Getting Started with Processing: A Hands-On Introduction to Making Interactive Graphics

Casey Reas, Ben Fry

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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.

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