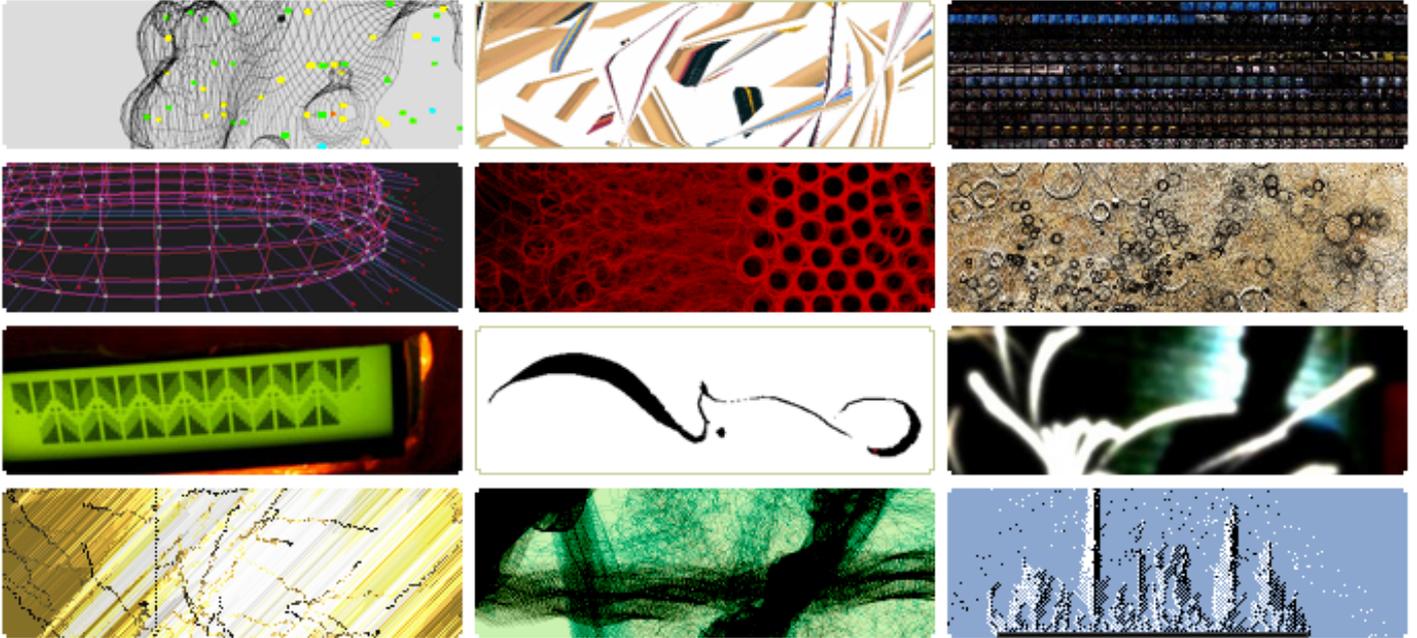


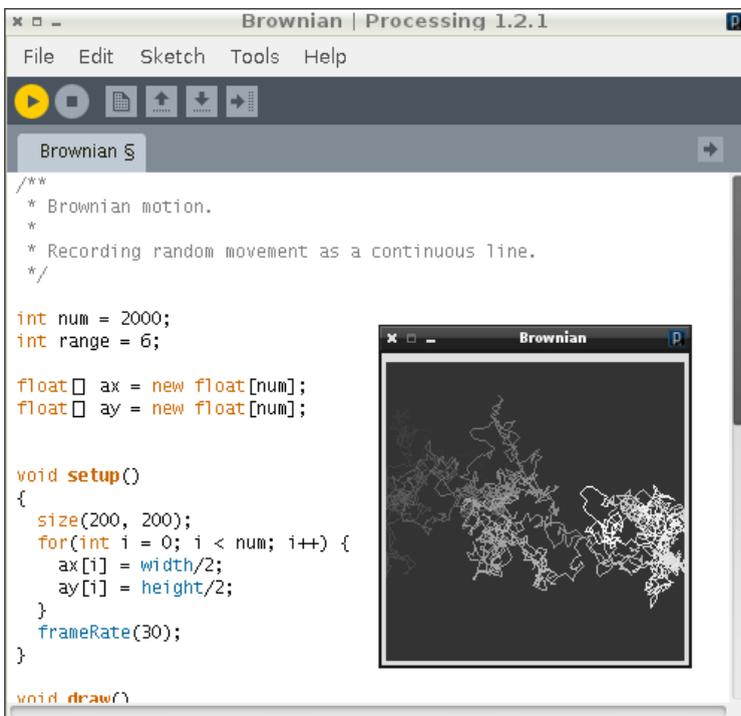
Processing

Ben Fry and Casey Reas (2001)

“Processing is a flexible software sketchbook and a language for learning how to code within the context of the visual arts.” —processing.org



Processing is basically Java with a wrapper GUI and a simple and easy to learn set of APIs for drawing, making sound, etc... It has proven to be extremely popular, and now has a Javascript/web incarnation (p5.js).



Why is Processing so successful? Some ideas:

- Targets one domain/community: visual arts.
 - Focuses system design
 - Motivational frame
- Programming is quickly gratifying: art, animation, and interaction!
- Caters to learners and experts.
 - Not a toy environment
 - Easy to play around (“sketchbook”)
 - Easy stuff is easy, hard stuff is possible
 - Straightforward examples.
- API exposes key computational and graphical concepts as simple primitives.

Images credits: processing.org gallery and <http://www.realtimerendering.com>.