

# OZ

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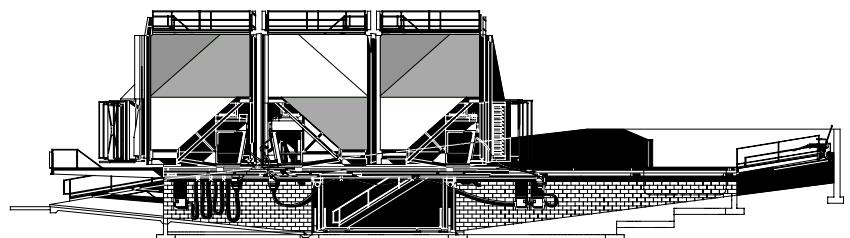
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## Prologue

*Kinetic Architecture* utilizes and incorporates modern technologies into the design process with the intent to develop responses to contextual stimuli. By taking advantage of available software, designers are able to accurately simulate these responses and formulate solutions. It is from this point that the concept of simulation becomes paramount in the process of making space.

*The aim lies in creating spaces and objects that can physically re-configure themselves to meet changing needs.*

—Michael A. Fox

It is therefore the point of Volume 23 to investigate and develop a process for, and an understanding of *Kinetic Architecture*.

*e + k*

