

Processing A Programming Handbook For Visual Designers And Artists Casey Reas

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Processing: A Programming Handbook for Visual Designers ...

Casey Reas is Professor of Design Media Arts at UCLA and coauthor of Processing: A Programming Handbook for Visual Designers and Artists (MIT Press, 2007). Ben Fry is Principal of Fathom, a design and software consultancy in Boston. Together, Reas and Fry cofounded Processing in 2001.

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Processing has unlocked the potential of software as a creative medium by integrating a programming language and development environment and linking computation and the visual arts. This revised handbook provides expertly designed and invaluable tutorials that introduce the syntax and concepts of software and position it in the field of arts.

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Processing was created to teach fundamentals of computer programming within a visual context, to serve as a software sketchbook, and to be used as a production tool. Students, artists, design professionals, and researchers use it for learning, prototyping, and production.

Processing

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Processing is an open source programming language and integrated development environment (IDE) built for the electronic arts, new media art, and visual design communities with the purpose of teaching the fundamentals of computer programming in a visual context, and to serve as the foundation for electronic sketchbooks.

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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.

Processing | The MIT Press

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Processing (programming language) - Wikipedia

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