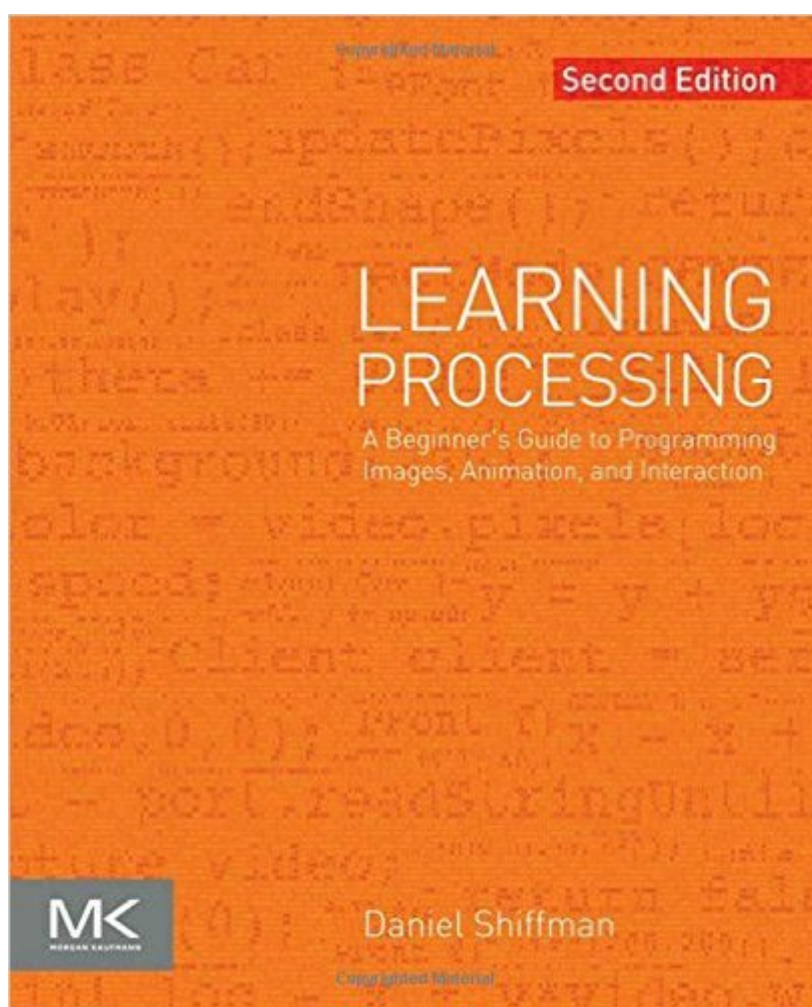# Learning Processing, Second Edition: A Beginner's Guide To Programming Images, Animation, And Interaction (The Morgan Kaufmann Series In Computer Graphics)

Synopsis

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), 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.   A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience requiredâ •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

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!

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.

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.

I enjoyed this book. Well written, provides a great set of tool to start discovering and appreciating processing. Go for it.

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

Great introduction to Processing and a great learning tool.

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