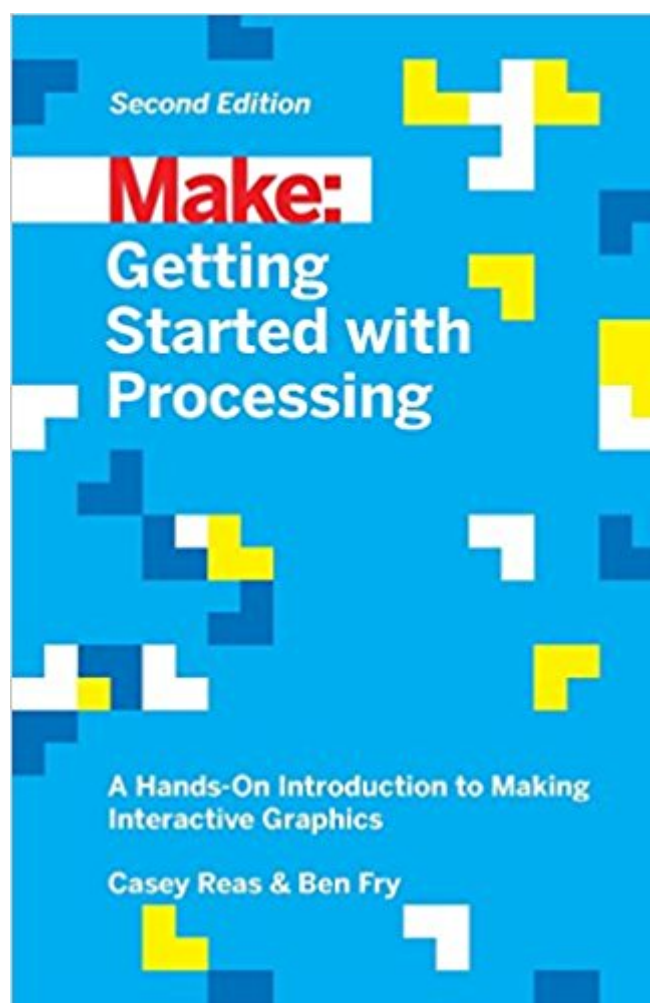


The book was found

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



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

Paperback: 238 pages

Publisher: Maker Media, Inc; 2 edition (September 26, 2015)

Language: English

ISBN-10: 1457187086

ISBN-13: 978-1457187087

Product Dimensions: 5.5 x 0.5 x 8.5 inches

Shipping Weight: 12.6 ounces (View shipping rates and policies)

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

Best Sellers Rank: #31,491 in Books (See Top 100 in Books) #1 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Sensors #8 in Books > Computers & Technology > Digital Audio, Video & Photography > Video Production #27 in Books > Engineering & Transportation > Automotive

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.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.

[Download to continue reading...](#)

Getting Started with Processing: A Hands-On Introduction to Making Interactive Graphics Soap Making: 365 Days of Soap Making: 365 Soap Making Recipes for 365 Days (Soap Making, Soap Making Books, Soap Making for Beginners, Soap Making Guide, ... Making, Soap Making Supplies, Crafting) Soap Making: 365 Days of Soap Making (Soap Making, Soap Making Books, Soap Making for Beginners, Soap Making Guide, Soap Making Recipes, Soap Making Supplies): Soap Making Recipes for 365 Days Getting Started Knitting Socks (Getting Started series) Feature Detectors and Motion Detection in Video Processing (Advances in Multimedia and Interactive Technologies) (Advances in Multimedia and Interactive Technologies (Amit)) The Ultimate Soap Making Guide:

Unique Soap Making Recipes & Complete Soap Making Guide for Beginners (Soap Making at Home, Soapmaking Guide, Soap Making Recipes, Soap Making Book) Getting Started with 3D Printing: A Hands-on Guide to the Hardware, Software, and Services Behind the New Manufacturing Revolution A Practical Guide to Graphics Reporting: Information Graphics for Print, Web & Broadcast Interactive Computer Graphics: A Top-Down Approach with WebGL (7th Edition) Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics) Getting Started with Adafruit FLORA: Making Wearables with an Arduino-Compatible Electronics Platform Getting Started with the micro:bit: Coding and Making with the BBC's Open Development Board (Make) Getting Started with the Photon: Making Things with the Affordable, Compact, Hackable WiFi Module Getting Started With Raspberry Pi: An Introduction to the Fastest-Selling Computer in the World Getting Started with R: An Introduction for Biologists The Don't Get Me Started! Toolkit - Workbook and Teacher Answer Key: Strategies for a Culturally-Challenged World (The Don't Get Me Started! Toolkit - Workbook and Teacher Key) (Volume 1) Managing Interactive Media Projects (Graphic Design/Interactive Media) The SparkFun Guide to Processing: Create Interactive Art with Code Discrete-Time Signal Processing (3rd Edition) (Prentice-Hall Signal Processing Series) Materials Processing: A Unified Approach to Processing of Metals, Ceramics and Polymers

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)