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Impact of Technology on Architecture
Weekly Report 4- 9/10 to 9/16

As this week began, my priority was to find an article based on technology and how technology impacts the architecture industry, especially in this day and age. Using *Student Resources in Context*, an article that talked about new innovations, such as virtual reality and 3D printing, and how they were used by modern architects was found. Although the article gave me information that I felt was important to further my understanding, there were a few things that I did not necessarily agree with which made me unsure whether this article would be helpful. To overcome this challenge, I decided to do further research on my own to make sure that my reasoning for disagreeing was based on accurate data.

Along with this, information about virtual reality and 3D printing and their involvement within architecture, allowed for me to think about how in the future, when showing clients my designs, there are many ways to give them a good visual representation where they would get a good idea of how the building would look as if it was already built.

Overall, using this new article allowed for me to further my understanding of technologies impact on architecture and how this could be helpful when creating designs of buildings. Additionally, for next week, I would like to continue to research these technological innovations and how they can be helpful to architects.