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Table of Contents and Prologue

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Cover

Rendering of subdivided tiles and support frame during reproduction of Louis Sullivan's Wainwright Building cornice frieze, Keith Van de Riet studio, page 42.

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Prologue

Craft

The craftsperson/artisan/maker exercises masterful skill in order to create. A job or activity that requires special skill is the simplest definition of craft. Craft, within the field of architecture, is a multifaceted term that encompasses a range of scales and technologies.

"The craftsman needs to develop specific relationships between thought and making, idea and execution, action and matter, learning and performance, self-identity and work, pride and humility. The craftsman needs to embody the tool or instrument, internalize the nature of the material, and eventually turn him/herself into his/her own product, either material or immaterial."

—Juhanni Pallasmaa, The Thinking Hand

In *Oz*, Volume 39, we seek to investigate the origin of craft and relate it to modern design professions. In what ways does craft impact the field of architecture? We are interested in projects, critical essays, or other work that encompasses a range of scales and technologies to explore the relationship between craft, creator, and environment.