

THE NATURE OF CODE

How can we capture the unpredictable,
evolutionary and emergent properties of
nature in software?

How can understanding the mathematical
principles behind our physical world help us to
create digital worlds?

This book focuses on a range of programming
strategies and techniques behind computer
simulations of natural systems, from elementary
concepts in mathematics and physics to more
advanced algorithms that enable sophisticated
visual results. Using the open-source language
Processing, readers will progress from building
a basic physics engine to creating intelligent
moving objects and complex systems, setting
the foundation for further experiments
in generative design.

<http://natureofcode.com>

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SIMULATING NATURAL SYSTEMS WITH PROCESSING

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