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This book introduces this new literacy by teaching computer programming within



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the context of the visual  
arts. It offers a  
comprehensive reference and  
text for Processing  
([www.processing.org](http://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  
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producing the associated  
open-source programming  
language software, also  
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to speak. The reader is  
directed on page nine to go  
to the Processing...

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Students, artists, design  
professionals, and  
researchers use it for  
learning, prototyping, and  
production. The Processing  
language is a text  
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specifically designed to  
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Casey Reas and Ben Fry. And  
Published December 2014, The  
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Marcus Litchfield rated it  
really liked it. This is  
both about the "Processing"  
programming language, and a  
gentle introduction to  
programming, but targeted at  
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This book is an introduction

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to the concepts of computer programming within the context of the visual arts.

It offers a comprehensive reference and text for Processing

([www.processing.org](http://www.processing.org)), ...

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The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers

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and artists learn the basics  
of writing software, they  
develop a new form of  
literacy that ...

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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.

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There are tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning and prototyping.

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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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