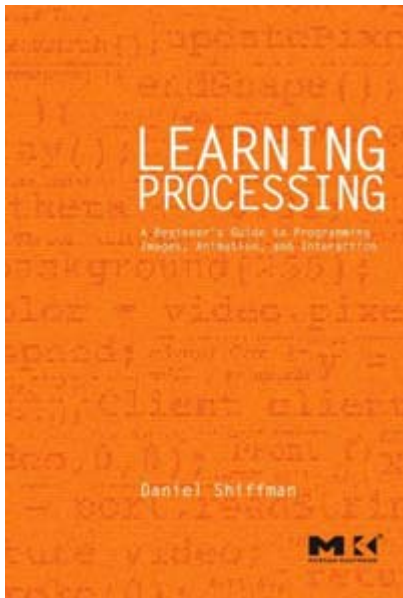


ENDEREÇOS INTERESSANTES

Website Oficial do Processing

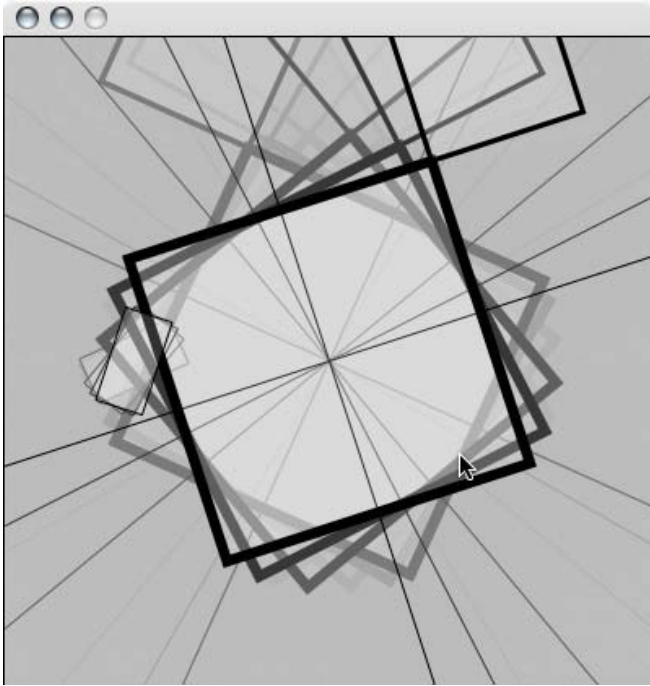
<http://processing.org/>



<http://www.learningprocessing.com/>

Desenhos elaborados com o Processing utilizando as funções size, point, line, triangle, quad, rect, ellipse, smooth, strike (e suas variações). Foram elaborados por Peter Kirn

http://www.flickr.com/photos/p_kirn/591670834/in/set-72157603921736550/



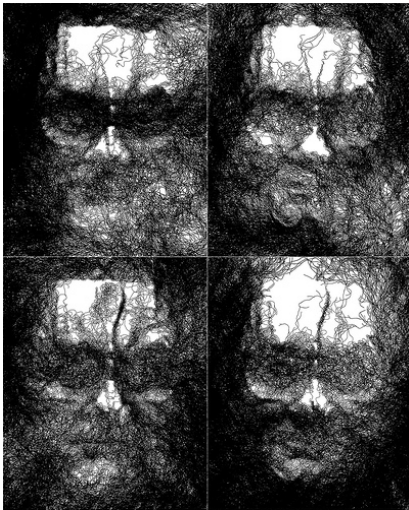
http://www.flickr.com/photos/p_kirn/570224619/in/set-72157603921736550/



http://www.flickr.com/photos/p_kirn/570219793/in/set-72157603921736550/



Elaborado no Processing por Ryan Alexander



<http://onecm.com/projects/mycelium/>

<http://www.flickr.com/photos/69089921@N00/438192009/>

<http://createdigitalmotion.com/2008/02/27/processing-class-in-new-york-online-art-from-code-for-non-coders/>

Projeto no Processing - Experiências de crianças.

<http://rbrazileiro.wordpress.com/tag/processing/>

<http://pt-br.wordpress.com/tag/processing/>

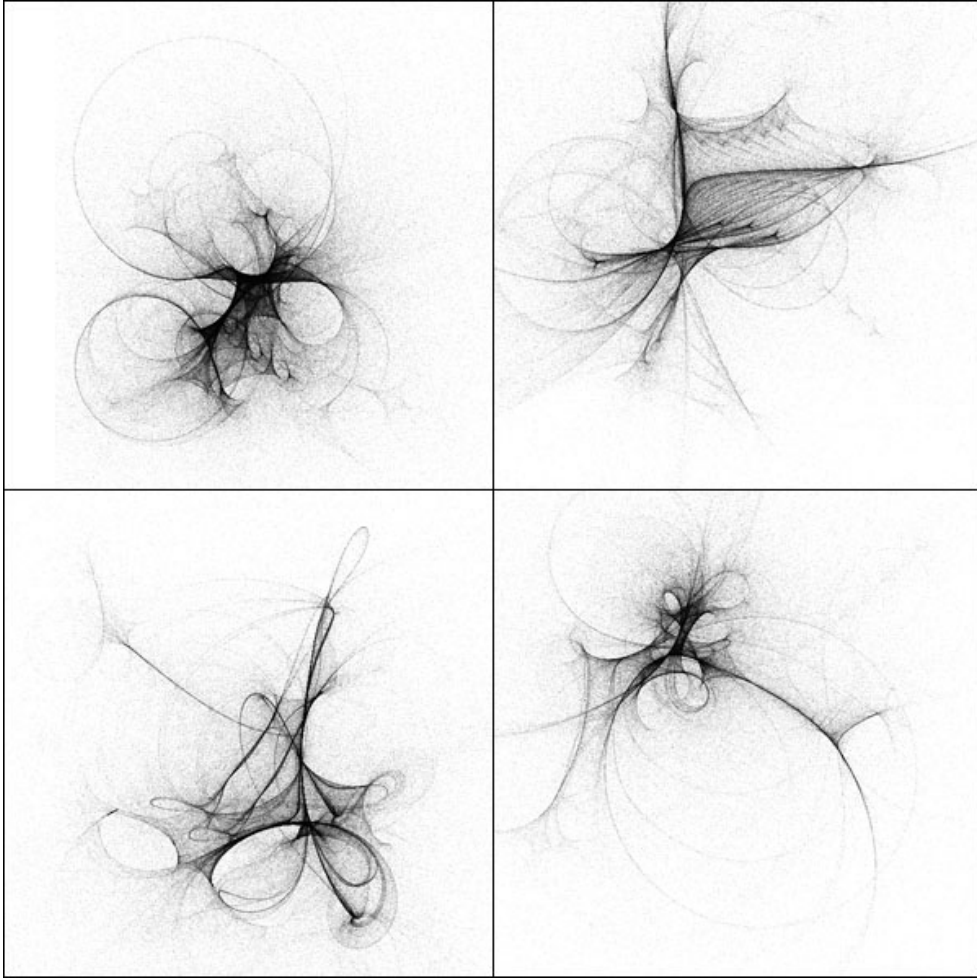


Esse garoto dança enquanto manipulava uns sintetizadores e uns samples a distância depois saia correndo pra continuar sua venda de água de coco.

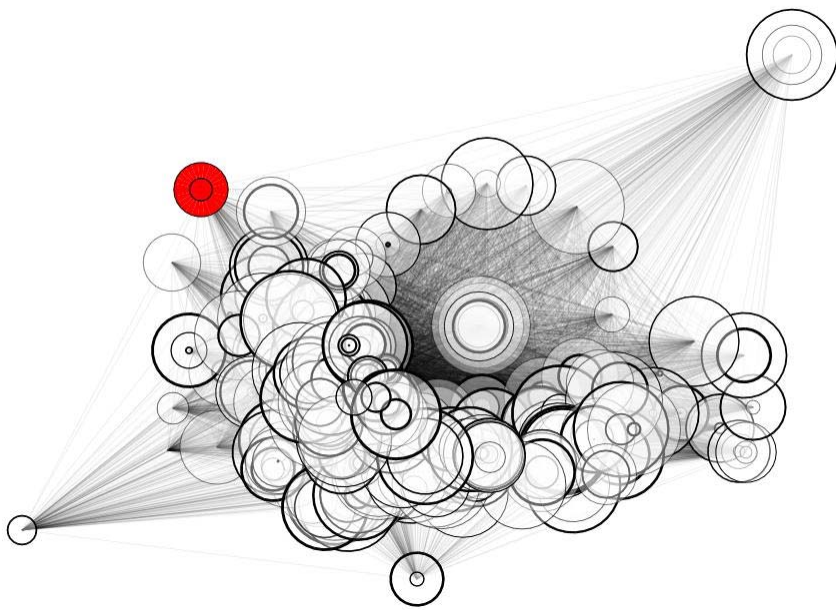
Clayton Cubit é um dos poucos fotógrafos que consegue fundir com algum sucesso o processing e a fotografia.



<http://www.claytoncubitt.com/commissioned/galleries.php?gid=30>



Site de Pedro Amado - <http://pedamado.wordpress.com/>

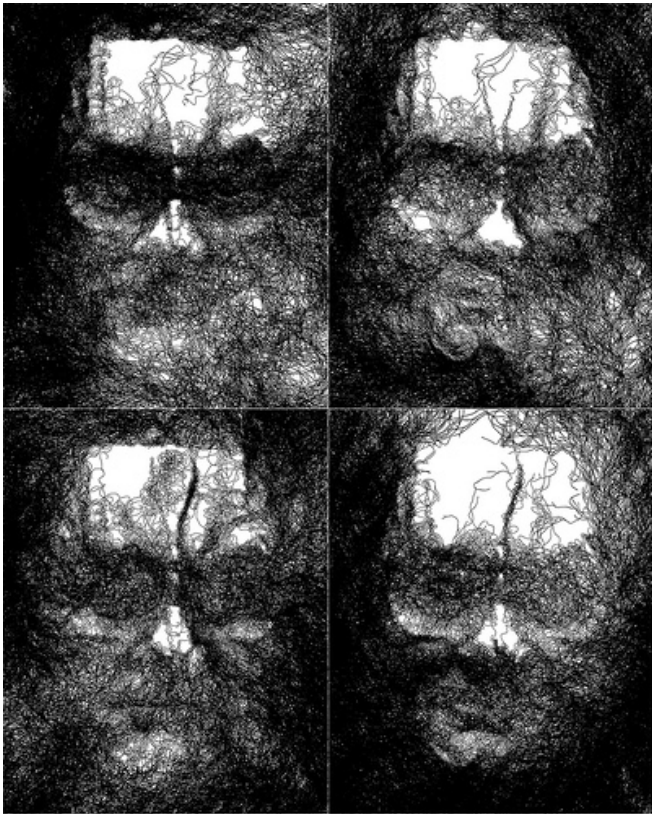


http://pedamado.files.wordpress.com/2008/03/printscreen_013-2008-03-25_.jpg

Aplicativo em Processing - Nervous Matrix de Yugo Nakamura

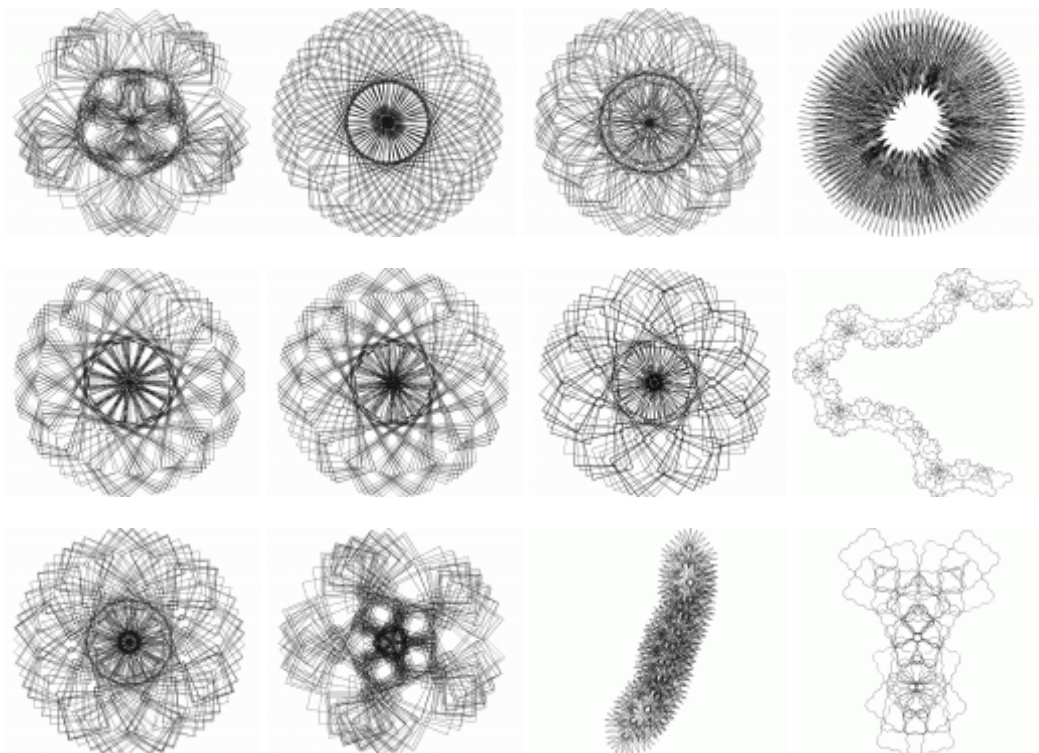
<http://www.typeforge.net/pedro/nervousmatrix.html>

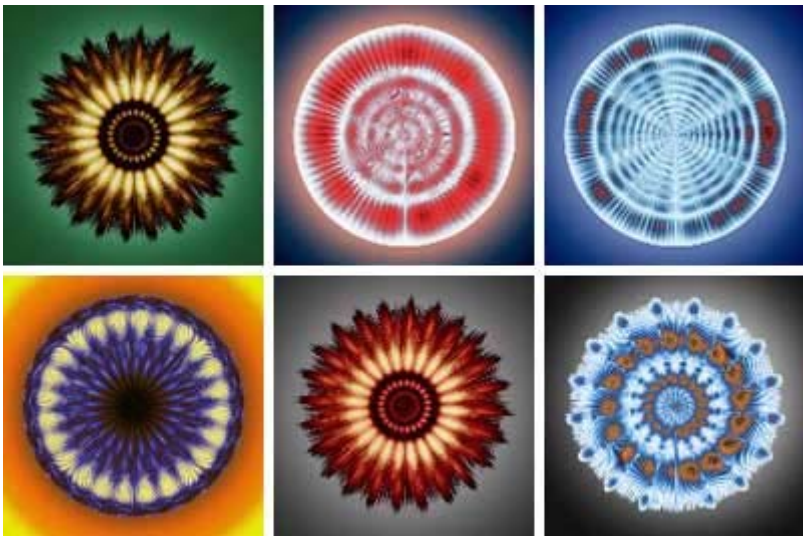
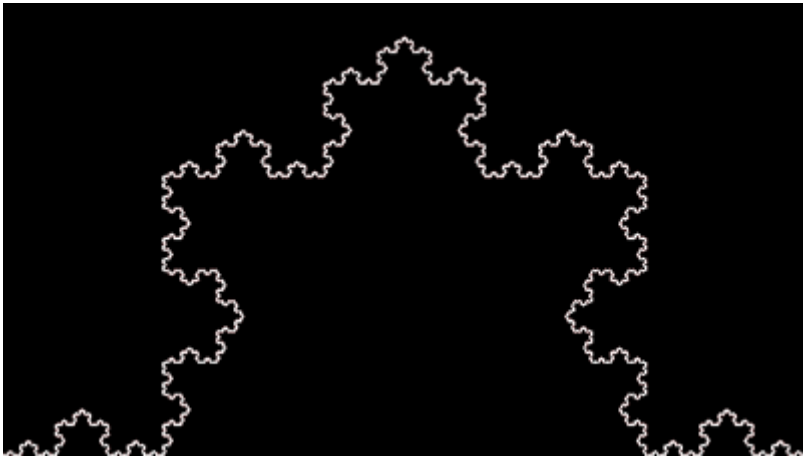




Elaborado no Processing por Ryan Alexander ("scoopy")

ARTE GERATIVA





Vários efeitos em vídeo:

<http://www.setpixel.com/category/?ID=5>

<http://www.setpixel.com/category/?ID=3>

Tratamento de imagem de vídeo com o processing:

<http://www.setpixel.com/content/?ID=ghostlymirror>

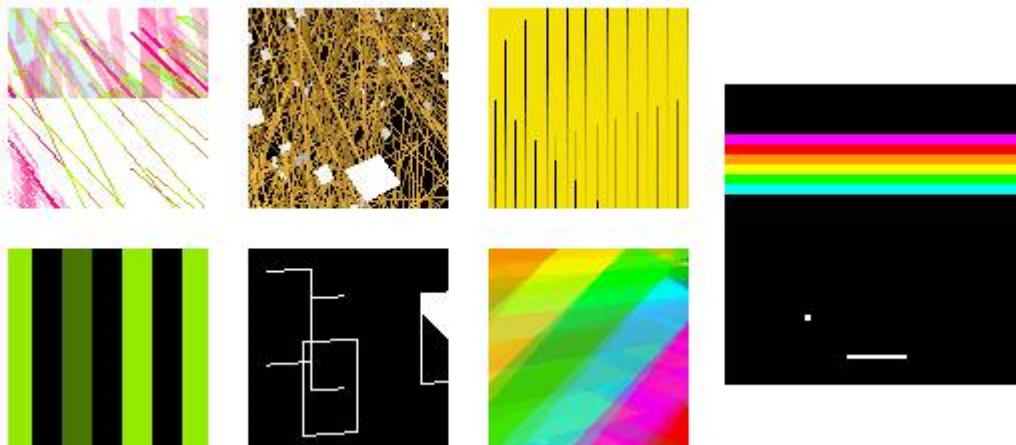
Tratamento de imagem de vídeo:

<http://www.setpixel.com/content/?ID=twothingsdotone>

<http://videothing.blogspot.com/2005/04/setpixel-ghostly-mirror.html>

<http://videothing.blogspot.com/2005/04/setpixel-ghostly-mirror.html>

http://images.google.com.br/imgres?imgurl=http://www.createdigitalmotion.com/images/2007/04/gamemod2.jpg&imgrefurl=http://createdigitalmotion.com/2007/04/17/breakout-hacked-into-art-in-processing/&h=397&w=396&sz=50&hl=pt-BR&start=66&um=1&usg=__656OHNhl1sWBaen4uUAS-s7TMMw=&tbnid=7VI8hRZvkAcWtM:&tbnh=124&tbnw=124&prev=/images%3Fq%3Dprocessing%2Bart%26start%3D54%26ndsp%3D18%26um%3D1%26hl%3Dpt-BR%26client%3Dfirefox-a%26rls%3Dorg.mozilla:pt-BR:official%26sa%3DN

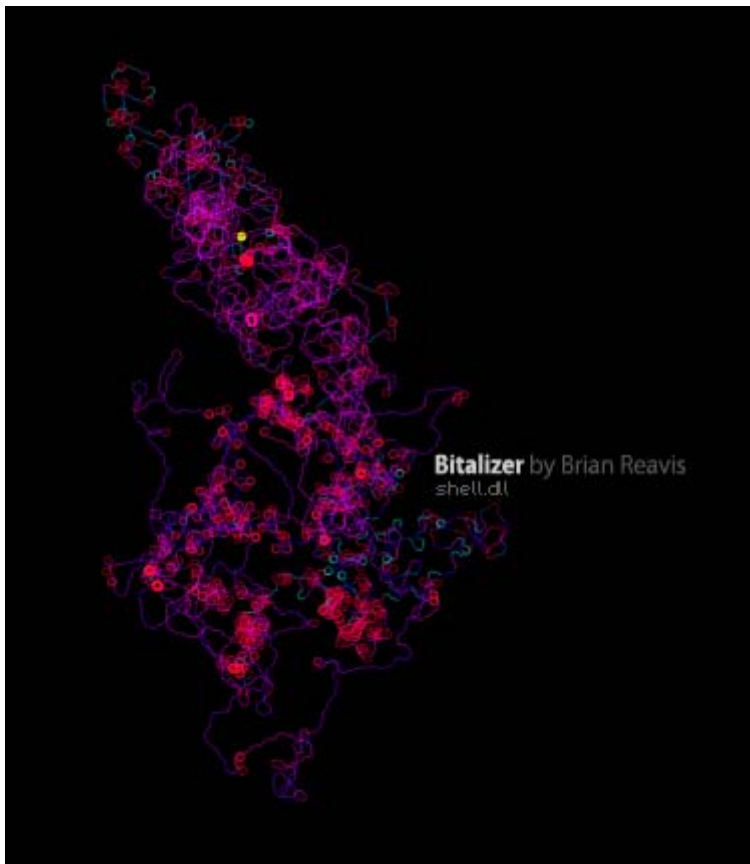


Games com Processing - Game Mod

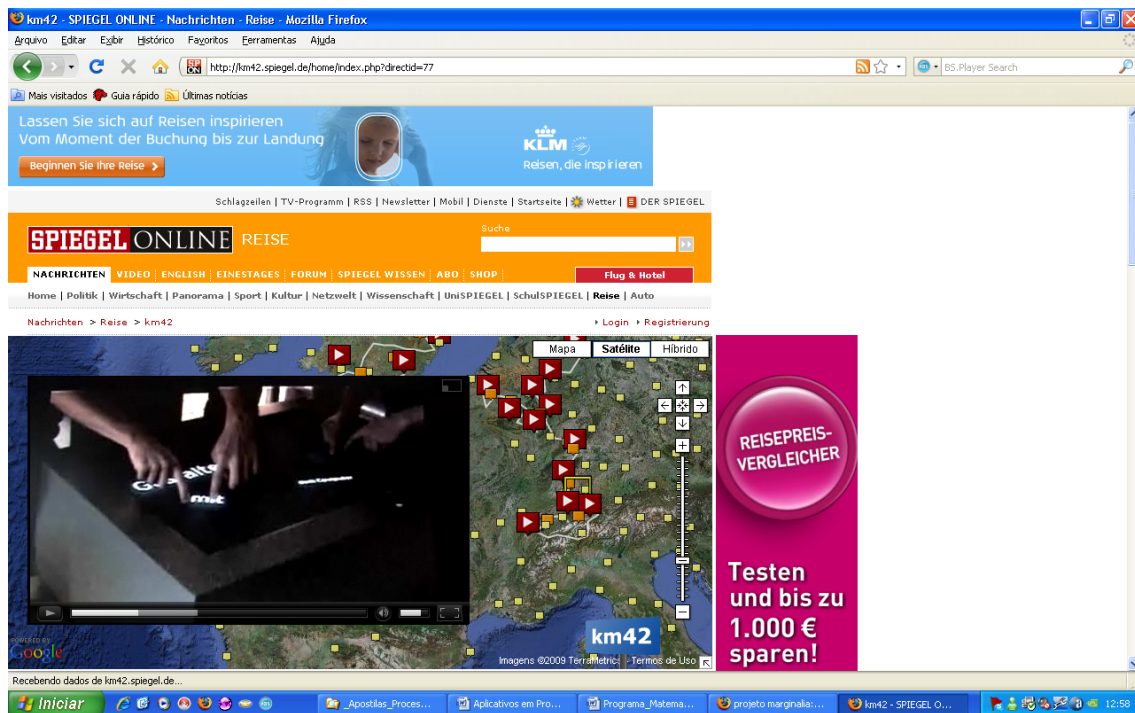
Elisava, barcelona, 03.2007

<http://www.trsp.net/teaching/gamemod/>

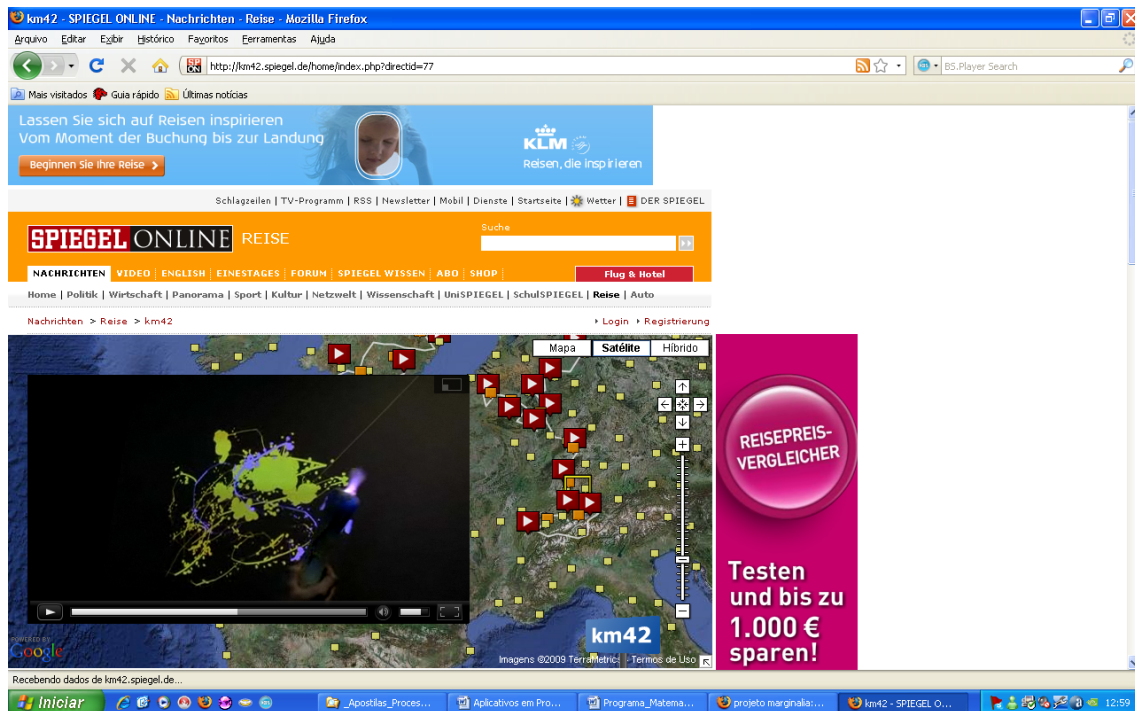
<http://random.inwo.com/bitalizer/exhibits/shell.jpg>



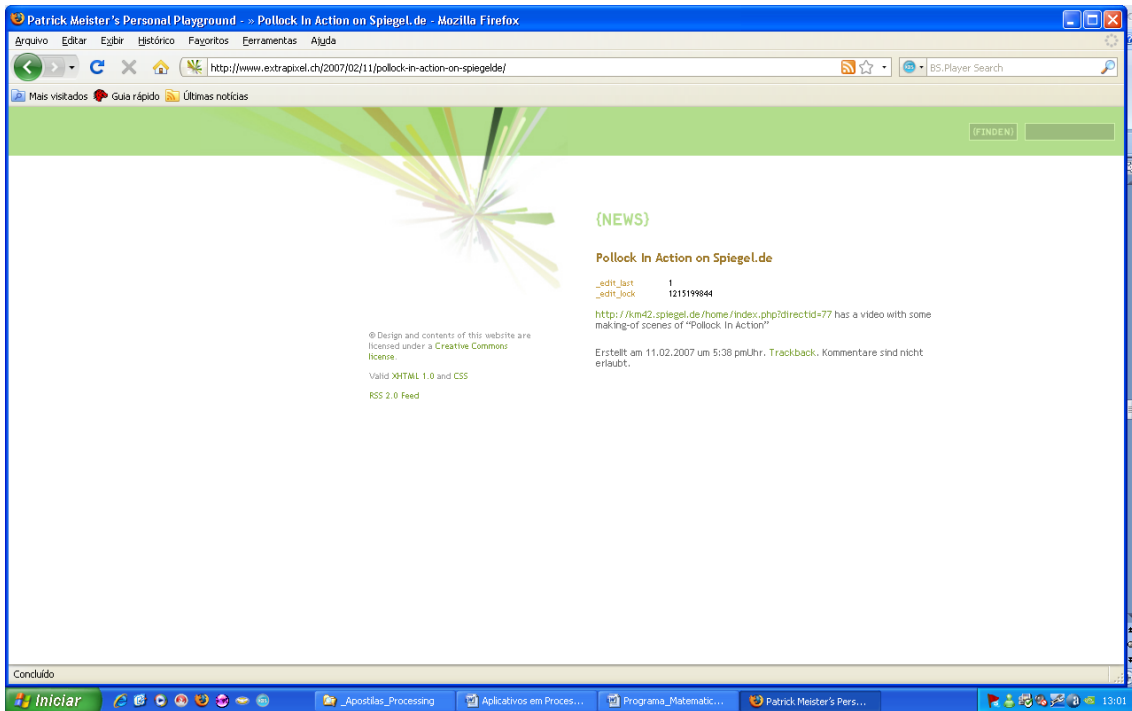
Aplicativos em Processing



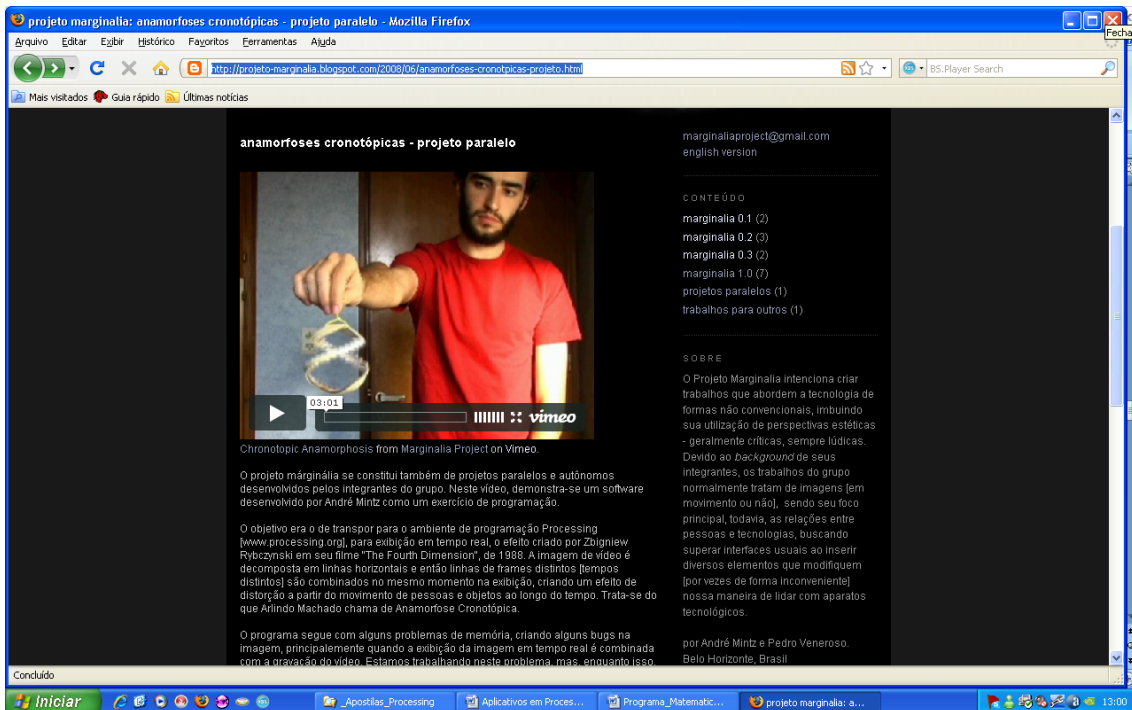
<http://km42.spiegel.de/home/index.php?directid=77>



<http://www.extrapixel.ch/2007/02/11/pollock-in-action-on-spiegelde/>



<http://www.extrapixel.ch/2007/02/11/pollock-in-action-on-spiegelde/>



<http://projeto-marginalia.blogspot.com/2008/06/anamorfozes-cronotopicas-projeto.html>