



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

By Daniel Shiffman

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

The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software.

This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques.

The author teaches computer graphics at NYU's Tisch School of the Arts, and his 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.

Previously announced as "Pixels, Patterns, and Processing"

\*A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics

\*Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve

\*Includes lessons on how to program live video, animated images and interactive sound

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### **Editorial Review**

#### **About the Author**

Daniel Shiffman is an assistant professor in the Interactive Telecommunications Program (ITP) at NYU's Tisch School of the Arts. Originally from Baltimore, Daniel received a bachelor of arts in mathematics and philosophy from Yale University and his master's degree from ITP. He develops tutorials, examples, and libraries for Processing, the open-source programming language and environment created by Casey Reas and Ben Fry. He is also the author of Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction (2008).

### **Users Review**

#### **From reader reviews:**

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The reason? Because this Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction (Morgan Kaufmann Series in Computer Graphics) is an unordinary book that the inside of the publication waiting for you to snap the item but latter it will jolt you with the secret that inside. Reading this book beside it was fantastic author who else write the book in such awesome way makes the content inside of easier to understand, entertaining means but still convey the meaning fully. So , it is good for you because of not hesitating having this ever again or you going to regret it. This phenomenal book will give you a lot of advantages than the other book include such as help improving your skill and your critical thinking technique. So , still want to hesitate having that book? If I have been you I will go to the book store hurriedly.

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