

Addi Tsurulnik

3A

Mr. Speice

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How Technology Impacts Architecture

Assessment 3 - Research

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Topic: Architecture

Work Cited:

“3D Rendering Services.” *Influences of Technology on Architecture and Design* | *EASY*

RENDER,

www.easyrender.com/3d-interior-design/influences-of-technology-on-architecture-and-design

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Assessment-

Recently, architecture has heavily relied on technology and new innovations or developments within it. This means that as technology has new developments, architecture would also advance along with it. This would therefore affect the architecture industry as a whole because five, ten, or twenty years from now, architecture can be a completely different field and require different skills.

One of these new innovations is 3D printing. Although this has been around for a long time, in more recent years it has become something more practical and realistic to use in

everyday architecture. This could help me to create a visual representation or model that I can use to show my designs to either clients or co-workers and give them a truly accurate model without human error. Further than that, I can also use Contour Crafting which would not only give me correct dimensions and angles, but also it uses materials, such as concrete, would go even further in making my model as realistic as possible. Going forward, along with 3D printing, Being able to design something on the computer, but still have 3D design should help me in getting a better idea of what my design would be like as if it was a real building.

Due to rendering and developments in architecture art and design, architects can hire 3D architectural artists to create visual representations of their buildings which I could use in the future to make this process in designing a building much faster and easier. As these artists would be professionals it would also be a chance to receive feedback and criticism as well.

Later in the article, it describes virtual reality as a component that could help in the architecture industry. Virtual reality takes 3D art to a whole new level as not only can people see 3D versions of these buildings, but they can also step inside and experience what it would be like to be inside these buildings as if they were already built. I could use this as an advantage and see what my designs would feel like before creating something that I cannot personally experience, like if a room feels too small or if the open floor plan that I wanted was to open and did not give off the tone that I was trying to set. This would reduce the amount of mistakes and errors that were made very early on in the process, saving a lot of time and money.

Lastly, the article mentions how the use of drones could be involved within architecture . Personally, I do not feel that this would be a practical and realistic concept to use as it would not only cost a lot of money, but also would require for a completely new staff to control them.

Overall, I think that there are other things, such as virtual reality and 3D printing, that could give you the same effect, if not better.

In conclusion, once I begin to dive into architecture and design my own buildings, using virtual reality and 3D printing would be the ideal way to present a visual representation of what I have designed.