

Useful Resources to look throughout the year:

1. Book : [EssentialMathematicsForComputationalDesign](#)  
Math Fundamentals for using grasshopper/coding
2. Book : The Algorithm Design Manual (Steven S Skiena)  
Available also in pdf through ETH Library
3. Site : [codecademy](#)  
Great point of departure for practicing python
4. Youtube Channel: [The Coding Train](#)  
A lot of great concepts mostly available in Javascript/Java inside Processing but otherwise a true gem
5. Youtube Channel: [3Blue1Brown](#)  
Great source simplifying math notions, machine learning and much more
6. Free online Course : [Introduction to Computer Science and Programming Using Python\(edx\)](#)  
Zero to Hero type of thing
7. Site : <https://leetcode.com/>  
Practice makes perfect
8. Site : [inconvergent](#)  
If you like things that are growing

For those that are new(er) to Python/Grasshopper:

1. <https://www.grasshopper3d.com/forum/topics/the-why-and-how-of-data-trees>  
Data Structures inside grasshopper
2. <https://www.rhino3d.com/download/rhino/5.0/Rhino5Level2Training/>  
If you want to make sure you know all the details behind Nurbs
3. [Plethora project Site](#)  
Rhino/Grasshopper/Python + More
4. [Gramazio Kohler : THE DIGITAL IN ARCHITECTURE Site](#)  
More helpful for those that identify as beginners in Rhino or Grasshopper

