

Processing



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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.

InterviewsSUE.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

作者介绍:

REAS is a professor in the Department of Design Media Arts at UCLA. With Ben Fry, he initiated Processing in 2001. Processing is an open source programming language and environment for creating images, animation, and interaction. More information can be found online at <http://processing.org>. Reas' software has been featured in numerous solo and group exhibitions at museums and galleries in the United States, Europe, and Asia. This work is archived at <http://reas.com>.

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标签

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Programming

计算机

processing

设计

编程

评论

基础的不要不要的，果然是handbook

several extension chapters from last version have been added, vision, networks,sound, electronics

果然我coding的初始技能点太低了（微笑）。书不错。

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书评

在我的博客上，<http://pemiamos.blogbus.com>
希望为想开始学习processing的设计师们提供一些有益的参考。
也希望更专业的朋友为我及时指出错误，谢谢。

casey reas和ben fry的processing启蒙读物，该有的功能都有介绍，不过由于processing是个open source的程序，有大量的library可用，所以这一本书是远远不够的。

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