```
<!DOCTYPE html>
 1
     <html lang="en">
 2
     <head>
 3
         <meta charset="UTF-8">
 4
 5
         <meta name="viewport" content="width=device-width, ini</pre>
         <title>Style Guide</title>
 6
 7
         8
         <link rel="stylesheet" href="https://use.typekit.net/i</pre>
 9
10
         <link rel="stylesheet" href="style.css">
11
     </head>
12
     <body>
13
14
         <div class="herovideo">
15
16
             <video controls autoplay muted>
                 <source src="video/CDS - Video (FINAL).mp4" ty</pre>
17
             </video>
18
19
         </div>
         <!-- whole website -->
20
         <div class="page container">
21
22
             <!-- left hand main area -->
             <div class="main">
23
                 <div class="title">Software Talks: An Interview
24
25
                 <div class="quote">Lev Manovich is a leading t
26
27
                     produced by Digital Technology</div>
28
                 <div class="title2">How does one study softwar
29
                     or the code or a mixture of both</div>
30
31
32
                 The goal of my book is to understand media

    genealogy (the where), its anatomy (the

33
34
                     and its effects on the world;
35
36
                 How design software shapes the media, makin
                     easy and natural whilst hiding others. How
37
                     remixing software shapes our experiences a
38
```