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electrical engineering

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basics, and introduce you to the world of programming. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off.

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using electronics and
programming to create
rich interactive
experiences with your
artwork, designs, or
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Interactivity is the place to start. You'll explore common themes in interactive art and design, like 2D and 3D graphics, sound, physical interaction, computer vision, circuit bending, geo-location and more.

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Designer's Guide to...

The whole idea of the book is to provide information about how

machines and devices can be made interactive

using a combination of hardware and software.

The book is explicitly targeted at designers and artists wanting to build novel interactive systems that you might

find in a museum or art

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gallery but it will also
be of interest to the
hobbyist, maker,
inventor or robotics
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