

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

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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.

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Make: Getting Started with Processing, 2nd Edition - Print

This text by the co-founders of the Processing Project updates their 2010 book with new material on graphics manipulation for the latest version of Processing, a simple language that lets you use code to create drawings, animation, and interactive graphics. Learn how to sketch with code by creating a program with one l

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Make: Getting Started with Processing - O'Reilly Media

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Processing Cheatsheet - University of Birmingham

Learn computer programming the easy way with Processing, a simple language that lets you use code to create drawings, animation, and interactive graphics. Programming courses usually start with theory, but this book lets you jump right into creative and fun projects. It's ideal for anyone who wants to learn basic programming, and serves as a simple introduction to graphics for people with some ...

Getting Started with Processing, 2nd Edition - O'Reilly Media

Written by the founders of Processing, this book takes you through the learning process one step at a time to help you grasp core programming concepts. You'll learn how to sketch with code -- creating a program with one a line of code, observing the result, and then adding to it.

Getting Started with Processing - Casey Reas, Ben Fry ...

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