Every creative act invokes a medium — the raw material from which the creation is made — and a mode, a relationship to aesthetics or utility, described here by the categories *art*, *craft*, and *trade*. This grid illustrates the intersection of the *mode continuum* (the *x*-axis) and the *medium of creation* (the *y*-axis). Combinations of media and modes yield *disciplines*, named creative acts or ways of making (the blank boxes in the body of the table). Several disciplines may inhabit a single point on the plane. Were it possible to add a third dimension to this graph, these distinct *forms* would be distributed along the *z*-axis; in this diagram they may be listed together in the appropriate cell. For more on media and modes of creation, including examples of mode continua and a discussion of these concepts as they affect the theatrical designer, see *Standby*, chapter four.

Mode		
AESTHETICS		UTILITY
art	craft	trade
 	+	
	• •	
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