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Altri autori (Persone)	XuDianna
	KumarD (Deepak)
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Nota di contenuto	Cover; Title Page; Copyright Page; Contents at a Glance; Table of Contents; Foreword; About the Authors; About the Technical Reviewer; About the Cover Image Artist; Acknowledgments; Introduction; Resources; In the Book; Chapter 1 Diving into the Shallow End; Programming vs. Computer Science; Art + Science = Creative Coding; MIT Media Lab; What Is Processing?; Bits and Bytes; Mnemonics; Java; Processing; Quick Tour; Processing Menu System; Edit Menu; Sketch Menu; Tools Menu; Help Menu; Additional Menus; Summary; Chapter 2 Art by Numbers; Algorithms; Pseudocode Example; Generative Algorithm
	Drawing with CodePrimitives; Code Comments; Coordinate Systems; Algorithmic Face; Primitive Variables; Naming Rules and Conventions; Strict Typing; Face Implementation; Quick Math Refresher; Summary; Chapter 3 Processing Boot Camp; Functions; Reimplementing rect(); Local Variables and Scope; Adding Some Logic; Switch and Ternary; Switch Statement; Ternary Operator; Moving Beyond the Primitives; Yet Another Rectangle; Expanding the API; Polygon Implementation; Improved Polygon; Transformations; Perfected Polygon; Loops; Compound Operators; Putting It All Together; Having Some Polygonal Fun
	Polygonal WallpaperPushing and Popping the Matrix; Star Mandala

Sommario/riassunto	Processing: Creative Coding and Generative Art in Processing 2 is a fun and creative approach to learning programming. Using the easy to learn Processing programming language, you will quickly learn how to draw with code, and from there move to animating in 2D and 3D. These basics will then open up a whole world of graphics and computer entertainment. If you've been curious about coding, but the thought of it also makes you nervous, this book is for you; if you consider yourself a creative person, maybe worried programming is too non-creative, this book is also for you; if you want to learn about the latest Processing 2.0 language release and also start making beautiful code art, this book is also definitely for you. You will learn how to develop interactive simulations, create beautiful visualizations, and even code image-manipulation applications. All this is taught using hands-on creative coding projects. Processing 2.0 is the latest release of the open-source Processing language, and includes exciting new features, such as OpenGL 2 support for enhanced 3D graphics performance. Processing: Creative Coding and Generative Art in Processing 2 is designed for independent learning and also as a primary text for an introductory computing class. Based on research funded by the National Science Foundation, this book brings together some of the most engaging and successful approaches from the digital arts and computer science classrooms. Teaches you how to program using a fun and creative approach. Covers the latest release of the Processing 2.0 language. Presents a research based approach to learning computing.