IMAGINATION ALLOWS A PERSON TO REALIZE MANY PROJECTS

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A N N O T A T I O N

The article mainly talks about how to develop a person's imagination. The author believes that in order to develop the ability of imagination, it is necessary to start with preschool educational institutions. He expressed his personal opinion that everything that mankind has discovered so far has been realized through imagination. It is reported that the science that develops the imagination is geometry drawing. He tried to explain how to develop the imagination, using a good example. The topic is considered a solid resource for all representatives of the field, and he presents his findings on this topic.

Introduction

From the primitive community system to the present day, everything that has been discovered by mankind is to live well, to dress, to eat good food, to be treated when sick, to visit distant relatives, or to travel to foreign countries, and railway trains. and use airplanes. All these above facilities can be said to be done by mankind to improve their living conditions. Over the centuries, every field has been developing, and over the years, new conveniences have been implemented through technical means. In order to create this comfort and technical means, it is necessary to develop the imagination of a person first of all. When a person has a broad vision, he is able to implement many projects. For this, it is necessary to pay great attention to the creativity of our children from a young age. It is useful to organize various didactic games that enrich the imagination in preschools, general education, secondary general education and higher education institutions. For the development of direct imagination in specialized higher education institutions, it is necessary to increase the number of hours of classes in "Drawing geometry", because "Drawing geometry" is the most convenient and reliable tool for developing a person's spatial imagination. We all know that the science of "Drawing geometry" was first founded by the French scientist Gaspar Monge, who lived in the second half of the 17th century and the beginning of the 18th century. The subject "Drawing geometry" can attract students with its graphic drawings. The student uses his spatial imagination to solve a graphic problem. Each subject of the science "Drawing geometry" has a different appearance according to its graphic solution. For example, if we consider the example of the topic "Determining the line of intersection of surfaces", it is appropriate to use two different methods when describing this topic. These are the method of intersecting planes and spheres. In the drawing below, we determine the surface of a cylinder and a cone by the method of intersecting planes (Fig. 1). And the surface of a cone and sphere by the method of spheres (Fig. 2). For this, first of all, in the

frontal view, the intersecting lines of the surface of the cone and the sphere are marked as points 1^1 and 10^1. These points are considered as the lines that delimit the two surfaces. To determine the remaining points, several semicircular circles are drawn by placing a circular needle on the tip of the cone surface. These circular lines intersect with the boundary lines of the cone and sphere surface to form two points.

These are the points $2^1 \equiv 3^1, 4^1 \equiv 5^1, 6^1 \equiv 7^1, 8^1 \equiv 9^1$. Then, to find the position of these points on the horizontal projection, these points are dropped vertically on the horizontal projection. In the horizontal projection, these points appear separately. In order to determine the individual position of the points, the distance between the cutting planes on the front is taken, if the first cutting plane is taken as an example of R_v, the distance between two points on the surface of the cone, i.e. the intersection of the cone with the central axis line and the edge line of the cone, is taken, and a circular needle is placed in the center of the cone in the horizontal projection and a circle is drawn. , then this circular line intersects with the vertical line from the points $2^1 \equiv 3^1$ in the frontal projection and points $2 \equiv 3$ are found. The rest of the points are determined in this sequence. Then, if all the determined points are connected together, the line of intersection of the surface of the cone and the surface of the cylinder is found (Fig. 1).
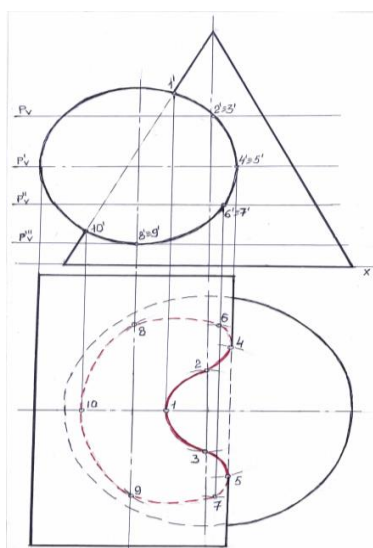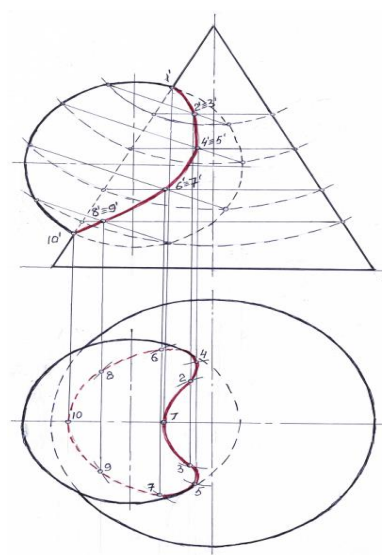
Picture 1.   Picture 2.

Now we will determine the line of intersection of the surface of the cone and the surface of the sphere by the method of spheres. For this, the boundary intersection points of two surfaces in the frontal view 1^1 and 10^1 are determined. Then their position in the horizontal projection and the vertical lines are lowered, i.e. 1 and 10 points. To determine the remaining points, several semicircular lines are drawn on the end of the frontal cone surface with a circular needle. These lines intersect with the base and edge lines of sphere and cone surfaces.

Then, if the points of intersection, that is, the intersection of the sphere and the intersection of the cone, are connected with each other, then these two lines intersect and form the points $2^1 \equiv 3^1, 4^1 \equiv 5^1, 6^1 \equiv 7^1, 8^1 \equiv 9^1$. To determine the position of these found points in the horizontal projection, we define the points of the surface of the cylinder with the surface of the cone above. Then here too, all the points will be separate. It is possible to create hundreds of graphic problems related to this topic, and presenting these options to students will give a great result in strengthening the topic and developing students' spatial imagination by testing their knowledge. If such graphic problems are used in each subject of the science "Diagram geometry", students' spatial imagination will expand and develop. In conclusion, the science of "Drawing geometry" must be passed in every field. Because imagination is needed in all fields. Especially in today's era of rapid development, one's mind is blown by the projects being implemented by people. That is why humanity is constantly in search.

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