

**The Concept of smooth Architecture and its Impact on Interior Design
& Furniture under the shadow of the advanced Digital Technology**

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Abstract

The design directly affects our feelings and our state of mind. It is very important to achieve the smooth flow whether in the design or in the movement within the space. Color balance is also a fundamental aspect of design, because it reflects the nature of the atmosphere and generates a sense of comfort, while preserving the character of luxury.

The best smooth shape of a body depends on whether it moves faster or slower than the speed of sound in a liquid, in order to move slower than the speed of sound the body has to be un-sharp to a great extent, with rounded front and pointed tail like airplanes and sub marines, that fly in a speed lower than the sound. In nature God created fishes with that smooth shape. While the movement with speed higher than the speed of sound, the body has to have a sharp front to minimize the effect of the impact waves, rockets and ultrasound airplanes take that shape. From this the architect and interior designer should benefit from the concept of smooth design in designing buildings internal and external and their relation with the surrounding environment, if the buildings are fixed but the wind and the air direction around the building can be used.

Fluid Architecture is an innovative designing concept and trend as a result of the integration of architecture with the technology presented by many architects such as designer Zaha Haded and designer Frank Geery through the use of modern techniques and their applications in architecture as well as interior design and furniture, and with the entry of the computer programs In the design process, which has become a way for the designer to come up with his idea to create an internal architecture characterized by liquidity and unexpected engineering inspired by nature and free of traditional design and structural limitations, that is considered a way to achieve technology and dynamics.

The research problem

The main research problem is the lack of optimal utilization of computer technology and the enormous potential of its advanced programs in the field of architectural design and interior design, which has weakened the creativity of designers due to the restriction to traditional tools and limitations. It also affected the neglect of important architectural concepts such as smooth architecture and others that can absorb Flexible and liberated ideas and designs that are accommodated beyond the constraints of construction and achieve a dynamic and vital interior space.

The research aims

The research aims to identify the developments in the field of architecture in general and interior design in particular, especially as a result of the huge boom in the use of advanced electronic technology and modern technologies and how to activate it to develop new trends such as the concept of flow and its use as a designing method that inspires the designer to get out of traditional patterns and access a variety of different, special designs that are dynamic and vital, suggesting a depth and extension as well as using it in the field of education to elevate the designing and intellectual capabilities of the students.

Research methodology:

An analytical descriptive approach of the effect of the use of advanced technology programs in designing thought in the field of interior design through the information revolution from the view of the concept of fluid architecture.