Cool projects that will push your skills to the limit

Processing 2: Creative Coding

Learn Processing with exciting and engaging projects to make your computer talk, see, hear, express emotions, and even design physical objects

HOTSH T

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Ensheng Dong

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   Processing 2 Nikolaus Gradwohl,2013-05-20 Using a project based approach you will be able to learn the coolest aspects of working with Processing Each project contains step by step explanations diagrams screenshots and downloadable material to make learning Processing even easier This book targets Processing developers visual artists creative professionals and students who want to move to the next level of learning Processing for gaining inspiration work or just for fun The book assumes a basic understanding of programming However this book is also recommended to non artistic readers looking to expand their graphics and develop their creativity   **Learning Concurrency in Python** Elliot Forbes,2017-08-16 Practically and deeply understand concurrency in Python to write efficient programs About This Book Build highly efficient robust and concurrent applications Work through practical examples that will help you address the challenges of writing concurrent code Improve the overall speed of execution in multiprocessor and multicore systems and keep them highly available Who This Book Is For This book is for Python developers who would like to get started with concurrent programming Readers are expected to have a working knowledge of the Python language as this book will build on these fundamentals concepts What You Will Learn Explore the concept of threading and multiprocessing in Python Understand concurrency with threads Manage exceptions in child threads Handle the hardest part in a concurrent system shared resources Build concurrent systems with Communicating Sequential Processes CSP Maintain all concurrent systems and master them Apply reactive programming to build concurrent systems Use GPU to solve specific problems In Detail Python is a very high level general purpose language that is utilized heavily in fields such as data science and research as well as being one of the top choices for general purpose programming for programmers around the world It features a wide number of powerful high and low level libraries and frameworks that complement its delightful syntax and enable Python programmers to create This book introduces some of the most popular libraries and frameworks and goes in depth into how you can leverage these libraries for your own high concurrent highly performant Python programs We ll cover the fundamental concepts of concurrency needed to be able to write your own concurrent and parallel software systems in Python The book will guide you down the path to mastering Python concurrency giving you all the necessary hardware and theoretical knowledge We ll cover concepts such as debugging and exception handling as well as some of the most popular libraries and frameworks that allow you to create event driven and reactive systems By the end of the book you ll have learned the techniques to write incredibly efficient concurrent systems that follow best practices Style and approach This easy to follow guide teaches you new practices and techniques to optimize your code and then moves toward more advanced ways to effectively write efficient Python code Small and simple practical examples will help you test the concepts yourself and you will be able to easily adapt them for any application   **OpenCV By Example** Prateek Joshi,David Millan Escriva,Vinicius Godoy,2016-01-22 Enhance your understanding of Computer Vision and image processing by developing real

world projects in OpenCV 3 About This Book Get to grips with the basics of Computer Vision and image processing This is a step by step guide to developing several real world Computer Vision projects using OpenCV 3 This book takes a special focus on working with Tesseract OCR a free open source library to recognize text in images Who This Book Is For If you are a software developer with a basic understanding of Computer Vision and image processing and want to develop interesting Computer Vision applications with Open CV this is the book for you Knowledge of C is required What You Will Learn Install OpenCV 3 on your operating system Create the required CMake scripts to compile the C application and manage its dependencies Get to grips with the Computer Vision workflows and understand the basic image matrix format and filters Understand the segmentation and feature extraction techniques Remove backgrounds from a static scene to identify moving objects for video surveillance Track different objects in a live video using various techniques Use the new OpenCV functions for text detection and recognition with Tesseract In Detail Open CV is a cross platform free for use library that is primarily used for real time Computer Vision and image processing It is considered to be one of the best open source libraries that helps developers focus on constructing complete projects on image processing motion detection and image segmentation Whether you are completely new to the concept of Computer Vision or have a basic understanding of it this book will be your guide to understanding the basic OpenCV concepts and algorithms through amazing real world examples and projects Starting from the installation of OpenCV on your system and understanding the basics of image processing we swiftly move on to creating optical flow video analysis or text recognition in complex scenes and will take you through the commonly used Computer Vision techniques to build your own Open CV projects from scratch By the end of this book you will be familiar with the basics of Open CV such as matrix operations filters and histograms as well as more advanced concepts such as segmentation machine learning complex video analysis and text recognition Style and approach This book is a practical guide with lots of tips and is closely focused on developing Computer vision applications with OpenCV Beginning with the fundamentals the complexity increases with each chapter Sample applications are developed throughout the book that you can execute and use in your own projects *Learning OpenCV 3 Application Development* Samyak Datta,2016-12-19 Build create and deploy your own computer vision applications with the power of OpenCV About This Book This book provides hands on examples that cover the major features that are part of any important Computer Vision application It explores important algorithms that allow you to recognize faces identify objects extract features from images help your system make meaningful predictions from visual data and much more All the code examples in the book are based on OpenCV 3 1 the latest version Who This Book Is For This is the perfect book for anyone who wants to dive into the exciting world of image processing and computer vision This book is aimed at programmers with a working knowledge of C Prior knowledge of OpenCV or Computer Vision Machine Learning is not required What You Will Learn Explore the steps involved in building a typical computer vision machine learning application Understand the relevance of OpenCV at every stage of building an

application Harness the vast amount of information that lies hidden in images into the apps you build Incorporate visual information in your apps to create more appealing software Get acquainted with how large scale and popular image editing apps such as Instagram work behind the scenes by getting a glimpse of how the image filters in apps can be recreated using simple operations in OpenCV Appreciate how difficult it is for a computer program to perform tasks that are trivial for human beings Get to know how to develop applications that perform face detection gender detection from facial images and handwritten character digit recognition In Detail Computer vision and machine learning concepts are frequently used in practical computer vision based projects If you re a novice this book provides the steps to build and deploy an end to end application in the domain of computer vision using OpenCV C At the outset we explain how to install OpenCV and demonstrate how to run some simple programs You will start with images the building blocks of image processing applications and see how they are stored and processed by OpenCV You ll get comfortable with OpenCV specific jargon Mat Point Scalar and more and get to know how to traverse images and perform basic pixel wise operations Building upon this we introduce slightly more advanced image processing concepts such as filtering thresholding and edge detection In the latter parts the book touches upon more complex and ubiquitous concepts such as face detection using Haar cascade classifiers interest point detection algorithms and feature descriptors You will now begin to appreciate the true power of the library in how it reduces mathematically non trivial algorithms to a single line of code The concluding sections touch upon OpenCV s Machine Learning module You will witness not only how OpenCV helps you pre process and extract features from images that are relevant to the problems you are trying to solve but also how to use Machine Learning algorithms that work on these features to make intelligent predictions from visual data Style and approach This book takes a very hands on approach to developing an end to end application with OpenCV To avoid being too theoretical the description of concepts are accompanied simultaneously by the development of applications Throughout the course of the book the projects and practical real life examples are explained and developed step by step in sync with the theory **Processing** Ira Greenberg,Dianna Xu,Deepak Kumar,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 *Processing* Ira Greenberg,2013 <u>Processing 2</u> Jan Vantomme,2012-09-20 Over 100 highly effective recipes to help unleash your creativity with interactive art graphics computer vision 3D and more **Coding Art** Yu Zhang,Mathias Funk,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 <u>Coding and the Arts</u> Josh Caldwell (Curriculum developer),2021 While there are books that discuss the intersection of the arts and computer science CS there are none written for K 12 teachers that cover the content overlaps between CS and the arts beyond a single programming environment and that feature approaches and examples of practicing artists Coding and the Arts fills that gap CS sometimes gets a bad rap as dry isolated and uninteresting work the pursuit of analytically minded techies working alone In reality programming is deeply creative and enables artists of all types to discover new ways to express themselves In this book you ll explore how to apply computation to stretch the possibilities in many art forms as well as how to pave the way for entirely new ones By approaching programming tools as artistic media you

ll connect the dots between programming creativity and artistic expression Along the way you ll learn from a diverse set of computational artists and teachers who are using technology to push the bounds of traditional artistic media The book also offers strategies for supporting students in developing as computational artists including the attitudes and practices that will help them as artists and computer scientists **Creative Coding with Processing for Designers** Scott Murray,2015 UI UX designers are comfortable creating pixel perfect mockups using tools like Photoshop Illustrator and Sketch We love prototyping designs in order to test them but static mockups don t move How can you possibly know what the finished moving interactive piece will feel like Luckily with creative coding you can create live interactive moving mockups that not only look right but feel right Working with code empowers you to define the rules of interaction and qualities of motion in terms more specific than when Then you can test your prototype refine and test again until it feels just right In this half hour presentation Scott Murray introduces Processing a free creative coding tool for artists and designers It s used around the world for prototyping and exploratory UI UX work Scott will show several example projects made with Processing Then he ll conduct a brief workshop introducing some of the core concepts of creative coding including variables functions repetition and logic to illustrate how designers can create moving interactive prototypes with this powerful tool This presentation is for designers who have extensive visual experience but are new to coding No prior knowledge of programming concepts is assumed Resource description page *Learning Processing* Daniel Shiffman,2015 This book teaches you the basic building blocks of programming needed to create cutting edge graphics applications including interactive art live video processing and data visualization 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 Within these pages ITP Tisch School of the Arts New York University professor Daniel Shiffman demonstrates the fundamentals of programming that will expand your understanding of what is possible in the world of computer graphics By travelling beyond the confines of proprietary software you will be empowered to create your own custom design tools A friendly start up guide to Processing the free open source alternative to expensive software and daunting programming languages for the visual artist No previous experience required this book is for the true programming beginner Step by step examples thorough explanations hands on exercises and simple code samples support your learning curve Source code and supplemental tutorials are also available through an online companion site **Cinder Creative Coding Cookbook** Dawid Gorny,Rui Madeira,2013 Full of easy to follow recipes and images that will teach powerful techniques and algorithms building from basic projects to challenging applications This book is for artists designers and programmers who have previous knowledge of C but not necessarily of Cinder

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Processing 2 Creative Coding Hotshot Gradwohl Nikolaus Introduction

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