

Sophie

The future of reading and writing.

[SEARCH](#) [LOGIN](#) [REGISTER](#) [CONTACT](#)

FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

[CONTACT](#) [IMPARA](#) [INSTITUTE](#)

© All rights reserved. A Project of the Institute for the Future of the Book

FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLE

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

What is Sophie?

Sophie software is designed for reading and writing next-generation electronic books. Sophie will facilitate the easy construction of documents that are designed to include multimedia and live on the network.

FEATURES

_Blog

Sophie Who?

posted by **Jesse** at July 10, 2006 11:59 PM



Sophie, the Institute's first piece of software, is designed for reading and writing next-generation electronic books. Sophie will facilitate the easy construction of documents that are designed to live on the network and to use multimedia and time in ways that are currently difficult, if not impossible. Here is a [13-page PDF](#) explaining exactly what Sophie is, the problems that it was created to solve, and what it will do. An HTML version of this will be arriving shortly. And here is a [5-page PDF](#) that explains Sophie's pedigree: a quick history of the ideas and software that informed Sophie's design.

tags: [term one](#), [term two](#), [term three](#)
[comments](#) (3)

_News

Sophie 1.0rc released

posted by **jcbowman** at June 18, 2006 11:25 PM

This release implements uniform and irregular mesh contour drawing algorithms: contours can be individu-

DOWNLOAD

Download Sophie v. 1.0 beta 3
Release date: June 12, 2006 11:00 am
[<< Changelog >>](#)

SOPHIE SAMPLES

Recently Uploaded Books

- [Joel Sanders:...](#)
- [Romantic Modernist:...](#)
- [Robert A....](#)
- [Masters of...](#)
- [Wallace Neff...](#)
- [Stanley Saitowitz:...](#)

SUPPORT

Fresh Discussions

- [Architecture/construction terms...](#)
- [Office Annoyances](#)
- [Thread Central](#)
- [NY Times...](#)
- [is there...](#)
- [posts vs....](#)

Latest Tutorials

Beginner

- [Student Works](#)
- [AIA06 Diary](#)

Intermediate

- [Danny Forster, Extreme Host](#)
- [UpStarts: NIPpaysage](#)

Advanced

- [David L. Ulin](#)
- [Glen Small Interview](#)

FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

_Blog

What is Sophie?

posted by **Jesse** at July 10, 2006 11:59 PM

Sophie, the Institute's first piece of software, is designed for reading and writing next-generation electronic books. Sophie will facilitate the easy construction of documents that are designed to live on the network and to use multimedia and time in ways that are currently difficult, if not impossible. Here is a [13-page PDF](#) explaining exactly what Sophie is, the problems that it was created to solve, and what it will do. An HTML version of this will be arriving shortly. And here is a [5-page PDF](#) that explains Sophie's pedigree: a quick history of the ideas and software that informed Sophie's design.

tags: [term one](#), [term two](#), [term three](#)
[comments](#) (3)

What is Sophie?

posted by **Jesse** at July 10, 2006 11:59 PM



Sophie, the Institute's first piece of software, is designed for reading and writing next-generation electronic books. Sophie will facilitate the easy construction of documents that are designed to live on the network and to use multimedia and time in ways that are currently difficult, if not impossible. Here is a [13-page PDF](#) explaining exactly what Sophie is, the problems that it was created to solve, and what it will do. An HTML version of this will be arriving shortly. And here is a [5-page PDF](#) that explains Sophie's pedigree: a quick history of the ideas and software that informed Sophie's design.

_News

Sophie 1.0rc released

posted by **jcbowman** at June 18, 2006 11:25 PM

This release implements uniform and irregular mesh contour drawing algorithms: contours can be individually labelled or filled using a colour density palette. The flow-chart interface and alignment were improved. A slope fields package was added. The arrow size limiting code was fixed. Some bugs in makepen were fixed. Image and shading functions now respect the -gray, -rgb, -cmyk, and -bw options. Date arithmetic routines were added. Several small bugs in the graph routines were fixed. Custom three-dimensional projections can now be easily

[Read more >>](#)

[Discuss this topic >>](#)

Latest post in this topic:

it may be that we need to use the qt href function to show a quicktime playable image, and then click to go to a qt streamable movie.

posted by **username** at June 19, 2006 5:03 PM

_News Archive

Sophie 1.0rc released

June 18, 2006 11:25 PM

Sophie 1.0rc released

June 18, 2006 11:25 PM

Sophie 1.0rc released

June 18, 2006 11:25 PM

FEATURES

[_News](#)

[_Blog](#)

ABOUT

[_Sophie](#)

[_Quick Tour](#)

[_The Institute](#)

[_Squeak](#)

[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)

[_Resources](#)

[_Templates](#)

SUPPORT

[_FAQ](#)

[_Tutorials](#)

[_Forum](#)

[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)

[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)

[_View All Blogs](#)

[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)

[_Comment Confirmation](#)

What is Sophie?

posted by **Jesse** at July 10, 2006 11:59 PM

Sophie, the Institute's first piece of software, is designed for reading and writing next-generation electronic books. Sophie will facilitate the easy construction of documents that are designed to live on the network and to use multimedia and time in ways that are currently difficult, if not impossible. Here is a [13-page PDF](#) explaining exactly what Sophie is, the problems that it was created to solve, and what it will do. An HTML version of this will be arriving shortly. And here is a [5-page PDF](#) that explains Sophie's pedigree: a quick history of the ideas and software that informed Sophie's design.

tags: [term one](#), [term two](#), [term three](#)

[comments](#) (3)

>i prefer the label craft. art & design just don't always fit. craft somehow implies that it is heartfelt. i liked the craftistas title. i call myself a procraftinator.

posted by **Jesse** at July 10, 2006 11:59 PM

>>i prefer the label craft. art & design just don't always fit. craft somehow implies that it is heartfelt.

posted by **Jesse** at July 10, 2006 11:59 PM

>>>I'm not sure where this article is really going, it seems to neither give a definitive thumbs-up to craft or a definitive thumbs-down to Martha Stewart don't-think-for-yourself DIY.

posted by **Jesse** at July 10, 2006 11:59 PM

POST A COMMENT

Name:

Email Address:

URL:

Remember personal info?

Yes No

_Blog Archive

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

[What is Sophie?](#)

June 18, 2006 11:25 PM | [comments](#) (3)

FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

Sophie software is designed for reading and writing next-generation electronic books. Sophie will facilitate the easy construction of documents that are designed to include multimedia and live on the network. Sophie is a [Project of the Institute for the Future of the Book](#).

The need for Sophie

A major problem emerging with digital work right now is that of time. Paradoxically, digital work, as abstractable as it is, doesn't seem to last as long as print-based work. Some print books have lasted half a millennium; even the most poorly printed book should be readable in half a century. The same's not true of digital files. Media change: the 5.25" floppy disks used to save files twenty-five years ago are entirely useless now, and it's increasingly difficult even to find a drive that can read 3.5" disks. Formats change: presentations designed to run on the operating systems of ten years ago might not work today.

Even in the world of the Internet, untethered from the confines of hardware, links break and code rots: look at what remains of the rusting hulks of websites from five years ago left preserved for history at the Wayback Machine. Despite the laudable aims of the preservation-ists, most sites don't last: functionality might be tied to a specific server, and if that's no longer the same, the page no longer works.

This is an enormous issue for libraries attempting to archive digital collections. It's pointless to attempt to preserve material if it can't be read in ten years, or can only be read with specialized equipment. If you want to understand what happened in the Iran-Contra scandal ten years ago you can go to the library and look at the newspapers of the time. What happens in twenty years when someone wants to understand what happened in the Valerie Plame leak scandal, where the newspapers are following blogs?

What Sophie will do

As we've noted, Sophie is an all purpose tool for dealing with media. It will allow users to easily create books that can contain any sort of media on hand – text, images, sounds, videos, animations. Sophie does for media what a physical book does for text and images: with Sophie, [authors can create multimedia books](#). You might think of it as a wrapper for anything digital, but it's more than that. A [quick tour](#) is available.

The page and the canvas

A physical book has pages: we take it for granted that pages follow pages in a sequential order, like spoken words follow each other. You can [make books like this with Sophie](#)—it's the default setting. But as has been hinted above, a Sophie book can have a more fluid relationship with pages. Let's look at another sort of reading: how you might use the desktop of your computer. There might be a movie player in the upper left with a video you want to see, there's a music player in the bottom right, there's a text editor open with something you're reading. You might be doing more than one of them at once, bouncing from one to another. Most importantly, however: these are three independent objects.

Sophie and the network

Sophie will live in a networked environment. This will be possible in many different ways. As mentioned, Sophie books can link to other Sophie books. However, the two Sophie books don't have to be resident on the same computer: the linked Sophie book could very well be on a remote server over the Internet. Delving deeper into the network, you could also connect to a Sophie book using a web browser. In this case, the Sophie application works as a plugin to your browser, like Flash does. The book, which would be living on a [remote server](#), would open inside your browser, but changes that you make—the same sort of changes you could make to a book on your computer—would be made on the book on a remote server, and can be seen by other people accessing that book. A teacher might post a book for her class to collectively edit; they could all log in to it and make changes. Books aren't the only thing that can be remote:



FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

Sophie enables people—even those with no technical experience—to assemble text, images, audio and video files into electronic documents. Sophie is easy to use:

- lets you drag and drop what you want
- allows you to hyperlink from your book to the internet
- has optional built-in templates
- provides professional programming features
- enables you to easily distribute

1 of 5 >>



Drag and drop interface

Sophie

The future of reading and writing.

[ABOUT](#) [_Quick Tour](#)

[SEARCH](#) [LOGIN](#) [REGISTER](#) [CONTACT](#)

FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

Sophie enables people—even those with no technical experience—to assemble text, images, audio and video files into electronic documents. Sophie is easy to use:

- lets you drag and drop what you want
- allows you to hyperlink from your book to the internet
- has optional built-in templates
- provides professional programming features
- enables you to easily distribute

<< 2 of 5 >>



Textbooks



eCatalogs



Sales and Marketing



Yearbooks, Scrapbooks,
and Photo Albums

[CONTACT](#) [IMPARA](#) [INSTITUTE](#)

© All rights reserved. A Project of the Institute for the Future of the Book

FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

The mission

Starting with the assumption that the locus of intellectual discourse is shifting from printed page to networked screen, the primary goal of the Institute for the Future of the Book is to explore, understand and influence this shift. The institute is a project of the [Annenberg Center for Communication](#) at the University of Southern California and is based in Brooklyn, New York.

The book

For the past five hundred years, humans have used print—the book and its various page-based cousins—to move ideas across time and space. Radio, cinema and television emerged in the last century and now, with the advent of computers, we are combining media to forge new forms of expression. For now, we use the word "book" broadly, even metaphorically, to talk about what has come before and what might come next.

The work and the network

One major consequence of the shift to digital is the addition of graphical, audio, and video elements to the written word. More profound, however, is the book's reinvention in a networked environment. Unlike the printed book, the networked book is not bound by time or space. It is an evolving entity within an ecology of readers, authors and texts. Unlike the printed book, the networked book is never finished: it is always a work in progress.

As such, the Institute is deeply concerned with the surrounding forces that will shape the network environment and the conditions of culture: network neutrality, copyright and privacy. We believe that a free, neutral network, a progressive intellectual property system, and robust safeguards for privacy are essential conditions for an enlightened digital age.

Tools

If discourse is to thrive in the digital age, tools are needed that allow ordinary, non-technical people to assemble complex, elegant and durable electronic documents without having to master overly complicated applications or seek the help of programmers. The Institute is dedicated to building such tools. We also conduct experiments with existing tools and technologies, exploring their potential and testing their limits.

Humanism and technology

Although we are excited about the potential of digital technologies and the internet to amplify human potential, we believe it is crucial to consider their social and political consequences, both today and in the long term.

New practices

Academic institutes arose in the age of print, which informed the structure and rhythm of their work. The Institute for the Future of the Book was born in the digital era, and so we seek to conduct our work in ways appropriate to the emerging modes of communication and rhythms of the networked world. Freed from the traditional print publishing cycles and hierarchies of authority, the Institute values theory and practice equally, conducting its activities as much as possible in the open and in real time.



FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[_Books](#)
[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

Ray Cha

Ray joins the institute after working at places such as the Columbia Center for New Media Teaching & Learning, Viacom, the Fred Hutchinson Cancer Research Institute and mostly recently the design and concept firm AvroKO. His research interests include the interplay between culture and technology, user experience, design process, and the design of games and toys. Ray studied engineering and public policy as an undergraduate at Carnegie Mellon University and holds a masters from New York University's Interactive Telecommunications Program. When he is not wandering the streets of New York, he is watching age-inappropriate television.

Lisa Lynch (alumnus)

Lisa is a media studies scholar particularly interested in the connection between experimental forms of new media and political and social activism. She is also the director of [The Guantanamobile Project](#), a multimedia documentary project designed to raise awareness about the detention of terror suspects at the US Naval Base in Guantanamo Bay, Cuba. Currently on leave from her position as Assistant Professor at the Catholic University of America, Lisa lives in Red Hook, Brooklyn with an enthusiastic but dyspeptic basset hound and a variety of expired laptops.

John M McIntosh

John resides on Vancouver Island, in British Columbia with his wife of 24 years, and their two sons. John graduated in 1982 from the Computer Science Co-op program at the University of Victoria. He is the founder, president and owner of Corporate Smalltalk Consulting Ltd. John is a highly respected Information Technology professional, and has extensive technical and management experience in a variety of corporate, IT and research environments. John's broad technical base and skill set bring a rich and diverse perspective to both the public and private sector. He has provided support to an impressive multi-national clientele from across Canada, the United States, Europe and South America. John is perhaps best know and appreciated for his exceptional problem-solving skills, his proven ability to build fault-tolerant systems, and his record of quality software delivery on schedule!

Steve Riggins

Steve has worked with Bob Stein for over 15 years at The Voyager Company, Kaleida Labs and Night Kitchen. He has enjoyed being near the leading edge several times, including interactive audio CD companions, the advent of digital video in QuickTime, developing translation tools at Kaleida Labs, easy to use electronic media tools in TK3 and now an entirely new universe in Smalltalk. Steve is an amateur photographer, is learning to make home movie DVDs with the hope of shooting his own film some day, is an avid Disneyland fanatic and is so ever happy that Apple survived to deliver G5s running Mac OS X, for it inspires him that art, beauty, ease of use and stability can actually exist in the digital world, as it should in his software.

Tim Rowledge

Tim is a biker and Mechanical Engineer turned Industrial Designer then Software UI researcher who got hooked on Smalltalk in 1984 and hasn't been able to escape yet. Worked on Active Book's project to make the first real PDA (1989-91), ParcPlace's engineering team - including managing it - and fabled Interval Research Corporation's MediaWire system, not to mention the exobox, Inc. network appliance. A major contributor to the Squeak world since it was released in 1996, Tim is still trying to work out why anyone would ever use java.

Bob Stein

Bob is Director of the Institute for Future of the Book and founder of The Voyager Company. For 13 years he led the development of over 300 titles in 'The Criterion Collection', a series of definitive films on videodisc, and more than 75 CD ROM titles including the CD Companion to Beethoven's Ninth Symphony, 'Who Built America', and the Voyager edition of 'Macbeth'. Previous to Voyager, Stein worked with Alan Kay in the Research Group at Atari on a variety of electronic publishing projects. Eight years ago, Stein started 'Night Kitchen' to

FEATURES

[_News](#)
[_Blog](#)

ABOUT

[_Sophie](#)
[_Quick Tour](#)
[_The Institute](#)
[_Squeak](#)
[_People](#)

DOWNLOAD

[_Sophie](#)

SOPHIE SAMPLES

[Books](#)

[_Resources](#)
[_Templates](#)

SUPPORT

[_FAQ](#)
[_Tutorials](#)
[_Forum](#)
[_Post a Topic](#)

DOCUMENTATION

[_Table of Contents](#)
[_Documentation Pages](#)

REPORT A BUG

[_Report Confirmation](#)
[_View All Blogs](#)
[_View Your Bugs](#)

UPLOAD

[_Upload Confirmation](#)

SOPHIE SERVER

NEWSLETTER

[_Newsletter Confirmation](#)

COMMENT FORM

[_Comment Preview](#)
[_Comment Confirmation](#)

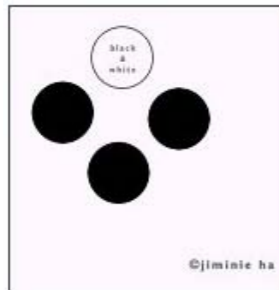
Featured Books



Our Twisted Hero

This excerpt of an award-winning short novel by acclaimed Korean author, Yi Munyol, is enhanced with video and audio. When 12-year-old Han Pyongt'ae moves with his family from Seoul to the countryside, playground politics take him for a spin. Published by Disney's Hyperion East.

[More info and download >>](#)



Artist's Portfolio

A compilation of artist Jiminie Ha's black and white photography and graphic designs. Her work addresses issues of alienation, race, aesthetics, and politics. Jiminie harnessed Sophie's flexibility to create a non-linear, non-traditional presentation of her portfolio.

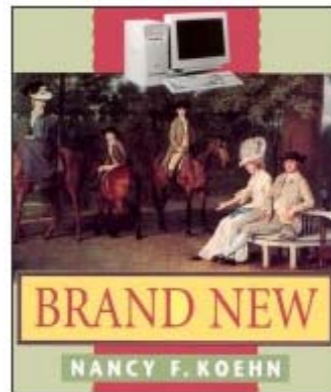
[More info and download >>](#)



Zoodoo

The artist Alex Itin's evocative illustrations, painted on the pages of a book about death, offer a personal reading of Amiri Baraka's poem "Zoodoo," performed here by Baraka with jazz accompaniment. Published by Voyager Press.

[More info and download >>](#)



Brand New: How Entrepreneurs Earned Consumers' Trust From Wedgwood to Dell

How do entrepreneurs harness the power of brands to transform start-ups, gain competitive advantage, and change lives? In Brand New, business historian Nancy Koehn introduces us to six extraordinary leaders of brand creation--Josiah Wedgwood, Henry Heinz, Marshall Field, Estee Lauder, Howard Schultz, and Michael Dell. According to Koehn, these entrepreneurs understood the profound effects that socioeconomic change has on what customers want, have, and can afford as well as on what companies make. Published by the Harvard Business School Press. This edition includes the first chapter.

[More info and download >>](#)

More Books

[Education & learning](#)

[Fiction & poetry](#)

[Non-fiction & humor](#)

[Guidebooks & reference](#)

[Catalogs & marketing](#)

[Scrapbooks & homemade](#)

[Featured books](#)

DOCUMENTATION

[Link and description of this section.](#)