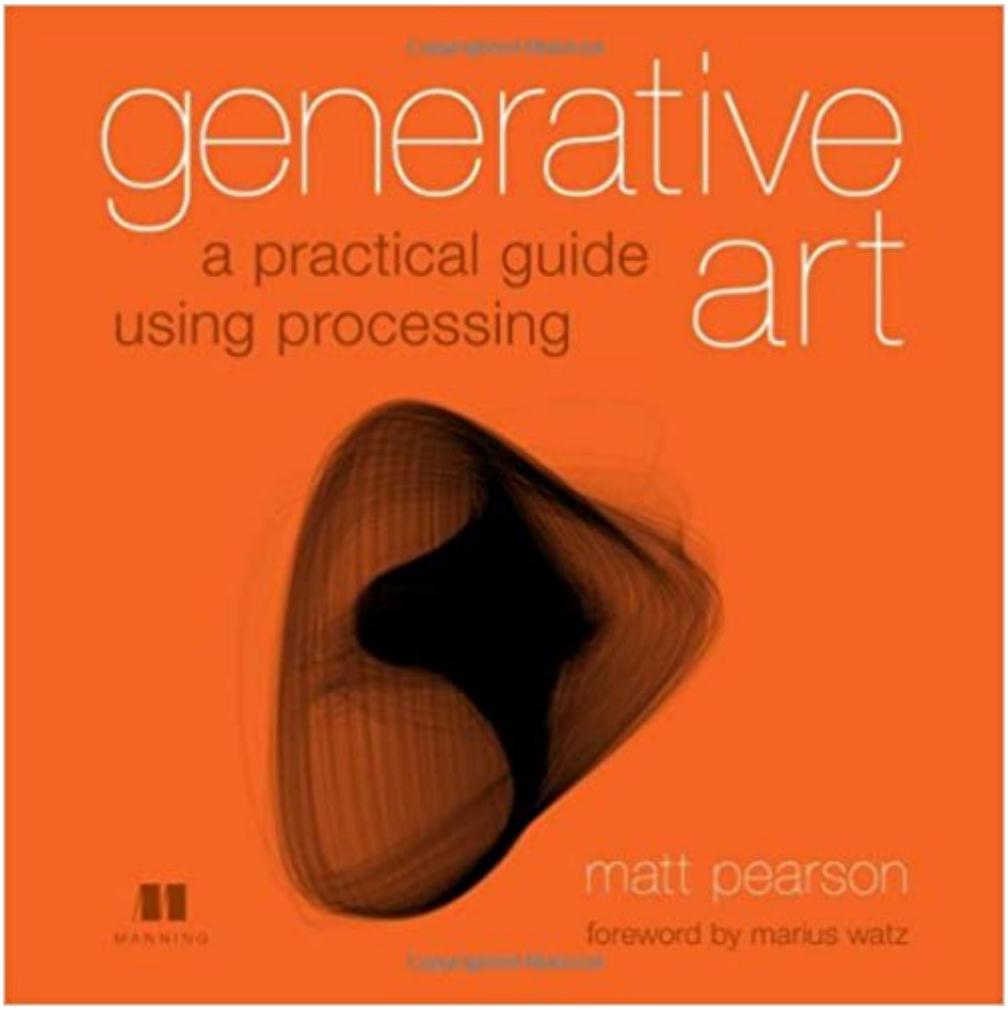
Generative Art: A Practical Guide Using Processing



Synopsis

SummaryGenerative 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 TechnologyArtists 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 BookGenerative 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 InsideThe principles of algorithmic artA Processing language tutorialUsing organic, pseudo-random, emergent, and fractal processes==========Ã¢â ¬â ==========Table of ContentsPart 1 Creative CodingGenerative Art: In Theory and PracticeProcessing: A Programming Language for ArtistsPart 2 Randomness and NoiseThe Wrong Way to Draw A LineThe Wrong Way to Draw a CircleAdding DimensionsPart 3 ComplexityEmergenceAutonomyFractals

Book Information

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Customer Reviews

Matt Pearson is an artist, coder, and award-winning blogger based in Brighton, UK. His popular blog https://zenbullets.com/ recently won "best blog" at the DiMAS awards. Matt is also the creative force behind the 100 Abandoned Artworks Generative Art project https://abandonedart.org/, where you can see many examples of his work.

As someone that was not completely new to processing, but wanted to get more into generative art, this book was perfect.He goes over some basic concepts in a not too detailed, but detailed enough way to get you up and running. I don’t think this book was meant to be a comprehensive guide to processing, but more to expose you to techniques and concepts within the world of generative art. And that it did. It’s sparked many ideas that I now have and can’t wait to explore. I’m confident that the concepts that I learned in this book will be transferable to whichever creative coding programming environment I choose to explore next, be it flash, cinder, javascript/HTML5/canvas, etc.Thanks Matt.

good graphics, useful information and examplesa great way to learn java language/processingthe book starts with the very simple and then increases dificultyi dont like that it is printed in cheap paper...be careful if you purchase it, verify that it contains a cd (mine didnt have it)gabriel

Without doubt an excellent book, but not for the complete beginner. The beginner will be confused with the lack of explanations as to why things are so and the code jumps to advanced syntax very quickly. As a beginner myself I’ll put this on the shelf for a while and come back to it in a few months time.

This book is the ideal approach to generative art. At the same time it is very inspiring also for people who already know about generative art. Not boring as tecnical manuals are though it is built as a step by step guide for the processing language. Recommended

I am a professional developer and I enjoy writing code, but at times the strict requirements, testing

and strive for order and perfection can take some of the joy from creating something new. This book is great if you just want to play with code and see what happens when you embrace the weird side-effects that happen because of randomness, noise etc...I suspect that this book is a great way to get people who are afraid of coding into playing with computers and writing software - and it is enjoyable if you just want to learn new techniques for drawing abstract art with code.The book uses Processing which is not my favorite environment, but the concepts are simple enough and the writing is clear - and it was a non-issue to follow along in Javascript.

Easy to understand, explains it from scratch. I have done all the exercise in the book

Nice to find a book like this. May become a collector’s item, since art will go in this direction.

Found this book great for learning Processing. Was inspired by how simply the author was able to write programs that generate beautiful designs.