

# Generative Design Visualize Program And Create With Processing

## Hartmut Bohnacker

If you ally habit such a referred **Generative Design Visualize Program And Create With Processing Hartmut Bohnacker** book that will find the money for you worth, acquire the definitely best seller from us currently from several preferred authors. If you want to humorous books, lots of novels, tale, jokes, and more fictions collections are plus launched, from best seller to one of the most current released.

You may not be perplexed to enjoy every ebook collections Generative Design Visualize Program And Create With Processing Hartmut Bohnacker that we will entirely offer. It is not going on for the costs. Its approximately what you dependence currently. This Generative Design Visualize Program And Create With Processing Hartmut Bohnacker, as one of the most involved sellers here will enormously be accompanied by the best options to review.

**Getting Started with Processing.py** Allison Parrish 2016-05-11 Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

*The Nature of Code* Daniel Shiffman 2012 How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (<http://www.natureofcode.com>), the examples run in the browser via Processing's JavaScript mode.

*Generative Deep Learning* David Foster 2019-06-28 Generative modeling is one of the hottest topics in AI. It's now possible to teach a machine to excel at human endeavors such as painting, writing, and composing music. With this practical book, machine-learning engineers and data scientists will discover how to re-create some of the most impressive examples of generative deep learning models, such as variational autoencoders, generative adversarial networks (GANs), encoder-decoder models and world models. Author David Foster demonstrates the inner workings of each technique, starting with the basics of deep learning before advancing to some of the most cutting-edge algorithms in the field. Through tips and tricks, you'll understand how to make your models learn more efficiently and become more creative. Discover how variational autoencoders can change facial expressions in photos Build practical GAN examples from scratch, including CycleGAN for style transfer and MuseGAN for music generation Create recurrent generative models for text generation and learn how to improve the models using attention Understand how generative models can help agents to accomplish tasks within a reinforcement learning setting Explore the architecture of the Transformer (BERT, GPT-2) and image generation models such as ProGAN and StyleGAN

*Generative Art* Matt Pearson 2011-06-29 Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic

intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes

=====  
Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for Artists Part 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals  
**Toward a Living Architecture?** Christina Cogdell 2019-01-01 A bold and unprecedented look at a cutting-edge movement in architecture *Toward a Living Architecture?* is the first book-length critique of the emerging field of generative architecture and its nexus with computation, biology, and complexity. Starting from the assertion that we should take generative architects' rhetoric of biology and sustainability seriously, Christina Cogdell examines their claims from the standpoints of the sciences they draw on—complex systems theory, evolutionary theory, genetics and epigenetics, and synthetic biology. She reveals significant disconnects while also pointing to approaches and projects with significant potential for further development. Arguing that architectural design today often only masquerades as sustainable, Cogdell demonstrates how the language of some cutting-edge practitioners and educators can mislead students and clients into thinking they are getting something biological when they are not. In a narrative that moves from the computational toward the biological and from current practice to visionary futures, Cogdell uses life-cycle analysis as a baseline for parsing the material, energetic, and pollution differences between different digital and biological design and construction approaches. Contrary to green-tech sustainability advocates, she questions whether quartzite-based silicon technologies and their reliance on rare earth metals as currently designed are sustainable for much longer, challenging common projections of a computationally designed and manufactured future. Moreover, in critiquing contemporary architecture and science from a historical vantage point, she reveals the similarities between eugenic design of the 1930s and the aims of some generative architects and engineering synthetic biologists today. Each chapter addresses a current architectural school or program while also exploring a distinct aspect of the corresponding scientific language, theory, or practice. No other book critiques generative architecture by evaluating its scientific rhetoric and disjunction from actual scientific theory and practice. Based on the author's years of field research in architecture studios and biological labs,

this rare, field-building book does no less than definitively, unsparingly explain the role of the natural sciences within contemporary architecture.

**House X** Peter Eisenman 1982 Uses the architectural design of a house to show the principles of structuralism and a possible reaction against traditional functionalism

**Generative Adversarial Networks with Python** Jason Brownlee 2019-07-11 Step-by-step tutorials on generative adversarial networks in python for image synthesis and image translation.

*Generative Design* Asterios Agkathidis 2016-02-01 Generating form is one of the most fundamental aspects of architectural education and practice. While new computational tools are enabling ever more unpredictable forms, critics argue that this leads to a disconnection between architectural output and its context. This attractive, pocket-sized book uses 11 different architectural projects to explore how generative design processes can integrate digital as well as physical design tools and techniques to produce innovative forms that cohere with structural and material principles, performance and context. Illustrated with drawings, computer images and models, this stimulating, accessible handbook of ideas provides a guide for students as well as an inspiration for practising architects.

**Generative Design** Benedikt Gross 2018-10-30 Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers—fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others.

*Generative Design* Hartmut Bohnacker 2012-08-22 Generative design is a revolutionary new method of creating artwork, models, and animations from sets of rules, or algorithms. By using accessible programming languages such as Processing, artists and designers are producing extravagant, crystalline structures that can form the basis of anything from patterned textiles and typography to lighting, scientific diagrams, sculptures, films, and even fantastical buildings. Opening with a gallery of thirty-five illustrated case studies, Generative Design takes users through specific, practical instructions on how to create their own visual experiments by combining simple-to-use programming codes with basic design principles. A detailed handbook of advanced strategies provides visual artists with all the tools to achieve proficiency. Both a how-to manual and a showcase for recent work in this exciting new field, Generative Design is the definitive study and reference book that designers have been waiting for.

**The Age of Data** Christoph Grunberger 2021-12-07 A compendium for everybody who is interested in what art will be like in the upcoming decade: Global pioneers of data-driven design share their projects and give behind-the-scenes looks at some of the most genre-redefining work, providing insights and outlooks on how it influences our current and future reality.

**A Touch of Code** Robert Klanten 2011 Today's designers are creating compelling atmospheres and interactive experiences by merging hardware and software with architecture and design. This book is a collection of this innovative work produced where virtual realms meet the real world and where dataflow confronts the human senses. It presents an international spectrum of interdisciplinary projects at the intersection of laboratory, trade show, and urban space that play with the new frontiers of perception, interaction, and staging created by current technology. The work reveals how technology is fundamentally changing and expanding strategies for the targeted use of architecture, art, communication, and design for the future.

*Learning Processing* Daniel Shiffman 2015-09-09 Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the

true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

**Processing** Ira Greenberg 2013-05-13 Processing: Creative Coding and Generative Art in Processing 2 is a fun and creative approach to learning programming. Using the easy to learn Processing programming language, you will quickly learn how to draw with code, and from there move to animating in 2D and 3D. These basics will then open up a whole world of graphics and computer entertainment. If you've been curious about coding, but the thought of it also makes you nervous, this book is for you; if you consider yourself a creative person, maybe worried programming is too non-creative, this book is also for you; if you want to learn about the latest Processing 2.0 language release and also start making beautiful code art, this book is also definitely for you. You will learn how to develop interactive simulations, create beautiful visualizations, and even code image-manipulation applications. All this is taught using hands-on creative coding projects. Processing 2.0 is the latest release of the open-source Processing language, and includes exciting new features, such as OpenGL 2 support for enhanced 3D graphics performance.

Processing: Creative Coding and Generative Art in Processing 2 is designed for independent learning and also as a primary text for an introductory computing class. Based on research funded by the National Science Foundation, this book brings together some of the most engaging and successful approaches from the digital arts and computer science classrooms. Teaches you how to program using a fun and creative approach. Covers the latest release of the Processing 2.0 language. Presents a research based approach to learning computing.

**Algorithms for Visual Design Using the Processing Language** Kostas Terzidis 2009-04-08 As the first book to share the necessary algorithms for creating code to experiment with design problems in the processing language, this book offers a series of generic procedures that can function as building blocks and encourages you to then use those building blocks to experiment, explore, and channel your thoughts, ideas, and principles into potential solutions. The book covers such topics as structured shapes, solid geometry, networking and databases, physical computing, image processing, graphic user interfaces, and more.

*When the Machine Made Art* Grant D. Taylor 2014-04-10 Considering how culturally indispensable digital technology is today, it is ironic that computer-generated art was attacked when it burst onto the scene in the early 1960s. In fact, no other twentieth-century art form has elicited such a negative and hostile response. When the Machine Made Art examines the cultural and critical response to computer art, or what we refer to today as digital art. Tracing the heated debates between art and science, the societal anxiety over nascent computer technology, and the myths and philosophies surrounding digital computation, Taylor is able to identify the destabilizing forces that shape and eventually fragment the computer art movement.

**Interactive Data Visualization for the Web** Scott Murray 2013-03-11 Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript

library that lets you express data visually in a web browser

**LabStudio** Jenny E. Sabin 2017 LabStudio: Design Research between Architecture and Biology introduces the concept of the research design laboratory in which funded research and trans-disciplinary participants achieve radical advances in science, design, and applied architectural practice. The book demonstrates to natural scientists and architects alike new approaches to more traditional design studio and hypothesis-led research that are complementary, iterative, experimental, and reciprocal. These originate from 3-D spatial biology and generative design in architecture, creating philosophies and practices that are high-risk, non-linear, and design-driven for often surprising results. Authors Jenny E. Sabin, an architectural designer, and Peter Lloyd Jones, a spatial biologist, present case studies, prototypes, and exercises from their practice, LabStudio, illustrating in hundreds of color images a new model for seemingly unrelated, open-ended, data-, systems- and technology-driven methods that you can adopt for incredible results.

**Make Your Own Algorithmic Art** Tariq Rashid 2018-03-31 A Gentle Introduction to Creative Coding with P5js. A fun step-by-step gentle introduction to creating digital art with computers, designed especially for: artists new to coding art, design and digital media students, technologists wanted to explore their creativity teachers and parents seeking more visual and exciting approaches to teaching computer science Starting from the very basics, we'll learn to: understand how computers create digital images code with a popular computer language designed for artists, called Processing, enabled for the web with p5js develop and appreciate algorithms, mathematical recipes, which can create surprisingly beautiful art easily share your code and art on the web, potentially reaching an audience of billions of internet users We'll discover and practice basic computer graphics techniques, explore simple algorithms that create interesting visual forms, and work through example projects to experience the process of developing algorithmic art from inspiration, through problem solving, to final refinement. By the end of the course, you will be coding confidently, appreciating the beauty of mathematics and wanting to explore more advanced ideas and methods.

AAD Algorithms-Aided Design. Parametric Strategies Using Grasshopper Arturo Tedeschi 2014

**An Introduction to Structural Optimization** Peter W. Christensen 2008-10-20 This book has grown out of lectures and courses given at Linköping University, Sweden, over a period of 15 years. It gives an introductory treatment of problems and methods of structural optimization. The three basic classes of geometrical - timization problems of mechanical structures, i. e. , size, shape and topology optimization, are treated. The focus is on concrete numerical solution methods for d- crete and (?nite element) discretized linear elastic structures. The style is explicit and practical: mathematical proofs are provided when arguments can be kept e- mentary but are otherwise only cited, while implementation details are frequently provided. Moreover, since the text has an emphasis on geometrical design problems, where the design is represented by continuously varying-frequently very many- variables, so-called ?rst order methods are central to the treatment. These methods are based on sensitivity analysis, i. e. , on establishing ?rst order derivatives for - jectives and constraints. The classical ?rst order methods that we emphasize are CONLIN and MMA, which are based on explicit, convex and separable appro- mations. It should be remarked that the classical and frequently used so-called op- mality criteria method is also of this kind. It may also be noted in this context that zero order methods such as response surface methods, surrogate models, neural n- works, genetic algorithms, etc. , essentially apply to different types of problems than the ones treated here and should be presented elsewhere.

**Processing** Ira Greenberg 2007-12-31 First Processing book on the market Processing is a nascent technology rapidly increasing in popularity Links with the creators of Processing will help sell the book

**Generative Design** Benedikt Gross 2018-11-13 Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a

popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers-fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others. **Design by Numbers** John Maeda 2001-08-24 A pioneering graphic designer shows how to use the computer as an artistic medium in its own right. Most art and technology projects pair artists with engineers or scientists: the artist has the conception, and the technical person provides the know-how. John Maeda is an artist and a computer scientist, and he views the computer not as a substitute for brush and paint but as an artistic medium in its own right. Design By Numbers is a reader-friendly tutorial on both the philosophy and nuts-and-bolts techniques of programming for artists. Practicing what he preaches, Maeda composed Design By Numbers using a computational process he developed specifically for the book. He introduces a programming language and development environment, available on the Web, which can be freely downloaded or run directly within any JAVA-enabled Web browser. Appropriately, the new language is called DBN (for "design by numbers"). Designed for "visual" people-artists, designers, anyone who likes to pick up a pencil and doodle-DBN has very few commands and consists of elements resembling those of many other languages, such as LISP, LOGO, C/JAVA, and BASIC. Throughout the book, Maeda emphasizes the importance-and delights-of understanding the motivation behind computer programming, as well as the many wonders that emerge from well-written programs. Sympathetic to the "mathematically challenged," he places minimal emphasis on mathematics in the first half of the book. Because computation is inherently mathematical, the book's second half uses intermediate mathematical concepts that generally do not go beyond high-school algebra. The reader who masters the skills so clearly set out by Maeda will be ready to exploit the true character of digital media design.

Recent Trends in Manufacturing and Materials Towards Industry 4.0 Muhammed Nafis Osman Zahid 2021-03-22 This book presents part of the proceedings of the Manufacturing and Materials track of the iM3F 2020 conference held in Malaysia. This collection of articles deliberates on the key challenges and trends related to manufacturing as well as materials engineering and technology in setting the stage for the world in embracing the fourth industrial revolution. It presents recent findings with regards to manufacturing and materials that are pertinent towards the realizations and ultimately the embodiment of Industry 4.0, with contributions from both industry and academia.

How to Design Programs Matthias Felleisen 2001 Processing simple forms of data - Processing arbitrarily large data - More on processing arbitrarily large data - Abstracting designs - Generative recursion - Changing the state of variables - Changing compound values.

The Computational Beauty of Nature Gary William Flake 2000-01-27 Gary William Flake develops in depth the simple idea that recurrent rules can produce rich and complicated behaviors. In this book Gary William Flake develops in depth the simple idea that recurrent rules can produce rich and complicated behaviors. Distinguishing "agents" (e.g., molecules, cells, animals, and species) from their interactions (e.g., chemical reactions, immune system responses, sexual reproduction, and evolution), Flake argues that it is the computational properties of interactions that account for much of what we think of as "beautiful" and "interesting." From this basic thesis, Flake explores what he considers to be today's four most interesting computational topics: fractals, chaos, complex systems, and adaptation. Each of the book's parts can be read independently, enabling even the casual reader to understand and work with the basic equations and programs. Yet the parts are bound together by the theme of the computer as a laboratory and a metaphor for understanding the universe. The inspired reader will experiment further with the ideas presented to create fractal landscapes, chaotic systems, artificial life

forms, genetic algorithms, and artificial neural networks.

*TouchDesigner Introduction to GLSL* Davide Santini 2020-09-17 In this book you will find three main sections: how to set up a convenient GLSL workflow in TouchDesigner, a guide on two dimensions drawing and realtime animations, how to generate and bring to life 3D particle systems. Completed with examples, images, code snippets, and project files, this easily accessible guide is the perfect coding companion for new users as well as for professionals, giving you new tools for confidently entering the shader world.

*Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow* Aurélien Géron 2019-09-05 Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

**Learn JavaScript with p5.js** Engin Arslan 2018-03-07 Learn coding from scratch in a highly engaging and visual manner using the vastly popular JavaScript with the programming library p5.js. The skills you will acquire from this book are highly transferable to a myriad of industries and can be used towards building web applications, programmable robots, or generative art. You'll gain the proper context so that you can build a strong foundation for programming. This book won't hinder your momentum with irrelevant technical or theoretical points. The aim is to build a strong, but not overly excessive knowledge to get you up and running with coding. If you want to program creative visuals and bring that skill set to a field of your your choice, then Learn JavaScript with p5.js is the book for you. What You'll Learn Code from scratch and create computer graphics with JavaScript and the p5.js library Gain the necessary skills to move into your own creative projects Create graphics and interactive experiences using Processing Program using JavaScript and p5.js and secondarily in creating visuals Who This Book is For Artists or a visual designers. Also, those who want to learn the fundamentals of programming through visual examples.

**Machine Learning and Knowledge Extraction** Andreas Holzinger 2018-08-23 This book constitutes the refereed proceedings of the IFIP TC 5, WG 8.4, 8.9, 12.9 International Cross-Domain Conference for Machine Learning and Knowledge Extraction, CD-MAKE 2018, held in Hamburg, Germany, in September 2018. The 25 revised full papers presented were carefully reviewed and selected from 45 submissions. The papers are clustered under the following topical sections: MAKE-Main Track, MAKE-Text, MAKE-Smart Factory, MAKE-Topology, and MAKE Explainable AI.

Creating Procedural Artworks with Processing Penny de Byl 2017-05-02 *Creating Procedural Artworks with Processing - A Holistic Guide*, is for those seeking to learn computer programming from the very basics to the more advanced concepts. It uses the Processing language (processing.org) to visualise the concepts through the production of computer graphics that illustrate the coding principles while being artworks in their own right. This book started as a set of tutorials for university level multimedia students to introduce them to computer programming through the development of artworks. It's therefore presented in a non-threatening way that will ease the reader into programming. This book has been written for absolute beginners who want to

learn to program. It approaches coding through a unique combination of teaching programming while keeping in mind the principles of design and mathematics. All these elements are essential in a global economy filled with electronic interactive experiences and virtual reality. The chapters are organised to weave together programming functionality and design principles presenting one concept at a time, with multiple hands on exercises in each chapter. Special features include: \* 10 chapters building on each other one concept at a time. \* 20 practical laboratories for exploring digital art and programming concepts. \* Over 35 detailed step by step hands on activities. \* Over 95 questions to test your understanding. \* Answers to all exercises and questions.

For more information visit:  
<http://holistic3d.com/creating-procedural-artworks/>  
Experience Processing in action at  
<http://holistic3d.com/processing>  
Mapping and Visualization with SuperCollider Marinos Koutsomichalis 2013-11-25 This book is a standard guide with numerous code examples of practical applications. It will help you advance your skills in creating sophisticated visualizations while working with audio-visual systems. This book is ideal for digital artists and sound artists who are familiar with SuperCollider and who wish to expand their technical and practical knowledge of mapping and visualization. It is assumed that you already have some experience with the SuperCollider programming language and are familiar with the fundamental audio synthesis techniques.

*The Future of Making* Tom Wujec 2017-04-25 Prepare yourself: How things are made is changing. The digital and physical are uniting, from innovative methods to sense and understand our world to machines that learn and design in ways no human ever could; from 3D printing to materials with properties that literally stretch possibility; from objects that evolve to systems that police themselves. The results will radically change our world--and ourselves. The Future of Making illustrates these transformations, showcasing stories and images of people and ideas at the forefront of this radical wave of innovation. Designers, architects, builders, thought leaders--creators of all kinds--have contributed to this look at the materials, connections, and inventions that will define tomorrow. But this book doesn't just catalog the future; it lays down guidelines to follow, new rules for how things are created, that make it the ultimate handbook for anyone who wants to embrace the true future of making.

Getting Started with p5.js Lauren McCarthy 2015-10-12 With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

**Code as Creative Medium** Golan Levin 2021-02-02 An essential guide for teaching and learning computational art and design: exercises, assignments, interviews, and more than 170 illustrations of creative work. This book is an essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community

support structures.

**Generative Art** James R. Parker 2019-12-15 Generative art is the art of the algorithm where artists must carefully design the nature of their work, and then implement it as a computer program. In the book, J.R. Parker presents computer programming concepts and generative art principles as a way to create algorithmic computer art using art and design best practices. In addition, readers have access to program codes and video tutorials through the book's web site at <http://genart.ca>.

Deep Learning for Coders with fastai and PyTorch Jeremy Howard 2020-06-29 Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

*Coding Art* Yu Zhang 2021-01-07 Finally, a book on creative programming, written directly for artists and designers! Rather than following a computer science curriculum, this book is aimed at creatives who are working in the intersection of design, art, and education. In this book you'll learn to apply

computation into the creative process by following a four-step process, and through this, land in the cross section of coding and art, with a focus on practical examples and relevant work structures. You'll follow a real-world use case of computation art and see how it relates back to the four key pillars, and addresses potential pitfalls and challenges in the creative process. All code examples are presented in a fully integrated Processing example library, making it easy for readers to get started. This unique and finely balanced approach between skill acquisition and the creative process and development makes *Coding Art* a functional reference book for both creative programming and the creative process for professors and students alike. What You'll Learn Review ideas and approaches from creative programming to different professional domains Work with computational tools like the Processing language Understand the skills needed to move from static elements to animation to interaction Use interactivity as input to bring creative concepts closer to refinement and depth Simplify and extend the design of aesthetics, rhythms, and smoothness with data structures Leverage the diversity of art code on other platforms like the web or mobile applications Understand the end-to-end process of computation art through real world use cases Study best practices, common pitfalls, and challenges of the creative process Who This Book Is For Those looking to see what computation and data can do for their creative expression; learners who want to integrate computation and data into their practices in different perspectives; and those who already know how to program, seeking creativity and inspiration in the context of computation and data.

**Processing for Visual Artists** Andrew Glassner 2011-09-27 Learn how to create gorgeous and expressive imagery with the Processing graphics language and environment. It's easy with this practical, hands-on book. Processing is for artists, designers, visualization creators, hobbyists, or anyone else looking to create images, animation, and interactive pieces for art, education, science, or business. Process