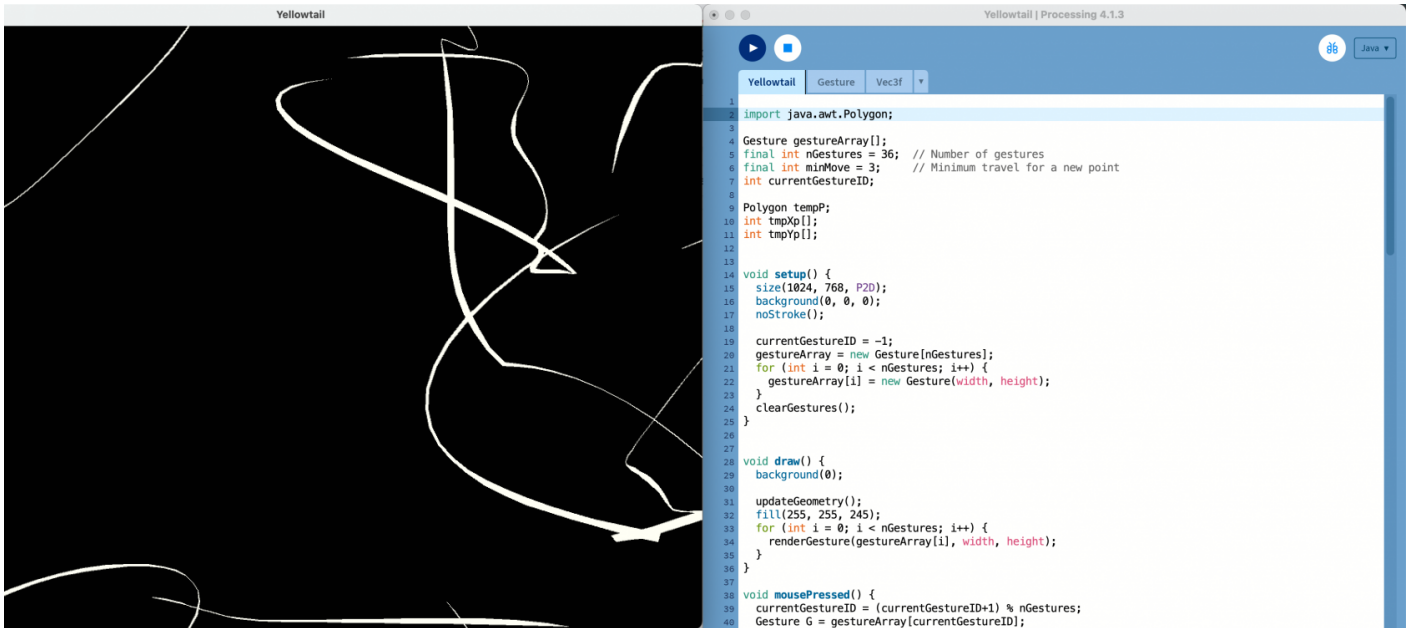


# Processing

In this book you will find information about the Processing language and environment.

- [General Sources](#)
- [Processing Books](#)
- [Sketches / Examples](#)

# General Sources



## Processing Tutorials

### Beginner:

- Processing Hour of Code | Editor [link](#)
- Get a taste for Processing in 30 minutes: [link](#)
- Daniel Shiffman The coding train [link](#)
  - Basics: [Intro Processing](#), [Drawing with pixels](#), [Processing Environment](#), [Interaction](#), [Variables](#), [Conditionals](#), [Loops](#), [Functions](#), [Objects](#), [Arrays](#), [Images](#), [Text and Data](#)
- Fun Programming - video tutorials to learn creative coding [link](#)

### Intermediate

- The Nature of Code [link](#)
- Generative Gestaltung [link](#)
- Tim rodenbröker Tutorials: [link](#)
  - Tim: Processing-tutorial: WAVES pt. 1 - YouTube [link](#)
- thedotisblack creative coding tutorials [link](#)
  - GENERATIVE CIRCLE with line and loop [link](#)
- Generative Artistry [link](#)

- Colourful Coding youtube channel (mainly P5js [link](#))

## Advanced / specific topics

- Shader Basics, Blending & Textures • Shaders for Game Devs [Part 1] - YouTube [link](#)
- GitHub - tsulej/GenerateMe: Processing scripts used to generative glitch / art / design [link](#)
- necessary-disorder tutorials [link](#)
- Processing Tutorial: Creating Trippy Animations with the Superformula - YouTube [link](#)

# Processing Books



There are many good books on Processing and you can find a nice list of them on the Processing website [here](#)

My two recommendations to start with:

- Learning processing by Daniel Schiffmann (<http://learningprocessing.com/>)
- The Nature of Code by Daniel schiffmann (<https://natureofcode.com/>) <-- you can do this one online

And when you have read those then you are ready for:

- Generative Design (<http://www.generative-gestaltung.de/>)

# Sketches / Examples

Here you find a selection of Processing example sketches form various lessons and workshops.

For Github links:

- click on the green "<> Code" button
- Select "Download ZIP" form the dropdown menu

*The code in the repository will now be downloaded on your computer*

## Links

- Here you find various simple sketches used in lessons: [link](#)
- The example code of the Processing "Nature of Code" book: [link](#)
- The example code of the Processing "generative Design" book: [link](#)
- Repository of artist working with the pen plotter: [link](#)