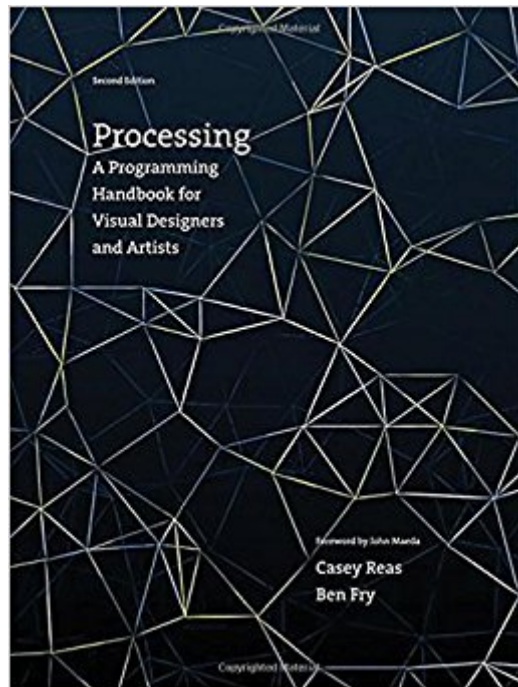


The book was found

Processing: A Programming Handbook For Visual Designers And Artists (MIT Press)



Synopsis

The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews with SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

Book Information

Series: MIT Press

Hardcover: 672 pages

Publisher: The MIT Press; second edition edition (December 19, 2014)

Language: English

ISBN-10: 026202828X

ISBN-13: 978-0262028288

Product Dimensions: 7 x 0.9 x 9 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars See all reviews (15 customer reviews)

Best Sellers Rank: #116,835 in Books (See Top 100 in Books) #45 in Books > Arts &

Photography > Other Media > Digital #122 inÂ Books > Textbooks > Computer Science > Graphics & Visualization #168 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia

Customer Reviews

If you're used to the usual paperback coding books with their cheap paper, poor copy editing, hand-drawn or screen shot figures, and error-riddled examples, this book will come as a shock. The high quality of the binding is immediately apparent. When open, the book lies flat. The paper is a little light weight and does allow some visual bleed-through, but still, the paper feels good. The figures are first-rate and obviously required a great deal of work. The code starts with the basics so no one need feel left behind, but advances nicely to intermediate topics. The topics progress logically and thoughtfully, and all the code examples are error-free and available online. Coding instructions are occasionally broken up by interviews with well-known people. These and other references to leaders in the field give a nice sense of history, and reflect Reas', and perhaps Fry's?, academic background. Sorry to be all gushy about this book. With software changing at the rate that it does, perhaps it's practical to make throw-away coding books. But at least they should be free of errors in the code. This book has everything going for it.

The book was written by the language's creator, and if you are interested in Processing and already know somewhat what it is, and want to learn more, then this book is probably an essential text for you.

Very well written and useful guide to learning processing and a good starting point for learning Java as well. Would have given five stars, but binding glue came unstuck in only a few days of normal use.

I've looked at online tutorials and another book about processing. I think you would be hard pressed to do better than this one. There are clear explanations of the syntax and semantics of the language. In addition, there are interviews with artists who are using processing in their daily work. These provide some scope for understanding both the capabilities and the limitations of the language. Highly recommended.

Great book for exploring writing code in Processing. I am a beginner using Processing and found

this book very helpful.

As usual everything is there whether you are a beginner or advanced user, excellent work from people love and enjoy what they do, thanks a lot Casey Reas and Ben Fry.

Coherent and organized. What the first edition lacked. Don't try to save by buying the earlier edition. You will be disappointed.

Very well written with more explanation on the language than other books I've read. Highly recommended.

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