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processing library, which
supports the MPU-9250.
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In developing your own projects with Arduino and Processing, there are a few 'gotchas' that are helpful to keep in mind in case you get stuck. make sure your baud rates match; make

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sure you're reading off the
right port in Processing -
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A small group of
individuals has, for years,

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contributed essential time
and energy to Processing.

Dan Shiffman is our
partner in the Processing
Foundation, the 501(c)(3)
organization that supports
the Processing software.
Much of the core code for
Processing 2.0 and 3.0 has

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come from the sharp
minds of Andres Colubri
and Manindra Moharana.

Generative Art by Manolo
Gamboa Naon, an
Argentinian artist who
uses algorithmic tools
including Processing to

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create art. In contrast to
traditional artists who may
spend days or even months
exploring one idea,
generative code artists use
computers to generate
thousands of ideas in
milliseconds.

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Processing is a flexible
software sketchbook and a
language for learning how
to code within the context
of the visual arts. Since
2001, Processing has
promoted software literacy
within the visual arts and
visual literacy within

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technology.
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Kotobee. on Mar 30, 2016.
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interactive content and
you've got yourself a top-
notch product that is sure
to put you ahead of the
game. This comprehensive
guide will lead you
through ...

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explains how the code works, so you can understand how actual game programs make use of Pygame. This book features seven different games that are clones of popular games that you've probably already played.

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The games are a lot more
fun and interactive than
the text-based games in
?Invent with Python?, but
are still fairly short.

Sketches that are
created/received are
tagged during this

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visualization mouse
particles image random
rotate 3D WEBGL
colorMode (HSB)
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