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This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity.

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Processing: A Programming Handbook for Visual Designers, Second Edition Casey Reas and Ben Fry. Published December 2014, The MIT Press. 720 pages.

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