CREATING A MECHANISM OF E-LEARNING EDUCATION RESOURCES ON THE BASIS OF MODERN 3D TECHNOLOGIES FOR GENERAL SECONDARY SCHOOLS

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ABSTRACT

The following article deals with the stages of creating electronic information and educational resources for secondary schools, the technical requirements and the effective use of 3D animation technologies in the creation and widespread use in the educational process.

Keywords. Information and communication technologies, electronic information and educational resources (EATR), video lessons, 3D technologies, technical requirements, DTS (State educational Standards) and curriculum.