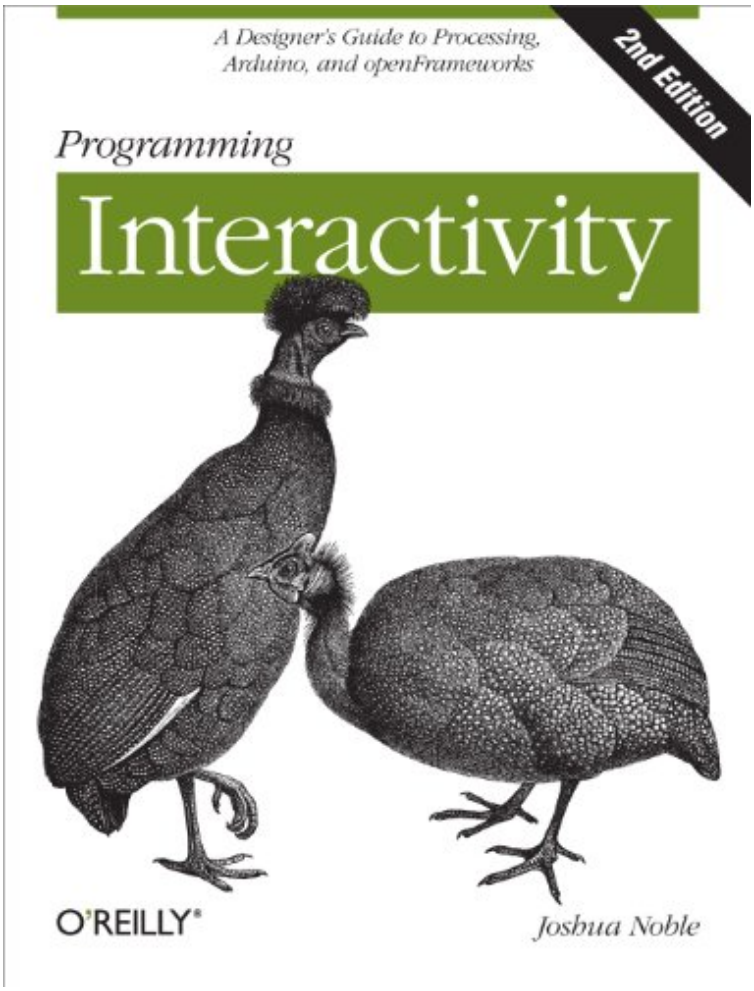
Programming Interactivity: A Designer's Guide to Processing, Arduino, and openFrameworks

Von Joshua Noble
*DOC | *audiobook | ebooks | Download PDF | ePub*



Produktinformation -Verkaufsrang: #659699 in eBooksMarke: SparkFunVerffentlicht am: 2012-01-12Erscheinungsdatum: 2012-01-12File Name: B006X2QD8W | File size: 54.Mb

Von Joshua Noble : Programming Interactivity: A Designer's Guide to Processing, Arduino, and openFrameworks before purchasing it in order to gage whether or not it would be worth my time, and all praised Programming Interactivity: A Designer's Guide to Processing, Arduino, and openFrameworks:

KurzbeschreibungReady to create rich interactive experiences with your artwork, designs, or prototypes? This is the

ideal place to start. With this hands-on guide, youll explore several themes in interactive art and designincluding 3D graphics, sound, physical interaction, computer vision, and geolocationand learn the basic programming and electronics concepts you need to implement them. No previous experience is necessary.Youll get a complete introduction to three free tools created specifically for artists and designers: the Processing programming language, the Arduino microcontroller, and the openFrameworks toolkit. Youll also find working code samples you can use right away, along with the background and technical information you need to design, program, and build your own projects.Learn cutting-edge techniques for interaction design from leading artists and designersLet users provide input through buttons, dials, and other physical controlsProduce graphics and animation, including 3D images with OpenGLUse sounds to interact with users by providing feedback, input, or an element they can controlWork with motors, servos, and appliances to provide physical feedbackTurn a users gestures and movements into meaningful input, using Open CV