Integrate Processing into Exhibition Contents Authoring System

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Abstract—The procedure of integrating processing, a famous open source programming language and integrated development environment (IDE) built for the media artists, into Exhibition Contents Authoring System (ECAS) is presented in this article. The detailed architecture of Processing and ECAS is analyzed. The final system is implemented using Eclipse Modeling Frame- work (EMF) and Graphical Modeling Framework (GMF) based on Eclipse Rich Client Platform. With this tool, artists could present their works written in Processing easily inside ECAS.

Keywords: Media Art, Authoring, GMF, Eclipse, RCP, Processing, Plug-in.