

When designing a building, the most important factor is the intended use of the building rather than its outward appearance. To what extent do you agree or disagree?

With advances in construction technology, nowadays architects and urban developers have another factor on their drawing board to take into consideration as well as the purpose of the building: the building appearance. I do accept the intention of creating a construction is important, but cannot trivialize its outward view and believe this too is of great importance.

The function of a building is undoubtedly the first objective to attain for a designer. To construct a magnificent work of public art without considering how it should serve the public will be unwise. A hospital which ~~has-is~~ not designed to be a hospital or a stadium which is not suitable to accommodate people and equipment will be an act of stupidity, receiving bitter criticism from both officials and the public as they fail to function as perceived.

However, as vitally significant as the intention seems, it does not overshadow the aesthetic point of view. In fact, considering the time we live in, now to put only basic functions into perspective will be ridiculously less than ambitious since other goals are technically viable. At a university, for instance, which is obviously a place to hold classes and educational programs, campuses, painted in creative ways, decorated with inspirational figures, and dressed with plants can be to motivate students and professors, serving their primary purpose. Moreover, in some cases the only aim to achieve is beautification. As ~~a-piece~~s of public art, some constructions such as towers, outstanding in a city inundated with numerous buildings in various sizes and figures, are mainly designed to represent the soul of an urban area.

To conclude, albeit highly crucial, the intention of building a construction is, the aesthetic dimension should receive the attention it deserves as well, fusing both constructional and appealing elements.