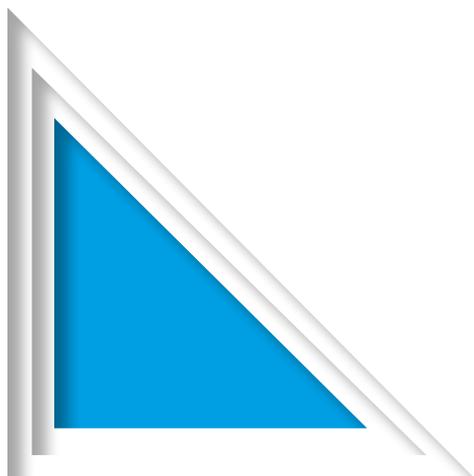


蔡侯纸  
Ts'ai Lun 105

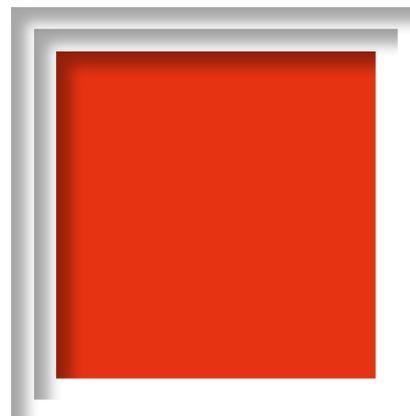


Interactive board books  
are made with machines!



# Portfolio

1st edition





# Introduction

Since 2017, the [Ts’Ai Lun 105 Association](#) has worked to foster interest in and advance know-how on techniques for manufacturing interactive board books for children through our annual [Interactive Board Books Are Made with Machines!](#) competition for young designers (aged 22-30) residing in Italy.

The finalists and winners now form a community of young designers poised to bring fresh ideas and skills to the book publishing industry. Thanks to an intensive training internship with [Cartotecnica Montebello](#), European leader in the manufacture of board books, the winners gain unique technical experience in transforming projects into actual products, acquiring knowledge about different types of interactive books and the materials and machinery used to make them, operation of the latter, and the printing process and subsequent phases, including binding.

This portfolio showcases some of the most exciting projects we’ve come across in recent years. We hope it will intrigue publishers and other book industry professionals, spread the culture of interactive board books, and help generate new job opportunities.



**For information about project rights, please contact [Valentina Colombo](mailto:valentina@phileasfoggagency.com) at [valentina@phileasfoggagency.com](mailto:valentina@phileasfoggagency.com)**

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Learn more: [How are interactive board books created? A presentation by Loredana Farina.](#)  
[Interactive board books are made using machines! Workshop, 19 January 2019.](#)  
[Internship at Cartotecnica Montebello, 3rd edition.](#)

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# Contents

**Simone Girandolone**  
*Simon the Wanderer*  
Jessica Antonini



**Primi libri coi fili**  
*My First Books with Thread*  
Cecilia Porrino



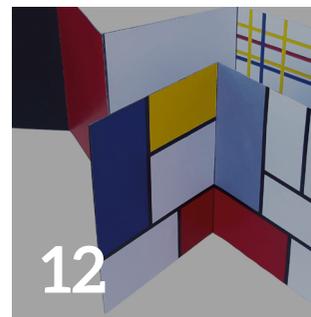
**Dove sei Max?**  
*Where Are You, Max?*  
Helga Aversa



**Ma gli animali...  
sono tutti uguali?**  
*Are Animals Really  
All Alike?*  
Nicolò Venturi



**KamishibART**  
*KamishibaiArt*  
Giulia Dasiari



**Punto dopo punto**  
*Period after Period*  
Adele Manca



**Notte al circo**  
*A Night at the Circus*  
Alessandra Marin



**Animali a macchie  
e strisce**  
*Spots and Stripes*  
Veronica Sarti





## Simone Girandolone

*Simon the Wanderer*

Jessica Antonini

Winner of the 2018 Competition

[Download PDF presentation](#)

Let's take a walk with Simon to discover new shapes, places and more!

Featuring lift-out pieces with all sorts of die-cut outlines, this board book lets children aged 3 to 6 trace the contours of land- and cityscapes, introducing them to handwriting, helping them to develop manual dexterity, and encouraging them to explore the world around them with a sketchbook in hand. Equipped with paper and pencil, they'll soon be switching back and forth with ease between looking, drawing and writing.

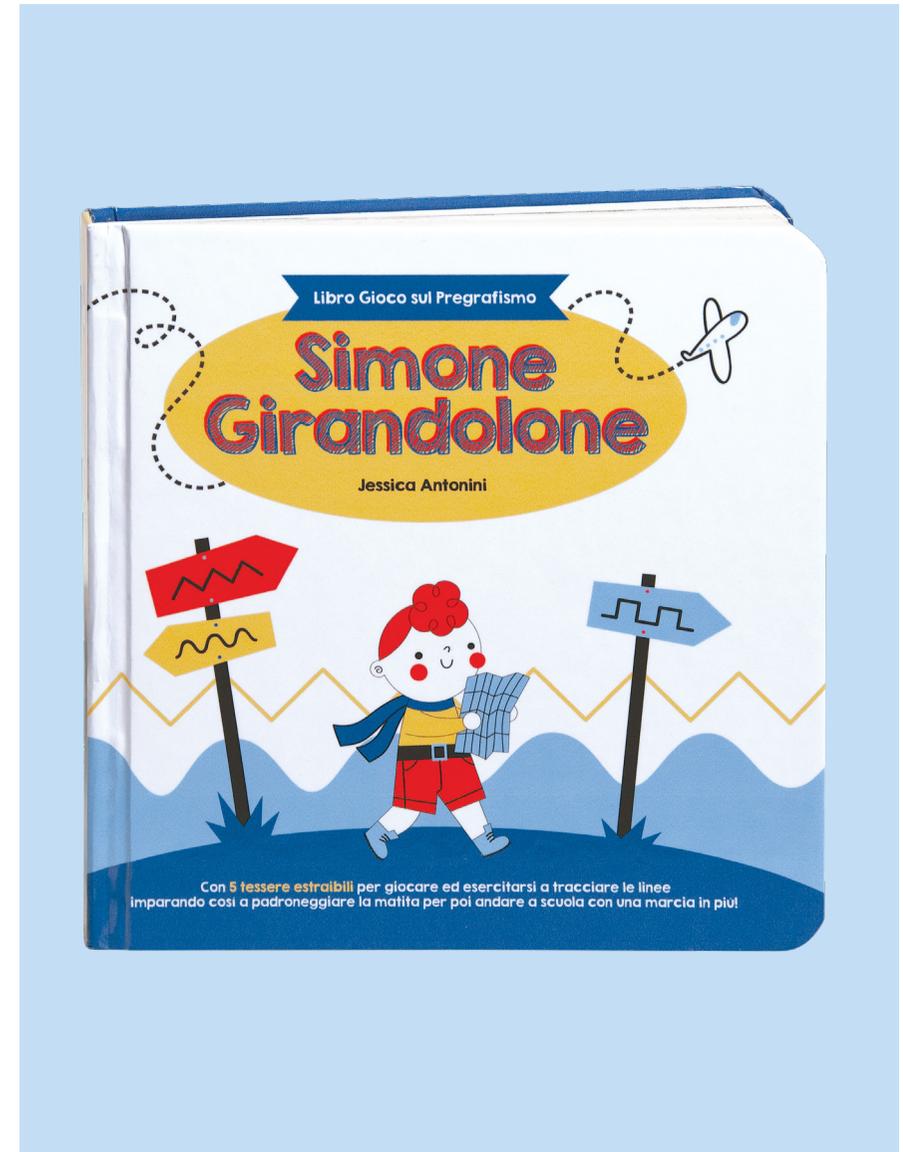
*Technical features:*

7 spreads (14 pages),  
printed 4+4 on  
extra-thick die-cut  
board containing  
other die-cut  
lift-out cards.

Cased board book.



**Jessica Antonini** was born in Foligno, in the province of Perugia, in 1992 and lives in Vetralla, not far from Viterbo. After graduating from the International School of Comics, she developed a passion for illustrating for children and took a course in toy design ("Dal Giocattolo al Libro Gioco") at the Italian Design Institute (IDI) in Milan. Now working for publishing houses and toy companies, she is also the founder of *Little Ant Lab*, a small brand of handmade items for children.





## Primi libri coi fili

*My First Books with Thread*

Cecilia Porrino

*Winner of the 2018 Competition*

[Download PDF presentation](#)

A boxed kit including a book and a set of colored thread skeins that enables children to develop their fine motor skills while learning to use natural fibers to create images. The book's pages feature a constellation of perforated shapes that young readers can bring to life by passing colorful threads through the holes. No need to end the "sewing" game, either: they can continue to experiment with other types of paper and fabrics outside of the kit. When it comes to reading and weaving shapes, the possibilities are endless! Project chosen for the *Oggetto Libro 2020* Festival.

*Technical features:*

10 spreads (20 pages),  
printed 4+4 on  
extra-thick die-cut  
through-hole board.

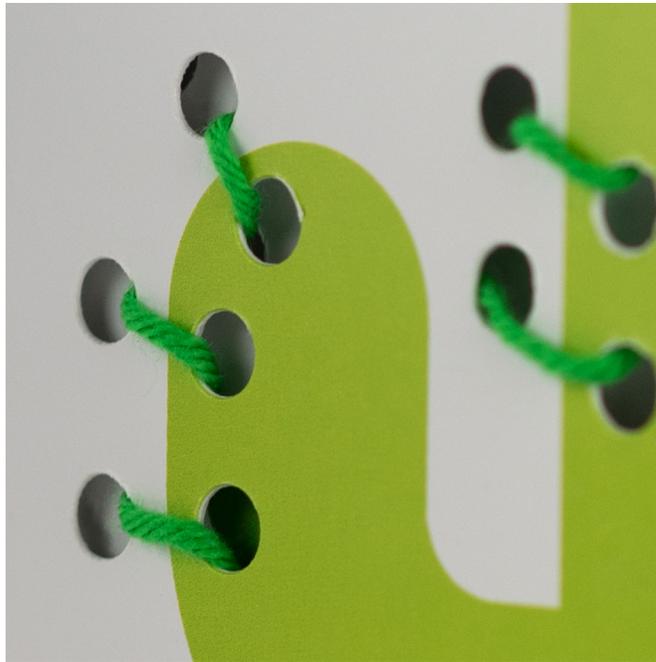
Uncased board book  
and colored thread  
skeins held in a 4+0  
color paperboard  
box.



**Cecilia Porrino** was born in 1993 in Maddaloni, near Caserta, and now lives in nearby Santa Maria a Vico. After earning a degree in graphic design for public communication at the Academy of Fine Arts in Naples, she worked as a graphic designer at various communication agencies around Naples and Caserta.

Cecilia has won two Italian design awards for under-30s and designed the signage at the Certosa di San Martino Museum in Naples. She currently works as a freelance graphic designer.







## Dove sei Max?

*Where Are You, Max?*

Helga Aversa

Winner of the 2019 Competition

[Download PDF presentation](#)

Seek, and you will find! Froggy's dog Max is hiding somewhere in the house and Froggy needs help finding him so he can take him out for his walk. Young readers follow Froggy as he passes through a succession of doors to get from one room to the next, and are then invited to leaf backwards through the book's pages – and Froggy's messy house! – to collect everything they need to go out. A playful book full of spaces to cross and items to hunt down!

Project exclusively represented by  
**Debbie Bibo Agency**

*Technical features:*

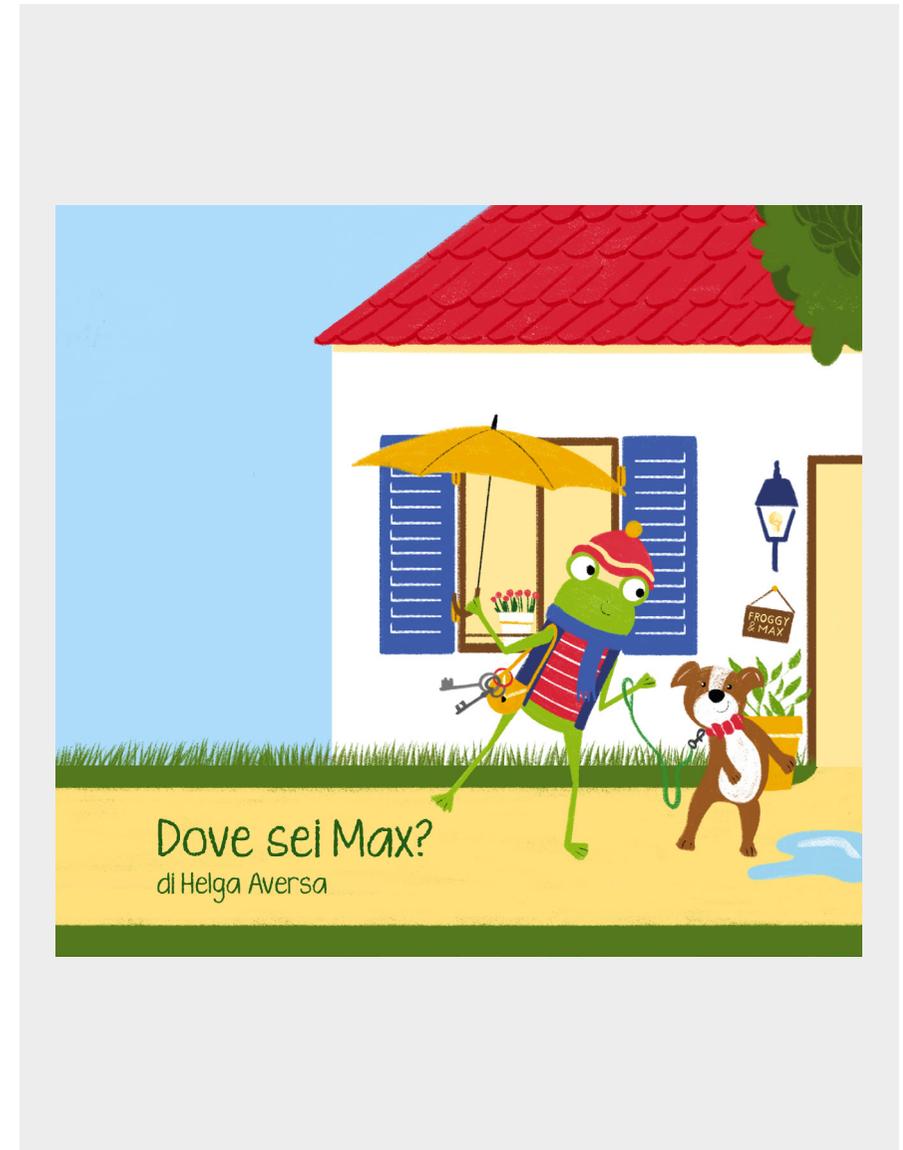
12 spreads (24 pages),  
printed 4+4.

Uncased board book  
with die-cut through-  
holes on every page.



Born in Naples in 1995, **Helga Aversa** now lives in Milan, where she earned a master's degree in product design from the Polytechnic University.

A lifelong passion for drawing and visual communication led her to study illustration at Mimaster Illustrazione in Milan. She currently works as a freelance illustrator and designer developing projects that wed the world of objects with that of images.







## Ma gli animali... sono tutti uguali?

*Are Animals Really All Alike?*

Nicolò Venturi

Winner of the 2019 Competition

Using their fingers to trace the die-cut shapes featured here, children can learn the basic anatomy of animals and recognize it again and again. Interactive and tactile, this non-fiction board book helps them learn about biodiversity and pairs simple words and shapes to enrich their imaginations and language skills.

Project exclusively represented by  
**La Coccinella**

*Technical features:*

8 spreads (16 pages),  
printed 4+4,  
excavated holes.

Cased board book,  
195 x 165 mm.



**Nicolò Venturi** was born in Ravenna in 1989 and lives in Cervia. In 2016 he enrolled in ISIA Urbino's master's degree program in illustration, graduating in 2020. He currently works as a freelance graphic designer and illustrator.







## KamishibART

*KamishibaiArt*

Giulia Dasiari

*Selected at the 2020 Competition*

[Download PDF presentation](#)

An ingenious wordless board book that turns into a sort of *kamishibai*, introducing children and adults (in a non-didactic way) to the essence of that ancient art: shape and color. Readers can first dive freely into the abstract imagery featured on the book's accordion-style (*leprello*) fold-out pages, then focus on the details by detaching and sliding each, card-like, into the die-cut screen book cover. Starting off with Mondrian, this interactive series would be an ideal showcase for other artists as well.

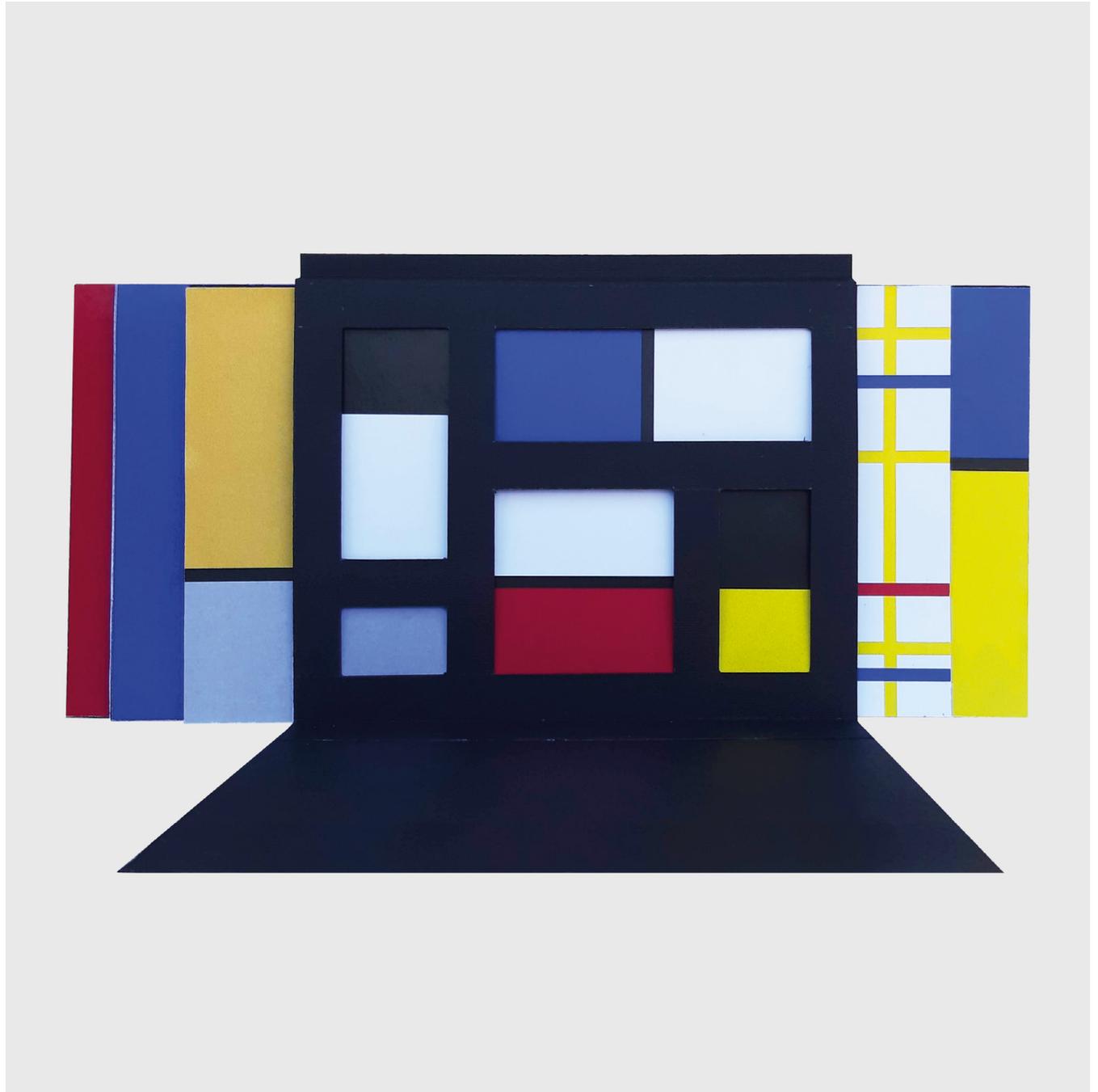
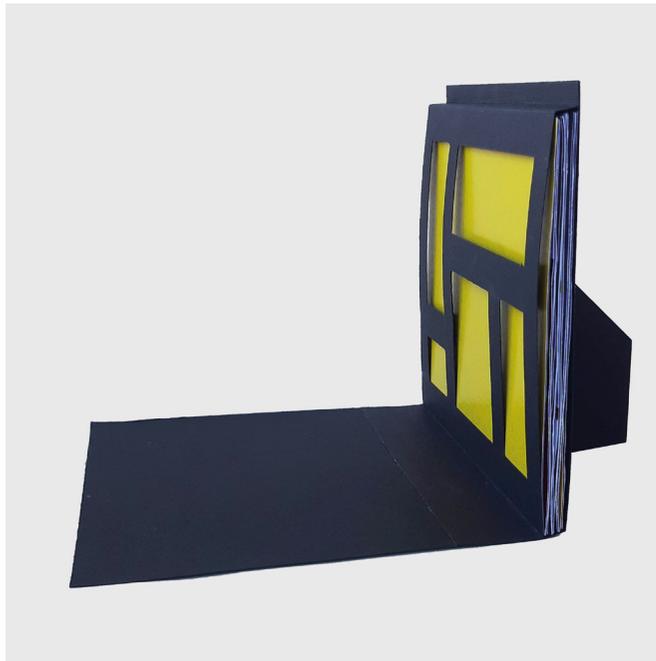
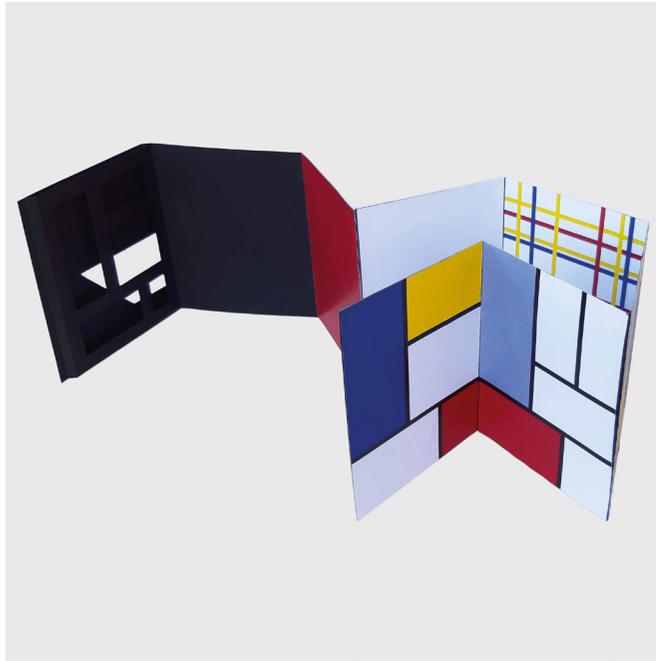
*Technical features:*

Die-cut, scored and glued board paper "screen", printed 4+4.  
Six paperboard cards, printed 4+4.



**Giulia Dasiari** was born in 1992 in Milan, where she still lives. After earning her degree in architecture at the city's Polytechnic University, she furthered her training in the field of illustration at Mimaster Illustrazione (Milan). Giulia currently works as a freelance illustrator and graphic designer.







## Punto dopo punto

*Period after Period*

Adele Manca

*Finalist (ex aequo) at the 2020 Competition*

Help young readers get to know the world of punctuation marks and discover their “personalities” through touch! The pages of this vivid color-contrasted book feature cut-outs and peek-through windows that introduce each mark while telling a story that shows children how they can enhance words by using enthusiastic exclamation points, inquisitive question marks, pausing commas and resolute periods. An interactive book to explore writing and the crafting of more complex sentences.

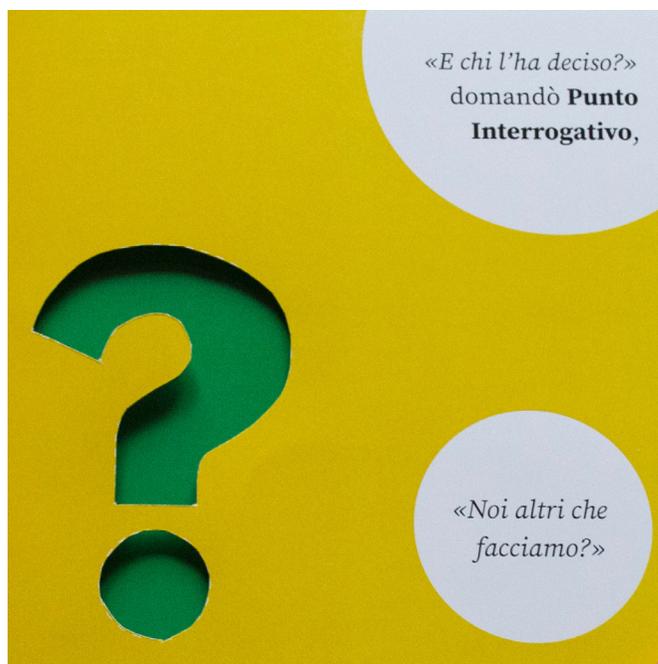
*Technical features:*

18 spreads (36 pages),  
printed 4+4,  
die-cut through-holes  
on every page and  
scored; uncased  
board book.



**Adele Manca** was born in Caserta in 1996 and lives in Naples. She earned her master's degree in graphic design from the Naples Academy of Fine Arts and learned all about paper and digital printing while working at a printing house. She currently works at a graphic design studio specialized in branding.







## Notte al circo

*A Night at the Circus*

Alessandra Marin

*Finalist at the 2020 Competition*

A night at the circus inside a lion's mouth, rushing around with a candle-covered cake in the company of acrobats, bowling pins, wheels and decks of cards. This fast-paced book pauses for breath, then gathers speed once more to reveal the links between the shapes and characters created by the overlapping of its pages and die-cut holes. Its accordion-style pages unfold to magically expose the word *circus*, with the holes now resembling letters. Interactive and wordless, this book lets young readers explore space, imagine sounds and silence, create connections, and discover the wonders of writing.

*Technical features:*

16 pages, printed 4+4,  
die-cut concertina  
board book.



Born in Montebelluna, near Treviso, in 1993, **Alessandra Marin** now lives in nearby Cavaso del Tomba.

After studying visual arts and theater at IUAV University in Venice, she discovered illustration during a year spent (with the Erasmus exchange program) at the Estonian Academy of Arts in Tallinn, then furthered her studies at ISIA Urbino, graduating in 2019. She now works as a freelance illustrator.







## Animali a macchie e strisce

*Spots and Stripes*

Veronica Sarti

*Finalist (ex aequo) at the 2020 Competition*

This book's ingenious checkerboard-style cut-outs reveal to the young readers turning its pages the domesticated and wild animals concealed amid its spotted and striped patterns. A non-fiction interactive board book that encourages children to take apart and reassemble the natural world, shifting their gaze from micro to macro and detecting the creatures within the shapes.

Project exclusively represented by  
**La Coccinella**

*Technical features:*

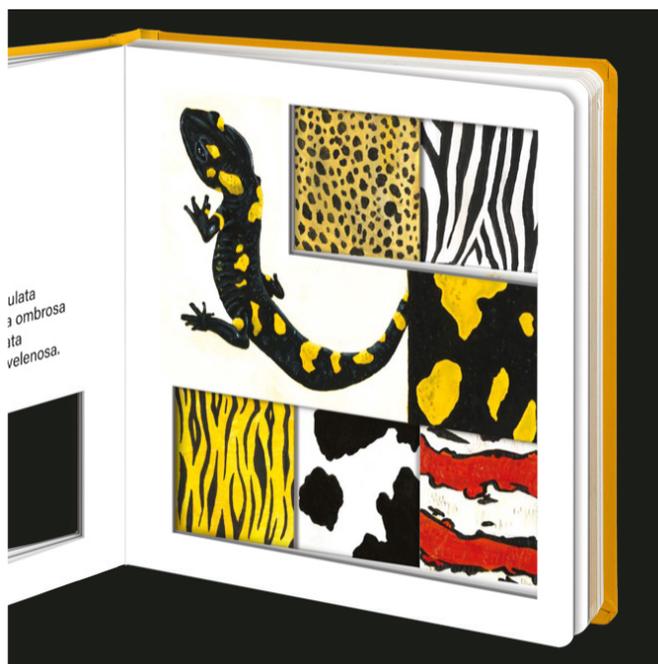
9 spreads (18 pages),  
printed 4+4  
and die-cut  
checkerboard-style.

Cased board book  
with die-cut cover,  
250 x 230 mm.



Born in Florence in 1991, **Veronica Sarti** now lives in the province of Bologna. After graduating from Pistoia's Institute of Art, she studied graphic art at the Academy of Fine Arts in Florence, and then illustration for the publishing industry at Bologna's Academy of Fine Arts. She currently works as a freelance illustrator





蔡侯纸  
Ts'ai Lun 105



Associazione  
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