



“The first book like this of its kind. It takes the artists on a philosophical explanation of how a computer, a tool for processing numbers, can represent text, graphics, images, and sound. People, not computers create art, but the computer is a very powerful tool in that process.”

—Brian Wyvill, from the Foreword

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[WEB LINK, GEN ART FOR PYTHON](#)

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PYTHON PROGRAMMING LANGUAGE

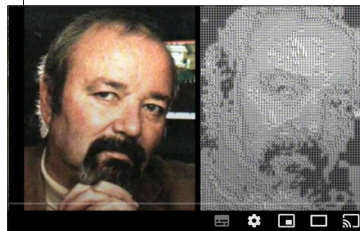
GENERATIVE ART

FOR PYTHON

BY JAMES R. PARKER PHD
FOREWORD BY BRIAN WYVILL PHD

Generative Art for Python instructs beginner level to advanced programming using Python programming language. Contained in the book are many examples that integrate both graphics and sound, plus core programming concepts such as structures, variables, and tools. On the beginner and intermediate levels, graphics concepts such as randomness, manipulating images, animation, texture mapping and video techniques are covered. The advanced level include sound effects and audio, 3D geometry and animation, and interactive games. James R. Parker enables artistic expression through computer programming by implementing best practices in art and design.

ABOUT THE AUTHOR



Dr. James R. Parker studied mathematics and computer science before ending up as a Professor of Art at the University of Calgary.

His expertise ranges from

computer simulation, image processing, artificial intelligence, game design, and generative art. When asked, he claims to be an expert in 'complex interacting systems', but don't ask him to tie a half hitch. He is author of *Generative Art: Algorithms as Artistic Tool* and *An Artist's Guide to Programming: A Graphical Introduction*.



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