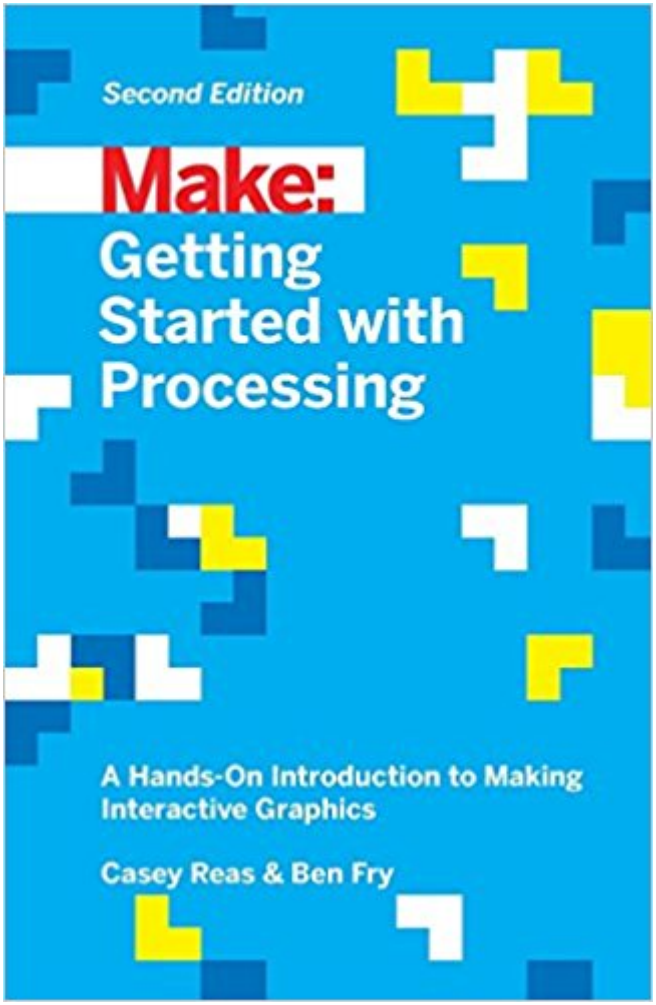
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Getting Started With Processing: A Hands-On Introduction To Making Interactive Graphics



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Synopsis

Processing opened up the world of programming to artists, designers, educators, and beginners. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, Getting Started with Processing shows you how easy it is to make software and systems with interactive graphics. If you’re an artist looking to develop interactive graphics programs or a programmer on your way to becoming an artist, this book will take you where you want to go. Updated with new material on graphics manipulation, data, and for the latest version of Processing.

Book Information

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Average Customer Review: 4.8 out of 5 stars 13 customer reviews

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Customer Reviews

Casey Reas is a professor in the Department of Design Media Arts at UCLA and a graduate of the MIT Media Laboratory. Reas’ software has been featured in numerous solo and group exhibitions at museums and galleries in the United States, Europe, and Asia. With Ben Fry, he co-founded Processing in 2001. He is the co-author of Processing: A Programming Handbook for Visual Designers and Artists (2007) and Form+Code in Design, Art, and Architecture (2010). His work is archived at http://www.reas.comwww.reas.com.Ben Fry has a doctorate from the MIT Media Laboratory and was the 2006-2007 Nierenberg Chair of Design for the Carnegie Mellon School of Design. He worked with Casey Reas to develop Processing, which won a Golden Nica from the Prix Ars Electronica in 2005. Ben’s work has received a New Media Fellowship from the Rockefeller Foundation, and been shown at the Museum of Modern Art, Ars Electronica, the 2002 Whitney

Biennial, and the 2003 Cooper Hewitt Design Triennial.

Must have for cool arduino projects!I have some experience with c++ and arduino. I'm not an advanced programmer by any means but this book was easy to read and understand. It got right into putting things on the screen and playing around! It is great for making graphics to represent arduino serial data and interfaces.

This is an excellent introduction to the Processing programming language. The handbook and the Daniel Shiffman's books are also good.

would purchase again

println("This book is a great intro to processing, simple to understand, you'll b making great interactive art in not time");}

The book makes it easy to understand and get started in Processing.

The book looks great! It has nice illustrations and weird code that I don't know because it's for my best friend, and I know he'll love it!

Goes over the basics in a way that's easy to understand and helps you imagine how to apply it to other code.

Great book! Processing is easy to understand after reading this.

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