

INC.

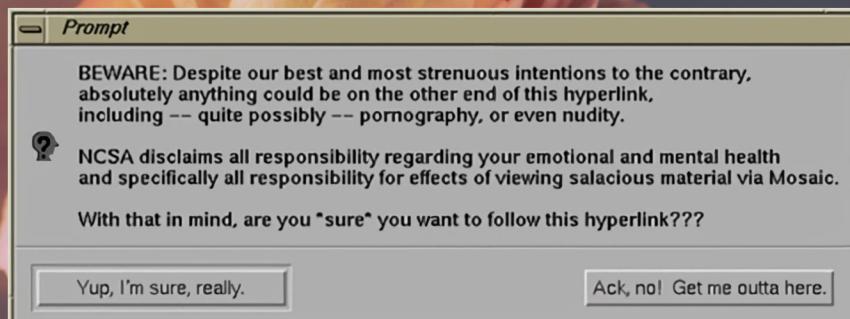
issue one: pilot.

SO YOU
WANT TO
KEEP A
SECRET

PG. 14

UNE OEUVRE
D'ART

PG. 11



GOD IS DEAD:

but print is not

THE DEBUT RELEASE OF:

inc.

THE CULMINATION OF:

quite a lot of work! and slacking off. yeah, that too.

COMMENCE TABLE OF CONTENTS.

fine.

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A NOTE FROM THE EDITOR

i guess we're finally here. took me long enough, eh?
slow as hell getting this out but we got physical and digital and
artwork and articles and a *finished product*. impressive, considering
most of my projects hit a dead end. it's a problem procrastinators
have: if there's no deadline, then why bother with the work?
great thing for school or a job, but god forbid you want
to do a personal project. i want to shout out libreoffice for the
office suite. turns out you don't need fancy software to make
a magazine, you just need a keyboard and a head. i have some
other people's work in here, but i figure you all might not want
your names attached to this. especially with some of the content in here.

it's been a long journey.
but now i got something
for you to read.
a lot of something, actually.
twenty-four whole pages of it.

enjoy *INC!*

THE ART OF MAKING A MIXTAPE

the days of mixing your own cassette tapes is long gone. cassette tapes are simply... dead. you'd be hardpressed to find something in your home that would play cassettes. however, that doesn't mean that *mixtapes* have died out. in fact, mixtapes are thriving in the age of unlimited length playlists. here's how to make your own mixtape, no cassettes required.

- limit yourself
 - the reason mixtapes were so special is because they were limited by their medium. the longest cassette tape was 90 minutes. we don't have that limit, so you have to do it yourself. give yourself a set time limit or track limit. i recommend either 45 minutes or 8-10 songs.
- pick a theme and stick to it
 - it has to be a good theme you can deal with. top 40 is not a good theme. you could be basic and have the theme be "songs that i think are cool" or go crazy with a important lyric as the theme. it's up to you.
- start and end with a banger
 - the first track either yanks the listener in or slams the door on their face. you have to reel them in within a few minutes or else they'll find something else. the last track should be this crescendic end that leaves the listener feeling complete.
- get the flow
 - these tracks are meant to be listened to one after the other after the other. don't do your listener dirty by having two 200 bpm tracks at the beginning and smooth jazz at the end. the songs should almost blend together, smoothly falling into one another.

- put some soul into it
 - there's nothing worse than a soulless playlist full of every song you've ever heard. take your time when you make your picks.
- make some good cover art.
 - the phrase “don't judge a book by its cover” does not apply here. make that playlist thumbnail shine. if it looks boring, your listener will assume the mix itself is boring.
- aim directly over your head
 - mixtapes aren't science. they're art. so be creative, aim high. you'll nail the landing eventually.

of course, this doesn't tackle the main reason why someone should make a mixtape. after all, we all have playlists we've curated over the years. so why bother?

- it's low pressure
 - unlike your main playlist, this is a delightfully refined piece that you've picked out. a mixtape can be very simple or it can be eccentric or experimental. there aren't any rules! you can do just about anything you want.
- it's a timestamp
 - you really think that the song you're listening to right now will last you five years? no! in five years, you'll have a completely different music taste. and that's ok. so keep it around. give your future self something to look forward to.
- why not?
 - it's not like this is something big. don't look at mixtapes as a means to an end or what have you. if you enjoy the art, the craft, the satisfaction, of making something beautiful, then it was all worth it in the end.



you ever watch high fidelity? no? go do that.

PROLOGUE

by a guest writer

Nobody likes it when things end, *or* when they change. Humans have a tendency to want things to stay safe and steady. Things don't usually stay that way; safe and steady last for a few brief and blissful seconds and then everything changes again.

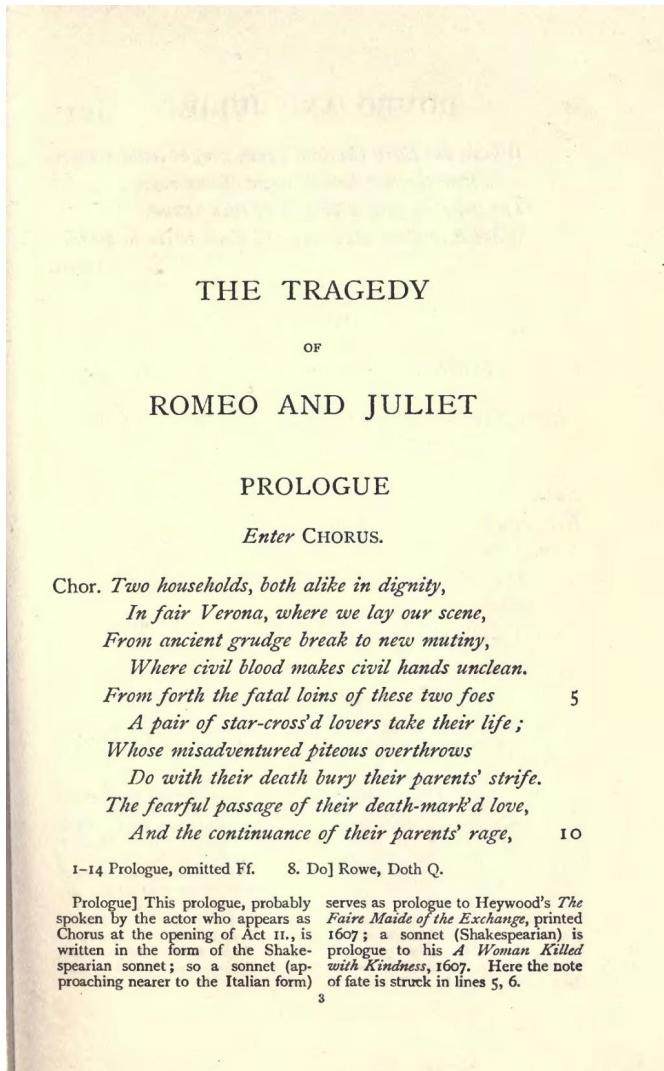
Things are gonna change again soon. The year is ending.

Another ending to another year. A lot has happened during this one, to a lot of people. People I know, and people I don't know. A lot of good things, but also a lot of bad things.

It's mind-blowing when you think about how many people are in the world. For some of those people, this year may have been the best one yet. For others, it may have been the worst.

Chances are there's one thing we all have in common: we've all learned something valuable this year, although what it is that was learned differs from person to person.

This year I learned that no matter how hard you try, you can't keep everything the same. I think I already knew that, but I finally came to terms with it. It was when someone dear to me stopped talking to me. I remember being sad about it for a while; it's not the happiest thing when you lose someone important to you. But a while after this happened, I remember thinking to myself, *you know what, it's okay. Things are*



always shifting and you can't prevent it. The only thing you can do is take a deep breath and keep going.

That probably sounds cheesy. It *is* cheesy, but I think it's true.

The thing with humans is that we like to control things, or at the very least, *feel* like we're in control. What's hard to accept is that there isn't a lot we can control. What's even *harder* to accept is that it's okay. I'm still learning this, but it's getting better.

Nobody knows what's in store for next year, and that's both terrifying and exhilarating. One thing is for certain and that's change. Whatever life is like right now at this moment is not how it will stay. While change isn't always fantastic, maybe everything will work out in the end.

I don't know what's to come, but let's make the most of it.

Here's to 2023.



(editor's note: i received this around new year's '23. but i took so long to get this issue out the door that it might as well say 2024! my apologies to the writer.)

SO YOU WANT TO START A WEBSITE

great! god knows i've made my fair share of websites. my current iteration is a blog where i yell into the void. every now and then, the void yells back. and that makes it all worth it.

this isn't exactly a short thing, y'know? you gotta have at least a pinch of planning before you go knee deep into the source spaghetti and hosting bills. learn from my mistakes.

let's start planning. think a little bit here: who are you? what do you want your little corner of the internet to say about you? part of making a website is an identity for it, and by extension, you. you're writer, webmaster, and administrator for it. treat it well.

you also need a domain name. here's where the bills start coming in. some people will give you a free domain: namely freenom. they have five TLDs for you to choose from. pros: it's free. cons: because they're free, every domain on the list is watched for spam and fraud because they're *used* for spam and fraud. consider if you want that as part of your identity. there's also namecheap, the people i use. with the github student dev pack (remember that, it's important), you get a free year of domain use under the .me TLD. it's \$15 a year after that. pros: you get reliable customer service, a trustworthy domain, and it's reasonably cheap. cons: money. some of us are broke af.

got a name picked out? no? well, while you figure that out, we'll be over in hosting land. you have a few more decisions over here. first: do you know HTML, CSS, and JS? if you don't know what those stand for, then skip ahead. if you do, then choose neocities. it's a free hosting option for people who long for the good ol' days of the internet. you have to build the website yourself, but for those who don't mind, this is a good free option. it comes with a free "domain" (you get a subdomain instead of a true domain) unless you support the website with \$5 a month. you get plenty more features for the dosh, and it's worth it if you're the programming type. but how about those of us who are less... *technically inclined*?

well, you aren't out of options yet. if you're still going on the free side, use [infinityfree](#). lemme tell you, this is a poor choice. it's pretty subpar. but, you can't exactly argue with free. for those with more cash or student creds (remember the github thing?) then you have even more options. the github student dev. pack includes plenty of hosting options for those who know their way around the cloud. it's \$200 of credit with [digitalocean](#), \$100 in [microsoft azure](#) credit, and \$13 a month for 12 months on [heroku](#) as of time of writing. you have free (and good!) options, you just need to be a student. if you're just going with a credit card, then [aws](#) or [ionos](#) may be your best options. look around! don't just take my word for it. there are plenty of hosting services around, just make sure they deserve your cash first.

alright. you've got the name, you've got the hosting, now it's time for the content. i'm going to be talking about wordpress over here: those of you who took neocities are already typing away and not reading this part. wordpress is what we call a "content management system", or cms. that's a lot of words. what you need to know is that wordpress is versatile. today, we'll focus on the blogging part of it. important note! i'm not talking about [wordpress.com](#), i'm talking [wordpress.org](#). wp.com is a managed hosting platform for your site, and may be what you're looking for in hosting. wp.org is the more independent side of wordpress, what most hosting providers are using. they're really similar, but .org won't bother you with begging for upgrades and credit card details.

i can only step back at this part: depending on your provider, installing wordpress may be easy or it may be hard. if you bought managed wordpress hosting, then it's already installed, you just need to check your dashboard or inbox. if you just bought server space (like with digitalocean), then it's up to you to get it done. google is your friend.

i now leave you to explore. the best i can do in these pages is point you in a direction. the content, the customization, the *soul* of your site, is all up to you. i can't assist you on that part. just know that i'm looking for what you've written. if you know me? send a link! i'll be happy to subscribe to a newsletter, and i'll be eagerly waiting for whatever you all have in stock.

AI AND THE FUTURE OF ART

or: how god is dead, but print is not.

Since the early days of computing, scientists have been fascinated by the idea of machines creating art. In the 1950s, computer scientist John McCarthy coined the term “artificial intelligence” and predicted that one day, computers would be able to create their own works of art.

For many years, this remained nothing more than a dream. But in recent years, AI-generated art has begun to gain traction, with some pieces even being sold for millions of dollars.

So what is AI-generated art, and why is it becoming so popular?

Simply put, AI-generated art is art that is created by a computer. This can take many forms, from paintings to poems to songs. AI-generated art is often characterized by its strange, surreal quality, and many people find it difficult to distinguish from art created by humans.

There are a number of reasons why AI-generated art is becoming more popular. For one, AI art is often cheaper to produce than art created by humans. Additionally, AI can create art that is completely unique, unlike anything that has been created before.

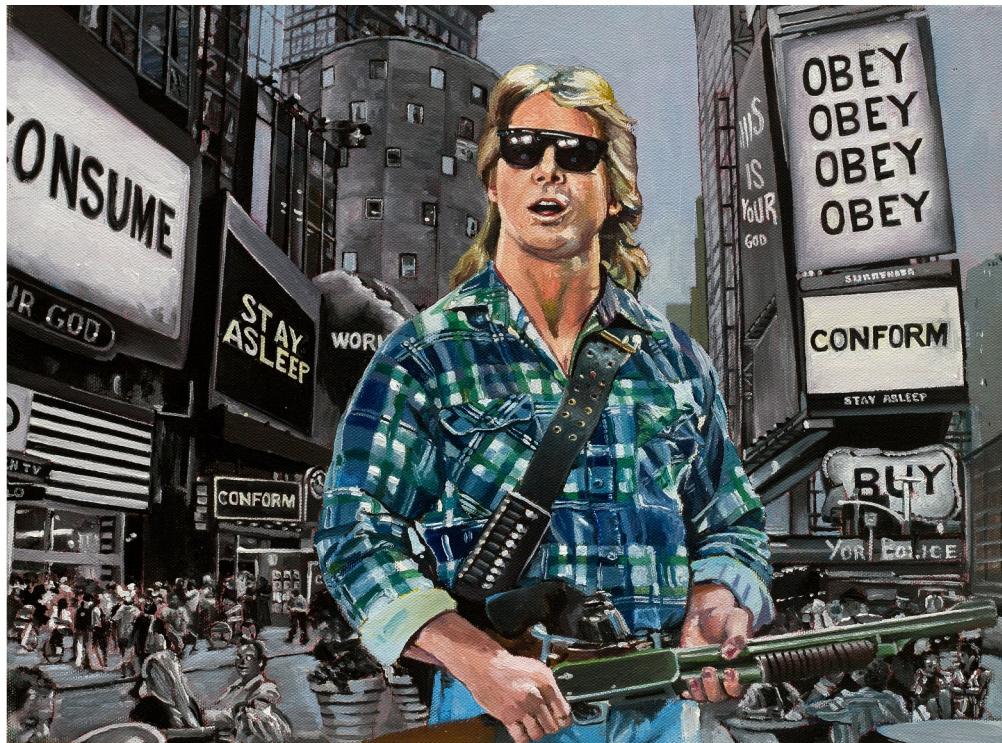
AI-generated art is also gaining popularity because it is seen as a way to challenge the traditional art world. Many people believe that AI will eventually be able to create better art than humans, and that AI-generated art will eventually become the dominant form of art.

So far, AI has not been able to create art that is on par with human-created art. However, the field of AI-generated art is still in its infancy, and it is likely that AI will eventually be able to create art that is just as good, if not better, than art created by humans.

AI-generated text and stories are also taking off. In 2017, an AI-generated novel called “The Day a Computer Writes a Novel” was published, and in 2018, an AI-generated short story called “The Imitation Game” won a prestigious science fiction award.

As AI-generated art becomes more popular, it is likely that we will see more and more AI-generated pieces being created. So far, AI has shown a lot of potential in the field of art, and it is likely that we will see even more amazing things from AI in the future.

Were you aware that this entire piece was AI-generated? Indeed. Using OpenAI's GPT-3 model, text-davinci-001, the paragraphs above were written by no human. Strange, isn't it? Does it feel weird, unsatisfying, robotic? It feels human. You can ask if it's real, but if you can't tell the difference, does it matter?



watch john carpenter's they live! it's weird, but you'll like it. probably.

UNE ŒUVRE D'ART

Vulgar language warning:

for those with uptight mothers or polite vocabulary- this is not for you!

so what is art actually? wikipedia's definition of art is "a diverse range of human activity, and resulting product, that involves creative or imaginative talent expressive of technical proficiency, beauty, emotional power, or conceptual ideas." which is cool and all but it's wordy and doesn't actually mean anything.

hell, there's whole debates out there about what is and what is not art. we've all collectively agreed that the *Mona Lisa* counts as a work of art. how about *Electric Fan (Feel It Motherfuckers)* by John Boskovich? by the classical standards, this is just a box fan. that is, until you look deeper. Boskovich was a gay man. his lover, Stephen Earabino, died during the AIDS crisis. by the time Boskovich got to his apartment, there was nothing there except the box fan. Earabino's family had cleared it out, leaving nothing behind. an entire person, existence, and relationship had practically been erased overnight. Boskovich kept the fan, enclosed it in plexiglass, and gave it to the Museum of Contemporary Art in LA. i feel like their description suits it better than i could put into words.



"Boskovich encased the fan in Plexiglas as a kind of evidence and added cutouts to allow its circulated air to escape and be felt by the viewer, almost like an exhalation. In a sense restoring Earabino's breath, at least a facsimile in memoriam, Boskovich makes a tender and brokenhearted gesture toward some form of eternal life."

Museum of Contemporary Art, Los Angeles.

so i raise the question to you. is that art? a lot of people might say no. it sure as hell isn't the Mona Lisa, is it? but i say it is. it's just screaming emotion that demands you listen and feel and confront. it's the kind of work that makes you uncomfortable. are you mad? are you horrified? are you uncomfortable? good. feel it, motherfuckers.

but i still haven't answered my own question. what *is* art, actually? we've established that art doesn't need to be anything particular. a box fan counts as art. we've also established that wikipedia's, or anyone else's definition for that matter, is probably wordy, and at least a little bit bullshit.

how about something that you can't even touch? is music, in itself, art? you've got the classics, and the contemporary, and the modern weird shit. we got eric clapton's *sunshine of your love*, and we got hella's *1-800-GHOST-DANCE*. music is ingrained in our society. there's enough styles to kill a man.

or how about photography? some people would say "*well photography can't be art. it's cheating! the camera does all the work for you!*" one such person is a Joseph Pennell, an american artist. his argument was that cameras were merely a tool and that "photography was merely mechanical and did not require training that art did." but we've all seen a photo of a sunset. something beautiful, captured forever.

i think i have my definition. it's something short, sweet, sufficient, succinct.

art... is something that makes you feel. it can be made in a million ways, and observed in a million more. it is something that is undying yet temporary.

that box fan will spin for a hundred years, but the electric motor will burn out eventually. the last physical and digital copies of any music ever made will eventually distort and corrupt. every photo ever taken will degrade just as the film it was taken on will expire.

and, in that feeling, lies a truth. you are art. make of it what you will.

GRATIS VERSUS LIBRE

by a guest writer

We live inside the bubbles of our own lives. I think that in a way, we view ourselves as invincible, without even realizing it. We hear about painful things happening to people all the time and deep down we truly don't believe it can happen to us. Of course it can't; we're safe inside our bubble. Why care about what's happening out there?

But then something pops our bubble, and everything changes. For a while, you don't actually think it's real. Your mind won't allow you to believe it, not for a single second. It can't be real. It can't. This couldn't have happened, it was impossible. And yet, it did happen. What makes it worse is that your mind and your heart won't accept that, and you're stuck in an empty world of gray not knowing what's real and what isn't. You feel hollow. How could this have happened? Not invincible. Not by a long shot.

It's funny how much we take things for granted. We're not always grateful for what we have. This all goes back to us being "invincible", when we're not. Nobody is. Painful situations will happen to you, you're not immune or protected. It's a painful pill to swallow.

We have to stop taking things for granted, and we have to stop living inside of our bubble. That bubble will pop, and it's going to hurt like hell when it does.

Here's what we can do: learn and grow from this. Start to fully realize that nothing is going to exist forever, even those you love. Remember that nothing is in writing and that anything can happen. Let that motivate you to seize every moment. Look for the beauty in everyday things, because it's there. Seize the moment, it won't be here forever.

The mortality of all things is what makes them so precious. It's bittersweet, but it's true.

Here's to living fully, knowing nothing in this life is forever (except for maybe some things, but you get the point).

SO YOU WANT TO KEEP A SECRET

Vulgar language warning:

for those with uptight mothers or polite vocabulary- this is not for you!

do you know the definition of the term *opsec*? opsec stands for *operational security*. opsec is a process in which you identify critical information and lock it down to reduce or completely deny exploitation of that information by an adversary. ever heard of "loose lips sink ships"?

now, operational security is important. it's important for people who are committing civil disobedience- the act of violating an unjust law. it's important for people who can't get abortions or health care because their state has decided against it. it's important for people who are in the closet and horrified to say a word because their teacher might be legally mandated to out them to their homophobic or transphobic parents.

the police are big believers in civil disobedience- when they do it. they can lie to you, pick you up in an unmarked van with undercover officers, and they disregard and weasel around the law when it is convenient for them to do so. they say the ends always justify the means. so let's play that game too.

there's one *very* important rule to all of this, however. *don't fuck it up!* that sounds like a simple, easy thing to do. but people who should know better keep fucking it up.

i mean it! lemme give you an example. you ever heard of *lulzsec*? there was this one main guy. we'll call him by his screen name; sabu. now sabu was pretty good at these opsec shenanigans. but one day, he got a little lazy. he connected to irc without using tor and the fbi found his home ip address. that's right. he fucked it up one time and the fbi could now get a search warrant for his home. another example from lulzsec; another guy, part of the group, let slip groups he was involved with and things he was arrested for. fbi got a court order to monitor his internet access and connections.

you always have something to hide. now, lemme tell you what you can do. and remember the magic phrase. say it with me, now. *don't fuck it up!*

there are seven deadly sins. and just as well, there are seven deadly fuckups.

1. overconfidence

- the belief that "oh, they'll never get me! i have the best opsec!!1!" will get you caught. in a similar vein, having a single point of failure. if everything depends on one tool, *you have too much confidence in that tool.*

2. excessive trust

- in east germany, one in sixty-six people were government informants. you do not need to tell everybody about what you are doing. you very rarely need to tell *anybody* about what you are doing.

3. perceived insignificance

- "oh no one will care about what i'm doing. i'm a small fish, after all." these are the words of a man who is about to get caught, and who will likely start snitching on everybody around him.

4. guilt by association

- hate to disappoint you, but the people you group yourself with says a lot about you. being in the wrong chat room bunches you in with those people. if they do wrong? then everyone thinks *you* do wrong.

5. packet origin

- like the real estate goons say; location, location, location! exposing where you are in the world opens you up to oh so many possibilities. remember lulzsec?

6. saying things in the clear

- clear text is your enemy. encryption is your friend. don't say personal details at all. again, remember lulzsec.
- this includes metadata! consider this; every photo you've taken on your phone likely includes location and device data. the latlong of where you took that photo is *inside the photo!*

7. documentation

- this one is short but sweet. too much info saved about what's going on is a death sentence. if you can read it, someone can take it.

so how do we not fuck it up? well, we can use tools. however, you must be careful; using a tool poorly is worse than not using a tool. computers help you fuck it up a million times faster than you ever could! here's your two questions for any tool you use: should i use it? and how do i even use it?

a couple examples: a vpn. you get traffic encryption, location obfuscation, request concealment, etc. consider this- traffic encryption and location obfuscation are only to the vpn's servers. it also shifts your trust over to the vpn company. a company you may have a traceable financial relationship with. vpn providers vary their promises. they may say they don't log, but they'll start the second they get a national security letter or a warrant. you *should use a vpn*, but you need to be careful.

another example: tor. you need to know what tor is used for; tor is for *anonymization*, not encryption. listen. tor is very important. but you need other tools in conjunction. don't get me wrong, it's an important tool! tor is how dissidents get out of their nations' border, how researchers can look up questionable info without being targeted, how joe schmoe can browse the web without being tracked and monitored. a good way to use tor is to use it for everything you do. if you only use it for the sketchy shit, then something interesting is going on every time you open the program.

so how do you not fuck it up? some important opsec is to keep your lives separate. keep your secret shit far, *far* away from anything you use daily. email addresses, phone numbers, screen names, anything. don't fuck it up when you send messages! email still sucks and most services will cough up data to anyone who asks. don't fuck it up when you send calls! phone records and metadata are almost forever. practice the crazy ex theorem- if a insane ex could use your words against you: then don't fucking say them!

and if you *do* fuck it up? then have some contingencies in place. have plausible deniability for your actions. seek your advice in advance. good luck to all, and never surrender to obedience!

to those who wonder why i seem to be referring to a big, scary, governmental threat: you should always aim higher than your actual threat. if the government can't touch you, then neither can a overzealous relative.

RAINBOW CAPITALISM

Content warning:

for those with polite vocabulary and homophobia on your side- this is not for you!

*"If you have come to help me, you are wasting your time.
If you have come because your liberation is bound up
with mine, then let us work together."*

you ever notice how big corporations always seem to slather on a coat of rainbow paint when it's pride month, but it all goes back into the closet by july? that's something we call *rainbow capitalism*. rainbow capitalism is when a large company shows its colors to make some cash, while actually hiding their true beliefs. from a business perspective, this is a great move! you get a bit more market share around pride month than your opponents who don't. but those who are *actually* gay or trans or bi or actually part of the *fucking rainbow?* you smell the bullshit real quick. and here's the thing: the sherwin-williams doesn't do anything for pride- it *actively hurts it*. it sweeps the real history of pride under the rug to sell product.



if you've ever heard of stonewall, then you know what i'm talking about. gay and trans rights were not simply handed over; pride was a riot.

florida and texas and the other states of the southern gentlemen are knee deep in a culture war. one that doesn't truly exist. while the war is made up, the consequences are not. people are being hurt by don't say gay laws.

we know better then to negotiate with terrorists. fight the companies by aiming for the weak spot: their bottom line. companies refrain from doing shit that hurts the cash flow. you can also fight the states and counties that are implementing laws that hurt people over the "woke plague" with protest. civil disobedience- you must fight injust law!

A BRIEF INTERVIEW

a while back, i asked a couple lovely people if i could interview them on questions around the topic of mental health. they agreed! for obvious reasons, their names and personally identifiable information are being censored. for now, let's refer to them as person A and person B. the interviews were conducted over email and have been shorted for brevity.

tell me about yourself.

- A. I go by anything, I'm 15, and I was born and grew up in [far way city] but moved to [current city].
- B. I'm odd. Partly because I'm not sure what parts of me are actually me and partly because I'm just odd I guess.

what is your viewpoint on mental health?

- A. Many people view it as bad at stuff but it's not that bad, you just need to learn to work around it. Learn what helps you.
- B. It's annoying, to be completely honest. It's really really annoying. It can be great for so long, and then it stops being so good. It causes terrible lows and confusion. It's important though.

what have your experiences been with mental health?

- A. I've struggled with mental health my whole life, I've had bad experiences and okay experiences.
- B. It was fine for a long time. I didn't even know it existed. But then a lot of my friends left my school, and I was devastatingly lonely. I remember sitting on my floor one night thinking, "Why am I so sad?"

what do you feel like people around here think about mental health?

- A. People around here, I feel, don't care about it or joke about it. They don't take it seriously.
- B. I think most/a lot of the students here think it's important. I also think that most of the students that think it's important have parents that think it's not.

if you have ever used them, what has your experience been with mental health services?

- A. I've gone to therapy and it's been a somewhat good experience for me, although it varies because you could need it but end up getting a bad therapist.
- B. I've never used them, and I'm absolutely terrified to.

do you believe that counselors and therapists can be trusted?

- A. I personally haven't had [the] greatest first impressions of [local therapist] so I personally think no.
- B. I think that most therapists and counselors definitely can be trusted. There are a lot of genuinely kind, compassionate, and caring human beings out there. I know there are some therapists who are not kind and cause people to have bad experiences, but I think for the most part therapists can be trusted.

how do you think people can improve their view on mental health?

- A. Become educated with it, read about it, and know how it can affect people.
- B. I think people need to learn more. "Prejudice is the child of ignorance."

is there anything you want to ask me?

- B. Do you think it gets better?

god, i hope so.

i figure it'll all be better in the end.

if it's not all better, then it's
not the end, is it?

DON'T LOOK AWAY

one must imagine sisyphus happy.

i've been thinking about this quote. it's from this philosopher, albert camus. it's interesting, to say the least.

sisyphus, doomed to rolling that boulder uphill, forced to watch it roll back down, represents life's struggles. might make you ask how someone can be happy in such a situation.

but happiness is a state of mind. it's not the circumstances we're all knee-deep in, but it's about how we perceive them, respond to our troubles.

camus suggests that by accepting, embracing this absurdity, someone can find happiness.

sisyphus, despite his eternal struggle, he finds meaning and purpose in his task. by embracing his fate and finding fulfillment in the act of pushing that boulder, he transcends his burden.

but i don't say we should just accept everything that comes our way, smile and wave through the red flag warning. acceptance doesn't mean complacency. it means you acknowledge the situation, and yet find a way to navigate through them while still maintaining an inner peace. it's about finding meaning in the journey, even if the destination remains elusive.

AND ONE LAST THING . . .

Vulgar language warning:

for those with uptight mothers or polite vocabulary- this is not for you!

well then. i guess this is the end of the first issue of INC. weird, innit? days to produce yet minutes to read. but we aren't quite done yet! here's everything that i have to note about any of the articles, including some bonus content or shit that ended up on the cutting room floor.

the music of INC.

during the time spent destroying my keyboard, a lot of music was listened to. i mean, *a lot*. most was listened to via spotify over a beautiful pair of *Fisher* speakers, with on the go writing being sung over by my trusty ipod shuffle. for long sit downs, the grado sr60x headphones were my choice of audio equipment. but enough about my listening experience, here's the top tracks during writing time. compiling this shit was *hard*!



- Kind by Ruby
- Electric Feel by MGMT
- Bad Habit by The Kooks
- Sick Love by Red Hot Chili Peppers
- This fffire by Franz Ferdinand
- the entirety of So Much (For) Stardust by Fall Out Boy
- and a shoutout to the Dead Kennedys for the hard shit

some comments...

- The Art of Making a Mixtape
 - this was the first one i wrote! it's also probably one of the worst here!
 - ah well. we keep it in for posterity. and also because i want to publish.
- Prologue
 - the first work by a guest writer. credit to them!
 - woefully late to publish, but that's entirely my own fault.
- So You Want to Start a Website
 - another long one. personally, i think it was alright.
 - i wish i went more in-depth, but (a) i want to actually finish this project and (b) because i stuck to a two page limit when writing that one, i'd probably have to rewrite the whole thing
- AI and the Future of Art
 - i made chatgpt write this one. irony!
- Une oeuvre d'art
 - or: a work of art
 - Boskovich's story is genuinely very sad, and you should read more about it
- Gratis versus Libre
 - another one by a guest writer!
 - bad title (my b), great article. again, credit where due!
- So You Want to Keep a Secret
 - my little article about opsec. the longest one, and i think the best.
 - google everything i said in that! don't trust, verify!
- Rainbow Capitalism
 - pride *was* a fucking riot! no company should take credit for that.

- A Brief Interview
 - genuinely, both people were lovely to talk to. i'd happily do it again.
 - the answers are a little past date (again, my fault)
- Don't Look Away
 - a short one-pager about the man and his boulder.
 - it's ripped from my blog for those who don't know about it or haven't read it
- Other Miscellaneous Whatsits
 - images were fucking awful to deal with! i blame libreoffice.
 - i guess you shouldn't format a magazine in a document editor. too bad!
 - the two fonts used are "Adobe Caslon Pro" and "OCR A Std". if you like either of them.
 - next time, there'll be a lot more imagery. and pizzazz.
 - almost forgot. licensing. if you would so kindly direct your eyes to the other page...

thank you for reading INC!

LICENSE ©

Content warning:

this is boring as hell! but it *is* important so you should read it anyways.

this work, in its entirety, is licensed to you under the GNU GPL v3, the full text of which is available at <https://www.gnu.org/licenses/gpl-3.0.txt>. that's right baby. this shit copyleft, all rights reversed. if you follow that link, you'll find a whole bunch of legal jargon which is really boring. here's my summary of it:

- you are guaranteed four freedoms: the right to use the work, the right to study the work, the right to share the work, and the right to modify the work and to distribute those modified copies..
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 - this does not mean that you can't make a modified copy and distribute it at cost. the GPL explicitly allows this.
- read the wikipedia article on it, they explain it better than i do.

i'm not a lawyer. this summary is "pretty good" if you ask me, but i might be wrong on some parts. read the *actual* GPL. it's good for your health!

INC.

a magazine.

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