

Download Ebook *Shaping Things* Bruce Sterling Pdf For Free

Heavy Weather Jul 20 2022 A near-future eco-thriller from the bestselling author of *Schismatrix Plus* and *The Difference Engine*. The Storm Troupers are a group of weather hackers who roam the plains of Texas and Oklahoma, hopped up on adrenaline and technology. Utilizing virtual reality, flying robots, and all-terrain vehicles, they collect data on the extreme storms ravaging an America decimated by climate change. But even their visionary leader can't predict the danger on the horizon when a volatile new member joins their ranks and faces a trial by fire: a massive tornado unlike any the world has seen before. "A remarkable and individual sharpness of vision . . . Sterling hacks the future, and an elegant hack it is." —Locus "Lucid and tremendously entertaining. Sterling shows once more his skills in storytelling and technospeak. A cyberpunk winner." —Kirkus Reviews "So believable are the speculations that . . . one becomes convinced that the world must and will develop into what Sterling has predicted." —Science Fiction Age "A very exciting coming-of-age story in a wild future America . . . What's it got? Cyberpunk attitude, genuine humor, nanotechnology, minimal sex but some cool medications and very big weather systems." —SFReviews.net "Brilliant . . . Fascinating . . . Exciting . . . A full complement of thrills." —The New York Review of Science Fiction

Speculative Everything Jan 22 2020 How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven

wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

The Zenith Angle Jan 26 2023 "Gleeful, shrewd, speculative, cynical, closely observed . . . The *Zenith Angle* offers wisdom and solace, thrills and laughter."—The Washington Post "Compelling and important . . . A darkly comic fable of info-war, the black budget, über-geek idealism, and the politics of Homeland Insecurity."—William Gibson, author of *Pattern Recognition* Pioneering computer wizard Derek "Van" Vandever has been living extra-large as a VP for a booming Internet company. But the September 11 attacks on America change everything. Recruited as the key member of an elite federal computer-security team, Van enters the labyrinthine trenches of the Washington intelligence community. His special genius is needed to debug the software glitch in America's most crucial KH-13 satellite, capable of detecting terrorist hotbeds worldwide. But the problem is much deeper. Now Van must make the unlikely leap from scientist to spy, team up with a ruthlessly resourceful ex-Special Forces

commando, and root out an unknown enemy—one with access to a weapon of untold destructive power. “Great fun . . . A cyberthriller of 21st-century technologies [that] peeps wittily behind the national security scenes of a modern superpower.”—New Scientist “A comedic thriller for the homeland security era.”—Entertainment Weekly

The Epic Struggle of the Internet of Things Aug 09 2021 If the hype is to be believed then the next big thing is the Internet of Things. But is it what you think it is? Because the Internet of Things is not about things on the internet. A world in which all our household gadgets can communicate with each other may sound vaguely useful, but it's not really for us consumers. The internet of things serves the interests of the technology giants, in their epic wrangles with each other. And it is they who will turn the jargon of "smart cities" and "smart homes" into a self-fulfilling prophesy. In this piercing and provocative essay, Bruce Sterling tells the story of an idea that just won't go away because there's too much money to be made and a whole world to control.

Involution Ocean Dec 13 2021 A far-future Moby-Dick by the author of Schismatrix: A desperate addict on a bleak, arid planet boards a whaling vessel to hunt the drug he craves. The powerful narcotic syncophine, commonly known as Flare, comes from only one source: the oil of the gargantuan whale-like beasts that swim the dust sea of Nullaqua. It was John Newhouse's addiction to the substance that made him a dealer and forced him to move to this airless, inhospitable planet. But when the all-powerful galactic Confederacy declares Flare illegal, the needs of Newhouse and his clientele leave the desperate off-worlder no choice but to sign on as an able seaman aboard a dustwhaler and hunt the giant creatures himself. Joining a crew of junkies and misfits, including a mad captain with his own dark and secret agenda and a bewitching, batlike alien woman who is pained by human touch, Newhouse sets out across the silica ocean at the bottom of a seventy-mile-deep crater in search of release and redemption . . . and sails toward a fateful confrontation between man and beast that could lead to catastrophe. Bruce Sterling's debut novel is a remarkable feat of world building—imaginative, provocative, and

smart, featuring an unforgettable cast of colorful characters. If Herman Melville's Moby-Dick unfolded on Frank Herbert's Dune, the result might be something akin to Sterling's extraordinary Involution Ocean.

Walkaway Aug 29 2020 Kirkus' Best Fiction of 2017 From New York Times bestselling author Cory Doctorow, an epic tale of revolution, love, post-scarcity, and the end of death. "Walkaway is now the best contemporary example I know of, its utopia glimpsed after fascinatingly-extrapolated revolutionary struggle." —William Gibson Hubert Vernon Rudolph Clayton Irving Wilson Alva Anton Jeff Harley Timothy Curtis Cleveland Cecil Ollie Edmund Eli Wiley Marvin Ellis Espinoza—known to his friends as Hubert, Etc—was too old to be at that Communist party. But after watching the breakdown of modern society, he really has no where left to be—except amongst the dregs of disaffected youth who party all night and heap scorn on the sheep they see on the morning commute. After falling in with Natalie, an ultra-rich heiress trying to escape the clutches of her repressive father, the two decide to give up fully on formal society—and walk away. After all, now that anyone can design and print the basic necessities of life—food, clothing, shelter—from a computer, there seems to be little reason to toil within the system. It's still a dangerous world out there, the empty lands wrecked by climate change, dead cities hollowed out by industrial flight, shadows hiding predators animal and human alike. Still, when the initial pioneer walkaways flourish, more people join them. Then the walkaways discover the one thing the ultra-rich have never been able to buy: how to beat death. Now it's war - a war that will turn the world upside down. Fascinating, moving, and darkly humorous, Walkaway is a multi-generation SF thriller about the wrenching changes of the next hundred years...and the very human people who will live their consequences. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Islands in the Net Dec 25 2022 In a near-future new age of corporate control, hacker mercenaries, and electronic terrorism, a public relations executive on the rise finds herself caught in the violent epicenter of a data war

Two decades into the twenty-first century, the world's nations are becoming irrelevant. Corporations are the true global powers, with information the most valuable currency, while the smaller island nations have become sanctuaries for data pirates and terrorists. A globe-trotting PR executive for the large corporate economic democracy Rizome Industries Group, Laura Webster is present when a foreign representative is assassinated on Rizome soil during a conference for offshore data havens. Dispatched immediately on an international mission of diplomacy, Laura hopes she can make a difference in a volatile, unsteady world, but instead finds herself trapped on the front lines of rapidly escalating third-world hostilities and caught up in an inescapable net of conspiracy, terrorism, post-millennial voodoo, and electronic warfare. During the 1980s, science fiction luminary Bruce Sterling envisioned the future . . . and hit it almost dead-on. The author who, along with William Gibson, Neal Stephenson, and Rudy Rucker, helped create and define the cyberpunk subgenre imagines a world of tomorrow in *Islands in the Net* that bears a striking—and disturbing—resemblance to our present-day information-age reality. Nominated for the Hugo and Locus Awards and winner of the John W. Campbell Memorial Award, Sterling's extraordinary novel is a gripping, eye-opening, and remarkably prescient science fiction classic.

Paid Dec 01 2020 Stories about objects left in the wake of transactions, from cryptocurrencies to leaf-imprinted banknotes to records kept with knotted string. Museums are full of the coins, notes, beads, shells, stones, and other objects people have exchanged for millennia. But what about the debris, the things that allow a transaction to take place and are left in its wake? How would a museum go about curating our scrawls on electronic keypads, the receipts wadded in our wallets, that vast information infrastructure that runs the card networks? This book is a catalog for a museum exhibition that never happened. It offers a series of short essays, paired with striking images, on these often ephemeral, invisible, or unnoticed transactional objects—money stuff. Although we've been told for years that we're heading toward total cashlessness, payment is

increasingly dependent on things. Consider, for example, the dongle, a clever gizmo that processes card payments by turning information from a card's magnetic stripe into audio information that can be read by a smart phone's headphone jack. Or dogecoin, a meme of a smiling, bewildered dog's interior monologue that fueled a virtual currency similar to Bitcoin. Or go further back and contemplate the paper currency printed with leaves by Benjamin Franklin to foil counterfeiters, or khipu, Incan records kept in knotted string. *Paid*'s authors describe these payment-adjacent objects so engagingly that for a moment, financial leftovers seem more interesting than finance. *Paid* encourages us to take a moment to look at the nuts and bolts of our everyday transactions by looking at the stuff that surrounds them. Contributors Bernardo Bátiz-Lazo, Maria Bezaitis, Finn Brunton, Lynn H. Gamble, David Graeber, Jane I. Guyer, Keith Hart, Sarah Jeong, Alexandra Lippman, Julien Mailland, Scott Mainwaring, Bill Maurer, Taylor C. Nelms, Rachel O'Dwyer, Michael Palm, Lisa Servon, David L. Stearns, Bruce Sterling, Lana Swartz, Whitney Anne Trettien, Gary Urton

Shaping Things Feb 27 2023 A guide to the next great wave of technology -- an era of objects so programmable that they can be regarded as material instantiations of an immaterial system.

Rewired May 26 2020 Cyberpunk is dead. The revolution has been co-opted by half-assed heroes, overclocked CGI, and tricked-out shades. Once radical, cyberpunk is now nothing more than a brand. Time to stop flipping the channel. These sixteen extreme stories reveal a government ninja routed by a bicycle repairman, the inventor of digitized paper hijacked by his college crush, a dead boy trapped in a warped storybook paradise, and the queen of England attacked with the deadliest of forbidden technology: a working modem. You'll meet Manfred Macx, renegade meme-broker, Red Sonja, virtual reality sex-goddess, and Felix, humble sys-admin and post-apocalyptic hero. Editors James Patrick Kelly and John Kessel (*Feeling Very Strange: The Slipstream Anthology*) have united cyberpunk visionaries William Gibson, Bruce Sterling, and Pat Cadigan with the new post-cyberpunk vanguard,

including Cory Doctorow, Charles Stross, and Jonathan Lethem. Including a canon-establishing introduction and excerpts from a hotly contested online debate, *Rewired* is the first anthology to define and capture the crackling excitement of the post-cyberpunks. From the grittiness of *Mirrorshades* to the Singularity and beyond, it's time to revive the revolution.

Robot Artists and Black Swans: the Italian Fantascienza Stories Apr 05 2021 The Godfather of Cyberpunk has emerged in this new collection of Italian-themed fantasy and science-fiction stories. Bruce Sterling now introduces us to his alter ego: Bruno Argento, the preeminent author of fantascienza. Sterling, writing as Argento, skillfully combines cutting-edge technology with art, mythology, and history. "It's as if Sterling is the only writer paying attention."--Locus In the Esoteric City, a Turinese businessman's act of necromancy is catching up with him. The Black Swan, a rogue hacker, programs his way into alternate versions of Italy. A Parthenopean assassin awaits his destiny in the arms of a two-headed noblewoman. Infuriating to both artists and scientists, a robot wheelchair makes uncategorizable creations. Bruno Argento is the acknowledged master of Italian science fiction. Yet that same popular fantascienza author also is known in America--as Bruce Sterling. In *Robot Artists and Black Swans*, we present the first collection of their uniquely visionary Italian-themed fiction, including tales never before published in English.

A Good Old-Fashioned Future Jun 19 2022 From the subversive to the antic, the uproarious to the disturbing, the stories of Bruce Sterling are restless, energy-filled journeys through a world running on empty--the visionary work of one of our most imaginative and insightful modern writers. They live as strangers in strange lands. In worlds that have fallen--or should have. They wage battles in wars already lost and become heroes--and sometimes martyrs--in their last-ditch efforts to preserve the dignity and individuality of humanity. A hack Indian filmmaker takes the pulse of a wounded and declining civilization--21st-century Britain. A pair of swashbuckling Silicon Valley entrepreneurs join forces to make a commercial killing--in organic underground slime and computer-generated jellyfish. A man in a

Japanese city takes orders from a talking cat while pursuing a drama of danger and adventure that has become the very essence of his life. From "The Littlest Jackal", a darkly hilarious thriller of mercs and gunrunners set in Finland, to a stark vision of a post-atomic netherworld in his haunting tale "Taklamakan", Bruce Sterling once again breaks boundaries, breaks icons, and breaks rules to unleash the most dangerously provocative and intelligent science fiction being written today.

Burning Chrome Feb 03 2021 "A breath of fresh air . . . the vision is deeply imagined, very complete and controlled . . . Gibson is truly brilliant."--Washington Times magazine From a true master of science fiction comes a collection of short stories that show how, no matter the length, Gibson is one of the greatest writers working today. Known for his seminal science fiction novel *Neuromancer*, and for the acclaimed books *Pattern Recognition*, *The Peripheral*, and *Agency*, William Gibson is actually best when writing short fiction. Tautly written and suspenseful, *Burning Chrome* collects 10 short stories, including some written with Bruce Sterling, John Shirley, and Michael Swanwick, and with a preface from Bruce Sterling, now available for the first time in trade paperback. These brilliant, high-resolution stories show Gibson's characters and intensely realized worlds at their absolute best, from the chip-enhanced couriers of "Johnny Mnemonic" to the street-tech melancholy of "Burning Chrome." [Sympathy of Things](#) Jul 28 2020 We have to find our way back to beauty," writes Lars Spuybroek in the introduction to *The Sympathy of Things*. In this book Spuybroek argues that we must "undo" the twentieth century - the age in which the sublime turned from an art category into a technical reality. This leads him to the aesthetic insights of the nineteenth-century English art critic John Ruskin, from which he distils pointers for our time. In *The Sympathy of Things*, the old romantic notion of sympathy, a core concept in Ruskin's aesthetics, is re-evaluated as the driving force of the aesthetic experience. For Ruskin, beauty always comprises variation, imperfection and fragility, three concepts that wholly disappeared from our mindsets during the twentieth century. Spuybroek addresses the five central dual

themes of Ruskin in turn: the Gothic and work, ornament and matter, sympathy and abstraction, the picturesque and time, ecology and design. He wrests each of these themes from the Victorian era and compares them with the related ideas of later aestheticians and philosophers like William James and Bruno Latour.

Globalhead Oct 23 2022 Featuring thirteen satirical short stories, a unique collection includes scientific superstars, a rock singer who is the voice of the people, and two lost souls who drive off the edge of the world and find each other. From the Paperback edition.

Crystal Express Sep 29 2020 Short stories which depict worlds full of scientific advancement, genetic and surgical modifications of people, colonization of the solar system and alien contact. But they also show concern for the future of real people. The author's books include *Involution* *Ocean* and *Islands in the Net*.

Schismatrix Nov 12 2021 Shaper-trained Abelard Lindsay, a failed and exiled revolutionary against Mech domination, becomes a pawn in the interstellar intrigue of a human and alien power struggle for control of humanity's future.

Ascendancies Apr 17 2022 Two dozen tales of future shock and twisted history from an undisputed king of cyberpunk science fiction, including Nebula Award finalists "Sunken Garden" and "Dori Bangs." Time magazine describes Bruce Sterling as "one of America's best-known science fiction writers and perhaps the sharpest observer of our media-choked culture working today in any genre." Sterling's abilities are on full display in *Ascendancies*, a collection of speculative fiction from a world-class world-building futurist, alternate historian, and mad prophet operating at the peak of his extraordinary powers. Here are twenty-four stories that span the illustrious career of the author who, along with William Gibson and Neal Stephenson, injected the word cyberpunk into the science fiction lexicon. These tales not only traverse galaxies and employ mind-boggling technologies, they also cut back across the centuries into a richly imagined past with style and a sharp satiric edge. Sterling's unparalleled imagination and courageous originality carry the reader into the future universe of the warring

Shapers and Mechanists, rival sects of exiled humanity with radically opposed views of human augmentation. Several stories feature the questionable adventures of the footloose con man Leggy Starlitz in a somewhat-skewed and still-dangerous post-Cold War world. Sterling explores the cyberpunk trope of technology gone wild and the resultant decline of civilization with appropriate gravity, while presenting parables of strangers stuck in very strange lands in a more whimsical vein. Whether chronicling an alien's encounter with Crusaders in disputed Palestine, depicting the discovery of the key to immortality in a nineteenth-century Times Square magic shop, or portraying bicycles and bad guys in a near-future Tennessee, Sterling's stories are smart, surprising, genre bending, bold, and outstanding, one and all.

Edge of Infinity May 06 2021 ONE GIANT LEAP FOR MANKIND Those were Neil Armstrong's immortal words when he became the first human being to step onto another world. All at once, the horizon expanded; the human race was no longer Earthbound. *Edge of Infinity* is an exhilarating new SF anthology that looks at the next giant leap for humankind: the leap from our home world out into the Solar System. From the eerie transformations in Pat Cadigan's Hugo-award-winning "The Girl-Thing Who Went Out for Sushi" to the frontier spirit of Sandra McDonald and Stephen D. Covey's "The Road to NPS," and from the grandiose vision of Alastair Reynolds' "Vainglory" to the workaday familiarity of Kristine Kathryn Rusch's "Safety Tests," the thirteen stories in this anthology span the whole of the human condition in their race to colonise Earth's nearest neighbours. Featuring stories by Hannu Rajaniemi, Alastair Reynolds, James S. A. Corey, John Barnes, Stephen Baxter, Kristine Kathryn Rusch, Elizabeth Bear, Pat Cadigan, Gwyneth Jones, Paul McAuley, Sandra McDonald, Stephen D. Covey, An Owomoyela, and Bruce Sterling, *Edge of Infinity* is hard SF adventure at its best and most exhilarating.

The Kingdoms Mar 24 2020 For fans of *The 7 1/2 Deaths of Evelyn Hardcastle* and *David Mitchell*, a genre bending, time twisting alternative history that asks whether it's worth changing the past to save the future, even if it costs you everyone you've ever loved. Joe

Tournier has a bad case of amnesia. His first memory is of stepping off a train in the nineteenth-century French colony of England. The only clue Joe has about his identity is a century-old postcard of a Scottish lighthouse that arrives in London the same month he does. Written in illegal English-instead of French-the postcard is signed only with the letter "M," but Joe is certain whoever wrote it knows him far better than he currently knows himself, and he's determined to find the writer. The search for M, though, will drive Joe from French-ruled London to rebel-owned Scotland and finally onto the battle ships of a lost empire's Royal Navy. Swept out to sea with a hardened British sea captain named Kite, who might know more about Joe's past than he's willing to let on, Joe will remake history, and himself. From bestselling author Natasha Pulley, *The Kingdoms* is an epic, romantic, wildly original novel that bends genre as easily as it twists time.

Blobjects and Beyond Jul 08 2021 "Turning away from the hard angles and edges of conventional modernism, blobjects are the design of now, and the future. *Blobjects & Beyond* is the first survey of the explosion of amorphic, organic, and curvaceous design. A formless form with roots in Surrealism and the kidney-shaped motifs of the 1950s, the ever more biological blobject has come into its own, embodying and reflecting the new international ethos of fluidity." "Authors Steven Skov Holt and Mara Holt Skov - curators of a major exhibition of blobjects at the San Jose Museum of Art - and contributors Phil Patton and Bruce Sterling, parse the various manifestations of the blobject, bringing together the realms of art, architecture, industrial design, graphics, digital design, furniture, and pop culture. As a counterpoint to the effusive popularity of the blobject, the authors also address more recent, post-9/11 forms that are mutated and disturbed, dangerous and intimidating - the dark side of the blobject." "A manifesto for fluidity across disciplines, cultures, and international boundaries, *Blobjects & Beyond* documents the first major design language to bridge the last millennium with the new one."--BOOK JACKET.

Three Messages and a Warning Dec 21 2019 A radical combination of emerging and established Mexican authors of original tales of

the fantastic.

Holy Fire Nov 24 2022 Memory, morality, and immortality merge in this "haunting and lyrical triumph" from the bestselling author of *Schismatrix Plus* (Time). In the late twenty-first century, technology has lengthened lifespans far beyond what was once medically possible. Existence itself has become relatively easy—if boring. In this futuristic paradise, ninety-four-year-old Mia Ziemann longs for something different and undergoes a radical new treatment that restores both her body and mind to that of a twenty-year-old. After her dramatic transformation, Mia finds herself lost in an avant-garde world of passion, designer drugs, and creative expression . . . "Ideas—big ideas—lurk beneath Mia's romp through Sterling's delightfully imagined newly post-human Earth. Art, artifice, the pursuit of immortality, and youth and aging bounce around the story, the characters, and their conversations in imaginative, engaging fashion. . . . In the end, *Holy Fire* is one of the most interesting, imaginative, and subtly humorous—and relevant for it—novels the cyberpunk/post-human era has produced. . . . *Holy Fire* may very well be [Sterling's] best work." —Speculiction "An intellectual feat, it is also a treat for the spirit and the senses." —Wired "A patented Sterling extra-special." —Newsday "The future Sterling traces is plausible and provocative, particularly his consideration of several contrasting cultures, and of the disenfranchised who are unable to become 'post-human.' Those interested in serious speculative conversation set within a very strange near-future will find this much to their taste." —Publishers Weekly

The Perversity of Things Feb 21 2020 In 1905, a young Jewish immigrant from Luxembourg founded an electrical supply shop in New York. This inventor, writer, and publisher Hugo Gernsback would later become famous for launching the first science fiction magazine, *Amazing Stories*, in 1926. But while science fiction's annual Hugo Awards were named in his honor, there has been surprisingly little understanding of how the genre began among a community of tinkerers all drawn to Gernsback's vision of comprehending the future of media through making. In *The Perversity of Things*,

Grant Wythoff makes available texts by Hugo Gernsback that were foundational both for science fiction and the emergence of media studies. Wythoff argues that Gernsback developed a means of describing and assessing the cultural impact of emerging media long before media studies became an academic discipline. From editorials and blueprints to media histories, critical essays, and short fiction, Wythoff has collected a wide range of Gernsback's writings that have been out of print since their magazine debut in the early 1900s. These articles cover such topics as television; the regulation of wireless/radio; war and technology; speculative futures; media-archaeological curiosities like the dynamophone and hypnobioscope; and more. All together, this collection shows how Gernsback's publications evolved from an electrical parts catalog to a full-fledged literary genre. The Perversity of Things aims to reverse the widespread misunderstanding of Gernsback within the history of science fiction criticism. Through painstaking research and extensive annotations and commentary, Wythoff reintroduces us to Gernsback and the origins of science fiction.

[The Difference Engine](#) Feb 15 2022 The 20th anniversary edition of the classic steampunk novel With new commentary by the authors 1855: The Industrial Revolution is in full swing, powered by steam-driven cybernetic Engines. Charles Babbage perfects his Analytical Engine, and the computer age arrives a century ahead of its time. Three extraordinary characters race toward a rendezvous with the future: Sybil Gerard—fallen woman, politician's tart, daughter of a Luddite agitator; Edward "Leviathan" Mallory—explorer and paleontologist; Laurence Oliphant—diplomat, mystic, and spy. Their adventure begins with the discovery of a box of punched Engine cards of unknown origin and purpose. Cards someone wants badly enough to kill for. Part detective story, part historical thriller, The Difference Engine took the science fiction community by storm when it was first published twenty years ago. This special anniversary edition features an Introduction by Cory Doctorow and a collaborative essay from the authors looking back on their creation. Provocative, compelling, intensely imagined, this novel is poised to impress a whole new

andrewspittle.net

generation.

Distraction Sep 22 2022 It's November 2044, an election year, and the state of the Union is a farce. The government is broke, the cities are privately owned, and the military is shaking down citizens in the streets. Washington has become a circus and no one knows that better than Oscar Valparaiso. A political spin doctor, Oscar has always made things look good. Now he wants to make a difference. But Oscar has a skeleton in his closet. His only ally: Dr. Greta Penninger, a gifted neurologist at the bleeding edge of the neural revolution. Together they're out to spread a very dangerous idea whose time has come. And so have their enemies: every technofanatic, government goon, and laptop assassin in America. Oscar and Greta might not survive to change the world, but they'll put a new spin on it.

Zeitgeist Nov 19 2019 Bruce Sterling is "perhaps the sharpest observer of our media-choked culture working today" (Time), offering haunting visions of a future shaped by a madness of our own making. His latest novel is a startling tragicomic spectacle that takes a breathtaking look at a world where the future is being chased down by the past.... Zeitgeist It's 1999 in Cyprus, an ancient island bejeweled with blue-helmeted UN peacekeepers and littered with rusting land mines, corroding barbed wire, and illegal sewage dumps. Here, in the Turkish half of the island, the ever-enterprising Leggy Starlitz has alighted, pausing on his mission to storm the Third World with the "G-7" girls, the cheapest, phoniest all-girl band ever to wear Wonderbras and spandex. And his market is staring him in the face: millions of teenagers trapped in a world of mullahs and mosques, all ready to blow their pocket change on G-7's massive merchandising campaign--and to wildly anticipate music the group will never release. Leggy's brilliant plan means doing business with some of the world's most dangerous people. His business partner is the rich and connected Mehmet Ozbey, a man with many identities and a Turkish girlfriend whose beauty and singing voice could blow G-7 right out of the water. His security chief is Pulat Romanevich Khoklov, who learned to fly MiG combat jets in Afghanistan and now pilots Milosevic's personal airplane. Among these thieves, schemers, and killers,

Leggy must act quickly and decisively. Bombs are dropping in Yugoslavia. Y2K is just around the corner. And the only rule to live by is that the whole scheme stops before the year 2000. But Leggy gets a surprise when the daughter he's never met arrives on his doorstep. A major fan of G-7, she is looking for a father--and her search forces Leggy to examine his life before making a madcap journey in search of a father of his own. It's a detour that puts his G-7 *Zeitgeist* in some real jeopardy. For in Istanbul, Leggy's former partners are getting restless, and the G-7 girls are beginning to die....*Zeitgeist* is a world-beat tale of smugglers, paparazzi, greed, war, and a new era of cultural crusades. Here Bruce Sterling proves once again that in the fiction of imagination, he is one of the most insightful writers of our time.

Visionary in Residence Jun 07 2021 A collection of thirteen individually introduced cyberpunk tales by the co-author of *The Difference Engine* brings readers beyond the imagined boundaries of future technology. Original.

Mirrorshades Oct 11 2021 Short stories labeled "Mirroshade," "Neuromanatic," "Cyberpunk," etc. by such authors as Greg Bear, Pat Cadigan, William Gibson, Rudy Rucker, Lewis Shiner, John Shirley and others.

Attack Surface Apr 24 2020 Cory Doctorow's *Attack Surface* is a standalone novel set in the world of New York Times bestsellers *Little Brother* and *Homeland*. Most days, Masha Maximow was sure she'd chosen the winning side. In her day job as a counterterrorism wizard for an transnational cybersecurity firm, she made the hacks that allowed repressive regimes to spy on dissidents, and manipulate their every move. The perks were fantastic, and the pay was obscene. Just for fun, and to piss off her masters, Masha sometimes used her mad skills to help those same troublemakers evade detection, if their cause was just. It was a dangerous game and a hell of a rush. But seriously self-destructive. And unsustainable. When her targets were strangers in faraway police states, it was easy to compartmentalize, to ignore the collateral damage of murder, rape, and torture. But when it hits close to home, and the hacks and exploits she's devised are directed at her friends and family--including boy wonder Marcus Yallow, her old crush and archrival, and his

entourage of naïve idealists--Masha realizes she has to choose. And whatever choice she makes, someone is going to get hurt. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *Zeitgeist* Aug 21 2022 It's 1999, and in the Turkish half of Cyprus, the ever-enterprising Leggy Starlitz has alighted — pausing on his mission to storm the Third World with the G-7 girls, the cheapest, phoniest all-girl rock group ever to wear Wonderbras and spandex. His market is staring him in the face: millions of teenagers trapped in a world of mullahs and mosques, all ready to blow their pocket change on G-7's massive merchandising campaign — and to wildly anticipate music the band will never release. Leggy's brilliant plan means doing business with some of the world's most dangerous people. Among these thieves, schemers, and killers, he must act quickly and decisively. Y2K is just around the corner — and the only rule to live by is that the whole scheme stops before the year 2000. But Leggy's G-7 *Zeitgeist* is in serious jeopardy, for in Istanbul his former partners are getting restless — and the G-7 girls are beginning to die.... From the Paperback edition.

The Caryatids May 18 2022 Alongside William Gibson and Neal Stephenson, Bruce Sterling stands at the forefront of a select group of writers whose pitch-perfect grasp of the cultural and scientific zeitgeist endows their works of speculative near-future fiction with uncanny verisimilitude. To read a novel by Sterling is to receive a dispatch from a time traveler. Now, with *The Caryatids*, Sterling has written a stunning testament of faith in the power of human intellect, creativity, and spirit to overcome any obstacle—even the obstacles we carry inside ourselves. The world of 2060 is divided into three spheres of influence, each fighting with the others over the resources of fallen nations and an environment degraded almost to the point of no return. There is the Dispensation, centered in Los Angeles, where entertainment and capitalism have fused with the highest of high-tech. There is the Acquis, a Green-centered collective that uses invasive neurological technology to create a networked utopia. And there is China, the sole surviving nation-state, a dinosaur that has prospered only

by pitilessly pruning its own population. Products of this monstrous world, the daughters of a monstrous mother, and—according to some—monsters themselves, are the Caryatids: the four surviving female clones of a mad Balkan genius and wanted war criminal now ensconced, safely beyond extradition, on an orbiting space station. Radmila is a Dispensation star determined to forget her past by building a glittering, impregnable future. Vera is an Acquis functionary dedicated to reclaiming their home, the Croatian island of Mljet, from catastrophic pollution. Sonja is a medical specialist in China renowned for selflessly risking herself to help others. And Biserka is a one-woman terrorist network. The four “sisters” are united only by their hatred for their “mother”—and for one another. When evidence surfaces of a coming environmental cataclysm, the Dispensation sends its greatest statesman—or salesman—John Montgomery Montalban, husband of Radmila, and lover of Vera and Sonja, to gather the Caryatids together in an audacious plan to save the world.

Significant Objects Jan 14 2022 100

EXTRAORDINARY STORIES ABOUT ORDINARY THINGS SIGNIFICANT OBJECTS: A Literary and Economic Experiment Can a great story transform a worthless trinket into a significant object? The Significant Objects project set out to answer that question once and for all, by recruiting a highly impressive crew of creative writers to invent stories about an unimpressive menagerie of items rescued from thrift stores and yard sales. That secondhand flotsam definitely becomes more valuable: sold on eBay, objects originally picked up for a buck or so sold for thousands of dollars in total — making the project a sensation in the literary blogosphere along the way. But something else happened, too: The stories created were astonishing, a cavalcade of surprising responses to the challenge of manufacturing significance. Who would have believed that random junk could inspire so much imagination? The founders of the Significant Objects project, that’s who. This book collects 100 of the finest tales from this unprecedented creative experiment; you’ll never look at a thrift-store curiosity the same way again. FEATURING ORIGINAL STORIES BY: Chris Adrian • Rob Agredo • Kurt Andersen •

Rachel Axler • Rob Baedeker • Nicholson Baker • Rosecrans Baldwin • Matthew Battles • Charles Baxter • Kate Bernheimer • Susanna Breslin • Kevin Brockmeier • Matt Brown • Blake Butler • Meg Cabot • Tim Carvell • Patrick Cates • Dan Chaon • Susanna Daniel • Adam Davies • Kathryn Davis • Matthew De Abaitua • Stacey • D’Erasmus • Helen DeWitt • Doug Dorst • Mark Doty • Ben Ehrenreich • Mark Frauenfelder • Amy Fusselman • William Gibson • Myla Goldberg • Ben Greenman • Jason Grote • Jim Hanas • Jennifer Michael Hecht • Sheila Heti • Christine Hill • Dara Horn • Shelley Jackson • Heidi Julavits • Ben Katchor • Matt Klam • Wayne Koestenbaum • Josh Kramer • Kathryn Kuitenbrouwer • Neil LaBute • Victor LaValle • J. Robert Lennon • Jonathan Lethem • Todd Levin • Laura Lippman • Mimi Lipson • Robert Lopez • Joe Lyons • Sarah Manguso • Merrill Markoe • Tom McCarthy • Miranda Mellis • Lydia Millet • Maud Newton • Annie Nocenti • Stephen O’Connor • Stewart O’Nan • Jenny Offill • Gary Panter • Ed Park • James Parker • Benjamin Percy • Mark Jude Poirier • Padgett Powell • Bob Powers • Todd Pruzan • Dan Reines • Nathaniel Rich • Peter Rock • Lucinda Rosenfeld • Greg Rowland • Luc Sante • R.K. Scher • Toni Schlesinger • Matthew Sharpe • Jim Shepard • David Shields • Marisa Silver • Curtis Sittenfeld • Bruce Sterling • Scarlett Thomas • Jeff Turrentine • Deb Olin Unferth • Tom Vanderbilt • Matthew J. Wells • Joe Wenderoth • Margaret Wertheim • Colleen Werthmann • Colson Whitehead • Carl Wilson • Cintra Wilson • Sari Wilson • Douglas Wolk • John Wray

Gothic High-tech Sep 10 2021 THE FUTURE IS A KIND OF HISTORY THAT HASN'T HAPPENED YET He's the legendary Cyberpunk Guru. He roams our postmodern planet, from the polychrome tinsel of Los Angeles to the chicken-fried cyberculture of Austin... From the heretical Communist slums of gritty Belgrade to the Gothic industrial castles of artsy Torino... always whipping that slider-bar between the unthinkable and the unimaginable. He's a Californian design visionary. He's an European electronic-art curator. He's a Swiss professor of media philosophy. He's a Prophet of Augmented Reality, even. He's an author, journalist, editor, critic, theorist, futurist, and blogger. Obviously

he's pretty much anything that he can get his hands on. And he never stops typing. This sixth collection of his fantastic stories is a comic arsenal of dark euphoria. It's even weirder, harsher and more twisted than the scary decade that inspired it. Boy, that's saying something. If there's one thing dear to the heart of this exotic character, one vital prize he will never, ever surrender, one stony core to his mutable, globalized being, it's his fanatical allegiance to the radical potential of science fiction. That is the truth. Really. That is one hundred percent accurate. You could look that up on Wikipedia. Just like some far-fetched, globe-trotting antihero from one of his own unsettling, yet darkly prophetic novels, he is... Actually, never mind who he is. Does that matter? Is that an issue for us, really? You know what? We're all done here. Turn the page. We need to pretty much move right along.

Trust and the Internet of Things Jan 02 2021
"There is no trust keeper that is trusted." - Bruce Sterling
In one sentence, Bruce Sterling identifies the core challenge of establishing trust in the Internet of Things. Originally written as part of the Trust Design project Burnham directed for two years for the Netherlands Design Institute, Scott Burnham's introductory essay explores some of the issues and possible solutions for designing trust and trusted systems in the Internet of Things. Exploring notions of Identity, Character and Integrity, Burnham shows how some of the human tools we employ when establishing and navigating trust with individuals can be integrated into the network of connected "things" in our lives. Featuring interviews with Bruce Sterling and Joost Grootens, this collection was the basis for a series of workshops and activities at Design Academy Eindhoven, PICNIC Amsterdam, and many other initiatives exploring Trust and the Internet of Things.

Holy Fire Jun 26 2020 Memory, morality, and immortality merge in this "haunting and lyrical triumph" from the bestselling author of *Schismatrix Plus* (Time). In the late twenty-first century, technology has lengthened lifespans far beyond what was once medically possible. Existence itself has become relatively easy—if boring. In this futuristic paradise, ninety-four-year-old Mia Ziemann longs for something

different and undergoes a radical new treatment that restores both her body and mind to that of a twenty-year-old. After her dramatic transformation, Mia finds herself lost in an avant-garde world of passion, designer drugs, and creative expression . . . "Ideas—big ideas—lurk beneath Mia's romp through Sterling's delightfully imagined newly post-human Earth. Art, artifice, the pursuit of immortality, and youth and aging bounce around the story, the characters, and their conversations in imaginative, engaging fashion. . . . In the end, *Holy Fire* is one of the most interesting, imaginative, and subtly humorous—and relevant for it—novels the cyberpunk/post-human era has produced. . . . *Holy Fire* may very well be [Sterling's] best work." —Speculiction "An intellectual feat, it is also a treat for the spirit and the senses." —Wired "A patented Sterling extra-special." —Newsday "The future Sterling traces is plausible and provocative, particularly his consideration of several contrasting cultures, and of the disenfranchised who are unable to become 'post-human.' Those interested in serious speculative conversation set within a very strange near-future will find this much to their taste." —Publishers Weekly

The Norton Book of Science Fiction Oct 19 2019 A collection of sixty-seven contemporary American science fiction stories includes contributions by Poul Anderson, Margaret Atwood, Octavia Butler, Samuel R. Delany, and Philip K. Dick

The Hacker Crackdown, Law and Disorder on the Electronic Frontier Mar 04 2021 This book is part of the TREDITION CLASSICS. It contains classical literature works from over two thousand years. Most of these titles have been out of print and off the bookstore shelves for decades. The book series is intended to preserve the cultural legacy and to promote the timeless works of classical literature. Readers of a TREDITION CLASSICS book support the mission to save many of the amazing works of world literature from oblivion. With this series, tredition intends to make thousands of international literature classics available in printed format again - worldwide.

Pirate Utopia Oct 31 2020 Original introduction by Warren Ellis, author of *Transmetropolitan*

and Gun Machine Who are these bold rebels pillaging their European neighbors in the name of revolution? The Futurists! Utopian pirate-warriors of the tiny Regency of Carnaro, unlikely scourge of the Adriatic Sea. Mortal enemies of communists, capitalists, and even fascists (to whom they are not entirely unsympathetic). The ambitious Soldier-Citizens of Carnaro are led by a brilliant and passionate coterie of the perhaps insane. Lorenzo Secondari, World War I veteran, engineering genius, and leader of Croatian raiders. Frau Piffer, Syndicalist manufacturer of torpedos at a factory run by and for women. The Ace of Hearts, a dashing Milanese aristocrat, spymaster, and tactical savant. And the Prophet, a seductive warrior-poet who leads via free love and military ruthlessness. Fresh off of a worldwide demonstration of their might, can the Futurists engage the aid of sinister American traitors and establish world domination?

Tomorrow Now Mar 16 2022 "Nobody knows better than Bruce Sterling how thin the membrane between science fiction and real life has become, a state he correctly depicts as both thrilling and terrifying in this frisky, literate, clear-eyed sketch of the next half-century. Like all of the most interesting futurists, Sterling isn't just talking about machines and biochemistry: what he really cares about are the interstices of technology with culture and human history." - Kurt Andersen, author of *Turn of the Century*

Visionary author Bruce Sterling views the future like no other writer. In his first nonfiction book since his classic *The Hacker Crackdown*, Sterling describes the world our children might be living in over the next fifty years and what to expect next in culture, geopolitics, and business. Time calls Bruce Sterling "one of America's best-known science fiction writers and perhaps the

sharpest observer of our media-choked culture working today in any genre." *Tomorrow Now* is, as Sterling wryly describes it, "an ambitious, sprawling effort in thundering futurist punditry, in the pulsing vein of the futurists I've read and admired over the years: H. G. Wells, Arthur C. Clarke, and Alvin Toffler; Lewis Mumford, Reyner Banham, Peter Drucker, and Michael Dertouzos. This book asks the future two questions: What does it mean? and How does it feel?" Taking a cue from one of William Shakespeare's greatest soliloquies, Sterling devotes one chapter to each of the seven stages of humanity: birth, school, love, war, politics, business, and old age. As our children progress through Sterling's Shakespearean life cycle, they will encounter new products; new weapons; new crimes; new moral conundrums, such as cloning and genetic alteration; and new political movements, which will augur the way wars of the future will be fought. Here are some of the author's predictions:

- Human clone babies will grow into the bitterest and surliest adolescents ever.
- Microbes will be more important than the family farm.
- Consumer items will look more and more like cuddly, squeezable pets.
- Tomorrow's kids will learn more from randomly clicking the Internet than they ever will from their textbooks.
- Enemy governments will be nice to you and will badly want your tourist money, but global outlaws will scheme to kill you, loudly and publicly, on their Jihad TVs.
- The future of politics is blandness punctuated with insanity. The future of activism belongs to a sophisticated, urbane global network that can make money—the Disney World version of Al Qaeda. *Tomorrow Now* will change the way you think about the future and our place in it. From the Hardcover edition.