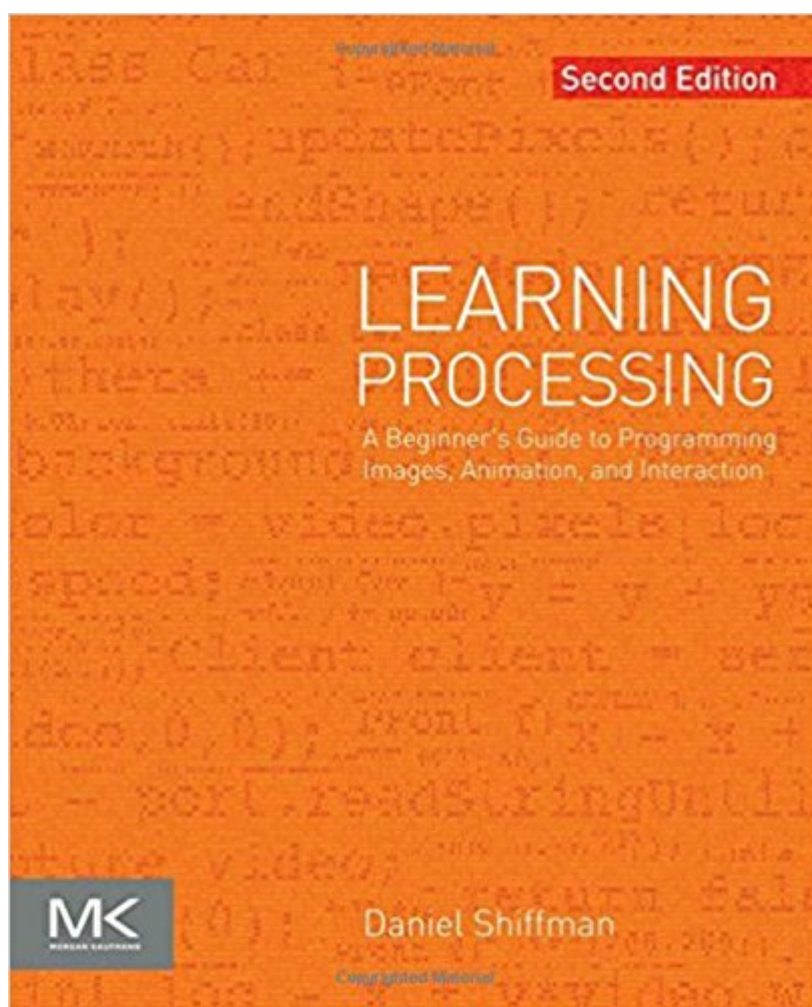


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# Learning Processing, Second Edition: A Beginner's Guide To Programming Images, Animation, And Interaction (The Morgan Kaufmann Series In Computer Graphics)





## Synopsis

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. No previous experience required. This book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve.

## Book Information

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## Customer Reviews

Learn the fundamentals of computer programming within a visual playground! This book teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. A unique lab-style manual, this book gives graphic and web designers, artists, illustrators, and anyone interested in learning to code a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of advanced techniques. From algorithmic design to data visualization, to computer vision and 3D graphics, this book teaches object-oriented programming from the ground up within the fascinating context of interactive visual media and creative coding. It is also supported by a companion website ([learningprocessing.com](http://learningprocessing.com)), which includes all examples running in the browser using HTML5 canvas and p5.js, downloadable versions of all source code, answers to select chapter exercises, and over twenty hours of companion video lessons. Key Features include: A friendly start-up guide to Processing; a free, open-source alternative to expensive software and daunting programming languages No previous experience required – this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Daniel Shiffman is totally charming, funny, and highly intelligent. The absent minded instructor is really extremely good at teaching his students! Love the book and love the videos.

I strongly recommend this book. Well written with complete code, a strong tour of Processing and its wider ecosystem. The only caveat I would add is that if you have any programming/computer science background, a lot of this will be non-applicable to you and you'll skim through about 60% of the book to pick up the Processing-specific syntax.

I'm using this book in my Intro to Computer Science class, and it is awesome!! My kids love the interactivity of the lessons and the accessibility of the code. Thank you, Dan for this book! It's the best one out there for beginner programmers!

Great teacher, great text. If anything's unclear it's in the downloadable examples or exercises. Also

his video lectures are great. I'm a complete beginner at any kind of programming and the first few chapters already have me experimenting with motion and color interactions. Very encouraging if you're new to this as well.

Better than ever. This book and Shiffman's "The Nature of Code" are the gateways for non-coders to create beautiful work, or just gain an appreciation for the beauties of programming.

This book assumes that you have little, or no, programming experience and wish to learn Processing ... a language which has functions that simplify graphics. If you have written sketches for the Arduino microcontroller, or used C++, then you will immediately feel at home. The examples within the book cover all of the building blocks from simple to advanced. Each example is annotated in such a way that new concepts are easy to grasp. Solutions to all of the questions within the book may be accessed from the Help menu within Processing. In terms of difficulty the first quarter of the book covers the basics ... well worth reading to learn the finer points of the language. The remainder of the book progresses towards advanced. What Processing can achieve is mind boggling. I have three other books on Processing ... I wish that I had found this book first.

great book. I'm using right now for class. I got it at a great price and the chapters are short effective and easy to understand.

An excellent hands-on guide to learning processing. And a great compliment to the book by Ben Fry and Casey Reas. I learned a ton from this book, and from Daniel Shiffman's companion videos on YouTube. Highly recommend that you buy this right now.

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