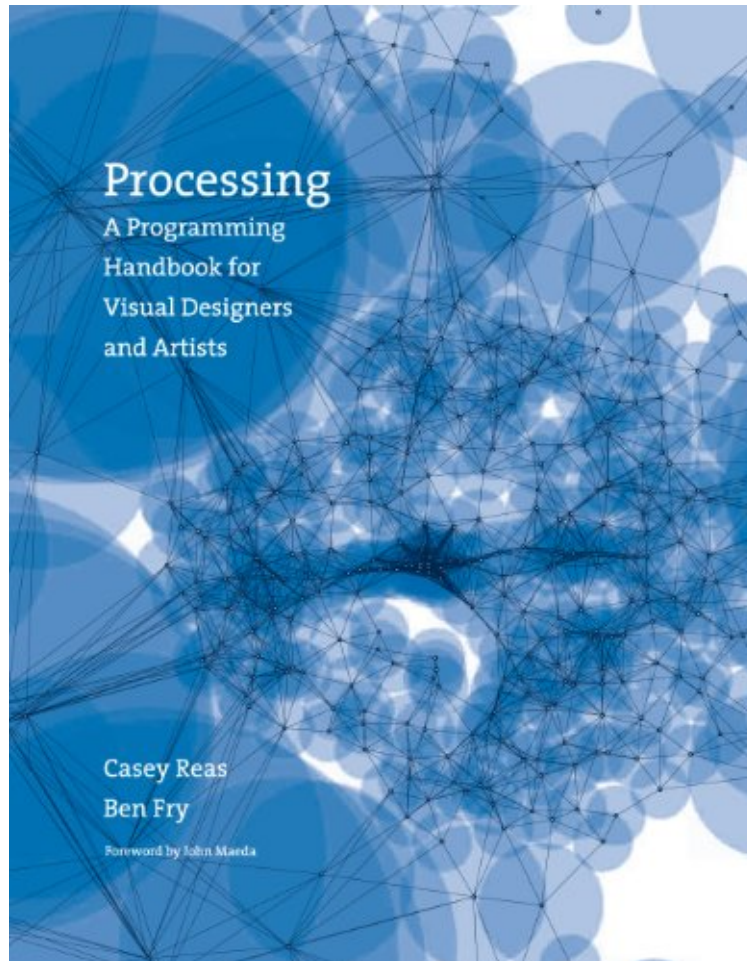


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Processing: A Programming Handbook for Visual Designers and Artists

Von Casey Reas

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Von Casey Reas : Processing: A Programming Handbook for Visual Designers and Artists before purchasing it in order to gauge whether or not it would be worth my time, and all praised Processing: A Programming Handbook for Visual Designers and Artists:

Kundenrezensionen Hilfreichste Kundenrezensionen 2 von 2 Kunden fanden die folgende Rezension hilfreich. Sehr Gut! Von Felix Hillebrand Ich muss sagen, das ist das erste Programmierhandbuch das mir in die Finger gekommen ist, welches als Hardcover verkauft wird. Außerdem ist es schön illustriert und gut beschrieben (für jene die Englisch können). Ich kann es trotz des hohen Preises, welcher mich zu Anfang auch abgeschreckt hat, jedem empfehlen der wirklich Interesse an der Sprache hat und absoluter Neuling ist. Für erfahrene Programmierer würde ich dieses Buch nicht empfehlen, da für jene auch die Internetdokumentation ausreicht. 15 von 19 Kunden fanden die folgende Rezension hilfreich. if(Processing += diesesBuch) { Programmierspass++; } // für Spannung, Innovativität und viele

Möglichkeiten Von Pseudonym Processing ist ein auf der prominenten Programmiersprache Java aufgestütztes Tool ([...] welches es ermöglicht, mit uerst wenig Aufwand, zu grafisch beeindruckenden Ergebnissen zu kommen. Da man im Grunde Java-programmiert (und dieses somit natrlich auch gewissermaen mitlernt, falls man es noch nicht beherrscht), stehen einem auch alle Mglichkeiten von Java offen. Aufgrund der grafischen Mglichkeiten, bezeichnen manche es auch als kostenlose Alternative zu Adobe Flash. Dieses Buch wurde von den Processing Entwicklern geschrieben und enthlt alle Informationen, um Programmierung mittels Processing gut und umfangreich erlernen zu knnen. Es enthlt eine Menge Code Erklrungen, Interviews und Hintergrundwissen. Insbesondere fr Neulinge!, die noch nie programmiert haben, bietet sich das Buch als guter und erfreulicher Einstieg in die Programmierung an, da man schnell zu ansehnlichen Erfolgen kommen kann! Auerdem sei es jedem empfohlen, der aufregende, grafische Dinge (oder Vieles anderes) fr Java entwickeln will. Die Mglichkeiten von Processing sind, wie die von allen Programmiersprachen, relativ endlos. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Guter Start um Programmieren zu lernen. Von Max Steger Dieses Buch stellt fr mich ein sehr wertvolles Lehrbuch dar. Es behandelt in einfacher Weise vielfltige Anwendungsfille um schnell un problemlos Programme zu erstellen, ohne Probleme beim compilieren usw., sehr empfehlenswert fr Programmierneulinge.

Kurzbeschreibung An introduction to the ideas of computer programming within the context of the visual arts that also serves as a reference and text for Processing, an open-source programming language designed for creating images, animation, and interactivity. Pressestimmen "A whole generation of designers, artists, students, and professors have been influenced by Processing. Now, a handbook is published that goes far beyond explaining how to handle the technology and boldly reveals the potential future for the electronic sketchbook." Joachim Sauter , University of the Arts, Berlin, Founder, Art+Com " Processing, the handbook and tutorial, is an indispensable companion to Processing, the integrated programming language and environment that has developed from phenomenon to revolution. 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. Interviews with artists who create software-based works and extension chapters that expand software practice into computer vision, sound, and electronics successfully connect the realms of art and technology. Now used by artists, visual designers, and in educational institutions around the world, Processing has been groundbreaking not only as an alternative language for expanding programming space, but as an attempt to nurture programming literacy in the broader context of art and cultural production." Christiane Paul , Adjunct Curator of New Media Arts, Whitney Museum of American Art "Processing is a milestone not only in the history of computer software, of information design, and of the visual arts, but also in social history. Many have commented on the pragmatic impact of the open source movement, but it is time to also consider Processing's sociological and psychological consequences. Processing invites people to tinker, and tinkering is the first step for any scientific and artistic creation. After the tinkering, it leads designers to their idea of perfection. It enables complexity, yet it is approachable; it is rigorous, yet malleable. Its home page exudes the enthusiasm of so many designers and artists from all over the world, overflowing with ideas and proud to be able to share. Processing is a great gift to the world." Paola Antonelli , Curator, Architecture and Design, MOMA "This is an elegant and practical introduction to programming for artists and designers. It is rigorously grounded, informed by a vast amount of practical experience, and visually compelling. The worked examples are terrific. There's no better starting point for visual artists who want to learn how to think computationally, or for programmers who want to give visual and spatial expression to their ideas." William J. Mitchell , Program in Media Arts and Sciences, MIT "This long-awaited book is more than just a software guide; it is a tool for unlocking a powerful new way of thinking, making, and acting. Not since the Bauhaus have visual artists revisited technology in such a world-changing way. Ben Fry and Casey Reas have helped a growing community of visual producers open up fresh veins of expression. Their work proves that code is open to designers, architects, musicians, and animators, not just to engineers. Providing a powerful alternative to proprietary software, Processing is part of a new social phenomenon in the arts that speaks to self-education and networked engagement." Ellen Lupton , Director of the graphic design MFA program at Maryland Institute College of Art, Baltimore, and author of D.I.Y: Design It Yourself "With Processing, Casey Reas and Ben Fry have opened up the world of programming to artists and designers in a manner that inspires playfulness and creativity with code." Red Burns , Chair and Arts Professor, Interactive Telecommunications Program, Tisch School of the Arts, New York University Kurzbeschreibung An introduction to the ideas of computer programming within the context of the visual arts that also serves as a reference and text for Processing, an open-source programming language designed for creating images, animation, and interactivity.