only saves costs, but also increases learning efficiency and student engagement, as well as reduces waste of resources and environmental pollution during the learning process. At the same time, the interactivity and fascination of modern technology can effectively increase students' interest in learning and help them better master the skills of choosing colors and applying them.

The use of modern technology is also not replaceable in design. Students of higher professional colleges also lack practical work skills, especially when they are involved in creating the environment and manufacturing, they often have to repeatedly change and adjust the project plan, which takes a lot of time and labor intensity, and also leads to the loss of materials. Using digital drawing software, students can complete the design of a composition in a virtual environment, freely change the position, size and shape of elements, and quickly create various design plans. After determining the final plan, students will create an environment that solves the problem of lack of practical work skills and waste of resources in traditional education. In addition, visualization and the possibility of modification of modern technologies allow students to more intuitively see the design effect, adjust and optimize the design plan in a timely manner, thereby increasing their design abilities and aesthetic level.

**Conclusion.** Modern technologies have brought new opportunities and changes to art education in preschool education. In the future, art education should make more active use of modern technologies, explore more diverse learning models, and develop more artistic talents with innovative and practical abilities. The use of this technology is also a useful guideline for other areas of art education and contributes to the innovative development of the entire art education industry.

## THE INFLUENCE OF INFORMATION TECHNOLOGY ON THE CLASSROOM TEACHING OF CHINESE NATIONAL DANCE

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Since the 21st century, the rapid development of information technology has profoundly changed the classroom teaching of Chinese folk dance and pushed it to a new height. The application of information technology has not only changed the way of classroom, but also changed the way of teaching, so that the diversity of classroom and teaching has been

enriched and developed. The result is that students learn more interesting, and finally make the enthusiasm of learning improve.

The purpose: to understand how information technology is applied to strength the classroom, which brings innovation and transformation, what are the positive influence, and there is what still needs to solve the problem.

Materials and methods. This paper uses the case analysis method, questionnaire survey method. First of all, take "A Big River" and "Peacock Dance" as examples, analyze how they use information technology to transform into video courses, and how to use information technology to decompose dance movements, show more aspects of the body amplitude, and how to apply it to the actual course, and how to play an excellent effect. Secondly, questionnaire survey was adopted to sample the students and teachers in the national dance class using information technology, and to ask them whether their satisfaction with the class was improved or decreased before and after the use of information technology.

**Results and discussion.** The application of information technology such as multimedia teaching and online teaching platforms can effectively improve the teaching effectiveness of ethnic dance. Teachers can use rich audio-visual materials, such as videos and animations, to help students better understand dance movements and performance techniques.

The application of information technology makes the classroom more lively and interesting, enhancing students' awareness of participation. Through online interactive platforms and social media, students can continue to communicate and learn after class, promoting interaction between teachers and students as well as among students.

Information technology has promoted the transformation of traditional dance teaching models. Teachers can adopt new teaching models such as flipped classroom and blended learning to make teaching more flexible and personalized, meeting the learning needs of different students.

**Conclusion.** Information technologies such as multimedia teaching and online teaching platforms can effectively improve the teaching effectiveness of ethnic dance. Teachers can use rich audio-visual materials, such as videos and animations, to help students better understand dance movements and performance techniques. The application of information technology makes the classroom more lively and interesting, enhancing students' sense of participation.

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# APPLICATION OF INFORMATION TECHNOLOGY IN MUSIC PERSONALIZED TEACHING IN THE FUTURE

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In the future, the application of information technology in personalized music teaching aims to use intelligent algorithms, big data, virtual reality and other advanced technologies to provide students with customized learning resources, real-time feedback and evaluation, enrich teaching methods, and promote teacher-student interaction, so as to meet the