EXHIBIT 25



AppleDesign: The Work of the Apple Industrial Design Group

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When writing a work of non-fiction, there is an old saying: "The first time a story is told is truth. The second time is fiction." With an organization as large and mythical as Apple Computer, I sometimes wondered whether I was hearing fact or fantasy, only to discover that the more outlandish the story or more improbable the fact, the more likely it was to be true. In the course of my research, I interviewed dozens of individuals who played a part in the design of Apple's products. Unfortunately, I could not find everyone. Nor would everyone speak to me. Those who did revealed a world that remains hidden even to many professionals, describing in detail how great industrial designs are transformed into even greater products. Piecing this story together forced me to rely upon the recollection of a great many people, both inside and outside the firm, without whom this book could not have been written. To those I list below, I offer my thanks.

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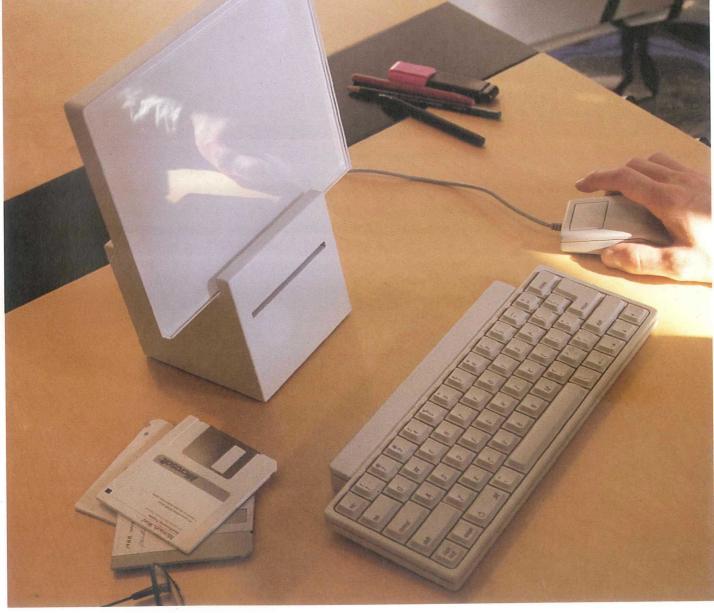
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Twister Portable Computer Concepts. 193 Giraffe. 194 Tablet with a tilt-up display. 195 Showing the desktop 'Brain Box,' flat panel display and keyboard. Industrial Design: Apple Computer: Gavin Ivester; That (San Francisco, CA): Tony Guido and Sigmar Wilnauer. Dates of Design: April-June 1989.

195

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