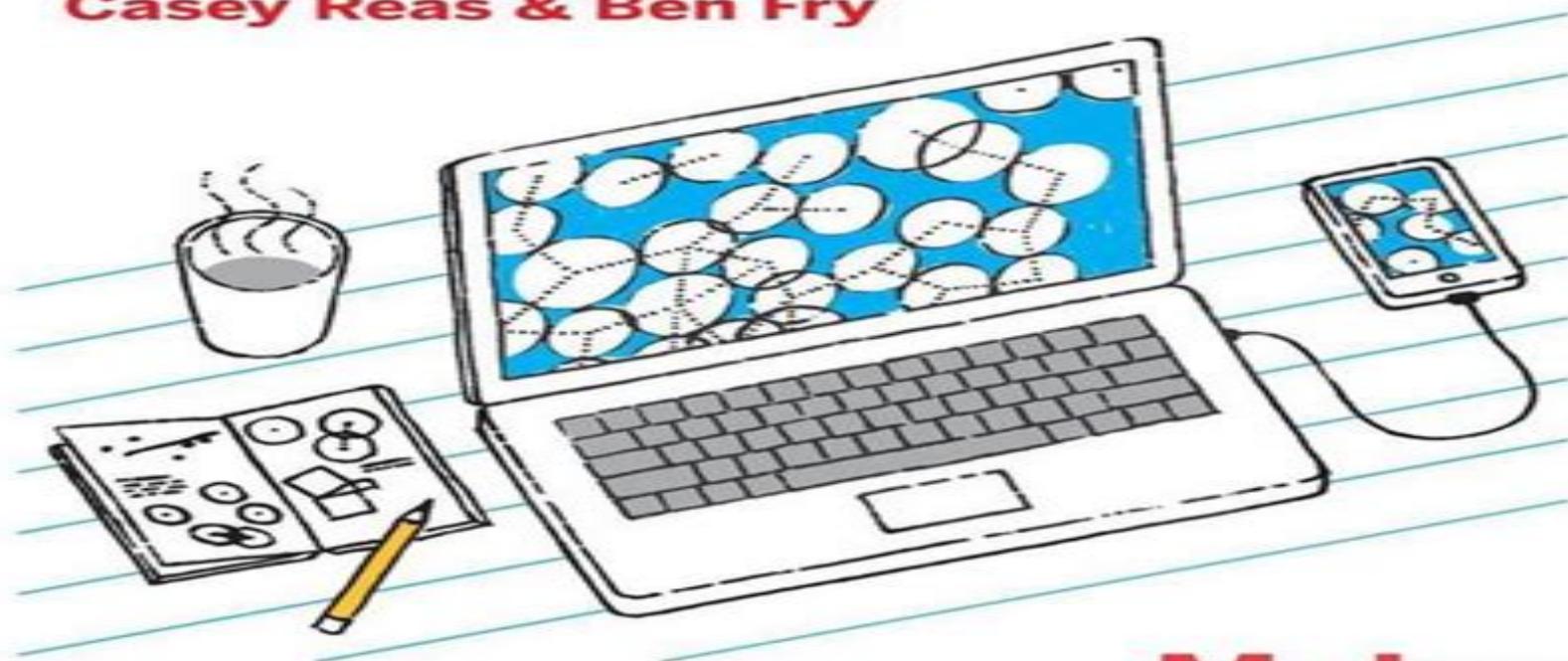


Make: PROJECTS

A HANDS-ON
INTRODUCTION
TO MAKING
INTERACTIVE
GRAPHICS

Getting Started with Processing

Casey Reas & Ben Fry



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Getting Started With Processing Casey Reas

Lauren McCarthy, Casey Reas, Ben Fry



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language the language Processing itself is built with *Pro Processing for Images and Computer Vision with OpenCV* Bryan WC Chung, 2017-08-26 Apply the Processing language to tasks involved in computer vision tasks such as edge and corner detection recognition of motion between frames in a video recognition of objects matching of feature points and shapes in different frames for tracking purposes and more You will manipulate images through creative effects geometric transformation blending of multiple images and so forth Examples are provided *Pro Processing for Images and Computer Vision with OpenCV* is a step by step training tool that guides you through a series of worked examples in linear order Each chapter begins with a basic demonstration including the code to recreate it on your own system Then comes a creative challenge by which to engage and develop mastery of the chapter s topic The book also includes hints and tips relating to visual arts interaction design and industrial best practices This book is intended for any developer of artistic and otherwise visual applications such as in augmented reality and digital effects with a need to manipulate images and to recognize and manipulate objects within those images The book is specifically targeted at those making use of the Processing language that is common in artistic fields and to Java programmers because of Processing s easy integration into the Java programming environment What You ll Learn Make use of OpenCV the open source library for computer vision in the Processing environment Capture live video streams and examine them frame by frame for objects in motion Recognize shapes and objects through techniques of detecting lines edges corners and more Transform images by scaling translating rotating and additionally through various distortion effects Apply techniques such as background subtraction to isolate motion of objects in live video streams Detect and track human faces and other objects by matching feature points in different images or video frames Who This Book Is For Media artists designers and creative coders *Processing for Android* Andrés Colubri, 2017-11-02 Learn how to use the Processing programming language and environment to create Android applications with ease This book covers the basics of the Processing language allowing users to effectively program interactive graphics in 2D and 3D It also details the application of these techniques to different types of Android devices smartphones tablets wearables and smartwatches *Processing for Android* walks you through the steps of taking an initial idea to a final app With this book you will be able to write engaging apps with interactive visuals driven by motion and location information obtained from the device s sensors including health data from the wearer like step count and heart rate An advantage of *Processing for Android* over more complex programming environments is the ability for users to focus on the interactions and visual output of their code rather than in the implementation details of the Android platform This book goes through a comprehensive series of hand on projects ranging from simple sketches to more complex projects involving sensors and integration with larger apps It also covers important aspects such as exporting your Processing projects as signed apps are ready to upload to the Google Play store and be share with the world What You ll Learn Write apps and live wallpapers for smartphones and tablets Design and implement interactive watch faces Create Virtual Reality experiences for Cardboard

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Processing Casey Reas, Ben Fry, 2007 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

Getting Started With Processing Casey Reas, 2016

Getting Started with p5.js Lauren McCarthy, Casey Reas, Ben Fry, 2015-10-12 With p5 js you can think of your entire Web browser as your canvas for sketching with code Learn programming the fun way by sketching with interactive computer graphics Getting Started with p5 js contains techniques that can be applied to creating games animations and interfaces p5 js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects including text input video webcam and sound Like its older sibling Processing p5 js makes coding accessible for artists designers educators and beginners Written by the lead p5 js developer and the founders of Processing this book provides an introduction to the creative possibilities of today s Web using JavaScript and HTML With Getting Started with p5 js you ll Quickly learn programming basics from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy to follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Design Life Now Barbara J. Bloemink, 2006 Design Life Now National Design Triennial 2006 features eighty seven individuals and companies that are changing the face of design including Pixar Apple Google Nike Target Narciso Rodriguez Tobias Wong Santiago Calatrava Herman Miller and NASA book jacket

The Art of Experimental Interaction Design Andy Cameron, 2004 Individual profiles of interaction design work from 30 studios and individuals around the world Includes profiles of Antenna Fabrica Benetton Centre for Communication Research IDEO Rafael Lozano Hemmer and Tomato

MAKE BEN FRY. CASEY REAS, 2016 **Digit** ,2005 **Cyberarts** ,2005 **Neural** ,2007

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Table of Contents Getting Started With Processing Casey Reas

1. Understanding the eBook Getting Started With Processing Casey Reas
 - The Rise of Digital Reading Getting Started With Processing Casey Reas
 - Advantages of eBooks Over Traditional Books
2. Identifying Getting Started With Processing Casey Reas
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Getting Started With Processing Casey Reas
 - User-Friendly Interface
4. Exploring eBook Recommendations from Getting Started With Processing Casey Reas
 - Personalized Recommendations
 - Getting Started With Processing Casey Reas User Reviews and Ratings
 - Getting Started With Processing Casey Reas and Bestseller Lists
5. Accessing Getting Started With Processing Casey Reas Free and Paid eBooks
 - Getting Started With Processing Casey Reas Public Domain eBooks
 - Getting Started With Processing Casey Reas eBook Subscription Services
 - Getting Started With Processing Casey Reas Budget-Friendly Options

6. Navigating Getting Started With Processing Casey Reas eBook Formats
 - ePub, PDF, MOBI, and More
 - Getting Started With Processing Casey Reas Compatibility with Devices
 - Getting Started With Processing Casey Reas Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Getting Started With Processing Casey Reas
 - Highlighting and Note-Taking Getting Started With Processing Casey Reas
 - Interactive Elements Getting Started With Processing Casey Reas
8. Staying Engaged with Getting Started With Processing Casey Reas
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Getting Started With Processing Casey Reas
9. Balancing eBooks and Physical Books Getting Started With Processing Casey Reas
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Getting Started With Processing Casey Reas
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Getting Started With Processing Casey Reas
 - Setting Reading Goals Getting Started With Processing Casey Reas
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Getting Started With Processing Casey Reas
 - Fact-Checking eBook Content of Getting Started With Processing Casey Reas
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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