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This is the ideal place to start. With this hands-on guide, you'll explore several themes in interactive art and design—including 3D graphics, sound, physical interaction, computer vision, and geolocation—and learn the basic

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And Openframeworks programming and electronics concepts you need to implement them. No previous experience is necessary.

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Programming Interactivity explains programming and electrical engineering basics, and introduces If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off.

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If you're interested in using electronics and programming to create rich interactive experiences with your artwork, designs, or prototypes, Programming Interactivity is the place to start. You'll explore common themes in interactive art and design, like 2D and 3D graphics, sound, physical interaction, computer vision, circuit bending, geo-location and more.

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The whole idea of the book is to provide information about how machines and devices can be made interactive using a combination of hardware and software. The book is explicitly targeted at designers and artists wanting to build novel interactive systems that you might find in a museum or art

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gallery but it will also be of interest to the hobbyist, maker,
inventor or robotics enthusiast.

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