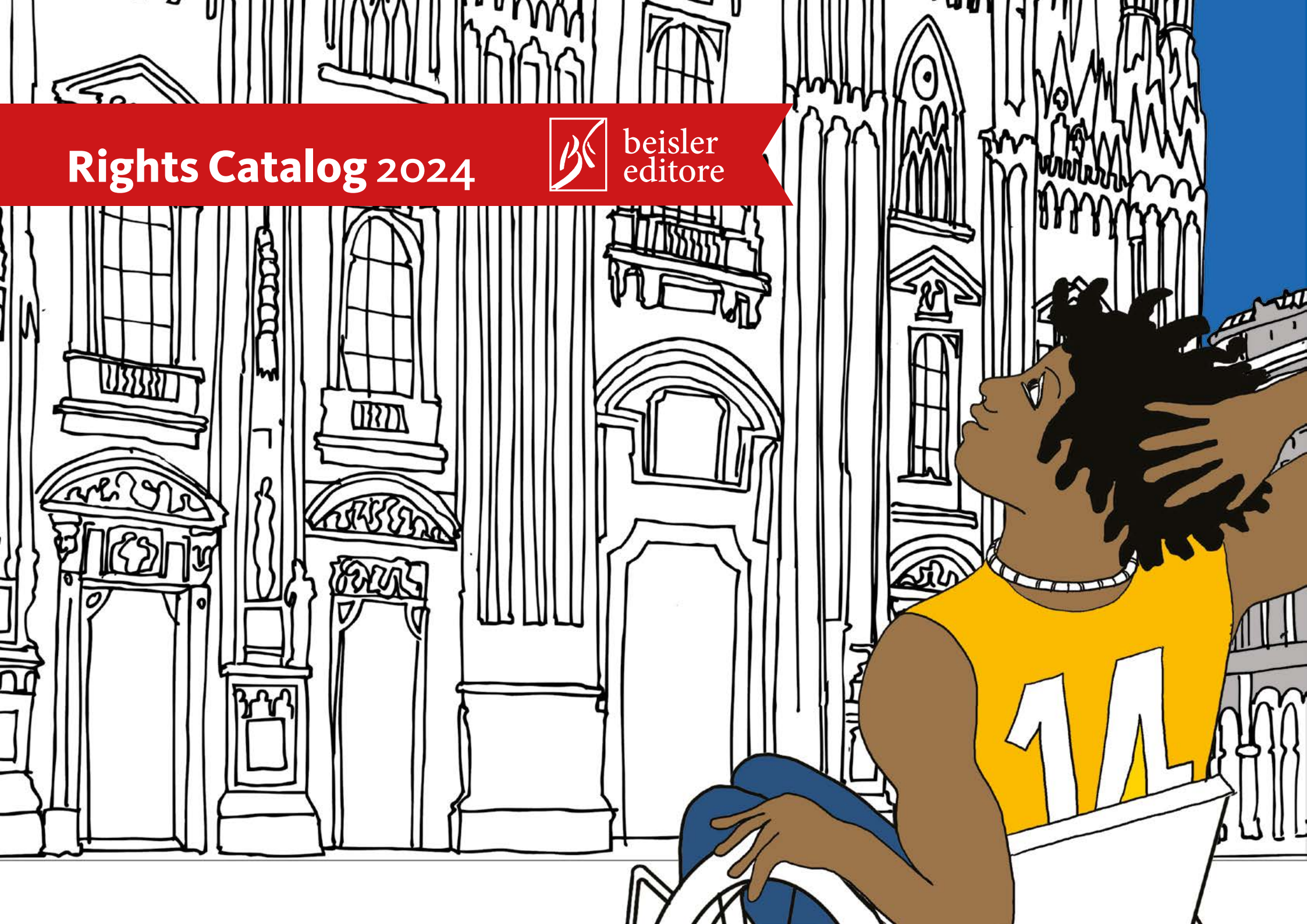
Rights Catalog 2024

beisler editore



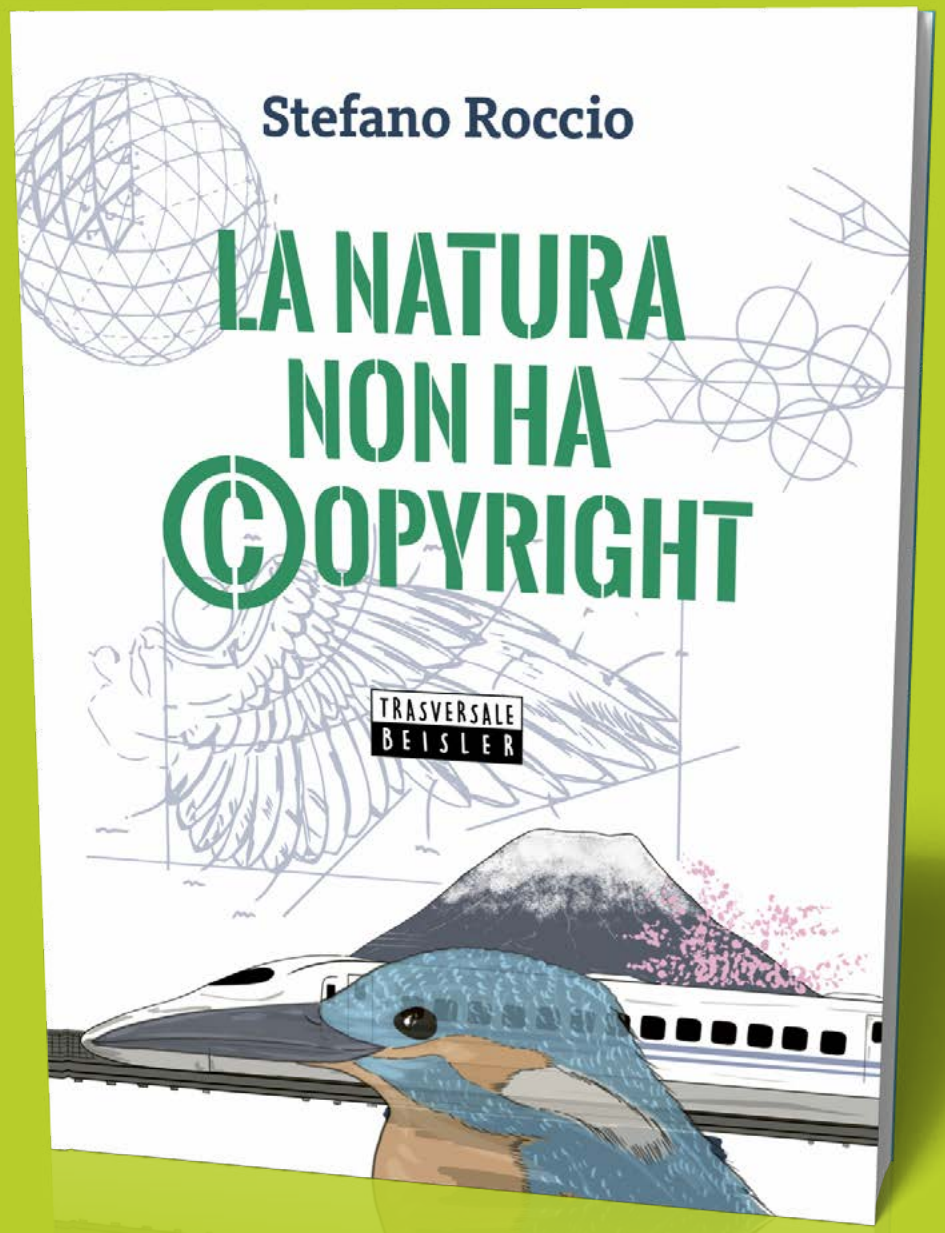
beisler editore

Beisler Editore, a high-quality publisher founded 20 years ago in Rome, has earned appreciation for its attention to editorial care and its selection of stories written and illustrated by highly esteemed authors.

The publishing company has the goal to **create unique books** that inspire love for reading in all children and teenagers, including those with reading difficulties. We encourage curiosity and the search of knowledge and new questions, and aim to promote the culture of diversity as a source of enrichment.

“We publish the books we would have loved to read as children or teenagers, and we believe that girls and boys are a wonderful, unique, and immense resource. Getting to know them is not easy, educating them is difficult, but a good book certainly helps. **The important thing is that it contains at least one passion**.”

The staff of Beisler



Stefano Roccio
Nature Has No Copyright

Original title
"**La Natura non ha Copyright**"
Written and illustrated
by Stefano Roccio
20 x 27 cm
112 pages full colour
Age 13+
More than 1700 copies sold, second reprint
Finalist for the award Piccolo Galileo 2023
Full English translation available
Sold to Simplified Chinese

Stefano Roccio

Nature Has No Copyright

How can a bird help in the design of high-speed trains?
How does a cockroach enable us to cultivate vegetables in the middle of the desert?
How does a seed increase the yield of wind turbines?

An extraordinary journey into a sustainable future that is already here, yet only now becoming visible to us: innovations inspired by nature, scientifically known as Biomimicry, with practical applications that surpass our imagination—from medicine to architecture, robotics, and everyday life. After 3.8 billion years of research and development, what didn't work has become fossilized, and what surrounds us holds the secrets to survival. The best ideas and solutions for production, reuse, and protection have already been invented.

This illustrated book is dedicated to both young readers and adults, experts and novices alike. Divided into 36 sections, it provides insights into how innovation in every field is evolving by learning from the wisdom of nature.

Stefano Roccio
Nature Has No Copyright

Stefano Roccio was born in 1994 in the province of Novara. He is a biologist and illustrator, whose studies initially led him to specialize in molecular biology and genetics before transitioning to the field of biomimicry. He currently lives in the Netherlands, where he works as a Research Scientist at MNEXT, the Center of Expertise for Biobased Materials and Energy Transition at Avans University of Applied Sciences in Breda. He collaborates with various entities, including universities, companies, and foundations, on projects focused on sustainability and environmental conservation.

His goal is to be remembered in the future as someone who made a positive difference, rather than someone who simply watched from the sidelines. He hopes this book will serve as a starting point for both young and adult readers to observe, reflect, create, and maintain an insatiable curiosity.

Understanding the wonder of what surrounds us is the first step towards our future!

SINGLE-CELL INTELLIGENCE

United Nations Sustainable Development Goals met

Applications

- Products design
- Engineering

Benefits

- More efficiency
- Less materials utilized

It can stand upright and produce spores, but it is neither a plant nor a mushroom. When hungry, it moves through the forest in search of food, but it is not an animal. What creature are we talking about?
It is a **slime mold** (class: Myxomycetes) and it belongs to the kingdom of protists. It is organized in colonies of several single-cell individuals, capable of moving by alternating pulsations and contractions, coordinating its movements with the rest of the group.
But don't underestimate it, this protist is incredibly intelligent, able to learn and teach, not only to their own "colleagues", but to us humans as well.

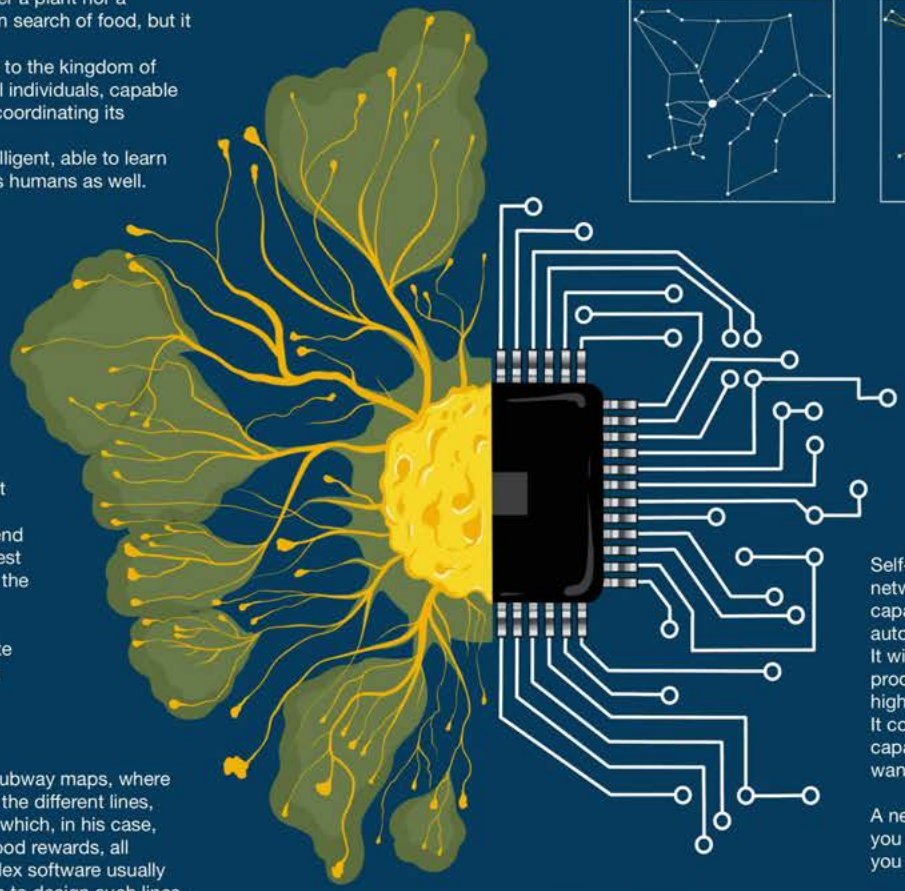
THE STRATEGY

Attracted by precise **chemical signals** that for them mean "food", it moves forming large interconnected networks. It extends or retracts, changing the speed of its movements depending on whether it encounters something that attracts it, such as sources of nourishment, or something it doesn't like, such as light.
What makes this protist so exceptional is the fact that it can be defined as **"intelligent"**.
It is able to solve puzzles, navigating labyrinths at the end of which he finds food, and always choosing the quickest way to get there, trying every route and retreating from the ones which don't lead to its destination.

It has an excellent memory, in fact, it learns to anticipate events, protecting itself from cyclical changes, such as temperature variations between seasons.

He can recreate subway maps, where he quickly travels the different lines, reaching stations which, in his case, consist of small food rewards, all without the complex software usually used by engineers to design such lines.

By recognizing the nutrients, our slime mold is even able to choose within a menu which one of the dishes contains the healthiest ingredients.
In short, a real genius, without even a neuron.



TOKYO SUBWAY NETWORK

SLIME MOLD NETWORK

THE POSSIBILITIES

Science is still investigating the origins of the amazing intelligence of this "simple" single-celled creature. This protist shows us how intelligence has evolved and transformed over time in different ways, showing us how even creatures not equipped with a classic brain are able, in their own way, to think.

To unlock the secrets of its behavior and understand how she may be able to make decisions independently, it is necessary to build a mathematical model that represents it and translate the behavior of this organism into mathematical formulas through complex computer calculations.
By coming up with the corresponding **algorithm** and applying it to our technologies, we may be able to bring to life technologies that we have so far only seen in science fiction movies.

Self-piloting cars or airplanes, complex and powerful internet networks like never before or electronic systems with circuits capable of tolerating damage and repairing themselves autonomously.
It will teach us how to use the minimum amount of materials for production and realization of machineries or buildings, obtaining high quality products, reducing the waste.
It could even inspire the creation of soft and flexible robots, capable of exploration in space or inside the human body, wandering through our organs in search of tumors, removing them.

A new era for technology is about to begin thanks to an organism you didn't know existed and that you will now stop ignoring when you find it on your way.

Slime mold *(Physarum polycephalum)*

Characteristics: It is a single-cell protist belonging to the Amoebozoa clade.
Habitat: Shady, cool, moist environments, such as leaves or rotting logs.
Reproduction: The slime mold generates structures called "sporangia", equipped with a stem and from which the spores are released, which may not even germinate for years, waiting for the most favorable environmental conditions.

LAMPFLIES

United Nations Sustainable Development Goals met

Applications

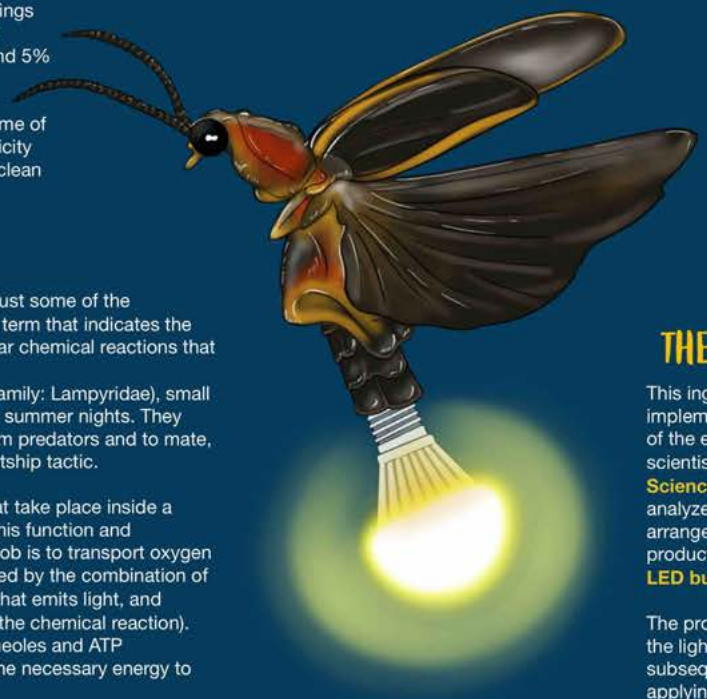
- Street lighting
- Display for electronic devices
- Headlights

Benefits

- Reduced energy consuption
- Reduced emissions

Throughout the day and night, the lights inside homes, buildings and on the streets around the world are switched on and off continuously, contributing 15% to electricity consumption and 5% to global carbon emissions.

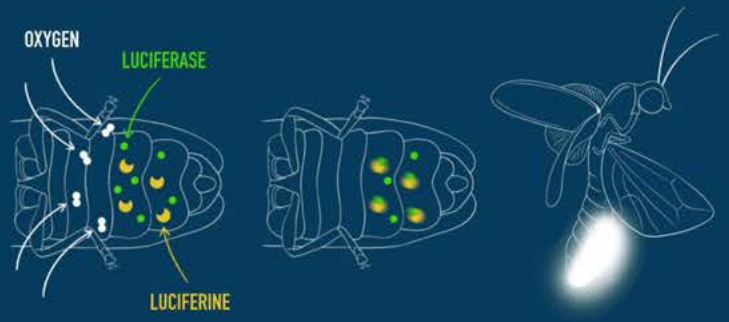
The natural world is inhabited by extraordinary creatures, some of which are able to light up and illuminate without using electricity and without generating pollution, paving the way towards a clean and shining future.



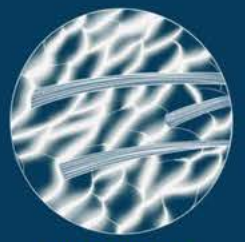
THE STRATEGY

Fishes, jellyfishes, shrimps, mushrooms, and scorpions are just some of the examples of **bioluminescent creatures** present in nature, a term that indicates the ability of these organisms to produce light thanks to particular chemical reactions that take place inside their body.
Among the bioluminescent creatures we also find **fireflies** (family: Lampyridae), small insects that illuminate the woods and fields during the warm summer nights. They emit light with two main purposes: to defend themselves from predators and to mate, using intermittent light signals as a communication and courtship tactic.

The firefly is able to light up thanks to chemical reactions that take place inside a small organ called a lantern, containing cells specialized in this function and surrounded by microscopic tubes called tracheoles, whose job is to transport oxygen inside the insect body. In fireflies, bioluminescence is obtained by the combination of two chemical compounds: **luciferin**, an organic compound that emits light, and **luciferase**, an enzyme catalyst (a compound that facilitates the chemical reaction). The reaction also involves oxygen entering through the tracheoles and ATP (adenosine triphosphate), a molecule capable of supplying the necessary energy to complete the entire chemical process.
When luciferin completes the reaction, it releases energy in the form of light with a yellowish-green color. This is cold light, as only 10% of the energy produced is lost in heat, unlike incandescent bulbs, which produce warm light, dispersing 90% of the energy produced in heat.



The light generated by this insect shines through its translucent exoskeleton, its semi-transparent outer shell.
The **cuticle** present in this protective layer is compsed by scales which allow the passage of light and, thanks to their distribution on the surface, which recalls in profile the shape of a hacksaw blade, prevent the light from being reflected inwards, increasing the intensity of the glow produced.



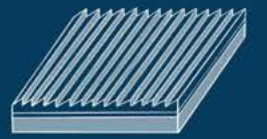
CUTICLE STRUCTURE

THE POSSIBILITIES

This ingenious "light extraction" technique implemented by fireflies has attracted the interest of the entire scientific community, in particular the scientists of the **Korea Advanced Institute of Science and Technology**, who have meticulously analyzed the structure of the cuticle and the arrangement of the scales on its surface for the production of new high-power, low-consumption **LED bulbs**.

CUTICLE SURFACE

The problem with current LED bulbs is that part of the light they produce is reflected inwards and subsequently lost due to their external coating. By applying a layer that mimics the firefly's cuticle to the surface of these bulbs, the scientists were able to increase light extraction by more than 50% compared to a conventional LED bulb.



LED SURFACE

Firefly *(Luciola lateralis)*

Characteristics: It is a genus of beetle insects, belonging to the Lampyridae family and ranging in size from 7 to 13cm.
Origin and diffusion: Asia, southern Europe, Africa.
Habitat: Temperate places with high humidity, such as forests near rivers or swampy areas.
Protection: Light pollution and the excessive use of pesticides are the main causes of the reduction in the number of fireflies within ecosystems.

A sensational result and a strategy that can also be applied to the headlights of our cars, to the flashes of cameras or in realizing displays for electronic devices such as televisions, mobile phones or computers.
Less consumption and more brightness, a small but great revolution inspired by a small but sensational insect.

Zoe and the Eggplantalicious Eggplant

Original title
“**Zoe e la melanzana melanzanissima**”
19,5 x 23 cm
66 pages full colour illustrations
Age 6+
Full English translation available

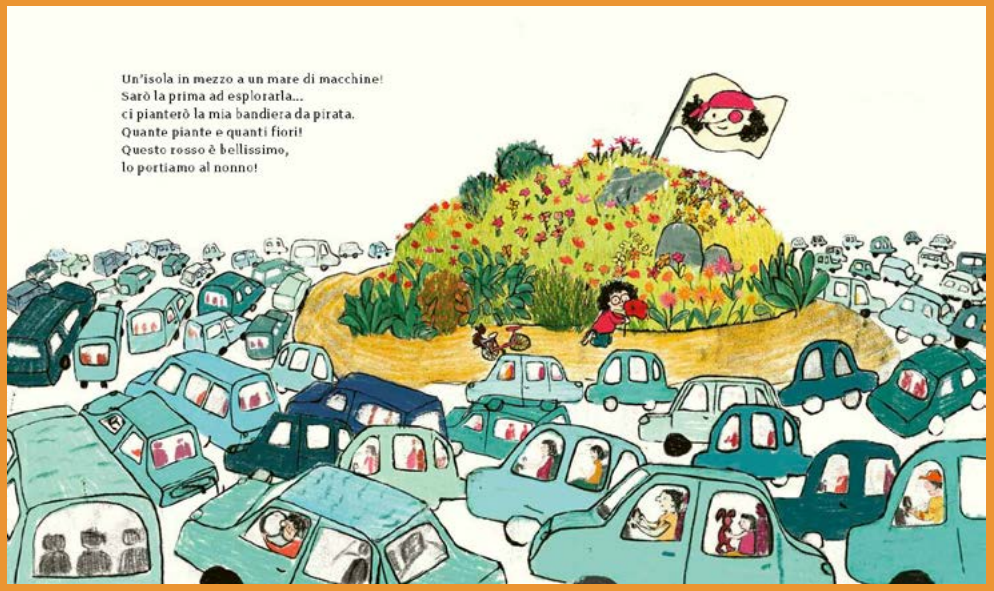
Zoe and the Eggplantalicious Eggplant

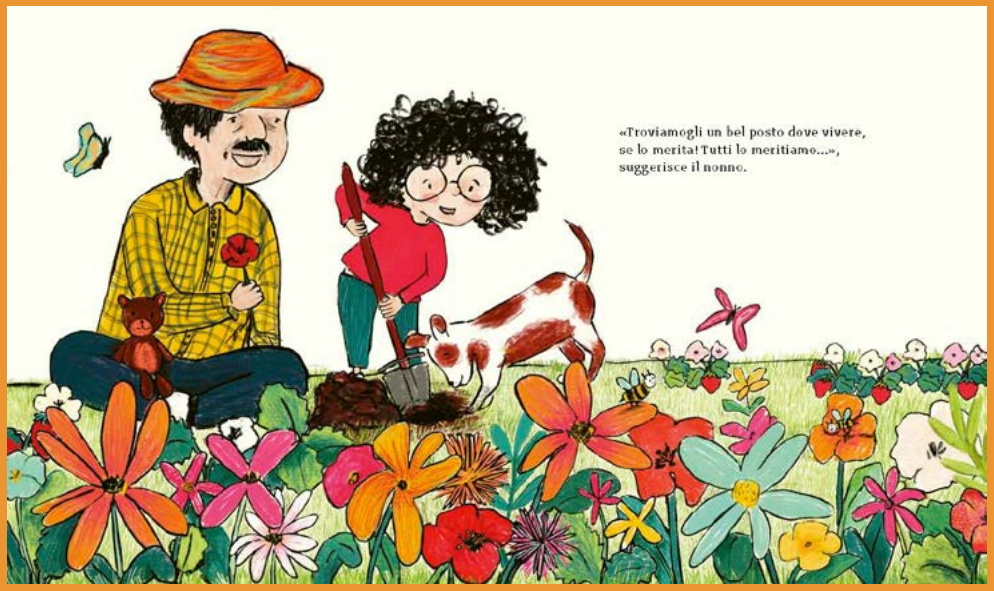
Goal 11: Sustainable cities and communities
Goal 11 is to make cities and human settlements inclusive, safe, resilient and sustainable.

In the first title of the series, "**Zoe and the Eggplantalicious Eggplant**", Zoe and her dad decide to make *parmigiana* with eggplants, but they forgot to buy the essential ingredient.

Without wasting any time, Zoe hops on her bike to reach her grandpa in his rooftop garden, in search of the missing eggplants. However, to get there she must navigate through a city that is not bike-friendly at all, full of traffic, noise, and pollution.

Luckily, Zoe manages to find an oasis in the middle of the sea of cars, and with the help of her friends, she brings healthy and delicious food to the table.


Un'isola in mezzo a un mare di macchine!
Sarò la prima ad esplorarla...
ci pianterò la mia bandiera da pirata.
Quante piante e quanti fiori!
Questo rosso è bellissimo,
lo portiamo al nonno!


«Troviamogli un bel posto dove vivere,
se lo merita! Tutti lo meritiamo...»,
suggerisce il nonno.

Zoe and the Orange Dress

Original title
"**Zoe e il vestito di arancia**"
19,5 x 23 cm
58 pages full colour illustrations
Age 6+
Città Cava de' Tirreni Award 2023

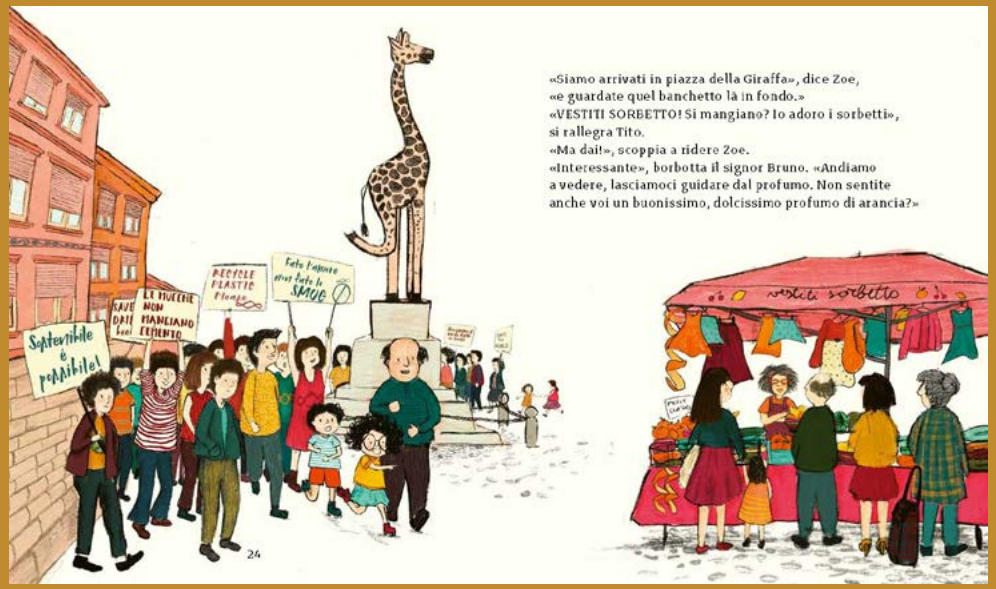
Zoe and the Orange Dress

12 RESPONSIBLE CONSUMPTION AND PRODUCTION

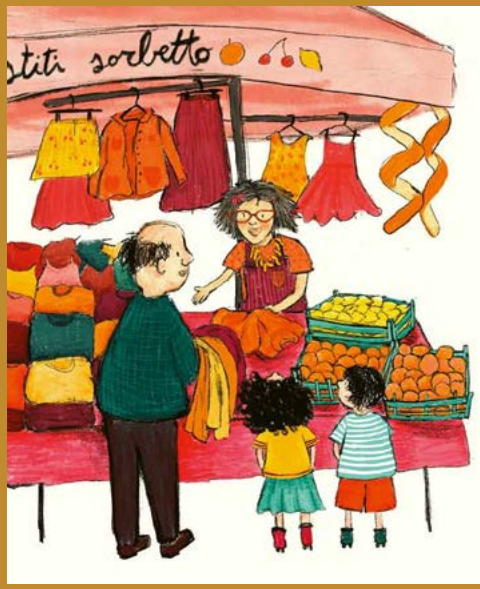
Goal 12: Responsible consumption and production
Goal 12 is to ensure sustainable consumption and production patterns.

Zoe wants to bring a lovely gift for her friend Tilde and enters a toy store, only to leave disappointed by the lack of toys that inspire imagination, all predetermined by adults. Intrigued by voices outside, she joins a group of young activists leading her to a bustling market of sustainable goods.

There, she meets Mrs. Ada, a vendor of eco-friendly clothes made from natural materials dyed with organic ingredients. Captivated by an elegant orange dress, Zoe eagerly prepares to purchase it, but Mrs. Ada proposes a trade: Zoe shall design an advertisement in exchange for two dresses. Excitedly accepting, Zoe commits to creating a stunning ad. She plans to enlist her friends' help at Tilde's party to craft an unforgettable campaign.



«Siamo arrivati in piazza della Giraffa», dice Zoe,
«e guardate quel banchetto là in fondo.»
«VESTITI SORBETTO! Si mangiano? Io adoro i sorbetti»,
si rallegra Tito.
«Ma dai!», scoppia a ridere Zoe.
«Interessante», borbotta il signor Bruno. «Andiamo
a vedere, lasciamoci guidare dal profumo. Non sentite
anche voi un buonissimo, dolcissimo profumo di arancia?»



«Idea! L'abbiamo trovato!», esclama Zoe.
«Cosa?», domanda Tito.
«Già, cosa?», chiede il signor Bruno.
«Ma il regalo che non c'è!»
«Tilde adora le arance, proprio come me», sospira Tito,
«e anche i vestiti.»
Il signor Bruno fa la faccia buffa. «Arance e vestiti.
Che buon gusto, la vostra amica. È un'idea fantastica,
ragazzi.»
«Già, ma chissà quanto costano i vestiti sorbetto.»
«Te lo regalo io, Zoe! E quello per Tilde lo comprate tu e Tito
con i vostri risparmi», propone il signor Bruno.
«Lei è molto gentile signor Bruno. Grazie!»
«Di cosa? Il regalo più bello del mondo
da me non c'era ma da Ada sì.
E da ora in poi ci sarà anche
nel mio negozio.»
«Evviva!!!!!!!!»

...con la carta dei regali disegnamo i costumi!»

«E facciamo i cartelli!»
«Li possiamo anche colorare!!!»
"E li riempiamo di scritte!"

«Guardate, ho costruito l'abito castello con le finestre
e il ponte levatoio», dice Zoe entusiasta.
«Perchè non andiamo fuori a fare un corteo?»,
propone Tilde.

Zoe and the Sea in the Mountains

Original title
"**Zoe e il mare in montagna**"
19,5 x 23 cm
66 pages full colour illustrations
Age 6+

Zoe and the Sea in the Mountains

Goal 14: Life below water
Goal 14 is to conserve and sustainably use the oceans, seas and marine resources for sustainable development.

The postman brings Zoe a surprise package from her friend Ines. Inside, she finds an unusual assortment: a plastic dish soap bottle, a colorful bottle cap, and a one-legged toy. Ines explains in her letter that she and her classmates collected these items while walking along the river.

The letter urges Zoe to raise awareness about the harmful impact of careless plastic disposal, which pollutes the ocean. Inspired by Ines's message, Zoe involves her community. With her friends Tito, Tilde, and Smangiucchio the cat, along with the guidance of Corrado and Roberto teaching her about plastic sorting and recycling, Zoe takes action. Teacher Teresa also joins in, engaging the entire class in a school partnership to clean the beach. Together, they form a vibrant coalition of children dedicated to restoring the sea's health.

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FONDAZIONE PISTOLETTO CITTADELLARTE BIELLA

The Series of **ZOE SAVES THE WORLD** is based on the **17 goals of Sustainable Development 2030 of the United Nations**.

Zoe Saves the World was created in collaboration with the ***Foundation Cittadellarte***, a hub of ideas and practices established in Biella in 1998, in old, abandoned buildings, thanks to the passion and insight of the artist **Michelangelo Pistoletto**.

Art for change, Art as social innovation, Art as social practice: Cittadellarte is not an art gallery or museum but a platform for multidisciplinary activities focused on art's creativity and its interaction with social sectors. It is an extraordinary observatory for new models of civil life, continuously attracting artists, scientists, cultural figures, philosophers, economists, and politicians from all over the world to Biella for dialogues that enhance innovative practices.

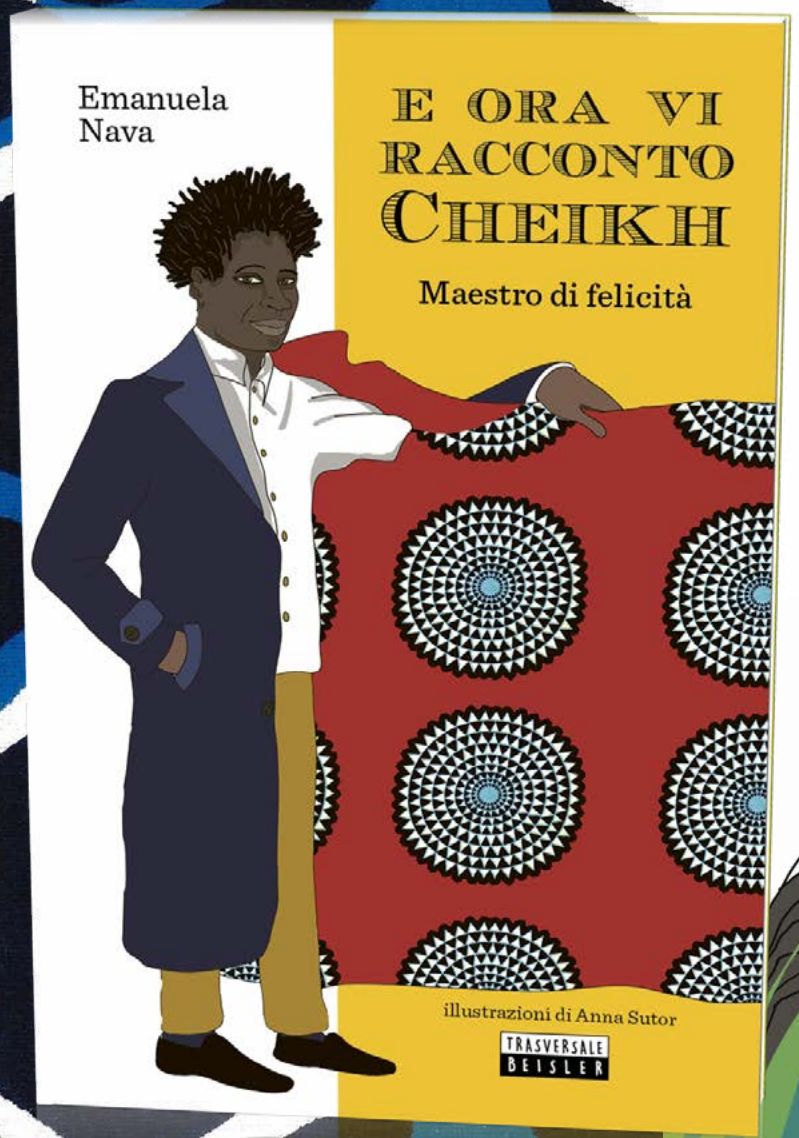
Written by
Ruggero Poi
Illustrated by
Alice Rossi

All practices described in the three books are authentic and currently exist in Italy!

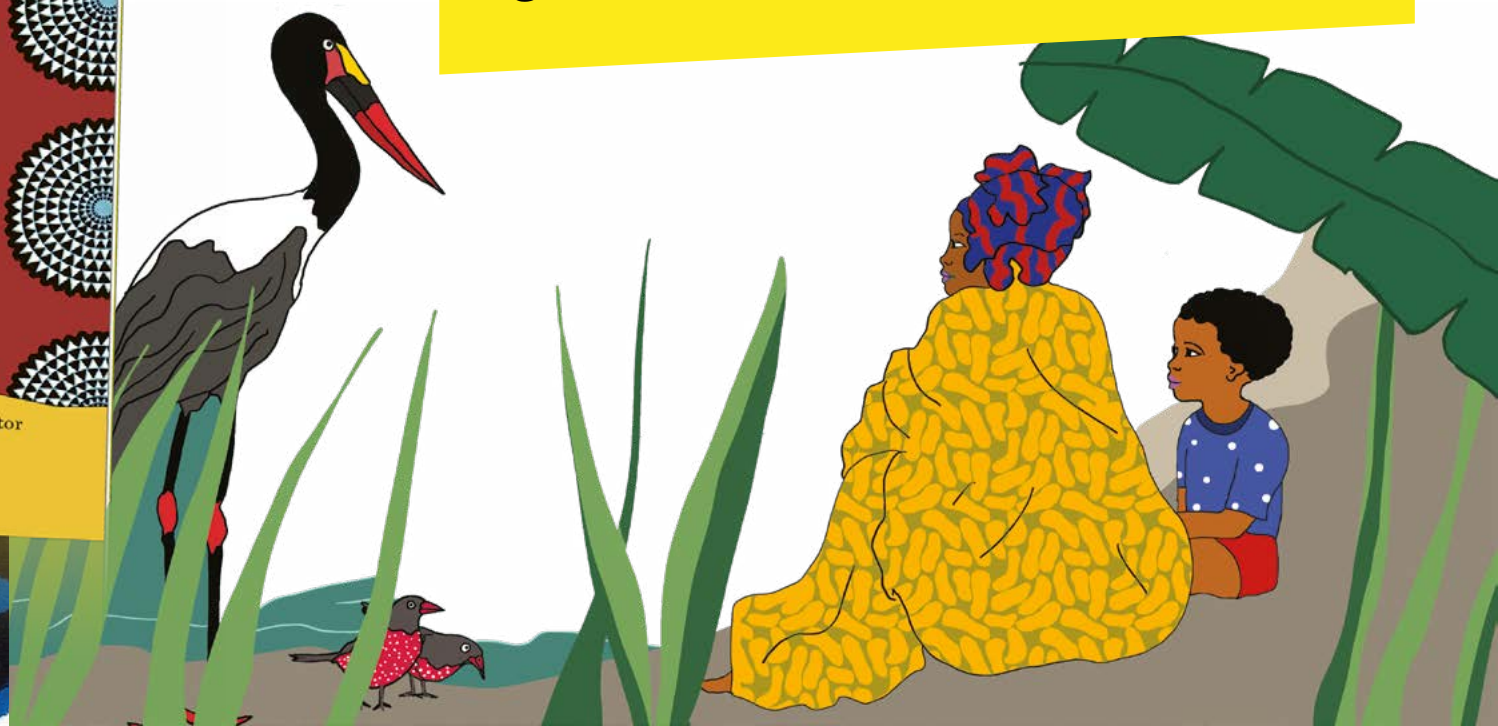
Ruggero Poi is the Director of the Learning Environments and Training Office at Cittadellarte, where he created the "Open School of the Third Paradise," open to children aged 6 to 11. He passionately designs educational materials and activation pathways for both children and adults. As the initiator of the Montessori Italy Foundation, he leads training courses and assists in the start-up of schools inspired by the principles of active pedagogy.

Alice Rossi graduated in Art Graphics from the Academy of Fine Arts in Urbino and in Illustration from the Ars in Fabula Master program. She is dedicated to themes of change and collective responsibility through art, understood as an immediate and primary communication tool. She conducts art therapy and free painting workshops for school-age and preschool children. A tireless illustrator, she is convinced that art will save the world.

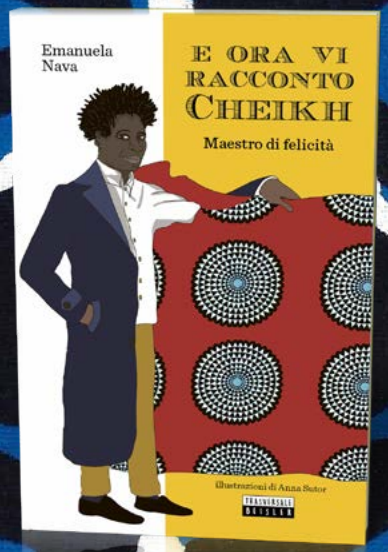
Cheikh – Master of Happiness



Original title
"**E ora vi racconto Cheikh – Maestro di Felicità**"
Written by Emanuela Nava
and illustrated by Anna Sutor
16 x 25 cm
100 pages full colour illustrations
Age 13+



Cheikh – Master of Happiness

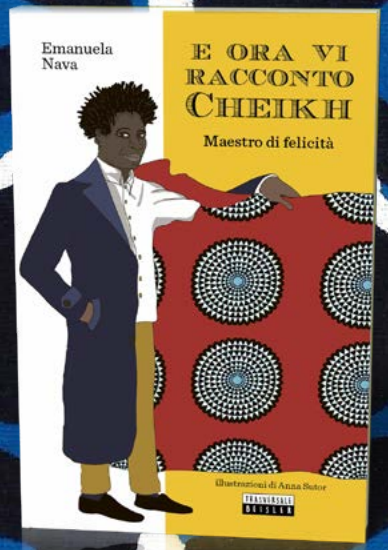


His name is Cheikh, which means “master” in the language of Senegal. Diattara is the surname. When he emigrated, he took the colors from Africa, crossed the sea, and lit up Milan. The speckled yellow of the mango, the blue of the sky where the stars shine the brightest, the fiery red of the sunsets... Cheikh keeps them in his heart, while playing the djembe or basketball as a champion, moving across the court in his wheelchair. And when, in the tailor shop, his long and slender hands sew with wax fabrics, typical of his land, he creates something completely new: beautiful clothes, coats, jackets, and pants that suit everyone.

From Africa, there is always something new, wrote Pliny the Elder. Like Cheikh Diattara, Master of Happiness.

A book about the strength of relationships and the warmth of hospitality. And on how to never give up.

Cheikh – Master of Happiness



Emanuela Nava was born in Milan, where she currently lives and works. A former television screenwriter, she has published numerous books for children and young adults. She has won several awards, including the Grinzane Cavour Junior. She loves to travel and has a deep affection for Africa, which often appears in her stories. After discovering the African continent, she was captivated by its magical atmosphere and the cheerful nature of its inhabitants, who face life's challenges with a light-hearted, almost ironic attitude.

Architecture, nature, fashion, food, childhood, and current events are among the many themes **Anna Sutor** explores with her unique technique. Her distinctive style brings her images to life, making them both mysterious and ironic, yet always refined.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