

## Processing Review

Processing was developed as a tool for learning programming and 2D/3D drawings on a computer but with time, it spanned out to be a much larger platform to create visualizations, some of them even in real time.

Processing is basically developed in Java but it can also work with python and JavaScript. By default, Java itself is used for rendering graphics; support for OpenGL 2D and 3D renderers are also provided. Due to OpenGL support, processing can directly interact with a GPU, if present in the system. This provides processing with access to huge computing power to render quite complex visualizations, which can also be updated in real time.

Processing is much like OpenGL and has quite similar API's as that of OpenGL. It has support for general primitives and shapes normally discussed with computer graphics. I would not recommend using processing for anything like charts, graphs, and other general purpose data visualizations. Processing does not have any inbuilt support to work with graphs and charts which is provided out of the box in various other visualization utilities. But if the task at hand require quite complex renderings or is in 3D space, processing might be the tool to use. Much like D3 processing can take in text files as string or create tables based on CSV data. Output formats for processing can be an application which runs the rendering, it can be an image or it can a PDF file also.