

## Getting Started at Home

You can review your Processing basics with the excellent **Hello, Processing** tutorials hosted at <http://hello.processing.org>

**To set up Processing** and Scratching at home, first install Processing from <http://processing.org/download/>

You will want to choose the *latest stable release*. Processing is a free, cross-platform environment, which means you can install it for Windows, Mac, or Linux.

**Processing alone does not include the Sprite and Stage.** To add “Scratching” capabilities to Processing, **you must also download the Scratching sketch** from <http://www.eliwhitney.org/workshop/projects/processing-advanced-workshop>

Save the **scratching.zip** file to your Downloads folder and double-click it to extract the **scratching** folder.

**Although it will work from your Downloads folder, it is best to copy Scratching to your Processing Sketchbook.**

On a Mac, that is **User/Documents/Processing**

On Windows, this will be in your **Documents** folder.

After opening the Scratching sketch in Processing, **always Save-As to a new file name.** That way, you always have a fresh copy for your next new project.

You can download this and the other Java references from <http://www.eliwhitney.org/workshop/projects/processing-advanced-workshop>