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# Processing A Programming Handbook For Visual Designers And Artists Casey Reas

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Processing : a programming handbook for visual designers and artists / Casey Reas & Ben Fry ; foreword by John Maeda. p. cm.

Includes bibliographical references and index. ISBN

978-0-262-18262-1 (hardcover : alk. paper) 1. Computer programming. 2. Computer graphics—Computer programs. 3. Digital art—Computer programs. 4. Art—Data processing. 5.

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Tools Tools to assist in using Processing (automated code formatting, creating fonts, etc.) Help Reference files for the environment and language. All Processing projects are called sketches. Each sketch has its own folder. The main program file for each sketch has the same name as the folder and is found inside.

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