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craft your own digital  
artwork and even  
combine it with  
hardware—no prior  
programming experience  
required. Over the course  
of the book, you ' ll  
learn the basics by  
drawing simple shapes,  
move on to photo editing  
and video manipulation,  
and ultimately affect the  
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The SparkFun Guide to  
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series, will show you how  
to craft digital artwork  
and even combine that  
artwork with hardware so  
that it reacts to the world  
around you. Start with  
the basics of  
programming and  
animation as you draw  
colorful shapes and make  
them bounce around the  
screen.

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Processing is a free,  
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The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and even combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the

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Earlier this year, we  
announced a new book  
by SparkFun Education  
Technologist Derek

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Processing is a free,  
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programming language  
designed to help non-  
programmers create  
interactive art with code.  
Over the course of the  
book, readers learn the  
basics by drawing simple  
shapes, move on to  
photo editing and video  
manipulation, and

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ultimately affect the  
physical world by using  
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contains a 32x24 array of  
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creating, in essence, a low  
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imaging camera. In this

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guide, we 'll go over  
how to connect your  
Qwiic Infrared Array  
with MLX90640 and get  
it communicating with  
Processing to produce a  
nice thermal image.

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[learn.sparkfun.com](http://learn.sparkfun.com)  
make sure you're reading  
off the right port in  
Processing - there's a  
Serial.list () command

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that will show you all the available ports you can connect to. if you're using the `serialEvent ()` method, make sure to include the `port.bufferUntil ()` function in your `setup ()` method.

Connecting Arduino to  
Processing -

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The SparkFun Inventor's

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Kit (SIK) is your map for navigating the waters of beginning embedded electronics. This guide contains all the information you will need to build five projects encompassing the 16 circuits of the SIK. At the center of this guide is one core philosophy: that anyone can (and should) play around with electronics.

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to Processing on Apple

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"The SparkFun guide to  
Processing" is a project-

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based book for the  
Processing language.  
Processing is a Java-based  
programming language  
that runs on Linux,  
Windows and Mac OSX  
with which one can  
manipulate images, draw  
graphics on computer  
screens, even  
communicate with  
Arduino  
microcontrollers.

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Amazon.com: Customer reviews: The SparkFun Guide to Processing

Guide to ...  
The Processing sketch to do this is located in the same folder as Example 4. So go to Documents > Arduino > SparkFun\_GridEYE\_AMG88\_Library > examples > Example4-ProcessingHeatCam > HeatCam and open the HeatCam file in Processing. Attempting

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to run the sketch will  
show us available serial  
ports in the debug  
window.

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Qwiic GRID-Eye  
Infrared Array  
(AMG88xx) Hookup  
Guide ...

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to craft digital artwork

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and even combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen.

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Processing eBook by  
Derek Runberg ...

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