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Getting Started With P5.js: Making Interactive Graphics In JavaScript And Processing (Make)



Synopsis

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Book Information

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Customer Reviews

Well-written overview of P5.js for the Modern Web, with fine illustrations and clear-cut examples. Coming from Processing a while back, I found the transition logical and was able to port some ancient sketches with relatively minor tweaks. Aside from the staggering options afforded by this interpretation of Processing, the book covers difficult programmatic concepts that are easier to understand in a visual context.

This book is great for people who want to learn p5.js, which is great for students and kids trying to learn web-development. I bought this for someone who is in the early stages of learning javascript and thought it would be a nice way to get them started, and it was. If you want to teach someone javascript this is a nice place to start, despite the fact that it basically turns javascript into "processing" which is arduino's programming language. All in all, really easy to follow, we had a little game going on in minutes.

p5 is a great graphics library and this is a great book if you want to learn about it. It takes you through ideas one at a time, building your repertoire bit by bit. If you go to You Tube and watch Daniel Shiffman's videos while reading this book, you'll be all set.

This is a good book to do what the title says. I am trying to make a transition from a stand along game to a processing game and this book is helping a lot.

Great introductory book for the beginning concepts of P5.js!

great introduction to p5.js and a pleasure to read

Very nice intro for complete novice.

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