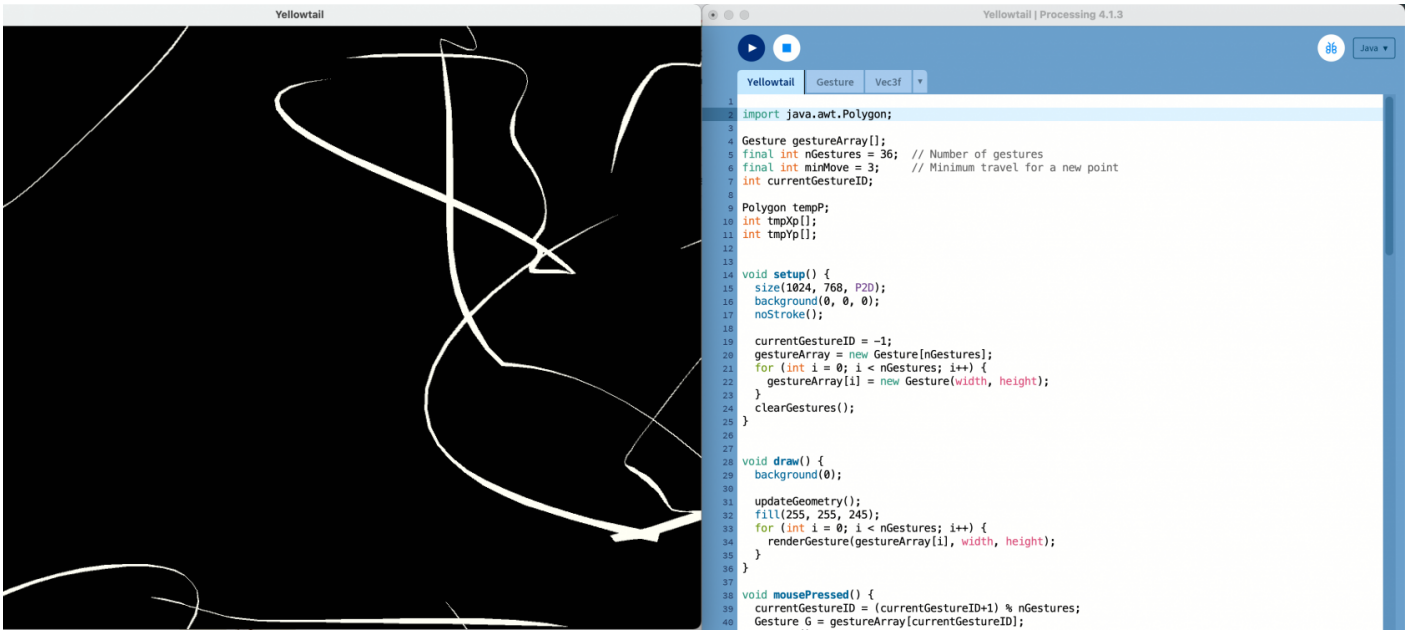
# Processing

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