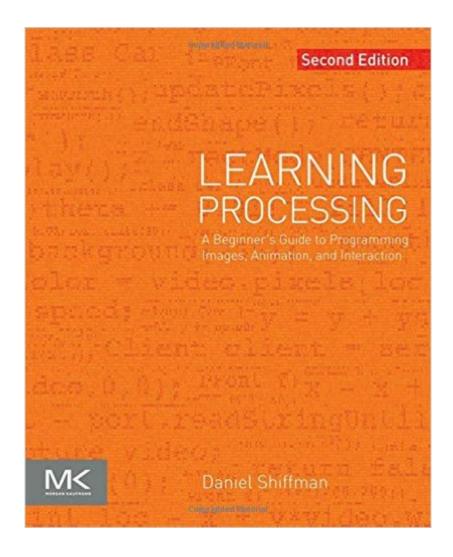
The book was found

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

Series: The Morgan Kaufmann Series in Computer Graphics

Paperback: 564 pages

Publisher: Morgan Kaufmann; 2 edition (August 20, 2015)

Language: English

ISBN-10: 0123944430

ISBN-13: 978-0123944436

Product Dimensions: 7.5 x 1.3 x 9.1 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars Â See all reviews (14 customer reviews)

Best Sellers Rank: #20,358 in Books (See Top 100 in Books) #13 in Books > Computers &

Technology > Programming > Graphics & Multimedia #13 in Books > Textbooks > Computer

Science > Graphics & Visualization #21 in Books > Computers & Technology > Web

Development & Design > Web Design

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.

Download to continue reading...

Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics) Real-Time Shader Programming (The Morgan Kaufmann Series in Computer Graphics) Computer Graphics Through OpenGL: From Theory to Experiments (Chapman & Hall/CRC Computer Graphics, Geometric Modeling, and Animation) MEL Scripting for Maya Animators, Second Edition (The Morgan Kaufmann Series in Computer Graphics) Computer Organization and Design, Third Edition: The Hardware/Software Interface, Third Edition (The Morgan Kaufmann Series in Computer Architecture and Design)

Computer Organization and Design, Fourth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design: The Hardware Software Interface: ARM Edition (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Architecture, Fifth Edition: A Quantitative Approach (The Morgan Kaufmann

Series in Computer Architecture and Design) Computer Architecture: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) See MIPS Run, Second Edition (The Morgan Kaufmann Series in Computer Architecture and Design) Interaction Design: Beyond Human-Computer Interaction The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation HACKING: Beginner's Crash Course - Essential Guide to Practical: Computer Hacking, Hacking for Beginners, & Penetration Testing (Computer Systems, Computer Programming, Computer Science Book 1) Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam Preparation) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming) language, Android, Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) ARM System Developer's Guide: Designing and Optimizing System Software (The Morgan Kaufmann Series in Computer Architecture and Design) Computers as Components, Third Edition: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design) Routing, Flow, and Capacity Design in Communication and Computer Networks (The Morgan Kaufmann Series in Networking) Foundations of Analog and Digital Electronic Circuits (The Morgan Kaufmann Series in Computer Architecture and Design)

<u>Dmca</u>