

Processing A Programming Handbook For Visual Designers And Artists

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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.

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Processing: A Programming Handbook for Visual Designers, Second Edition Casey Reas and Ben Fry. Published December 2014, The MIT Press. 720 pages.

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Bridging the gap between programming and visual arts, the "Processing" handbook, in a concise way, connects software elements to principles of visual form, motion, and interaction. The book's modular structure allows for different combinations of its units and self-directed reading.

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Processing is a flexible software sketchbook and a language for learning how to code within the context of the visual arts. Since 2001, Processing has promoted software literacy within the visual arts and visual literacy within technology. There are tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning and prototyping.

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