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Processing for Visual Artists: How to Create Expressive Images and Interactive Art

Andrew Glassner

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Learn how to create gorgeous and expressive imagery with the Processing graphics language and environment. It's easy with this practical, hands-on book. Processing is for artists, designers, visualization creators, hobbyists, or anyone else looking to create images, animation, and interactive pieces for art, education, science, or business. **Processing for Visual Artists** shows you everything you need to know in a friendly, project-based style designed for visual thinkers.

The projects can serve as a starting point for your own original, creative development and exploration. Walk with veteran author Andrew Glassner on a journey of shared discovery as he uses Processing to take each project from inspiration to reality. You'll closely follow every step he takes and see exactly how each piece evolves, including the big and small mistakes he's made along the way (and how to fix them!), and the times when he changed direction.

As your knowledge and skills grow and develop, you'll understand why Processing is such a powerful tool for self-expression. And you'll be ready to strike off on your own. Processing offers you a 21st-century medium for expressing new kinds of ideas and engaging audiences in new ways. This book gives you everything you need to know to explore new frontiers in your own images, animations, and interactive experiences.

Source code for each chapter is available for free download on the book's description at the crcpress website.

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