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Make: Getting Started with

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Processing, 2nd Edition
2 Getting Started with Processing.
Sketching and Prototyping.
Sketching is a way of thinking; it's
playful and quick. The basic goal
is to explore many ideas in a
short amount of time. In our own
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sketching on paper and then
moving the results into code.

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The second edition of Getting
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and it's updated for Processing 3. It's now in full color and there's a new chapter on working with data. The Processing Handbook now has a second edition too. Every chapter has been revised, and new chapters introduce more ways to work with data and

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Processing, it takes you through
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programming concepts. You'll learn how to sketch with code -- creating a program with a few lines of code, observing the result, and then adding to it.

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starts with the original goal of Processing, to make coding accessible for artists, designers, educators, and beginners, then reinterprets it for today's Web using JavaScript and HTML. Developing p5.js has felt like bringing different worlds together.

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Getting Started with p5 - UNCW
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This text by the co-founders of
the Processing Project updates
their 2010 book with new
material on graphics manipulation

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for the latest version of Processing, a simple language that lets you use code to create drawings, animation, and interactive graphics. Learn how to sketch with code by creating a program with one l

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item at the top. You will need to create the “libraries” folder if this is your first contributed library. Restart Processing, start a new sketch and create your first simple map.

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Unfolding Maps: Getting Started
in Processing

On Windows, you'll have a .zip file. Double-click it, and drag the folder inside to a location on your hard disk. It could be Program Files or simply the desktop, but the important thing is for the

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processing folder to be pulled out of that.zip file. Then double-click processing.exe to start.

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Written by the co-founders of the
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shows you how easy it is to make software and systems with interactive graphics. If you're an artist looking to develop interactive graphics programs or a programmer on your way to becoming an artist, this book will take you where you want to go.

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Getting Started with Processing.js

Processing is a computer language that is well-adapted to creating graphics. Its target audiences are hobbyists and professionals who are not full-time developers but who want to produce quality graphics. As the

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title implies, this book introduces the reader to the concepts it takes to get started. No extensive programming experience is required.

Getting Started with Processing

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Get Started This page walks you
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through setting up a p5.js project
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and making your first sketch. The
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