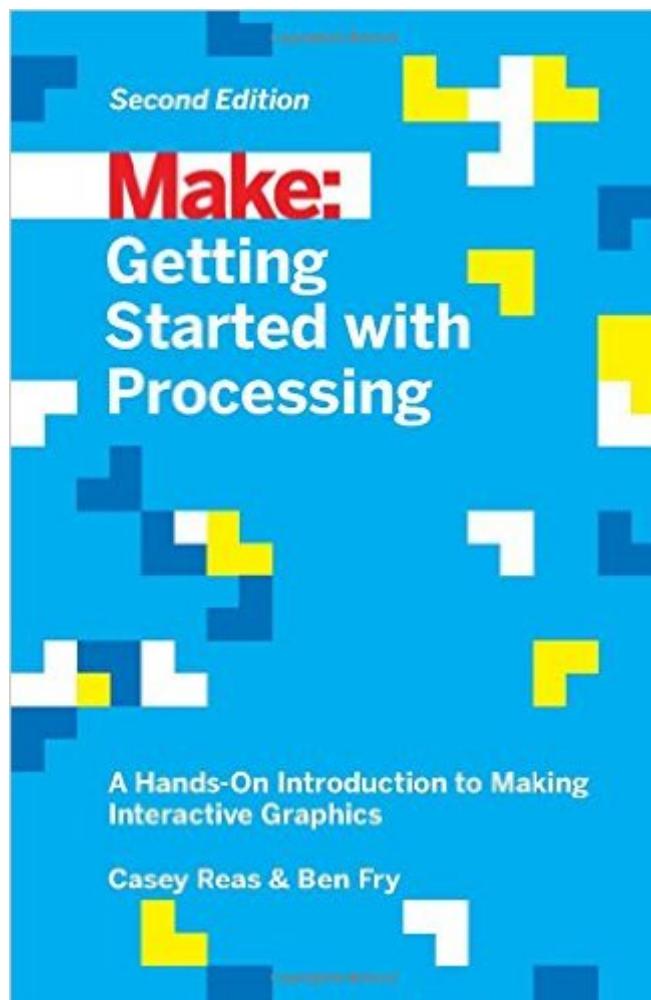


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# Getting Started With Processing: A Hands-On Introduction To Making Interactive Graphics



## **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 starsÂ  See all reviewsÂ  (6 customer reviews)

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## **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.

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