



Second Edition

# Processing

A Programming  
Handbook for  
Visual Designers  
and Artists

Foreword by John Maeda

Casey Reas  
Ben Fry

# Processing A Programming Handbook For Visual Designers And Artists Casey Reas

**Jacob Mason**



## **Processing A Programming Handbook For Visual Designers And Artists Casey Reas:**

*Processing, second edition* Casey Reas, Ben Fry, 2014-12-19 The new edition of an introduction to computer programming within the context of the visual arts using the open source programming language Processing thoroughly updated throughout 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](http://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 SUE C Larry Cuba Mark Hansen Lynn Hershman Leeson Jrg 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

**Casey Reas: Making Pictures with Generative Adversarial Networks** Casey Reas, 2019-09 In this first non technical introduction to emerging AI techniques artist Casey Reas explores what it's like to make pictures with generative adversarial networks GANs specifically deep convolutional generative

adversarial networks DCGANs This text is imagined as a primer for readers interested in creative applications of AI technologies Ideally readers will explore the strategies of this emerging field as outlined and remix them to suit their desires We hope to inspire future research and collaboration and to encourage a rigorous discussion about art in the age of machine intelligence

*Code as Creative Medium* Golan Levin, Tega Brain, 2021-02-02 An essential guide for teaching and learning computational art and design exercises assignments interviews and more than 170 illustrations of creative work This book is an essential resource for art educators and practitioners who want to explore code as a creative medium and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice It provides a collection of classic creative coding prompts and assignments accompanied by annotated examples of both classic and contemporary projects and more than 170 illustrations of creative work and features a set of interviews with leading educators Picking up where

standard programming guides leave off the authors highlight alternative programming pedagogies suitable for the art and design oriented classroom including teaching approaches resources and community support structures

**Paradigms in Computing** David Jason Gerber, Mariana Ibanez, 2015-01-01 Paradigms in Computing Making Machines and Models for Design Agency in Architecture brings together critical theoretical and practical research and design that illustrates the plurality of computing approaches within the broad spectrum of design and mediated practices It is an interrogation of our primary field of architecture through the lens of computing and yet one that realizes a productive expanding of our m tier s definition and boundaries It is a compilation that purposefully promotes architecture s disciplinary reach and incorporations beyond the design and construction of buildings and cities The book offers a glimpse into the wide range of positions and experiences that are shaping practice and discourse today The work included in Paradigms in Computing is evidence that models for enquiry are many and proliferating As digitalization and computation continue to infuse our processes with new tools and new design environments some of the trends collected in this book will continue to be central to the production and speculation of architecture and others will in retrospect be recognized as the seeds of new or perhaps multiple paradigms Included are essays and projects from Alisa Andrasek Rachel Armstrong Philip Beesley Tom Bessai Shajay Bhooshan Brad Cantrel Matias Del Campo Pablo Eiroa Marc Fornes David Jason Gerber Maria Paz Gutierrez Alvin Huang Jason Kelly Johnson Simon Kim Neil Leach Greg Lynn Elena and Anna Maria Manferdini Alex McDowell Phillippe Morel Nick Puckett Casey Reas Alex Robinson Jenny Sabin Jose Sanchez Patrik Schumacher Kyle Steinfeld Satoru Sugihara Orkan Telhan Kathy Velikov and Geoffrey Thun Tom Verebes Leire Asensio Villoria and David Mah Jenny Wu Eric Howeler and Meejin Yoon and Zaha Hadid Architects

**Processing yu yan quan wei zhi nan** Casey Reas, 2019 Processing Design Issues, 2014 *Neural*, 2007 Closing the Gap: Information Models in Contemporary Design Practice Richard Garber, 2009-04-06 Key texts trace the development of building information modelling technologies and address issues of collaboration design and management while featured projects systematise the use of BIM building information modelling in contemporary design practice for students and professionals

**The Science of Digital Media** Jennifer Burg, 2009 For computer science or interdisciplinary introductory digital media courses Digital media courses arise in a variety of contexts Computer Science Art Communication This innovative series makes it easy for instructors and students to learn the concepts of digital media from whichever perspective they choose The Science of Digital Media demystifies the essential mathematics algorithms and technology that are the foundation of digital media tools It focuses clearly on essential concepts while still encouraging hands on use of the software and enabling students to create their own digital media projects Instructor Resources Community Website Solutions to Exercises in text Student Resources Active Book e book version Example code from text for students not purchasing interactive website Please visit <http://www.prenhall.com/digitalmedia> to access these resources Cyberarts, 2009

**Getting Started with Processing** Casey Reas, Ben Fry, 2010-06-14 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 programming skills 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 Join the thousands of hobbyists students and professionals who have discovered this free and educational community platform Quickly learn programming basics from variables to objects Understand the fundamentals of computer graphics Get acquainted with the Processing software development environment Create interactive graphics with easy to follow projects Use the Arduino open source prototyping platform to control your Processing graphics

Processing Ira Greenberg,2007-12-31 If you re interested in creating cutting edge code based art and animations you ve come to the right place Processing available at [www.processing.org](http://www.processing.org) is a revolutionary open source programming language and environment designed to bridge the gap between programming and art allowing non programmers to learn programming fundamentals as easily as possible and empowering anyone to produce beautiful creations using math patterns With the software freely available Processing provides an accessible alternative to using Flash for creative coding and computational art both on and off the Web This book is written especially for artists designers and other creative professionals and students exploring code art graphics programming and computational aesthetics The book provides a solid and comprehensive foundation in programming including object oriented principles and introduces you to the easy to grasp Processing language so no previous coding experience is necessary The book then goes through using Processing to code lines curves shapes and motion continuing to the point where you ll have mastered Processing and can really start to unleash your creativity with realistic physics interactivity and 3D In the final chapter you ll even learn how to extend your Processing skills by working directly with the powerful Java programming language the language Processing itself is built with

*Code as Creative Medium* Golan Levin,Tega Brain,2021-02-02 An essential guide for teaching and learning computational art and design exercises assignments interviews and more than 170 illustrations of creative work This book is an essential resource for art educators and practitioners who want to explore code as a creative medium and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice It provides a collection of classic creative coding prompts and assignments accompanied by annotated examples of both classic and contemporary projects and more than 170 illustrations of creative work and features a set of interviews with leading educators Picking up where standard programming guides leave off the authors highlight alternative programming pedagogies suitable for the art and design oriented classroom including teaching approaches resources and community support structures

**Learning Processing** Daniel Shiffman,2015-09-09 Learning Processing Second Edition is a friendly start up guide to Processing a free

open source alternative to expensive software and daunting programming languages Requiring no previous experience this book is for the true programming beginner It teaches the basic building blocks of programming needed to create cutting edge graphics applications including interactive art live video processing and data visualization Step by step examples thorough explanations hands on exercises and sample code supports your learning curve A unique lab style manual the book gives graphic and web designers artists and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language followed by careful explanations of select advanced techniques The book has been developed with a supportive learning experience at its core From algorithms and data mining to rendering and debugging it teaches object oriented programming from the ground up within the fascinating context of interactive visual media This book is ideal for graphic designers and visual artists without programming background who want to learn programming It will also appeal to students taking college and graduate courses in interactive media or visual computing and for self study A friendly start up guide to Processing a free open source alternative to expensive software and daunting programming languages No previous experience required this book is for the true programming beginner Step by step examples thorough explanations hands on exercises and sample code supports your learning curve

**Coding Art** Yu Zhang, Mathias Funk, 2021-01-07 Finally a book on creative programming written directly for artists and designers Rather than following a computer science curriculum this book is aimed at creatives who are working in the intersection of design art and education In this book you ll learn to apply computation into the creative process by following a four step process and through this land in the cross section of coding and art with a focus on practical examples and relevant work structures You ll follow a real world use case of computation art and see how it relates back to the four key pillars and addresses potential pitfalls and challenges in the creative process All code examples are presented in a fully integrated Processing example library making it easy for readers to get started This unique and finely balanced approach between skill acquisition and the creative process and development makes Coding Art a functional reference book for both creative programming and the creative process for professors and students alike What You ll Learn Review ideas and approaches from creative programming to different professional domains Work with computational tools like the Processing language Understand the skills needed to move from static elements to animation to interaction Use interactivity as input to bring creative concepts closer to refinement and depth Simplify and extend the design of aesthetics rhythms and smoothness with data structures Leverage the diversity of art code on other platforms like the web or mobile applications Understand the end to end process of computation art through real world use cases Study best practices common pitfalls and challenges of the creative process Who This Book Is For Those looking to see what computation and data can do for their creative expression learners who want to integrate computation and data into their practices in different perspectives and those who already know how to program seeking creativity and inspiration in the context of computation and data

Getting Started

With Processing Jacob Mason, 2017-06-04 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

**Processing for Visual Artists** Andrew Glassner, 2010-08-09 Learn how to create gorgeous and expressive imagery with the Processing graphics language and environment It s easy with this practical hands on book Processing is for artists designers visualization creators hobbyists or anyone else looking to create images animation and interactive pieces for art education science or business Processing for Visual Artists shows you everything you need to know in a friendly project based style designed for visual thinkers The projects can serve as a starting point for your own original creative development and exploration Walk with veteran author Andrew Glassner on a journey of shared discovery as he uses Processing to take each project from inspiration to reality You ll closely follow every step he takes and see exactly how each piece evolves including the big and small mistakes he s made along the way and how to fix them and the times when he changed direction As your knowledge and skills grow and develop you ll understand why Processing is such a powerful tool for self expression And you ll be ready to strike off on your own Processing offers you a 21st century medium for expressing new kinds of ideas and engaging audiences in new ways This book gives you everything you need to know to explore new frontiers in your own images animations and interactive experiences Source code for each chapter is available for free download on the book s description at the crcpress website

**Getting Started With Processing** Julia Nieves, 2017-06-13 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 Julia 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

**An Artist's Guide to Programming** Jim Parker, 2022-06-07 Learn to program with visual examples Programs increase in complexity as you progress from drawing a circle to 3D graphics animations and simulations A Graphical Introduction to Programming teaches computer programming with the aid of 100 example programs each of which integrates graphical or sound output The Processing language based examples range from drawing a circle and animating bouncing balls to 3D graphics audio visualization and interactive games Readers learn core programming concepts like conditions loops arrays strings and functions as well as how to use Processing to draw lines shapes and 3D objects They ll learn key computer graphics concepts

like manipulating images animating text mapping textures onto objects and working with video Advanced examples include sound effects and audio visualization network communication 3D geometry and animation simulations of snow and smoke predator prey populations and interactive games

*Coding Art* Mathias Funk, Yu Zhang, 2023-12-11 Finally a book on creative programming written directly for artists and designers This second edition offers expanded and updated content incorporating the latest advancements and trends in the field of creative programming also for creatives who want to work directly with P5.js and online It delves deeper into the intricacies of computational art It includes fresh case studies that explore real world applications of coding art inspiring readers to think beyond traditional boundaries Rather than following a computer science curriculum this book is aimed at creatives who are working in the intersection of design art and education Following a real world use case of computation art you'll see how it relates back to the four key pillars and addresses potential pitfalls and challenges in the creative process All code examples are presented in a fully integrated Processing example library making it easy for readers to get started This unique and finely balanced approach between skill acquisition and development makes *Coding Art Second Edition* the ideal reference book for both creative programming and the creative process for professors and students alike

**What You'll Learn** Review ideas and approaches from creative programming to different professional domains Work with computational tools like the Processing language Understand the skills needed to move from static elements to animation to interaction Use interactivity as input to bring creative concepts closer to refinement and depth Simplify and extend the design of aesthetics rhythms and smoothness with data structures Leverage the diversity of art code on other platforms like the web or mobile applications Understand the end to end process of computation art through real world use cases Study best practices common pitfalls and challenges of the creative process

**Who This Book Is For** Those looking to see what computation and data can do for their creative expression learners who want to integrate computation and data into their practices in different perspectives creative technologists educators digital artists and those who already know how to program seeking creativity and inspiration in the context of computation and data



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