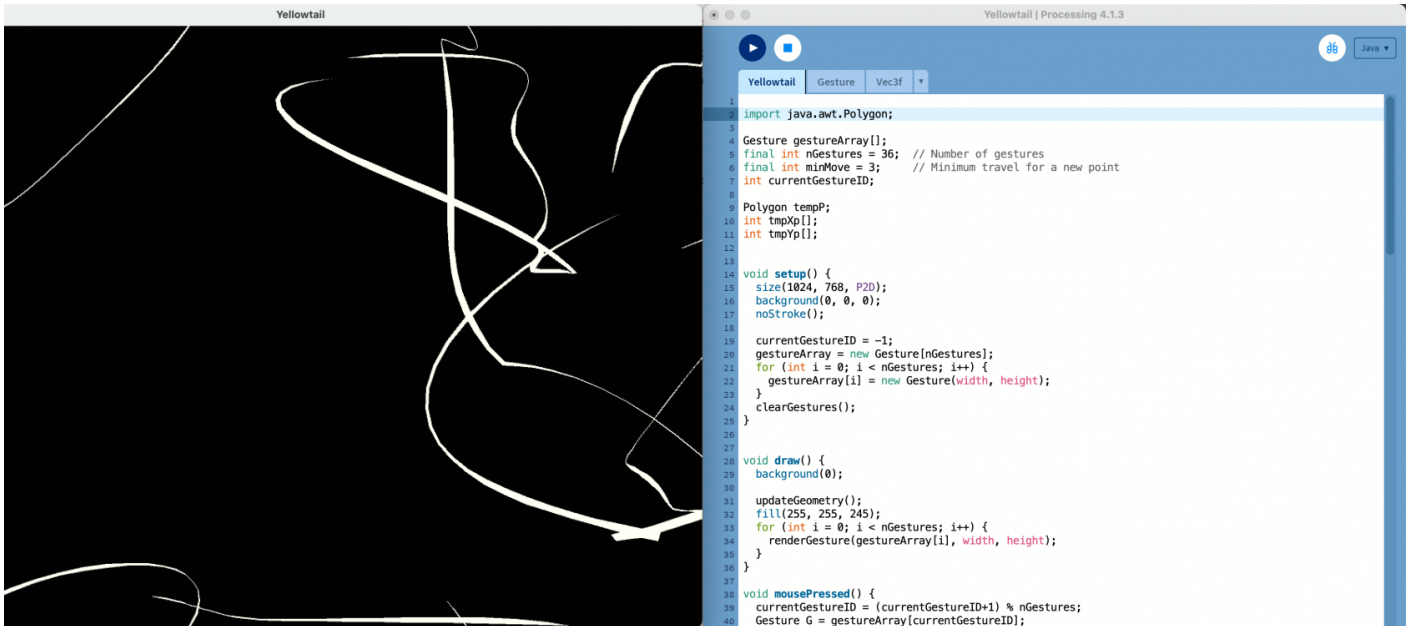


# General Sources



## 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](#)
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Revision #3

Created 2023-08-30 12:22:05 UTC by machiel

Updated 2024-05-06 16:52:59 UTC by machiel