In dreaming up the possible ways the computer could make our lives easier, we must remember to consider the consequences this ease may bring upon architecture. In Blobmeister and Animate Form, we are reminded of the positive and negative factors that come along with the digital revolution for architecture. The machine may omit the architects involvement and elaboration of the design process of creating and revising. But it may allow us to explore and gradually approach different design variations in an entire building realm, rather than in frozen moments. The key factor to realize is that there must be a hierarchy between the role of the software and the role of the designer. Without releasing control of the design process to the software, architects need to become comfortable with using computers in schematic design and as a tool of generative mediums. New realism of space in schematic design may be available through computer technology in that the implementations of new factors of space could engage aspects of time, motion, and statics. “Animate approaches to architecture envelop traditional models of statics into a more advanced system of dynamic organizations” (Animate Form, p. 10). New spatial possibilities are now conceivable through computer software. The rapid advance of computers in design by computer-aided technology presents architectural design with a new opportunity to rethink itself. The beneficial characteristics of computer tools in design could cause negative consequences. There remains a need for an understanding of the designer and technology, in that the human mind will never run dry of imaginative creativity, but design done by computers may lead to autonomous design strategies and thus a ceasing
development of architectural form. I believe that the computer is a tool for humans to use for their benefit, and not a source to become reliant upon when it comes to original ideas of creativity. Let us not make the computer so intelligent that it becomes a competitor to the human mind.