

# Inserting Motion into Still Images by Graphical Processing Software to Be Used in Electronic Educational Presentations

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## **Abstract:**

The aim of the research is to study motion in images of multimedia educational presentations, with a study of the use of graphic processing programs for still images in moving their vocabulary, and synthesis programs for editing video materials and creating a screen language that combines these movements to be used in educational presentations. It shed light on the important role that movement plays in the visual text that is read by the eye, especially within multiple media, such as writings and sound effects. An integrated one that nominates and clarifies the educational material developed, It can be used on the screens of learning centers, in Al-Alim Al-Zumri, or individual education, or self-education, or for groups of learners in classrooms within educational institutions, or in educational presentations on educational platforms, or by e-learning, for all students of different levels, and with different characteristics of learners.

This study also aimed at consolidating the relationship between the photographer and the graphic processing programs, and introducing the designer to modern programs and applications for smart phones. This reduces the digital divide between the photographer and the RETUTURES who perform the POST PRODUCTION of digital photographs. Sophisticated technology plays a pivotal role in the specialization of animation, which is one of the most prominent methods that have recently emerged in the field of graphic works. There is a strong relationship between them from antiquity back to computer graphics. And by the use of computers in the development of these graphics.

## **Keywords:**

Media, Graphic, programs, photo