



## Eye

*Frank Herbert , Jim Burns (Illustrator)*

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The only collection of the best stories of Frank Herbert, Award Winning suthor of the legendary Dune saga! Eye features the startlingly original collaboration The Road To Dune a walking tour of Arakeen narrated by Frank Herbert and illustrated by acclaimed British artist Jim Burns. Also included is an introduction by Herbert describing his personal feelings about the filming of David Lynch's movie version of Dune; Herbert's own favorite short story, Seed Stock and tales from throughout his career, some never before collected.

## Eye Details

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## From Reader Review Eye for online ebook

### **Rusty says**

If you are a fan of this author or the Dune series, you will enjoy this collection of short stories. Yes, my favorite is 'The Road To Dune' which is describes as "a walking tour of Arakeen narrated by Frank Herbert and illustrated by acclaimed British artist Jim Burns". The illustrations captured the essence of it all and brought back so many memories. Of course, I read all of them and couldn't wait to see the movie, Dune. It was every bit as memorable as the book.

Some of my favorite stories from this collection: 'Murder Will In', 'Try To Remember', and 'The Tactful Saboteur'. 'Frog Scientists' and 'Seed Stock' are fun, too. So, what's not to like? Read the collection, the only of its kind that I know, and discover for yourself.

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### **Erik says**

I must say I enjoyed this added reading a great deal more. Perhaps the many years passing have given me new insights into Herbert's visions as he wrote these short stories. Hard for me to say, though I think I'd probably credit my life experiences and broader samplings of literature.

There is some very good reading here, if you like Herbert. I'm inclined to bump this up a star, but will leave my original rating to be fair to the other authors I've only read once.

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### **Noah Hallett says**

I think Frank Herbert is was a genius. Dune is my favorite book of all time, I have three copies that have nearly been destroyed by so many repeated readings.

This is a collection of short stories in a similar style, tackling similar issues. A couple of them are truly excellent, a few are very good, and one or two are just ok.

I definitely recommend this to any fan of short stories, and especially science fiction fans.

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### **Kelly Flanagan says**

this is an awesome collection of some of Frank Herbert's best short stories. It also includes some beautiful drawings to go along with them as well as a short oral walking tour of Araknas(sp?) worth reading at least twice!

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### **Roger Boyes says**

Some great stories in this collection.

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## Lois says

Interesting. My favorite part of this book of short stories is the introduction. The introduction is mostly focused on the movie version of Dune. I'm not a huge fan of the movie. In fact I did not read the novel until university primarily because of the movie. A friend of mine advised me to read the novel and wow was I surprised. Still I found the introduction significant. For many reasons. One he kind of explains what his purpose was in creating Paul and the storyline of the original novel. Also he clearly explains that his novels are a contract with intelligent readers and he has an abhorrence of spoon feeding fans, he finds it demeaning and manipulative. I often wondered how he would feel about how his son and KJA have altered his universe. I don't think he would be pleased at all. The novels themselves are a form of sell out, they are written not because they have anything to say but in order to milk an award winning franchise. This is especially painful considering how the prequel "McDune" novels have suggested the original canon was manipulation by Irulan. Why didn't BH and KJA confine their non-writing abilities to his original storyline? Their writing is much worse and I kinda think FH would not appreciate his legacy tampered with like this. 'That's how I wrote the novel, wanting you to participate with the best of your own imagination. I did not aim for the lowest common denominator and "write down" to anyone. You and I have a compact and my responsibility is to entertain you as richly as possible, always giving you as much extra as I can. I assume you are intelligent and will enlist your own imagination.'

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## Simon says

Well this was pretty much a waste of time. I expected more from the author of Dune. Many of the stories are either pointless, fizzling out without a proper ending, or are needlessly complicated to the point of being incomprehensible (can anyone explain to me what happens in *The Tactful Saboteur*?). Things pick up a little towards the end, and there are interesting tales of ego parasites and ecology, but it was a struggle to get there.

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## Rob says

...All in all quite a few ups and downs in this collection. I suppose *The Tactical Saboteur* was the highlight for me but *Try to Remember*, *Seed Stock* and *Passage for Piano* are also strong stories. On the other hand there are quite a few stories that are not all that great. If you are familiar with Herbert's work you will enjoy this collection for the way he tries out various concepts and themes he uses in his novels. In general though, I think he needs a little more space than a short story offers to really do his writing justice. I enjoyed reading this but I don't think it'll be up for a reread in the near future. It has reminded me I really need to get my hands on a copy of the first ConSentiency novel *Whipping Star* though. *Eye* is for the real fan only. Which is probably just as well, I don't think it is currently in print.

Full Random Comments review

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## Violet says

Frank Herbert writing talent shines like supernova and even the shortest, just several pages long (or 12

minutes long in audio version) novella or longer short stories creates whole worlds. Fantastic talent indeed.  
My favorite?  
ALL OF THEM.

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### **Steve says**

I got this book to read the short stories "A Matter of Traces" (cute, but I didn't get it) and "The Tactful Saboteur" (cool, espionage-like story with alien cultures) as they were the first appearance of Jorj X. Mckie, the Consentiency, and the Bureau of Sabotage. I found myself not enjoying any of the stories in this collection save one, "Murder Will In". I found out later that this story originally appeared in a collection with a very interesting premise: five sci-fi authors were given a prompt (something like "William Bailey goes into the Euthanasia Center, is injected with something and lain on a table.") and wrote short stories from there. Herbert's entry is actually really good. It is a thriller, where life hangs by a thread for most of the story, in which we are introduced to a being called the Tegas. The Tegas lives through possession of a host, and jumps from being to being upon their death. I won't say anymore for fear of spoilers, but that story by itself made reading the collection worthwhile.

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### **Jeff says**

I liked a couple of the stories, and really enjoyed Road to Dune, but I don't feel like short stories do Herbert's approach justice. He's a deep thinker and it takes time to build his visions. I found in some of these shorts that the ending could be abrupt or overall come across as incomplete.  
6/10

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### **Bruno Silva says**

Um livro de contos muito inconstante e por vezes com alguns deles pouco apelativos e demasiadamente complexos. Mas apesar disso tem algumas surpresas agradáveis

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### **Traummachine says**

This was an odd short story collection by Herbert; odd because I only read 9 out of 13 stories. One story that sounded interesting was later expanded into a novel, so I'll save that one. Another story was actually a Dune travelogue which I'd rather read when I'm deep into that series. The last two I skipped were the beginnings of his ConSentiency series...so they'll likely be the next things of his I read to kick off that series. :-)

But, the stories I read were good. He was able to portray quite a bit in a few short pages, and he had some odd ideas that I really enjoyed. For example, there's a story where humanity has a beam they shoot through space for...well, for a wormhole/warp speed type effect that they use to transport colonists and supplies to the far reaches of the galaxy. Something goes wrong with it and the engineer in charge of the fix experiences some strange phenomena in association with the beam. Herbert has several different story styles in this collection, but most stayed centered around sci-fi.

Oh yeah, and Dune-fans might be interested to know that this collection contains his thoughts on Lynch's interpretation of his story. Since I'm also a bit of a Lynch fan, I'm looking forward to reading about that!

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## Bria says

Definitely a scraping of whatever Herbert was lying around not yet published, although I suppose I more or less enjoyed it.

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## Jonathan says

Anyone who's even dipped a toe in the immense waters of science fiction literature is no doubt aware of Frank Herbert's seminal masterpiece *Dune*. Those who have read the book will have recognized the theme of ecological conservation central to the plight of the Fremen (David Lynch's film, while lovingly rendered and massively entertaining, does little justice to this aspect of the novel). The reciprocal shaping of each other by sentients and their environment is also a major thread throughout many of the stories in this collection of Herbert's short fiction.

Because of the antics, posturings, and outright lies of the environmentalist movement, many of us have developed a knee-jerk reaction against anything that smacks of any sort of hippyish tree-hugging. This is unfortunate, because the core issues driving the debates behind conservationism and sustainability are becoming more vitally important with each rotation of this amazing orb we call earth, and here, as in, well, just about everything, the right has made just as much a mess of things as the left. Thus prose like Herbert's, with its careful consideration, multifaceted viewpoints, and obvious passion, is not only refreshing but necessary. Case in point: the short story *Seed Stock*, which the back cover of the book tells me is Herbert's own favorite. A group of planetary colonists struggles to survive on their new homeworld; their imported livestock has sickened and died, and the transplanted earth produce isn't fairing much better. What does grow is ugly and barely edible; the native plants are mildly poisonous and must be chemically treated before consumption. The bizarre biochemistry of the native environment wreaks havoc on windmills, turbines, generators. The colony is reduced to subsistence living, stunted and sickened by the combination of unseen forces. The collection of scientists is at a loss; their carefully laid plans come to naught and their former methods useless. If the colonists are to survive, they must come to realize that they cannot create another earth. They must adapt their plants, and themselves to their new environment, not seeking to fight the changes the new planet forces, but embracing and cultivating them, integrating their needs with those of the ecosystem as a whole while keeping the guiding hand of reason firmly on the tiller. Now of course, an epiphany of this sort won't stop the environmental debate, as the outworkings thereof are more than a little complicated, but as most of the major players haven't even gotten this far it'd be a good start.

The conservationist theme is at its most overt in the aforementioned story, and is strong in a few others as well, but this is far from the only issue Herbert tackles. His most consistent thread in this collection is to study how entities (usually human, but this is still sci-fi) react to challenging situations and pressures. These take all forms, from the struggle to survive in a harsh environment to the subtle but consequential nuances inherent in everyday conversation. Indeed, language and the ways we use it provide the plot impetus in *Try to Remember*, the only story in the collection that I found too heavy-handed. The message, that truly communicating is more than just saying words, is again an important one, but Herbert's handling of the resolution seems forced and a little trite.

Herbert's study of humanity might be more properly termed a study of identity, a theme very thoroughly

probed in both *Murder Will In* and *The Tactful Saboteur*, the latter a well-dialogued courtroom drama and one of my favorites of the bunch. Other standouts include the tense but ultimately optimistic *By the Book*, and the poignant but ultimately optimistic *Death of a City*. If you're noticing another theme here, it's because a sense of hope and being able to change one's life and surroundings for the better pervade most of the stories here. This is nowhere more evident than in my favorite story in the collection, *Passage for Piano*. In it Herbert is not delving into the depths and limits of the human psyche, nor constructing elaborate worlds and intricate plots. The characters are rather stock and the plot resolution comes off exactly as expected; in fact the whole thing is wholly unremarkable except for the satisfying sense of shared humanity it leaves with the reader, a sense that there is beauty in the things that we humans craft and create, a beauty that compliments that of our natural environment and is both ubiquitous to our species and unique to each individual, a beauty that changes from moment to moment with each new experience, and yet stands as a timeless monument. Let this volume of Frank Herbert's work stand among the vast pantheon that bears testimony to this fact.

This is a must-read for fans of Herbert's other work, especially the *Dune* series, and should be entertaining for any sci-fi fan. Some of the stories set on earth are a bit dated, as our concept of what the future might entail has shifted somewhat, but that doesn't detract at all from their central themes. I'd also recommend this collection to anyone who's passionate on either side of the environmental debate; closed-minded, one-sided idealism is antithetical to critical evaluation, and Herbert's thorough, open searching of the matter will provide to the careful reader a much-needed antidote.

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