

Processing:
a programming
handbook for
visual designers
and artists

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Ben Fry

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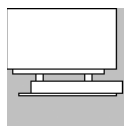
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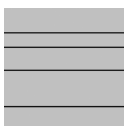
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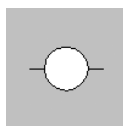
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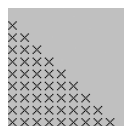
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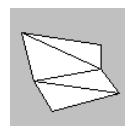
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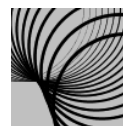
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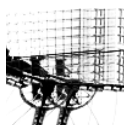
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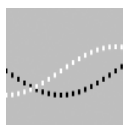
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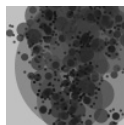
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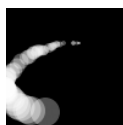
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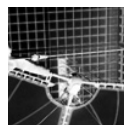
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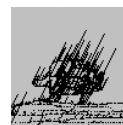
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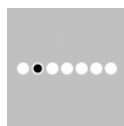
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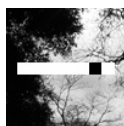
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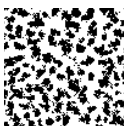
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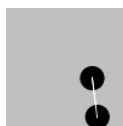
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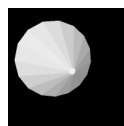
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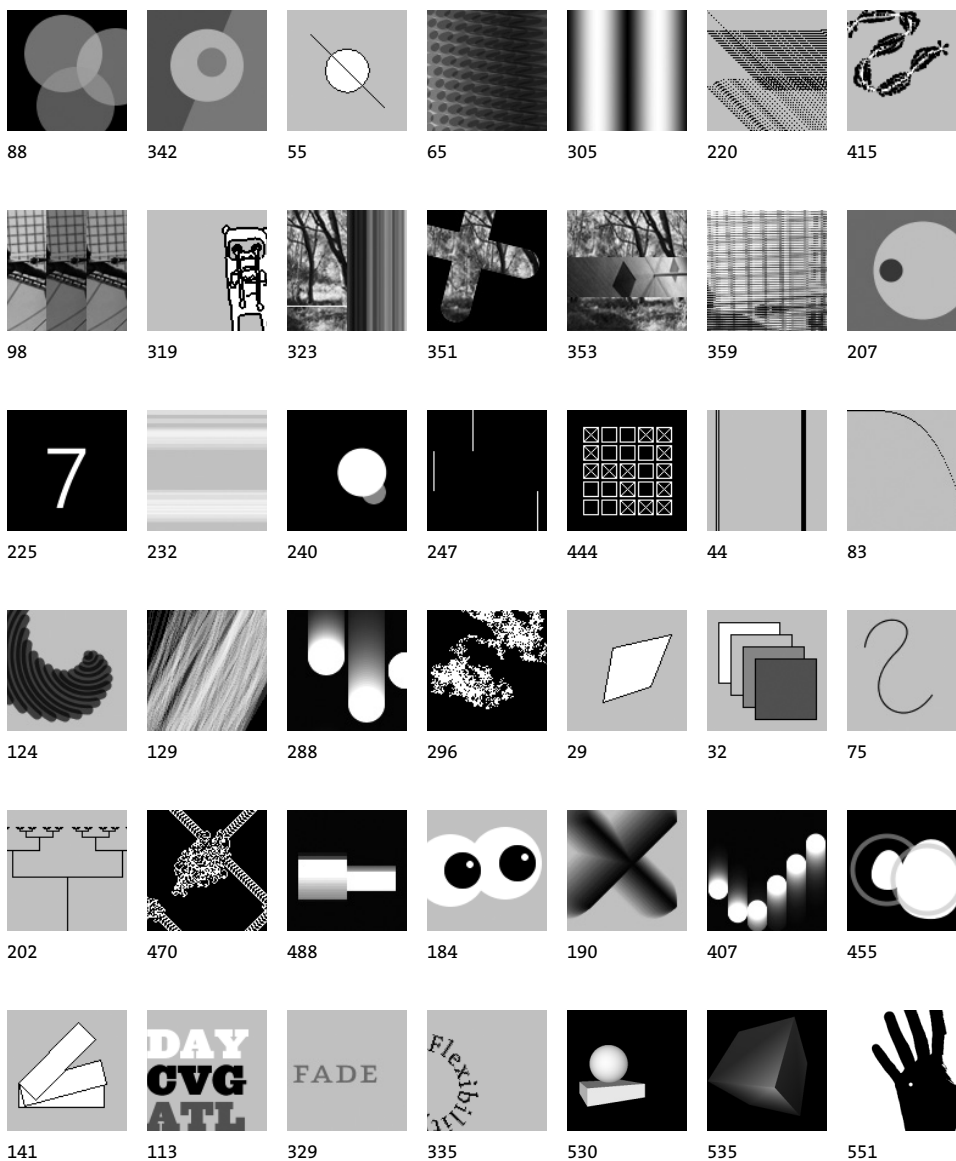
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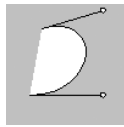


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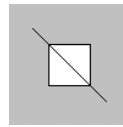
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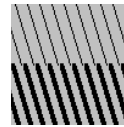
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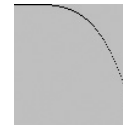
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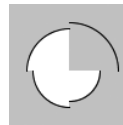
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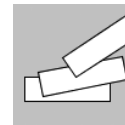
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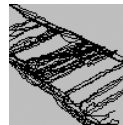
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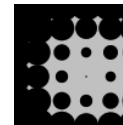
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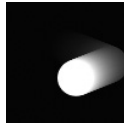
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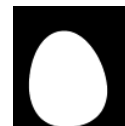
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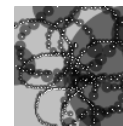
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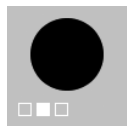
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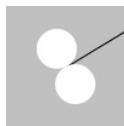
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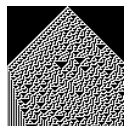
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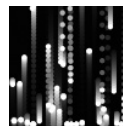
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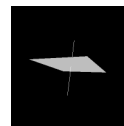
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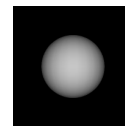
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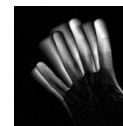
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