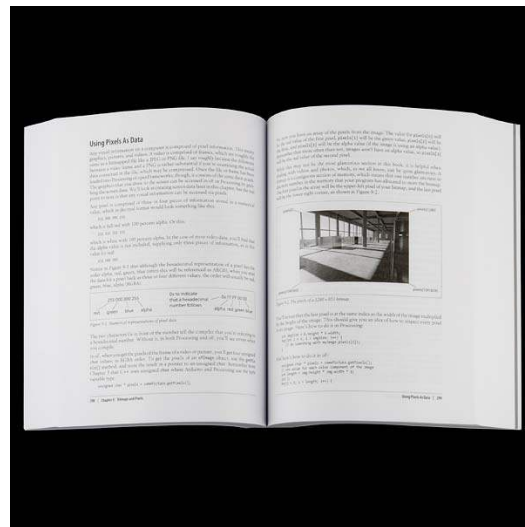
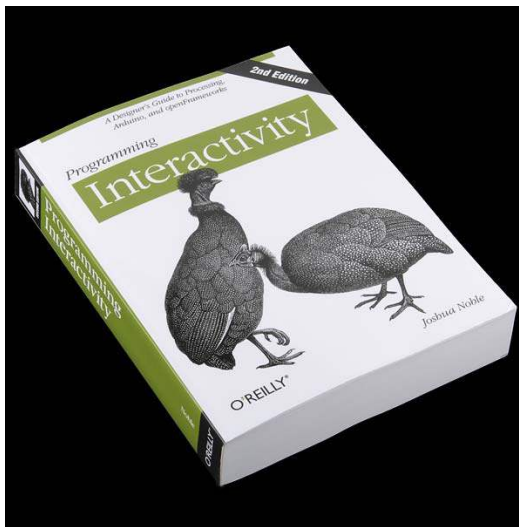




Programming Interactivity - 2nd Edition

BOK-11123 RoHS



Description: Programming Interactivity is a great new book that covers a wide range of topics. What is different about this book is that it shows hardware geeks like myself that Processing and openFrameworks is not scary - it's actually quite powerful and easy to use! And for the software person that eats Java with a heap of scripting, hardware can un-tether you from a computer and open up a new world of embedded computing.

This second edition copy is updated for the release of Arduino 1.0 and Processing 1.5.

A few of the topics covered:

- Basic C
- Processing
- openFrameworks
- Computer Vision (OpenCV)
- Gesture and touch recognition
- Protocols
- Motors and Servos
- Solenoids
- LEDs and LCDs
- LilyPad
- GPS and Location

This is a fast paced book! If you have some base experience with Arduino, some hardware, or maybe a few weeks of openFrameworks, this is a great book to really deepen your knowledge of how all these great projects can be united to create a truly amazing installation.

This book uses a lot of SparkFun products and images. All the related items below are used in the book. We're excited to see our parts and pictures used in a book!

Info:

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- Publisher: O'Reilly Media
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