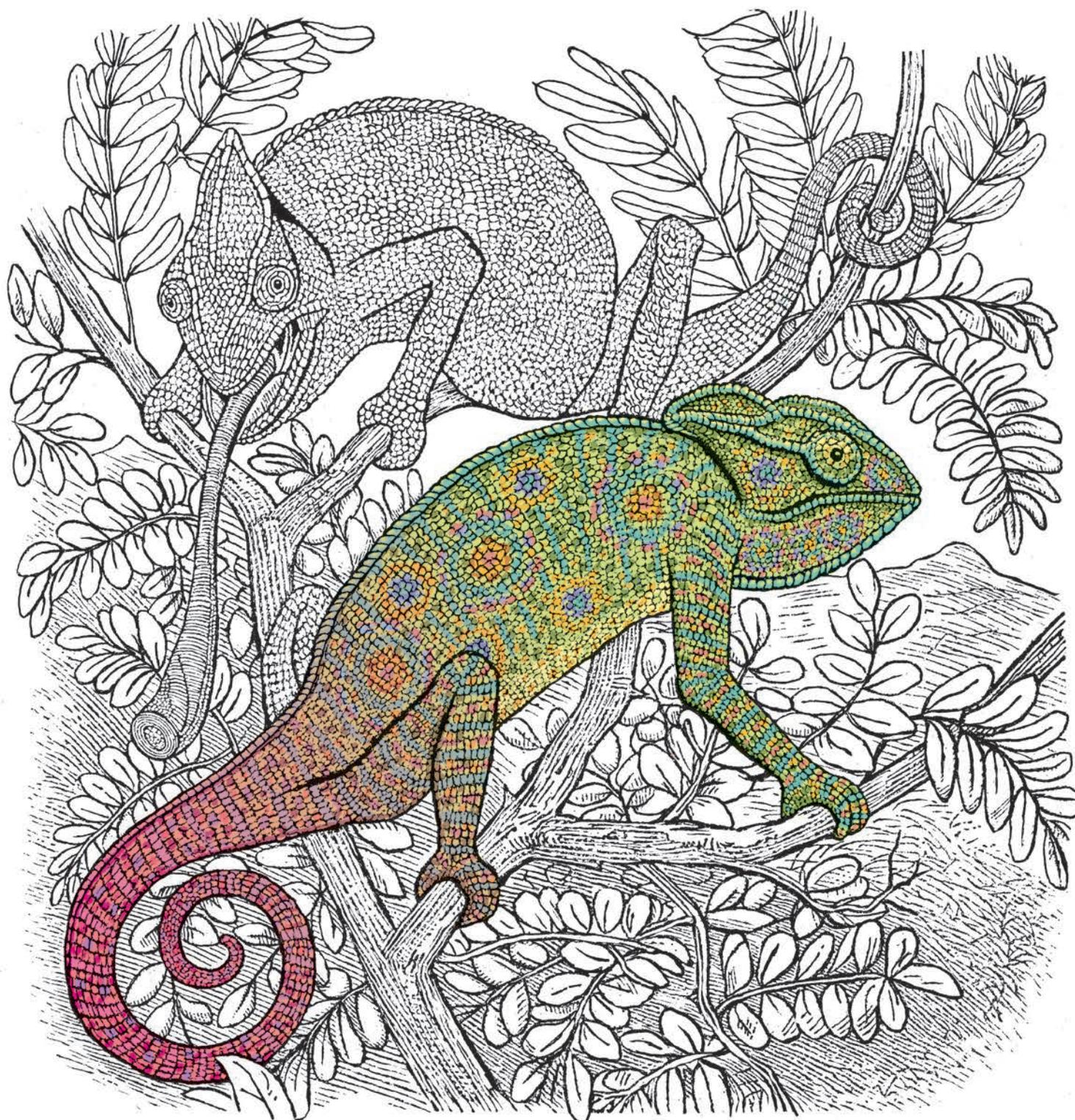


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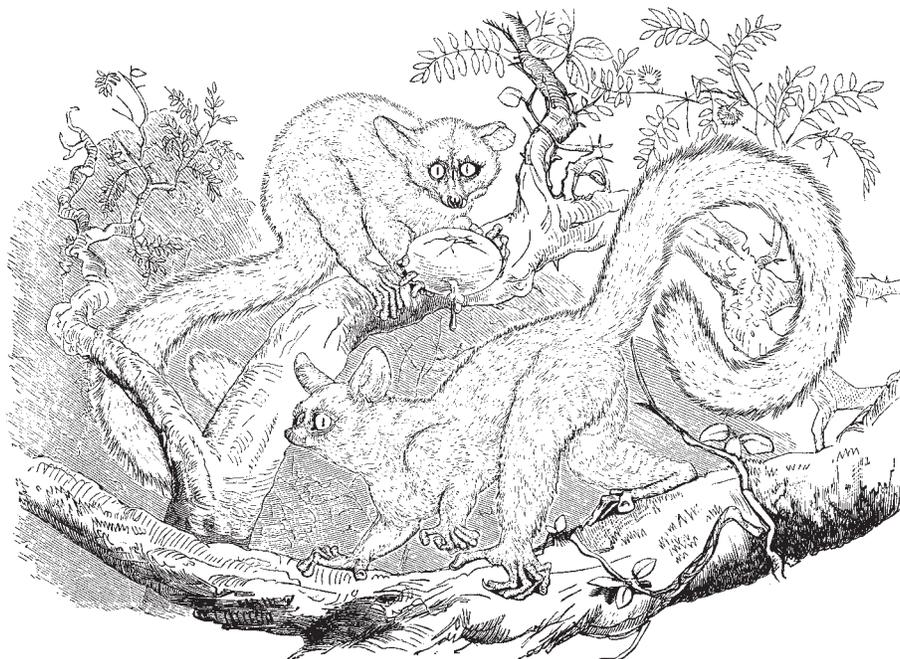
The O'Reilly Animals

AN ADULT COLORING BOOK



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Many of the animal engravings that appear on O'Reilly Animal books are from illustrated 18th and 19th century books on natural history, including Richard Lydekker's *Royal Natural History* (1893); Reverend J. G. Wood's *Animate Creation* (1898), *Insects Abroad* (1883), and *Illustrated Natural History* (1862); *Riverside Natural History* (1884); *Meyers Kleines Lexicon* (1894), and the *Brockhaus Lexicon* (1882).

The images in this coloring book have been adapted from the original engravings by Karen Montgomery.

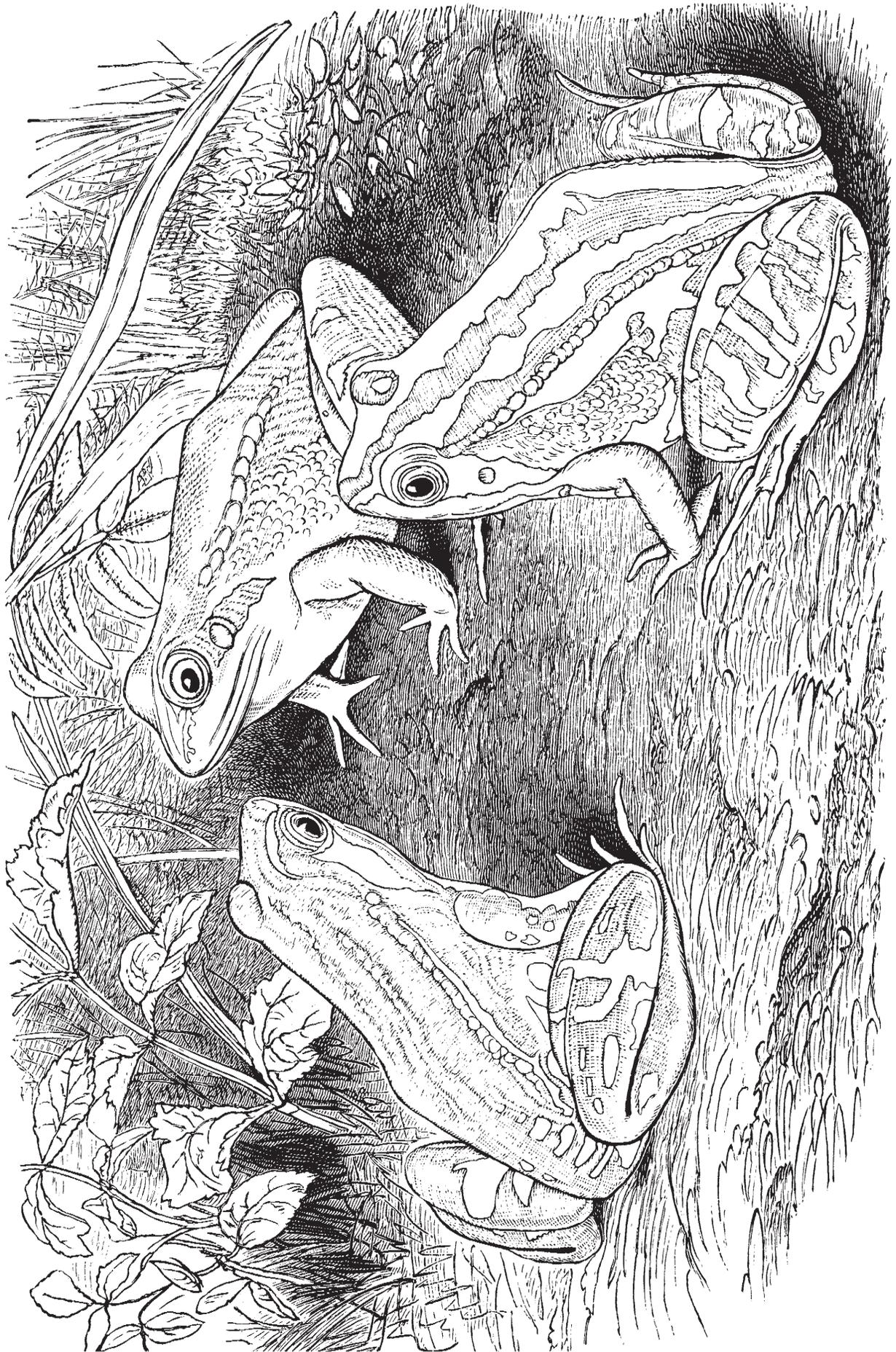
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TOUCANS
from Meyers Kleines Lexicon, 1894

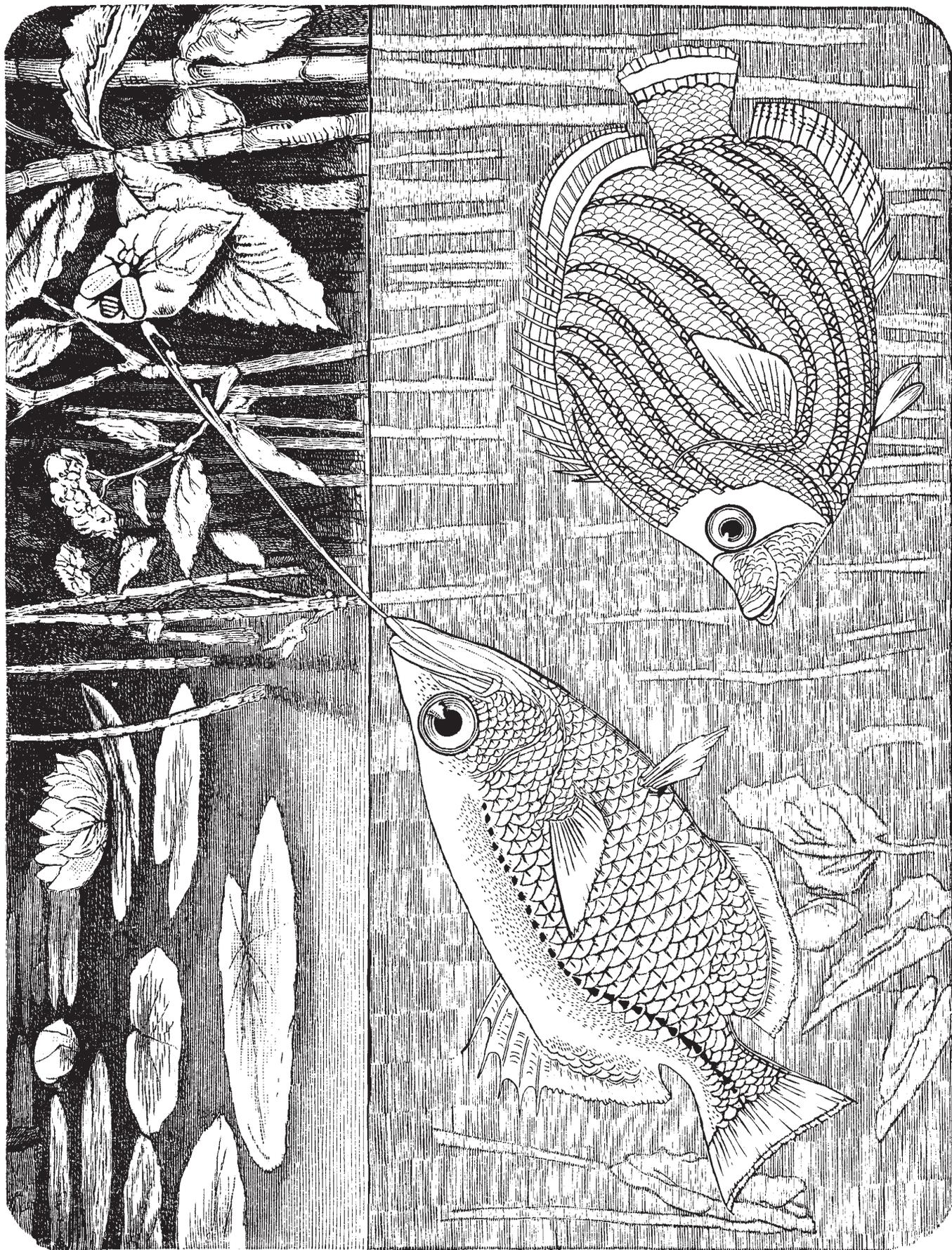


COMMON CHAMELEONS
from Meyers Kleines Lexicon, 1894



MOOR FROGS

from Richard Lydekker's *Royal Natural History*, 1893



BANDED ARCHERFISH & SCRAWLED BUTTERFLY FISH

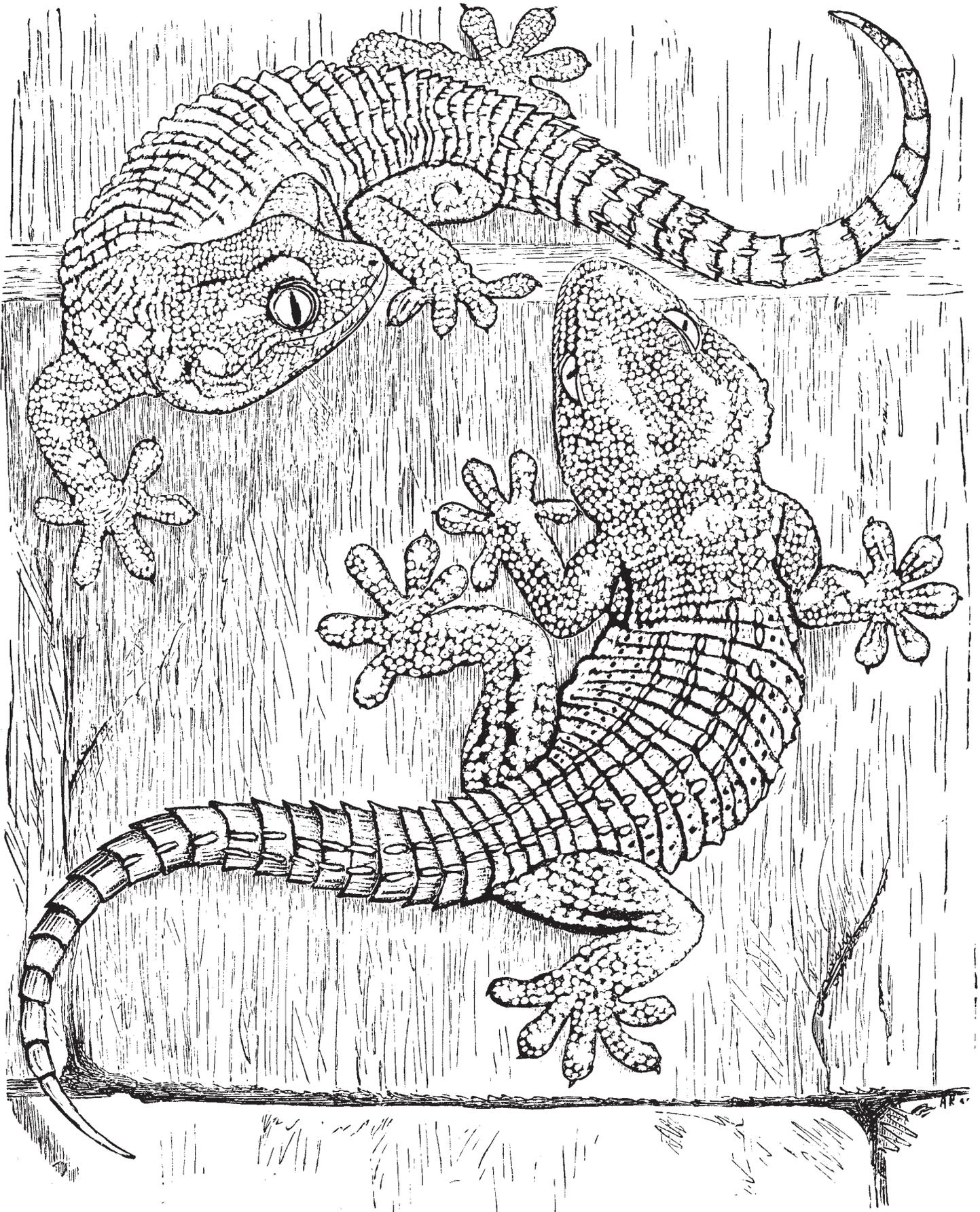
from *Brockhaus Lexicon*, 1882



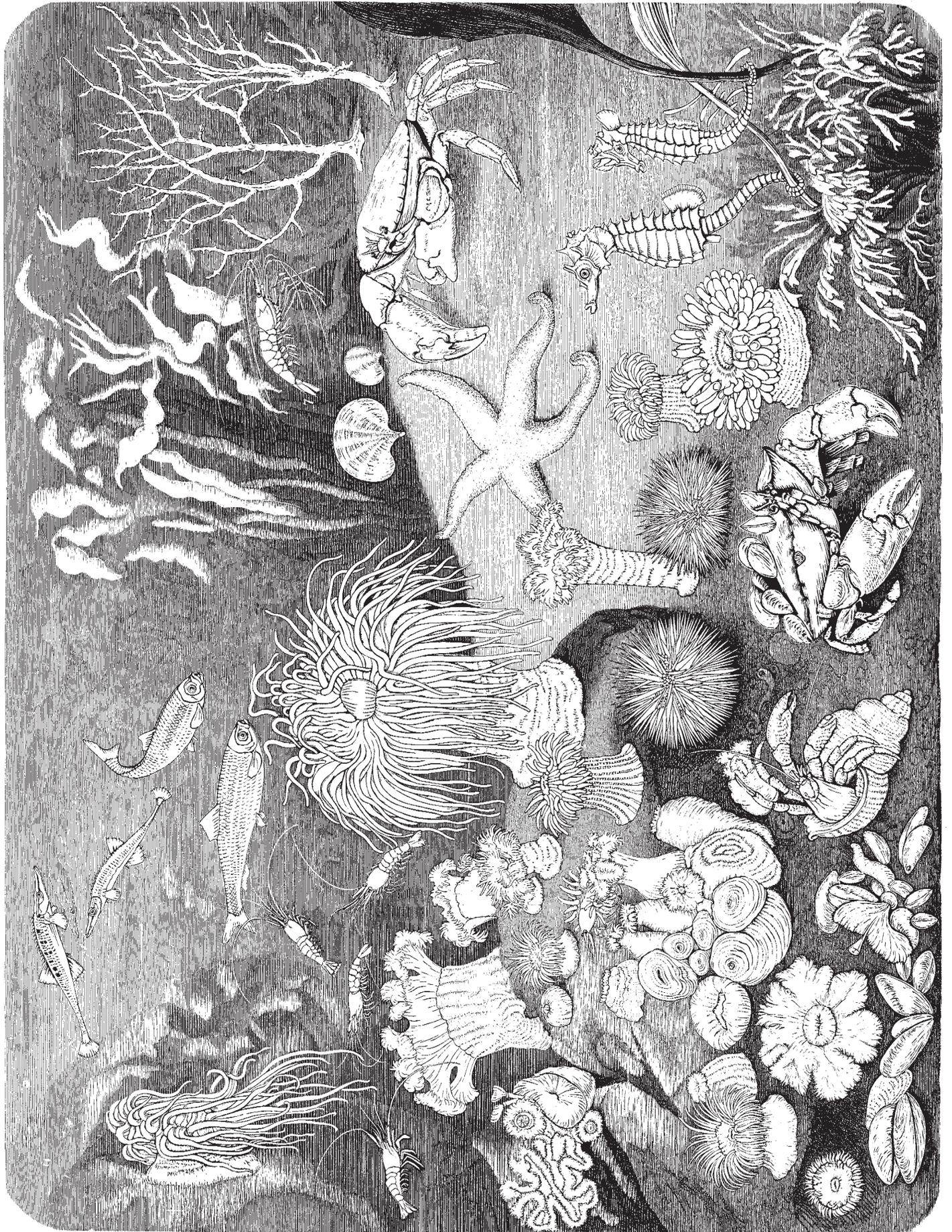
GREATER GALAGOS
from Richard Lydekker's *Royal Natural History*, 1893



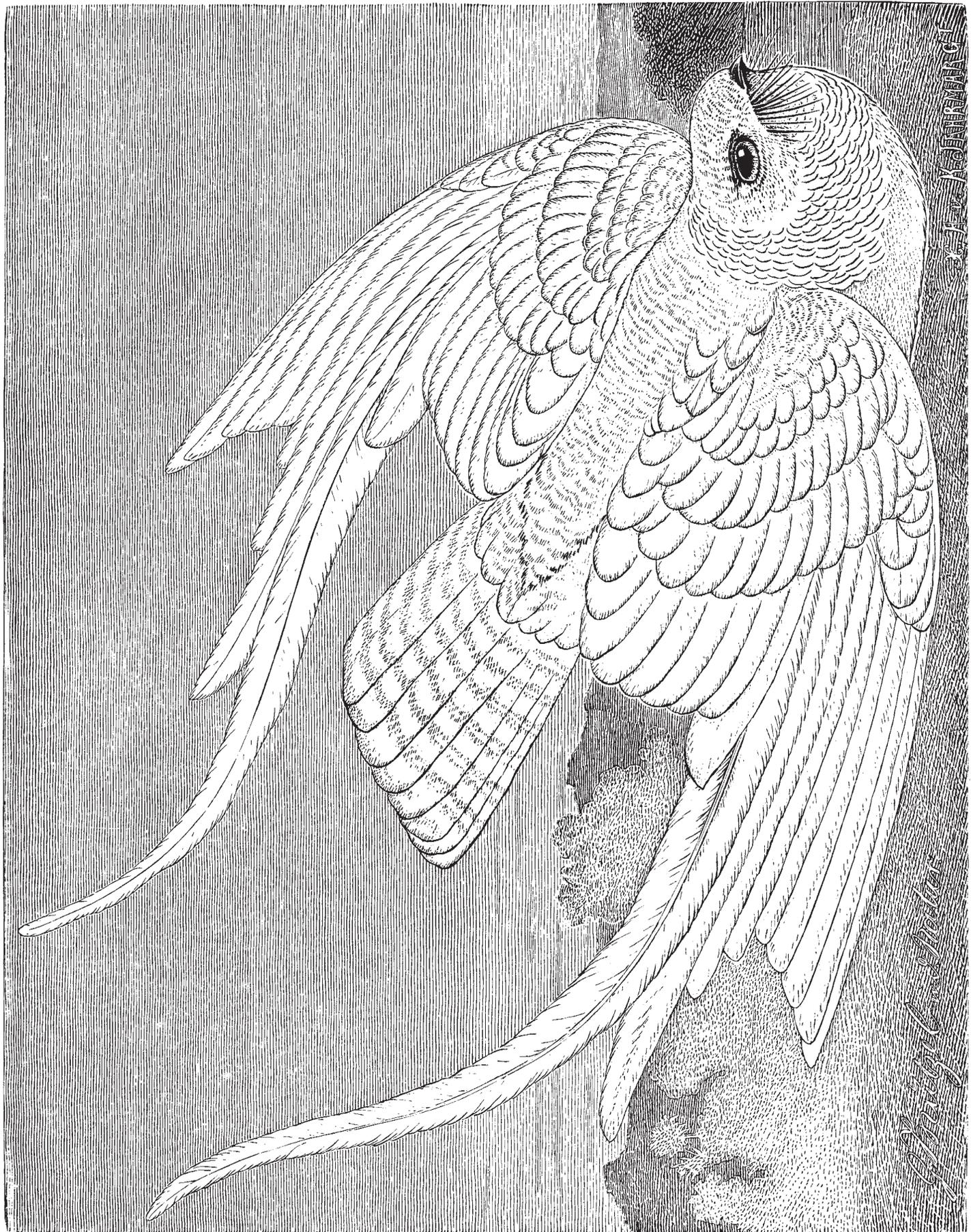
HUMMINGBIRDS
from Rev. J. G. Wood's *Illustrated Natural History*, 1862



FANFOOT GECKOS
from Richard Lydekker's *Royal Natural History*, 1893



SEA CREATURES
from Meyers Kleines Lexicon, 1894



STANDARD WINGED NIGHTJAR
from Richard Lydekker's *Royal Natural History*, 1893



BURCHELL'S ZEBRAS
from *Riverside Natural History*, 1884



RAJAH BROOKE'S BIRDWING & RIPPON'S BIRDWING
from Rev. J. G. Wood's *Insects Abroad*, 1883



RING-TAILED LEMUR
from Rev. J. G. Wood's *Animate Creation*, 1898

The O'Reilly Animals

In the mid-1980s, O'Reilly was selling short "Nutshell Handbooks," on Unix topics via mail order. After a few years of modest success, Tim O'Reilly decided that he wanted to sell the books through brick-and-mortar bookstores, and knew that the books, which had plain brown covers, needed new a new look.

I'd heard of Unix, but had only a very hazy idea of what it was. The terms associated with Unix—vi, sed and awk, uucp, lex, yacc, curses, to name just a few—sounded to me like words that might come out of Dungeons and Dragons, a game that was popular with a geeky subculture.

As I thought about what to propose for the covers, I came across some odd-looking animal engravings from the 19th century. They seemed to be a good match for all those strange-sounding Unix terms, and were esoteric enough that I figured they'd probably appeal to programmers. And, as I investigated the attributes of the real animals, I quickly discovered that there were intriguing correspondences between specific technologies and specific animals.

When I presented my proposed covers, some of the people at O'Reilly were taken aback: they thought the animals were weird, ugly, and a bit scary. But Tim got it immediately—he liked the quirkiness of the animals, thought it would help to make the books stand out from other publishers' offerings—and it *just felt right*. A few decades later, we can say that it *was* right: the O'Reilly Animals have been popular from the start, and have become iconic in the tech world.

We always thought it would be fun to do a coloring book using the Animal engravings. Karen Montgomery, who designs the book covers today, took on the challenge and created the beautiful images in this coloring book.

Edie Freedman
Creative Director, O'Reilly Media

