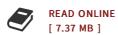# The SparkFun Guide to Processing: Create Interactive Art with Code

By Derek Runberg

No Starch Press,US. Paperback. Book Condition: new. BRAND NEW, The SparkFun Guide to Processing: Create Interactive Art with Code, Derek Runberg, Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and even combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen. Then move on to a series of hands-on, step-by-step projects that will show you how to: Make detailed pixel art and scale it to epic proportions Write a maze game and build a MaKey MaKey controller with fruit buttons Play, record, and sample audio to create your own soundboard Fetch weather data from the Web and build a custom weather dashboard Create visualizations that change based on sound, light, and temperature readings With a little imagination and Processing as your paintbrush, you'll be on your way to coding your own gallery of digital art in no time! Put on your artist's hat, and begin your DIY journey...

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