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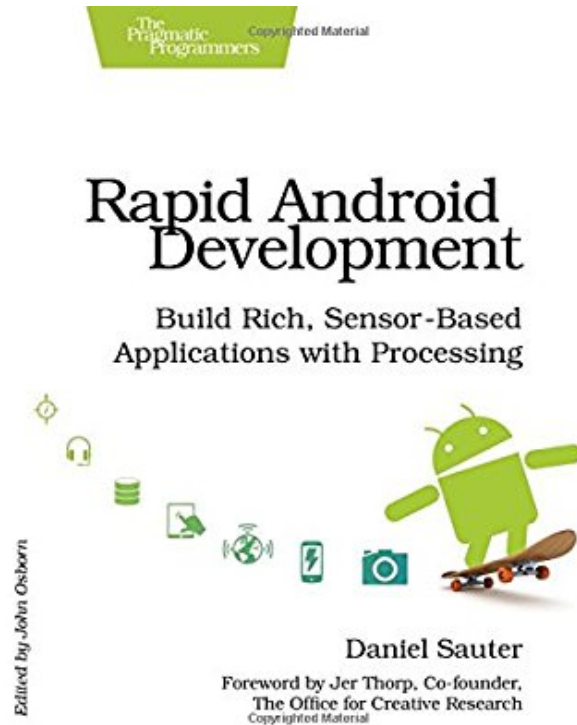

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Synopsis :

Review 'I highly recommend this book; there is no other text on Processing and Android quite like it on the market. It is extremely exhaustive and well structured, and it avoids the pitfalls of preaching to the converted or assuming too much prior knowledge. It is not a small thing to write for experienced creative coders and n00bs alike. Daniel Sauter clearly knows his stuff.'—Jesse Scott, Adjunct Faculty, Interaction Design and Smartphone Development, Emily Carr University of Art + Design and Langara College 'Even if you think you know Processing for Android, this book will still teach you something new, be it 3D, data storage methods, or networking techniques. It provides a solid framework from which aspiring Android developers can launch into developing apps, all while being enjoyable to read.'—William Smith, Moderator, Processing Forum Read more About the Author Daniel Sauter is an artist and educator with eight years of experience teaching Processing. His work has been shown internationally in numerous exhibitions in the U.S., Europe, and Asia. Sauter is an Associate Professor of New Media Arts at University of Illinois at Chicago, and organizer of the Chicago Mobile Processing Conference. Read more