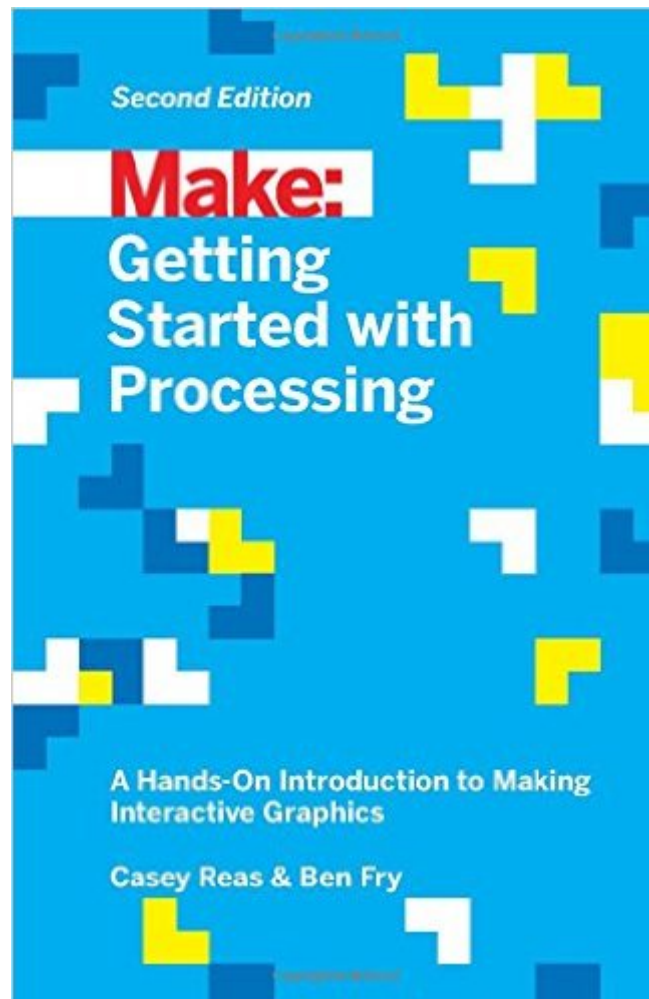


The book was found

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: 5.4 x 0.5 x 8.4 inches

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

Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #83,756 in Books (See Top 100 in Books) #7 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Sensors](#) #23 in [Books > Computers & Technology > Digital Audio, Video & Photography > Video Production](#) #75 in [Books > Textbooks > Computer Science > Graphics & Visualization](#)

Customer Reviews

In general, programming seems to have become harder, not easier, over the years for beginners. Exceptions obviously exist, but the knowledge now required to program (key word "program," not "create" via a WYSIWYG) a website from the ground up and publish it to the web now greatly exceeds the general capacity of many people. The same applies to graphics. Those who remember the halcyon days of BASIC will also remember how relatively easy it seemed to make simple graphics and sounds that made programming feel immediately satisfying. Based on this instantaneous feedback, it inspired many people to learn more. That experience takes longer - and for good reason since technology has become more complicated in general - with today's more complicated languages such as C# or Java, not to mention C++. Those wanting to dive into programming may find themselves quickly drowning in principles, tools, concepts and a host of

prerequisites before a pixel even appears on the screen. People looking for a road into programming, or those who simply want to create interactive graphics without completing a Computer Science degree, thankfully have some new options. The deceptively simple, but in many ways actually simple, open source program called "Processing" will fulfill this need for many who want to create graphics without ingesting a 500 page programming tome. Learning is still required, of course, but the path from beginner to interesting graphics is a shorter one. The founders of Processing have created an extremely easy tutorial in book form appropriately called "Getting Started with Processing." Now in its second edition, they state their purpose and mission in the book's first sentence: "We created Processing to make programming interactive graphics easier.

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

Getting Started with Processing: A Hands-On Introduction to Making Interactive Graphics 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 Making Metal Jewelry (Getting Started series) Getting Started with Geese (Getting Started with... Book 4) Property, A Contemporary Approach, 2d (Interactive Casebook) (Interactive Casebooks) (Interactive Casebook Series) Jewelry Making: Jewelry Making Instructions to Easily Create Beautiful Pendants, Bracelets, Earrings, and Necklaces (Jewelry Making Books, jewelry making for dummies, jewelry making tools) Jewelry Making: 33 Tips and Advices For Making Unique Earrings (jewelry making, jewelry making books, jewelry making kits) Med School Rx: Getting In, Getting Through, and Getting On with Doctoring Graphics Gems IV (IBM Version) (Graphics Gems - IBM) (No. 4) Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation) Getting Started with the Photon: Making Things with the Affordable, Compact, Hackable WiFi Module WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (OpenGL) Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL (6th Edition) Interactive Computer Graphics: A Top-Down Approach Using OpenGL (5th Edition) Interactive Computer Graphics: A Top-Down Approach Using OpenGL (4th Edition) Interactive Computer Graphics: A Top-Down Approach with OpenGL (2nd Edition) Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL Become the Woman of Your Dreams! (Interactive Gender Transformation Feminization Erotica) (Aurora Sparks Interactive Erotica Book 1) Getting Started with Microsoft Visual C++ 6 with an Introduction to MFC (2nd Edition) Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D Graphics Programming

[Dmca](#)