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The SparkFun Guide to  
Processing teaches you to  
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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

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manipulation, and ultimately  
Code affect the physical world by  
using Processing with an  
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Processing is a free,  
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The SparkFun Guide to  
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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

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you draw colorful shapes and  
make them bounce around the  
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will show you how to craft  
digital artwork and even  
combine that artwork with

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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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## **SparkFun Guide to Processing | No Starch Press**

The SparkFun Guide to Processing is a hands-on introduction to Processing for non-coders.

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Earlier this year, we  
announced a new book by  
SparkFun Education  
Technologist Derek Runberg:  
The SparkFun Guide to

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Processing. Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. Over the course of the book, readers learn the basics by

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drawing simple shapes, move  
on to photo editing and  
video manipulation, and  
ultimately affect the  
physical world by using  
Processing with an Arduino.

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**Processing is here! – News  
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The Melexis MLX90640 contains a 32x24 array of thermopile sensors creating, in essence, a low resolution thermal imaging camera. In this guide, we'll go over

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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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Make sure you're reading off the right port in Processing - there's a `Serial.list ()` command that will show you all the available ports you can connect to. if you're using the `serialEvent ()` method, make sure to include

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the port.bufferUntil ()  
function in your setup ()  
method.

**Connecting Arduino to  
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The SparkFun Inventor's Kit

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(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

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Center of this guide is one  
core philosophy: that anyone  
can (and should) play around  
with electronics.

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"The SparkFun guide to  
Processing" is a project-  
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

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manipulate images, draw  
graphics on computer  
screens, even communicate  
with Arduino  
microcontrollers.

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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 >

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HeatCam and open the HeatCam file in Processing.

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

**Qwiic GRID-Eye Infrared**

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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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