

Analysis of the Application of Multimedia in Painting Teaching

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Abstract: With the change from knowledge education to quality education, painting teaching is no longer just to cultivate students' interest in art and improve students' painting skills, but to establish a close relationship between painting and cultivation of students' qualities from an aesthetic perspective. At present, multimedia is widely introduced to classroom teaching, to bring students sensory stimuli with dynamic pictures combined with music and text and thus stimulate their enthusiasm. Multimedia in painting teaching could promote diversified development of painting teaching means, guide students to start with interest in painting and provide correct guidance for students' artistic creativity. This paper studies on the application of multimedia in painting teaching.

Education is a fundamental task for the coming generation. China's education cause is changing from traditional knowledge education to quality education, and the main objective is to lay a good foundation for applied talents in order to promote students' lifelong learning ability. Painting teaching is an important part of Chinese education system, and its educational objectives are not just discovery and cultivation of Chinese art talents, but also effective ways to carry out and popularize quality education. Painting, as an art language, occurs with social civilization of human beings and has been accepted in the early growth period of human beings. Thus, during people's growth, painting is not only used to create and enjoy beauty, but also used to carry out comprehensive education effectively.

I. The importance of multimedia-assisted painting teaching

Multimedia is to develop a variety of hardware facilities with computer as the main tool, install corresponding application software and apply to different fields. At present, multimedia technology is introduced to teaching, which not only expands the capacity of teaching knowledge but also obtains good teaching effects by stimulating students' learning enthusiasm. It is very necessary to use multimedia-assisted teaching for painting as a type of visual art creation.

(I) Apply multimedia to art teaching to optimize students' cognitive structure

In the field of classroom painting teaching, the use value of multimedia technology is that it applies multimedia language flexibly to classroom painting teaching, combines dynamic pictures with text and sound, and coordinates with teaching progress with interactive screen surface, which not only improve painting teaching environment, but also stimulate students' learning motivation with artistic characteristics of multimedia pictures. Then, multimedia production techniques and technologies shall start with students' personality traits and interests, promote knowledge migration with multimedia technology, and optimize students' cognitive structure by sublimating their emotional awareness. The beauty of painting art is not limited to line drawing and picture piecing, but is emotional expression. Showing pictures by multimedia technology is beautification of pictures and presentation of the rules of painting art, in order to convey painting language information more accurately and thus improve painting classroom teaching effects.

(II) Teachers apply multimedia to painting teaching to teach students learning methods

For teaching, famous educator Tao Xingzhi expressed his opinions, i.e. the main responsibility of teachers was not teaching, but to teach students how to learn effectively. Thus, teachers' responsibility is to guide students to learn and teach them how to learn. Modern art teaching, under the assistance of multimedia technology, has broken traditional art teaching concepts, mainly guides students to begin with art appreciation, improves aesthetics by perceiving pictures, and thus leads students to understand colors.

The role of multimedia is to improve students' thirst for knowledge. Once students are interested

in art, they would have motivation for painting and stimulate their unique art potential. Painting is firstly about visual perception, and multimedia technology could simulate pictures, match and compare colors to deepen students' understanding of colors. In traditional painting teaching, art teachers often teach students to draw lines and then match colors. Repeated experiments of color mixing by hand are needed in order to meet picture requirements, especially color purity and light and shade, which could be used in pictures after continuous attempts. Multimedia technology is introduced to modern painting teaching classroom, and teachers could match and compare colors according to their needs. If color effects of pictures are not good, click "undo" and match again. This could not only guide students to have an in-depth understanding of colors, but also let students operate multimedia personally, stimulate students' interest in art classes with their unique curiosity, and let them have a new understanding of art teaching.

II. Introduction of multimedia technology to painting course teaching

Art teaching contains two parts, namely art appreciation and art painting. Multimedia-assisted teaching could integrate art appreciation course with painting course to supplement each other, and thus blur the boundary between appreciation and painting, and let students learn painting based on a deep understanding of painting art.

(I) Art appreciation of multimedia-assisted painting teaching

The division of art appreciation and art painting is mainly based on teaching conditions. Art appreciation involves a lot of content. Today, students could only appreciate very limited art works by relying on traditional teaching, coupled with lack of comparison and explanation of work creation background, they could only observe and could not reach the level of appreciation. A lot of painting works can be obtained from the internet with multimedia technology and especially the popularization of computer network technology, so that teachers could carry out in-depth explanation of art appreciation content in classes from many perspectives and in various forms. Combined with multimedia pictures and music background, the entire art classroom environment is more vivid. The purpose of multimedia art appreciation course is to let students know the connotation of art works, understand works subjectively, and have new interpretation. Teachers display collected painting materials on the screen according to classroom teaching progress by operating mouse and keyboard. This intuitive presentation has not only vivid pictures, but also sound and text, to attract students' attention and make them love to be indulged in. For example, to appreciate Millet's art works, if teachers show *The Gleaners* in the form of courseware, students would feel autumn harvest season in rural areas and see the scene that people pick up grains in the fields. When students focus on appreciating the picture, teachers could describe it in language and then tell the relationship between Millet's artistic creation and mental course. Millet was born in the countryside and had a deep understanding of living conditions in rural areas. That's why Millet was very successful in artistic creation with rural themes. To make students have a clear understanding of color matching in the picture, teachers could have functional operation, such as cut and magnify, remove colors, match colors again, and compare with the original painting, and guide students to learn painting skills while appreciating. Thus, it can be known that the role of art appreciation is to let students know about historical background of creation and seek art creation rules. In addition, art appreciation combined with multimedia operation could inspire students' creative thinking so that they could create excellent art works of their own styles.

(II) Art painting of multimedia-assisted painting teaching

In art classroom teaching, the role of multimedia technology is to paint on computers. Traditional art painting teaching needs watercolor paints, palette, painting paper, watercolor pens and little water cups etc. When painting, students should master pen holding skills and line drawing skills, as well as ink application and color matching methods. In particular, use various drawing pens appropriately, such as side front and center forward. It is unnecessary to master these painting skills by painting on computers. Basic goal of painting teaching is not to train painting talents, but to develop students' interest and improve their overall qualities. Therefore, multimedia technology and computer painting software can be used in painting teaching to help students master various skills

while learning. Besides, in terms of training painting skills, multimedia can be combined with traditional painting. For example, draw basic picture lines on computer, print and color, and then compare with picture after coloring treatment with multimedia and gradually complete paper picture. This method used in painting skills teaching could improve not only students' grasp of painting knowledge, but also painting quality from their own perspective.

III. Practical application of multimedia technology in painting teaching

(I) Use multimedia technology in painting teaching is a way of innovative art education

As students generally have rich imagination, vivid pictures, dynamic images and touching music would deeply infect them and have strong appeal to them. Modern multimedia technology covers increasingly wide application fields through continuous technological upgrading. Modern painting teaching makes full use of painting software and corresponding computer software in multimedia technology. From the perspective of students' individuality, teachers should guide students' thinking, so that students would not simply learn painting but combine many aspects of knowledge related to painting. In multimedia painting classes, students fully mobilize and give coordinated play to their eyes, ears and brains with the application of multimedia technology, in order to learn painting knowledge and master painting skills. This individualized teaching environment is to teach students in accordance with their aptitude and achieve "innovative" development in modern painting education. Development is based on innovation, and thus individualization shall be highlighted in painting teaching. Multimedia technology is in line with current development environment of the times. In particular, online art teaching could carry out painting teaching in the form of video, and students could also listen to painting courses of famous teachers by hyperlinks under the guidance of art teachers and learn gradually more knowledge about painting. The role of painting teachers is to fully understand students' individual difference, and integrate such difference into design of painting teaching courseware to stimulate students' subject consciousness and innovative consciousness. In addition, multimedia technology, as a part of information technology, would be upgraded constantly with technological progress, and art teaching would also be upgraded and lead teaching of all disciplines.

(II) Use multimedia to match colors skillfully

Color is human beings' basic perception of substances. To paint with multimedia technology, color matching skills shall be firstly mastered. When painting with multimedia, color rule that shall be followed is RGB color gamut. Three basic attributes of color, namely value, hue and chroma, could regulate color to achieve different visual effects. These three factors of color are independent from each other without dependence on others, but should be matched when matching colors before painting in order to reach ideal visual effects. Value mainly refers to light and shade of color and plays a supporting role in the entire color. In RGB, relative value is the ratio of maximum value to 256 and supports the entire space structure in color system. Hue, just like beautiful skin in color appearance, is to distinguish representation features of color in order to represent different colors. Chroma refers to content of achromatic color in color system, i.e. saturation as is known. In multimedia painting, color chroma is the degree of mixing other colors in pure color. Computer painting software can be used for quantitative setting of chroma. For example, when using Photoshop, adjust color picker.

(III) Use multimedia technology to realize interactive function

In painting teaching, multimedia technology could realize a variety of presentation methods, such as Flash animations, picture editing by Photoshop, and video insertion for clip appreciation during teaching. Then, in specific painting course teaching, teachers could use Photoshop for painting demonstration, to teach principles of painting. During teaching, animation links or videos can be used according to class progress and course content, to make art knowledge more specific and intuitive. In practical operation, interactive function of multimedia is used. In painting courses, multimedia interaction mainly realizes three functions, namely painting teaching guide, painting interactive relationship and painting teaching training. Different links shall have different rules, which shall be designed technically. Editing function of computer is to edit the end of pictures in

order to link up with means of another group of pictures. Apparently, this one-to-one connection could not meet painting teaching needs. One-to-many connection can be realized through transformation function of computer software and transmitted to users selectively.

IV.Conclusions:

To sum up, with the development of information technology, multimedia technology is applied to art teaching to optimize teaching. Originally quiet traditional painting teaching becomes lively and no longer that abstract and hard to understand. Art teachers shall apply multimedia technology to modern painting education, in order to combine art with information technology and make art classes more colorful.

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