Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics)

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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 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

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