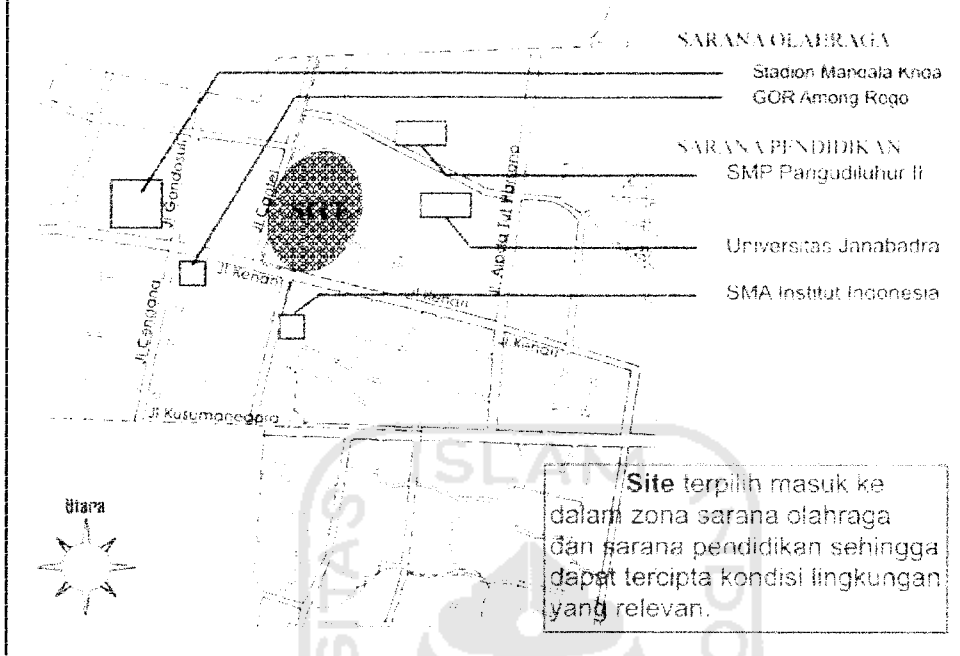


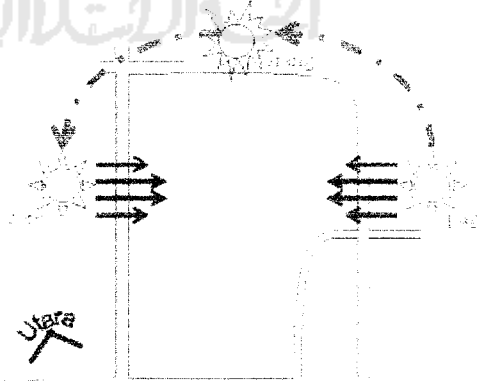


## ZONING KAWASAN

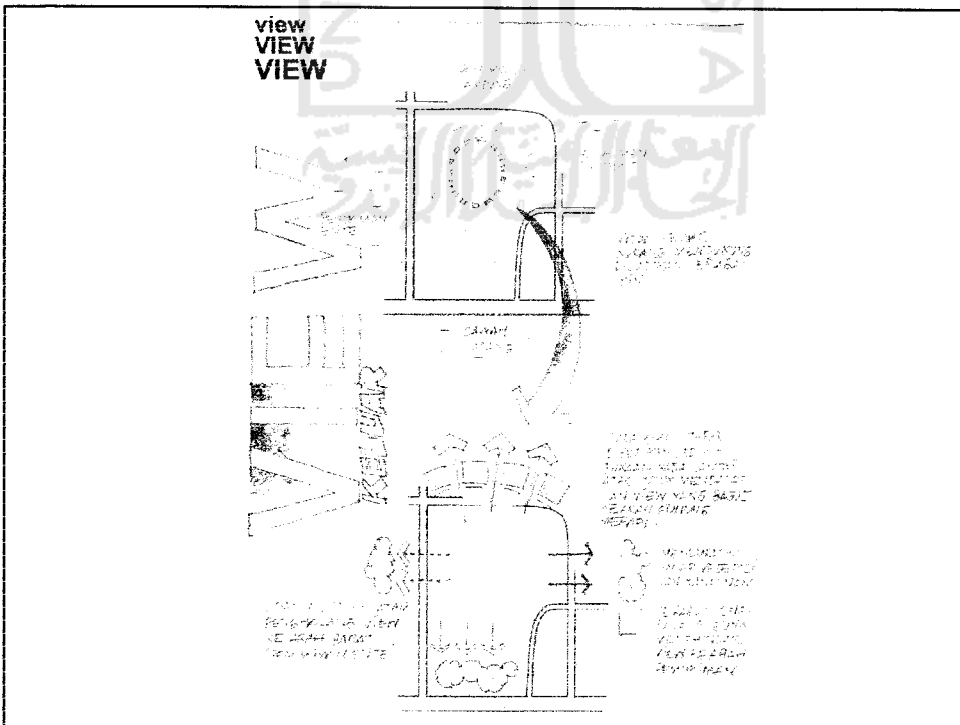
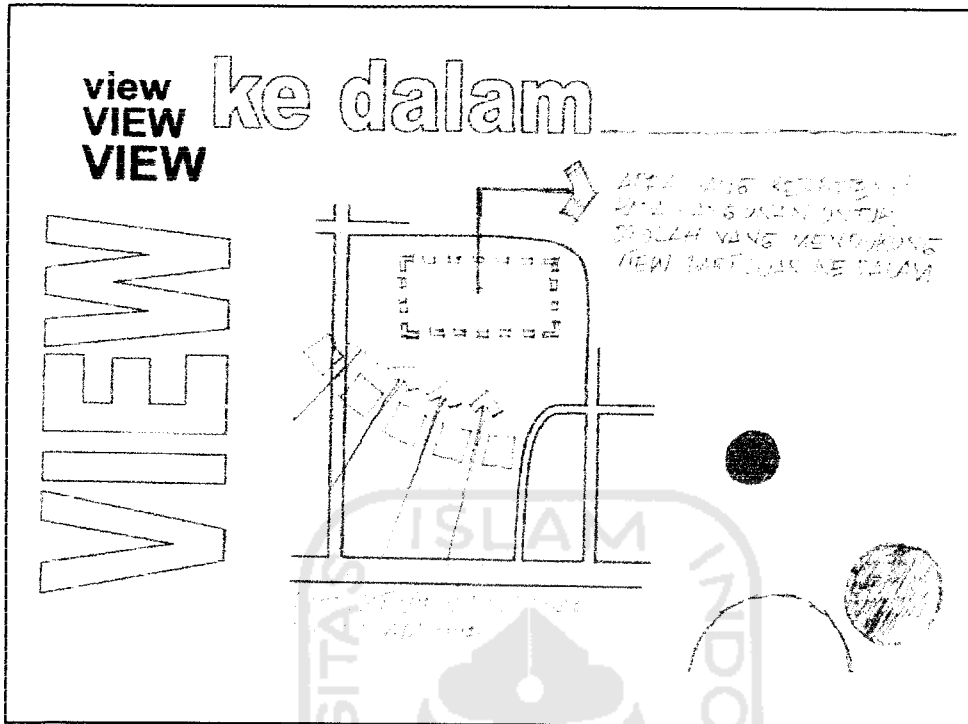


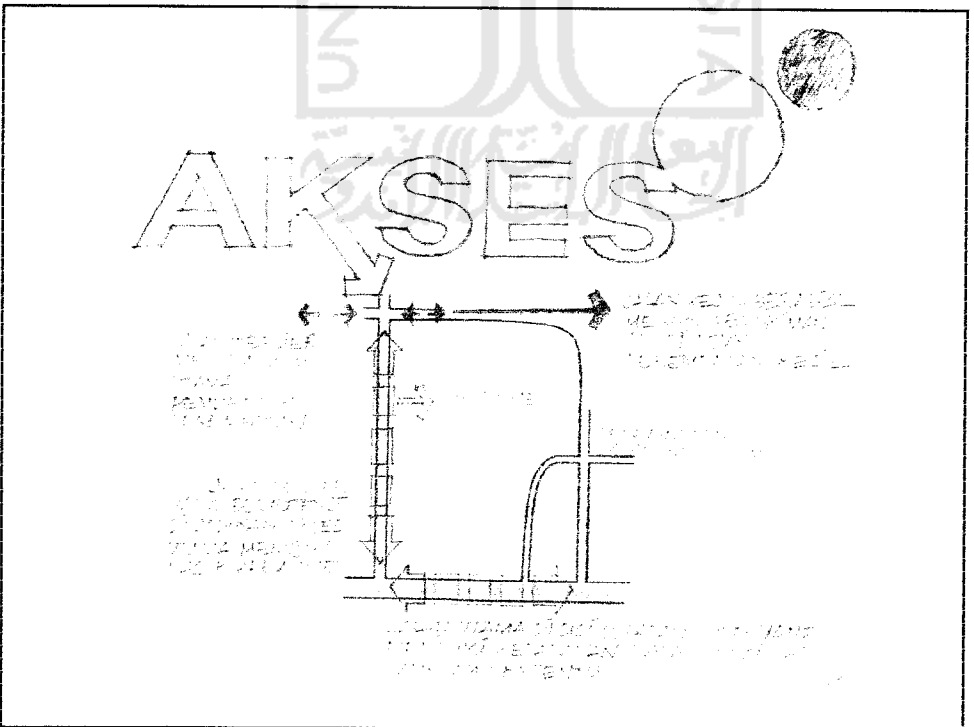
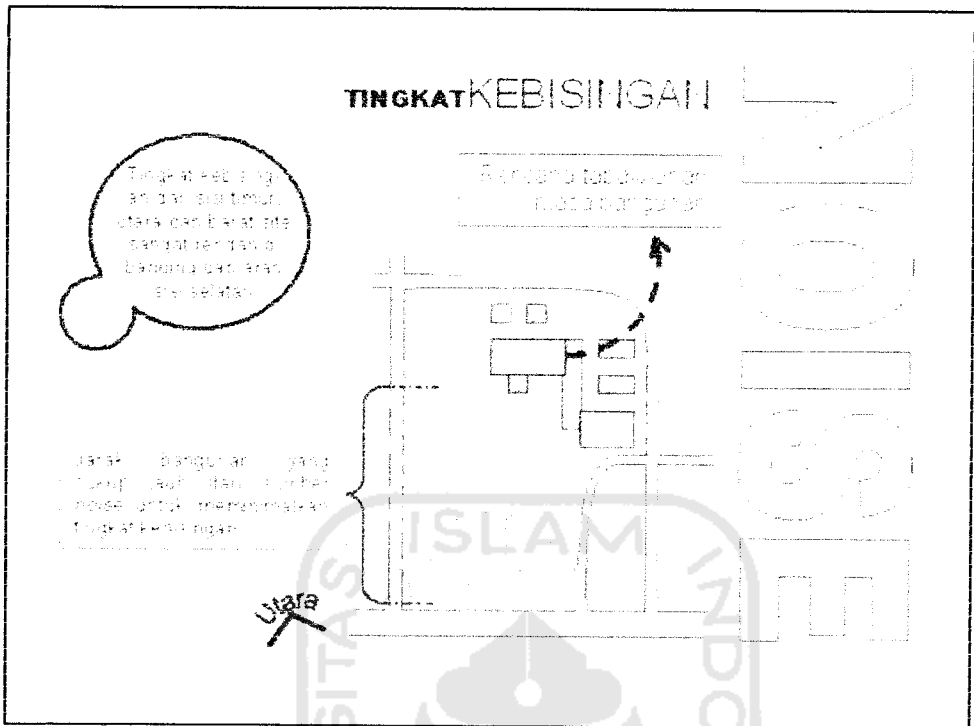
## orientasi MATAHARI

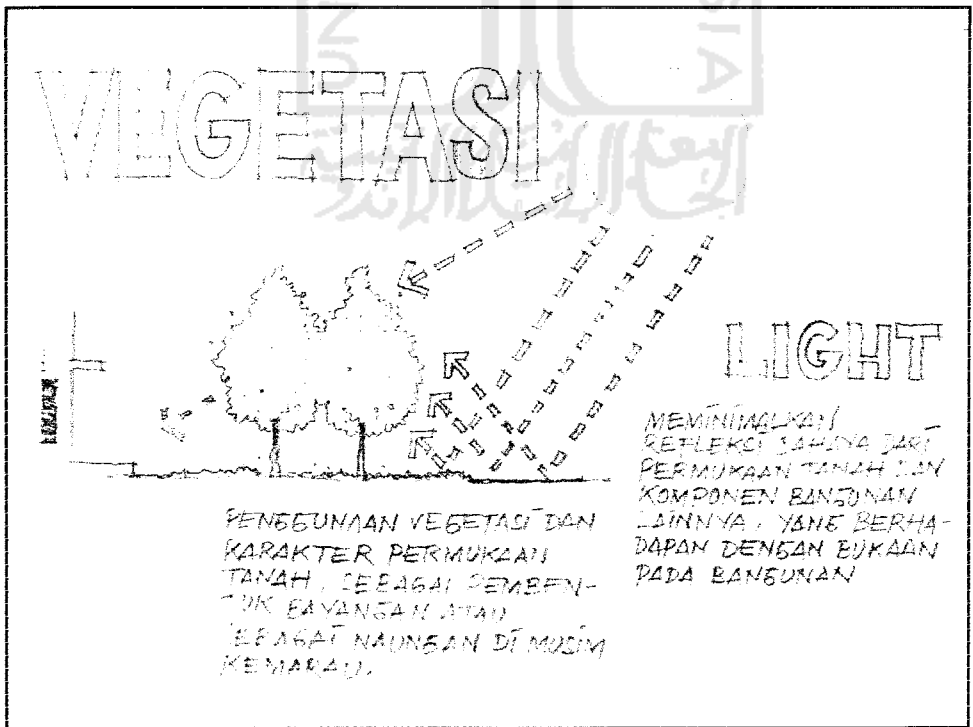
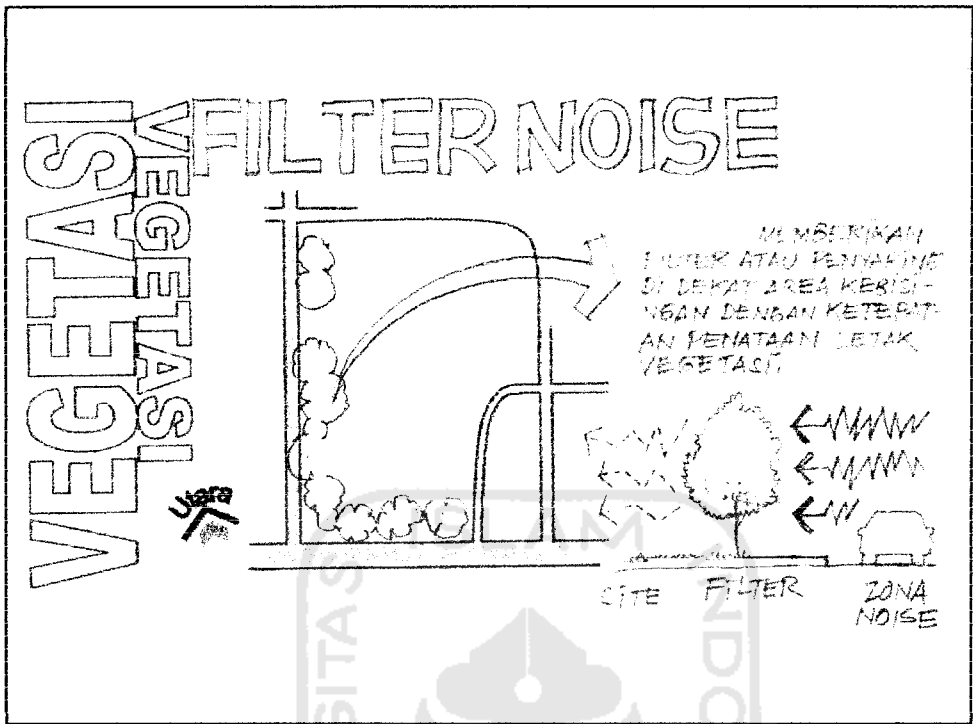
- Jendela dan partisi pada masa bangunan tersebut yang terdapat mampu mengontrol energi matahari.
- EBTUK bangunan yang mampu meminimalkan pengaruh radiasi sinar dan panas matahari.

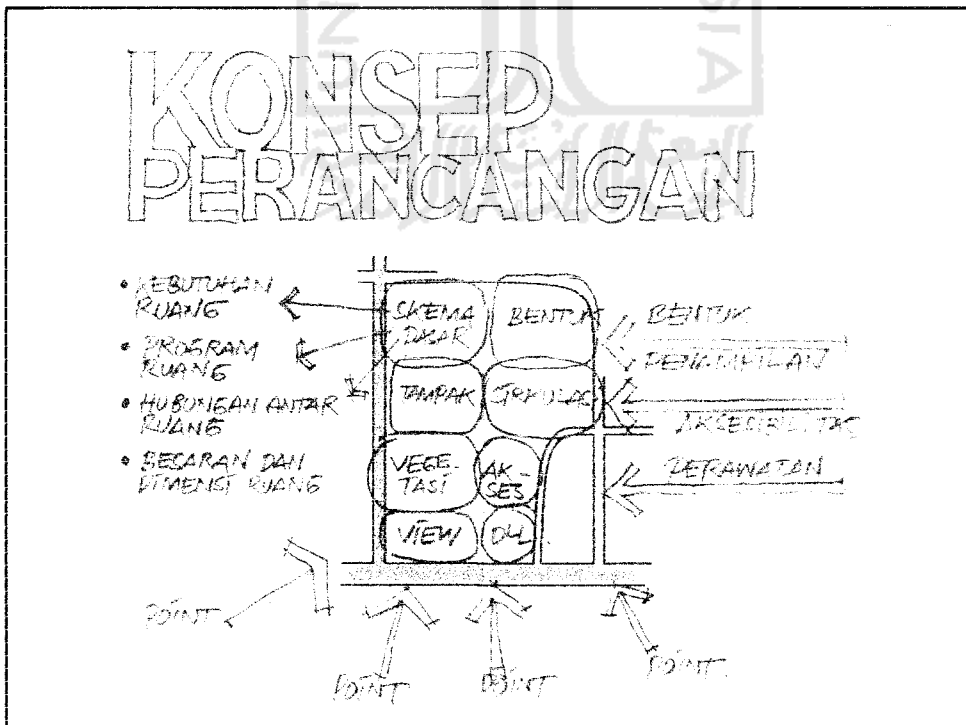
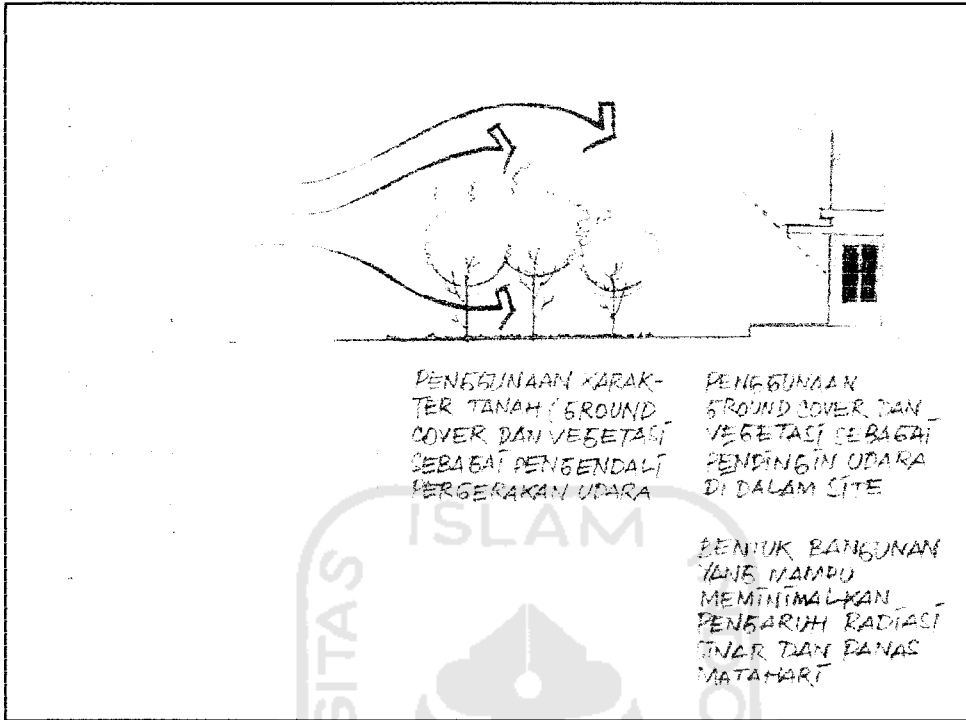


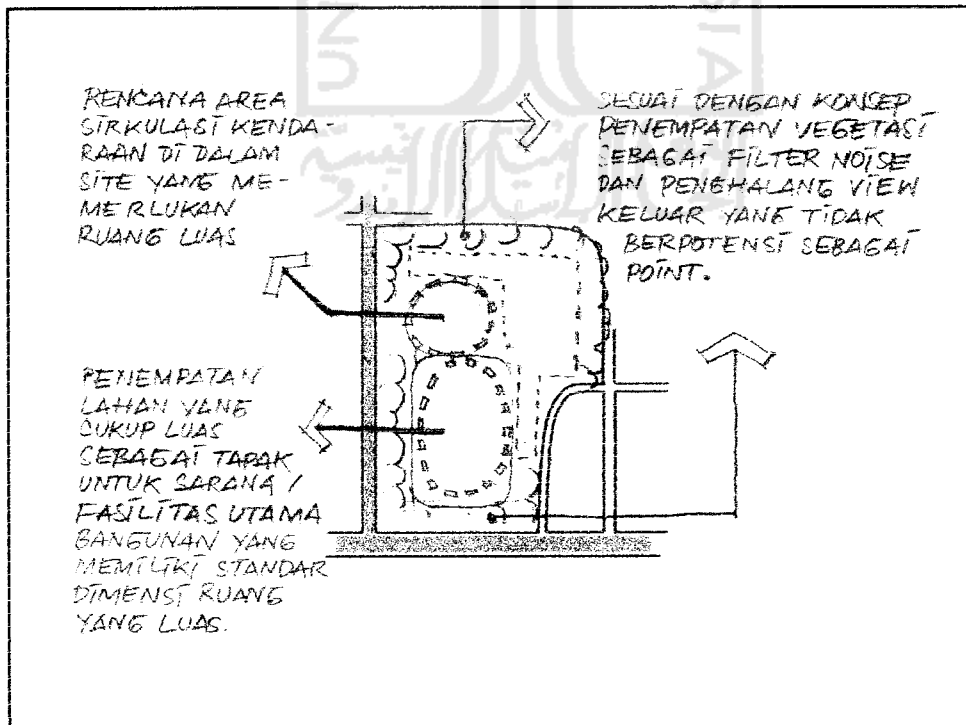
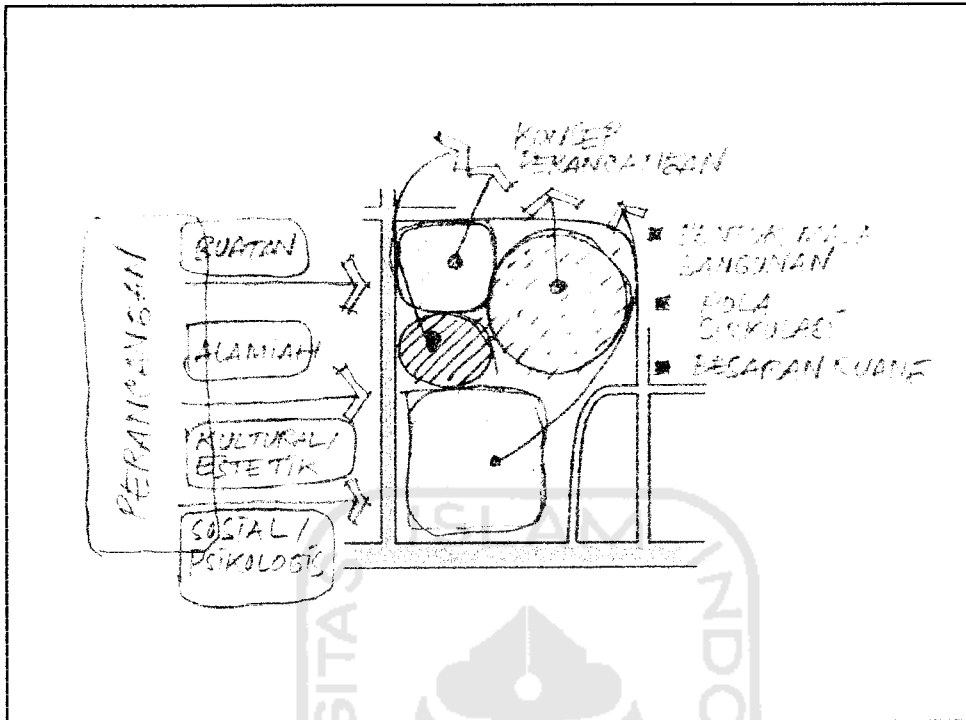
orientasi MATAHARI



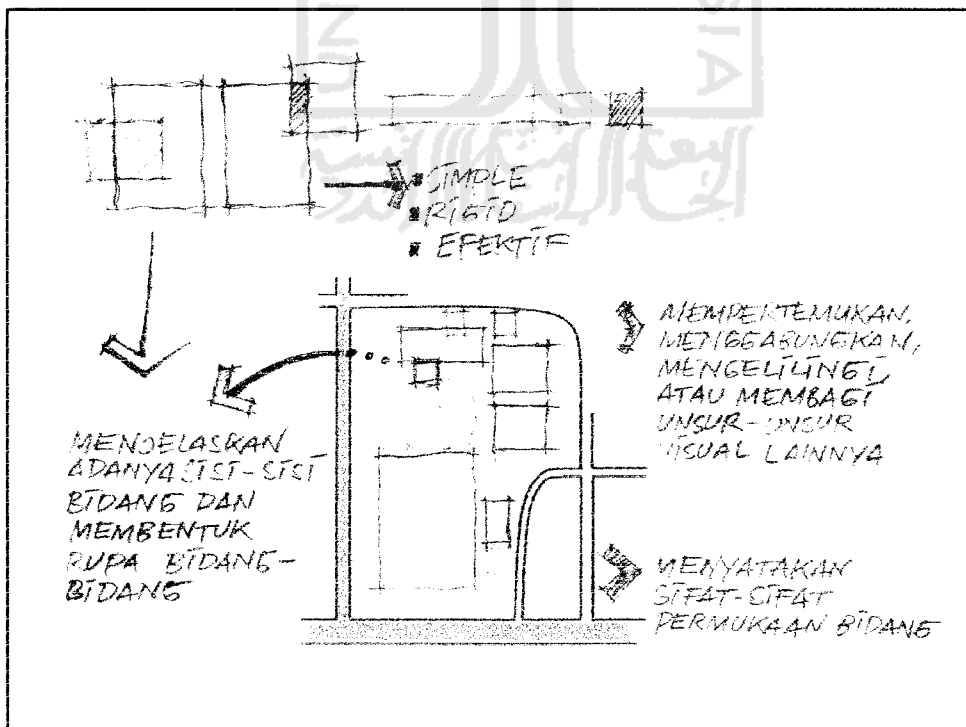
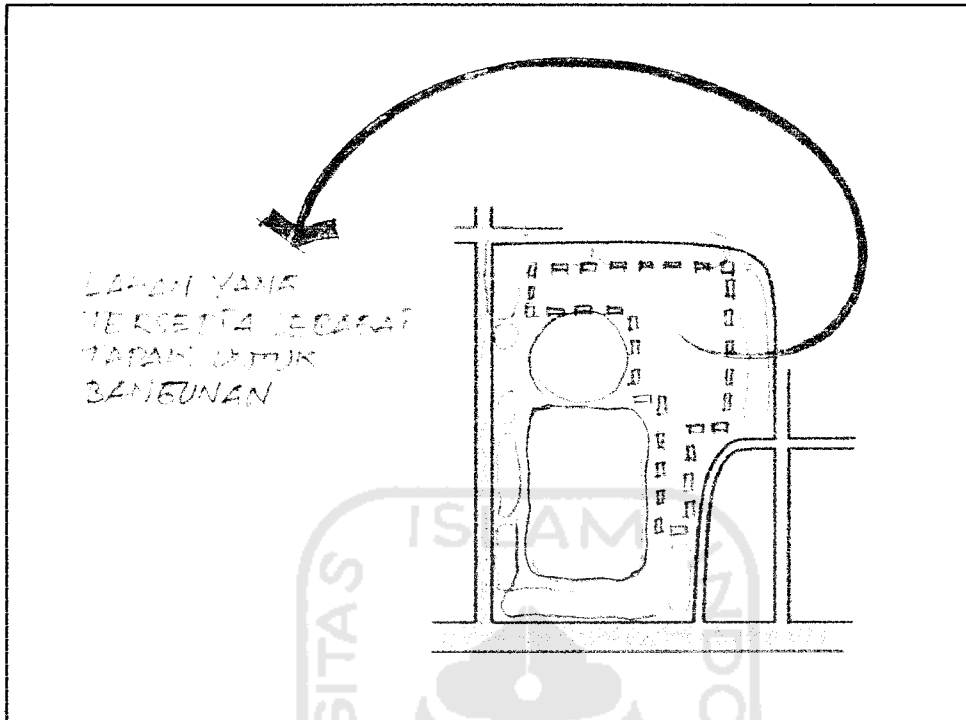








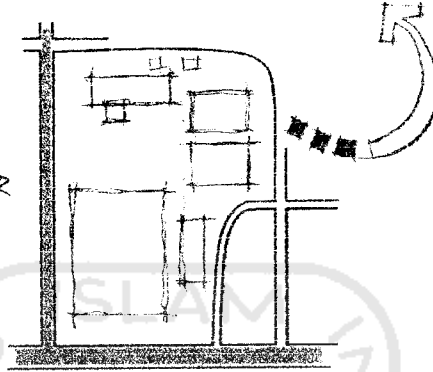




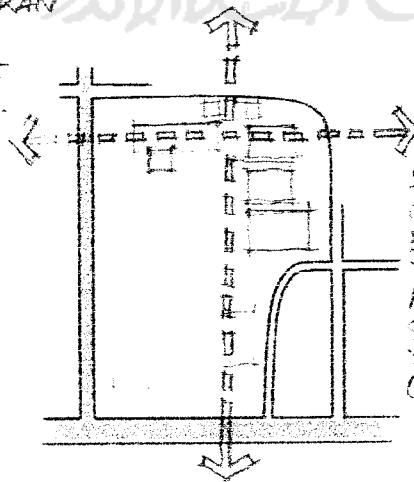
JIKA MEMILIKI KESINAMBUNGAN YANG BAIK, DENGAN DERULANGAN SEDERHANA ATAS SESUATU YANG SAMA ATAU SERUPA DAPAT TERLIHAT SEBAGAI RUANG-RUANG YANG SOLID.



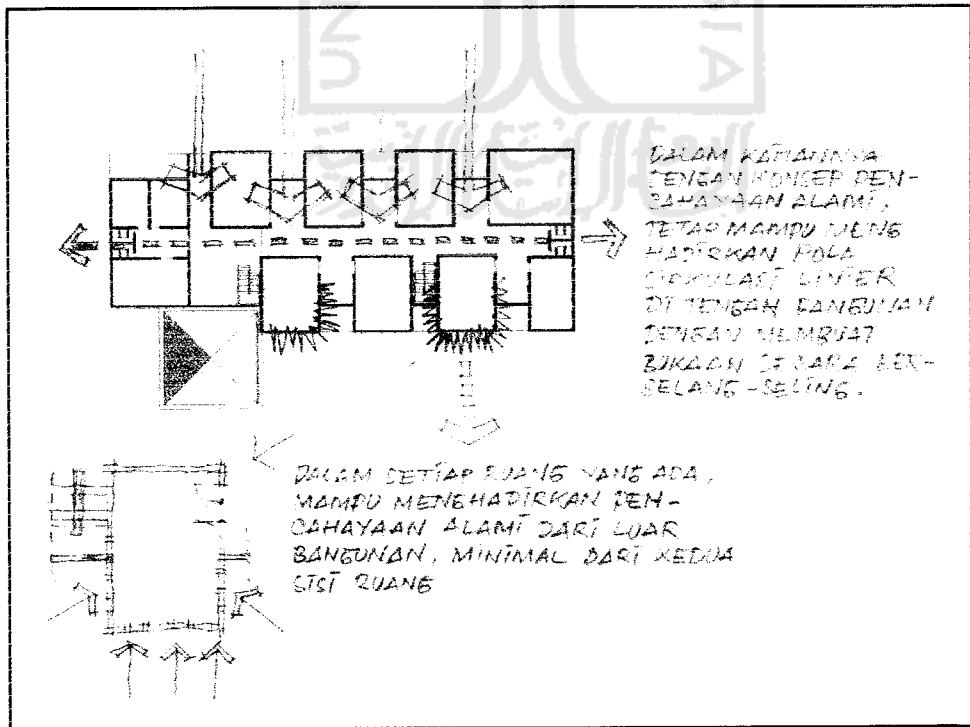
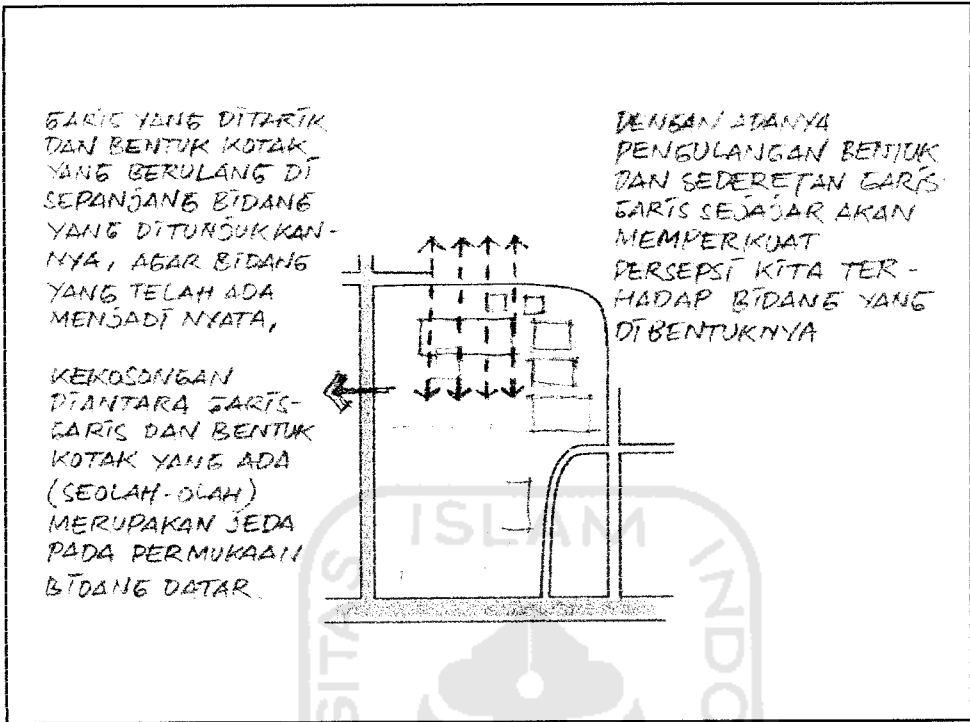
RUANG-RUANG SEMACAM INI MAMPU MENCIPTAKAN KARAKTER YANG KUAT.

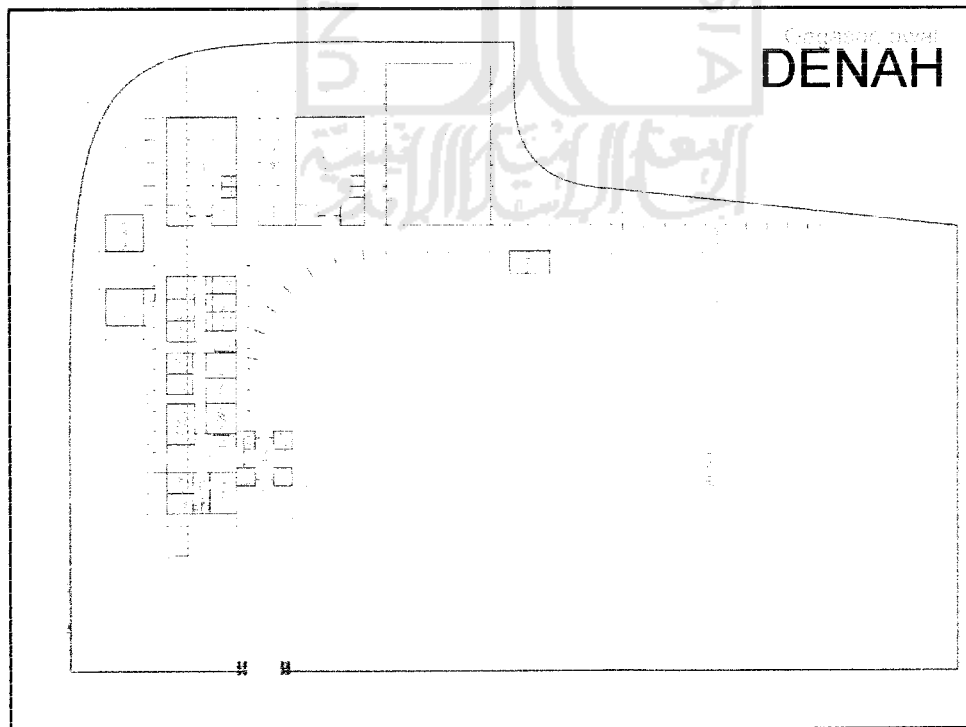
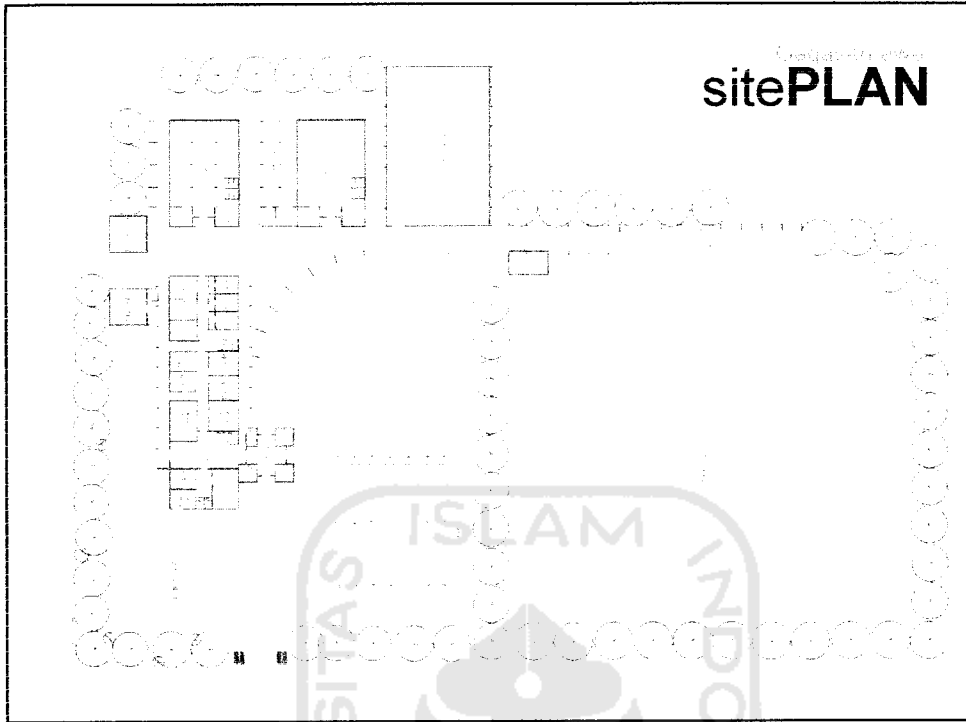


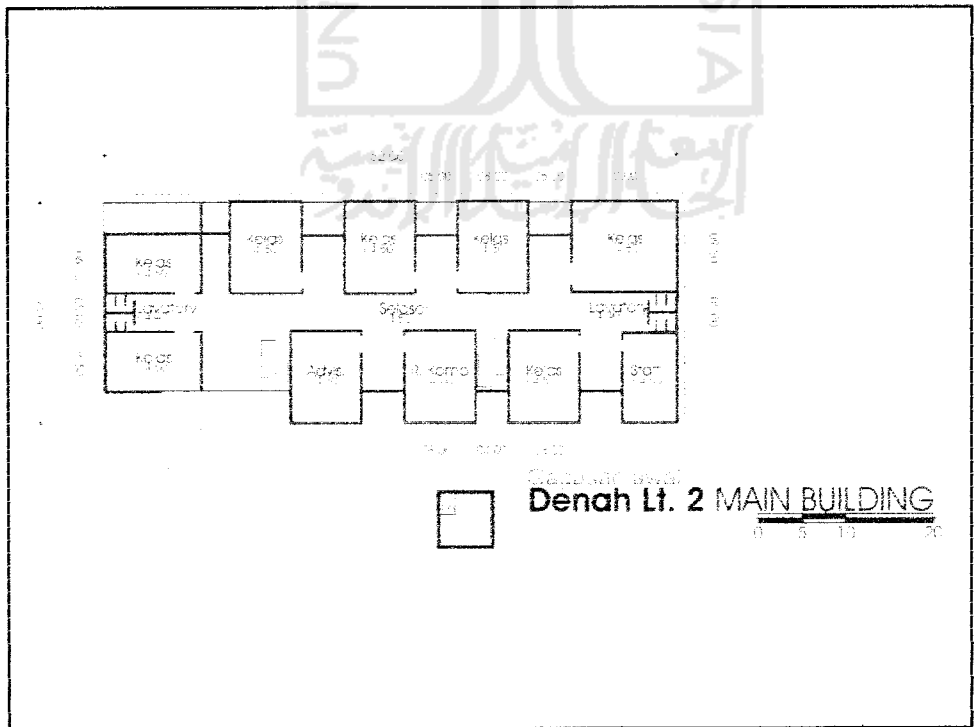
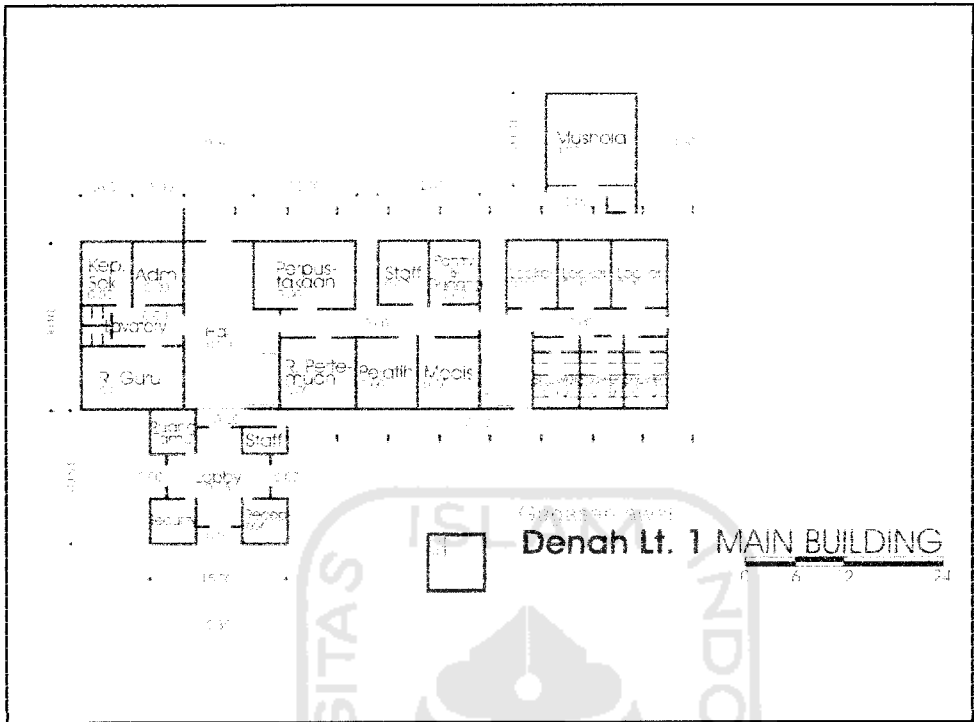
WALAUHUN RUANG ARSITEKTUR ADA DALAM BENTUK TIGA DIMENSI, RUANG TERSEBUT DAPAT BERBENTUK LINIER SEBAGAI LORONG SALAN MELALUI SUATU BANGUNAN YG MENGHUBUNGKAN SATU RUANG DENGAN RUANG YANG LAINNYA.



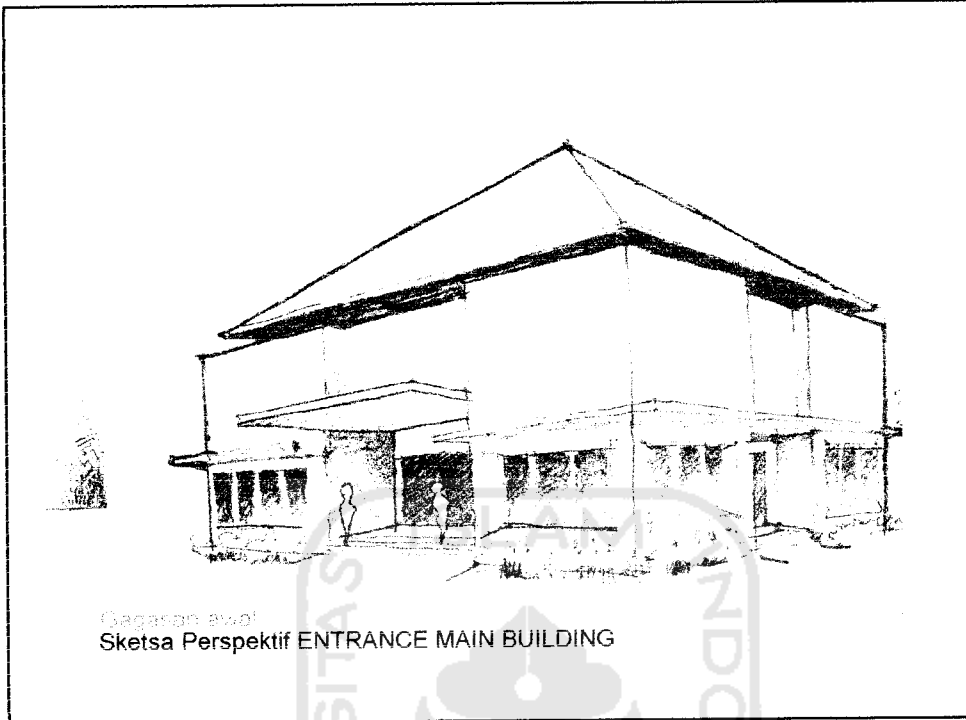
DALAM ARSITEKTUR SEBUAH GARIS (LINIER) DAPAT BERUPA SESUATU YANG BERSIFAT KHAYAL. BUKAN SUATU UNSUR YANG KASAT MATA (VISIBLE).



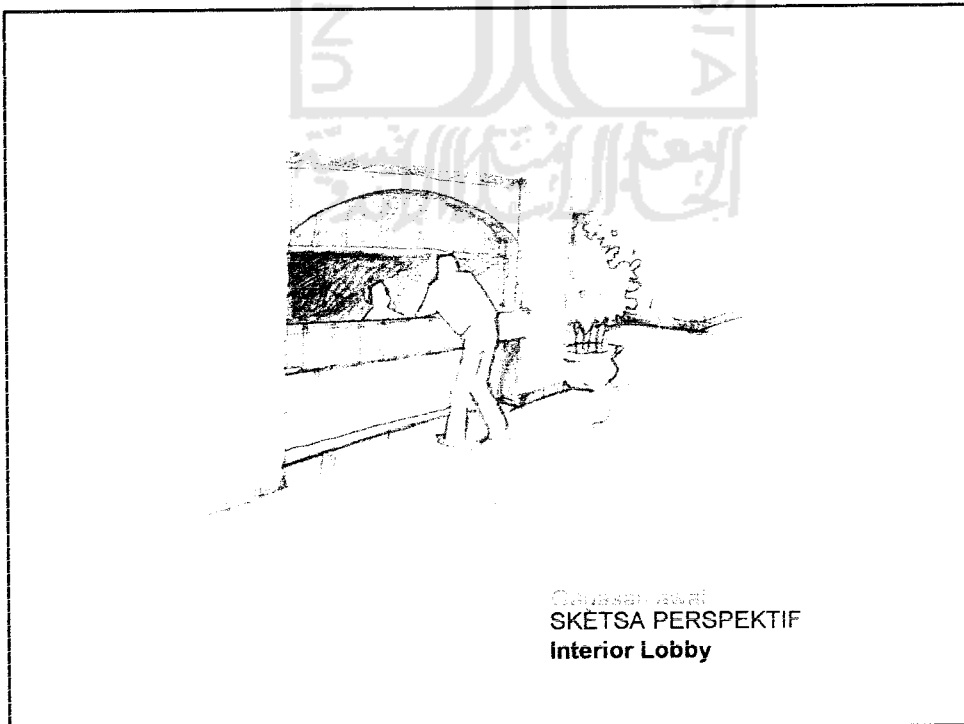




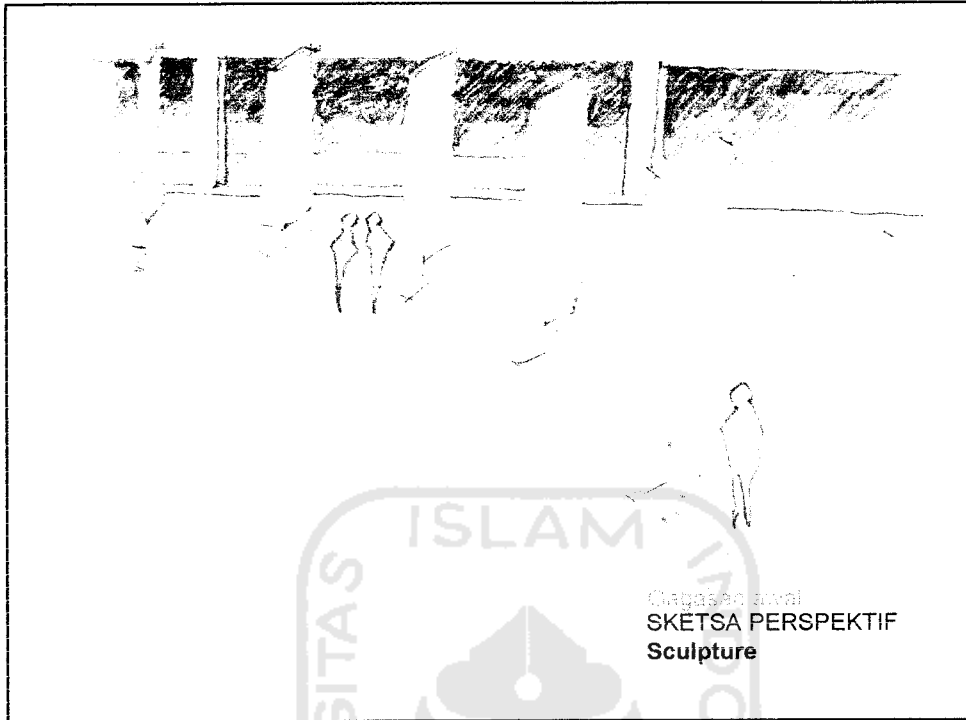




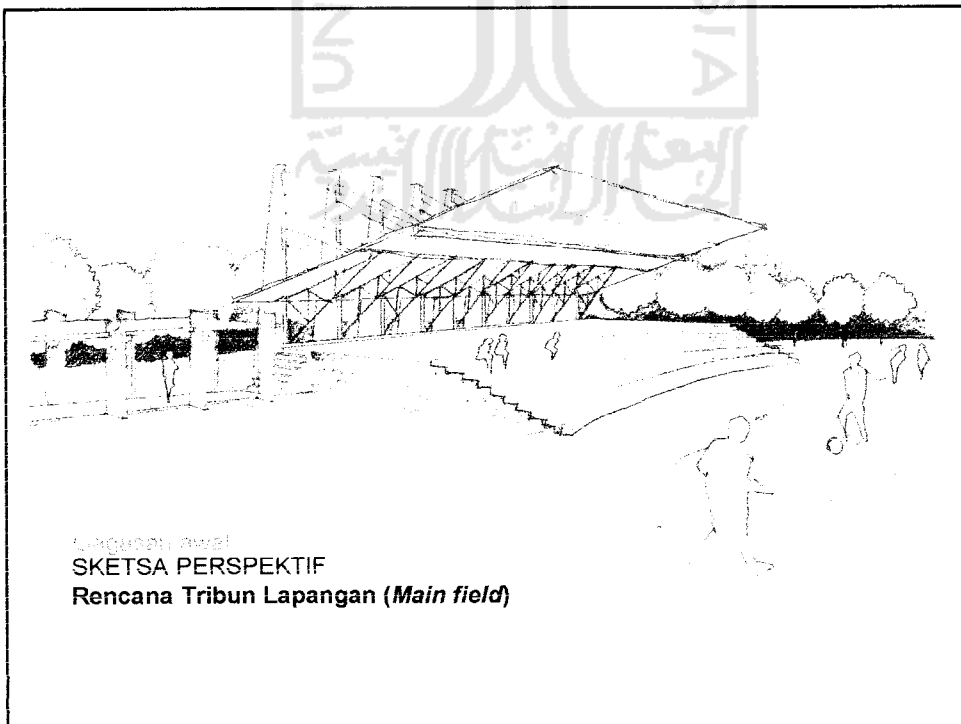
Gedung awal  
Sketsa Perspektif ENTRANCE MAIN BUILDING



Gedung awal  
SKETSA PERSPEKTIF  
Interior Lobby

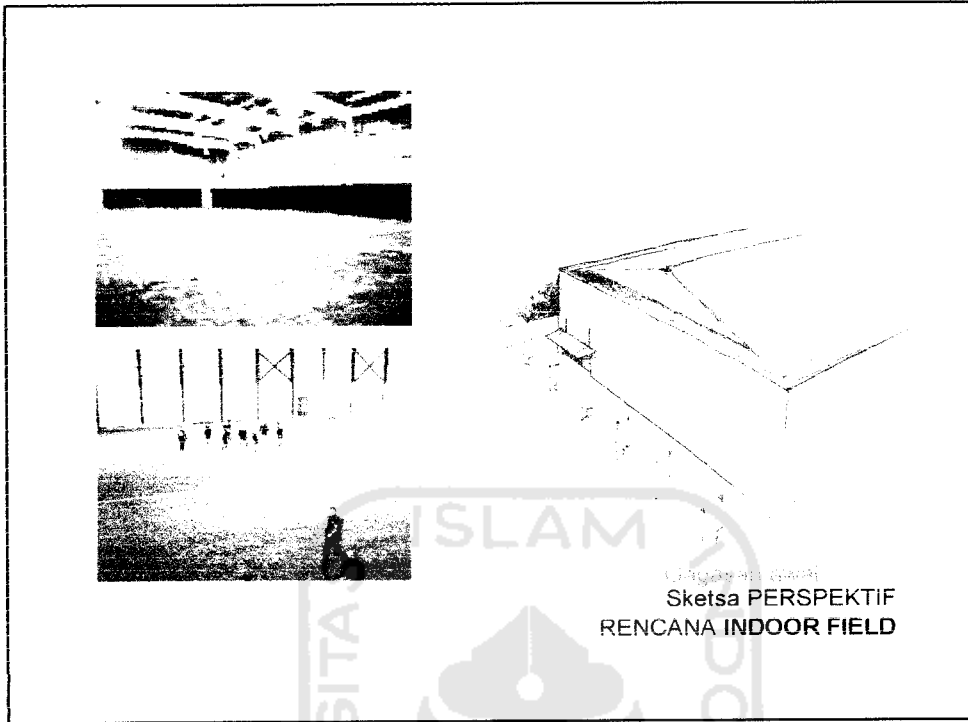


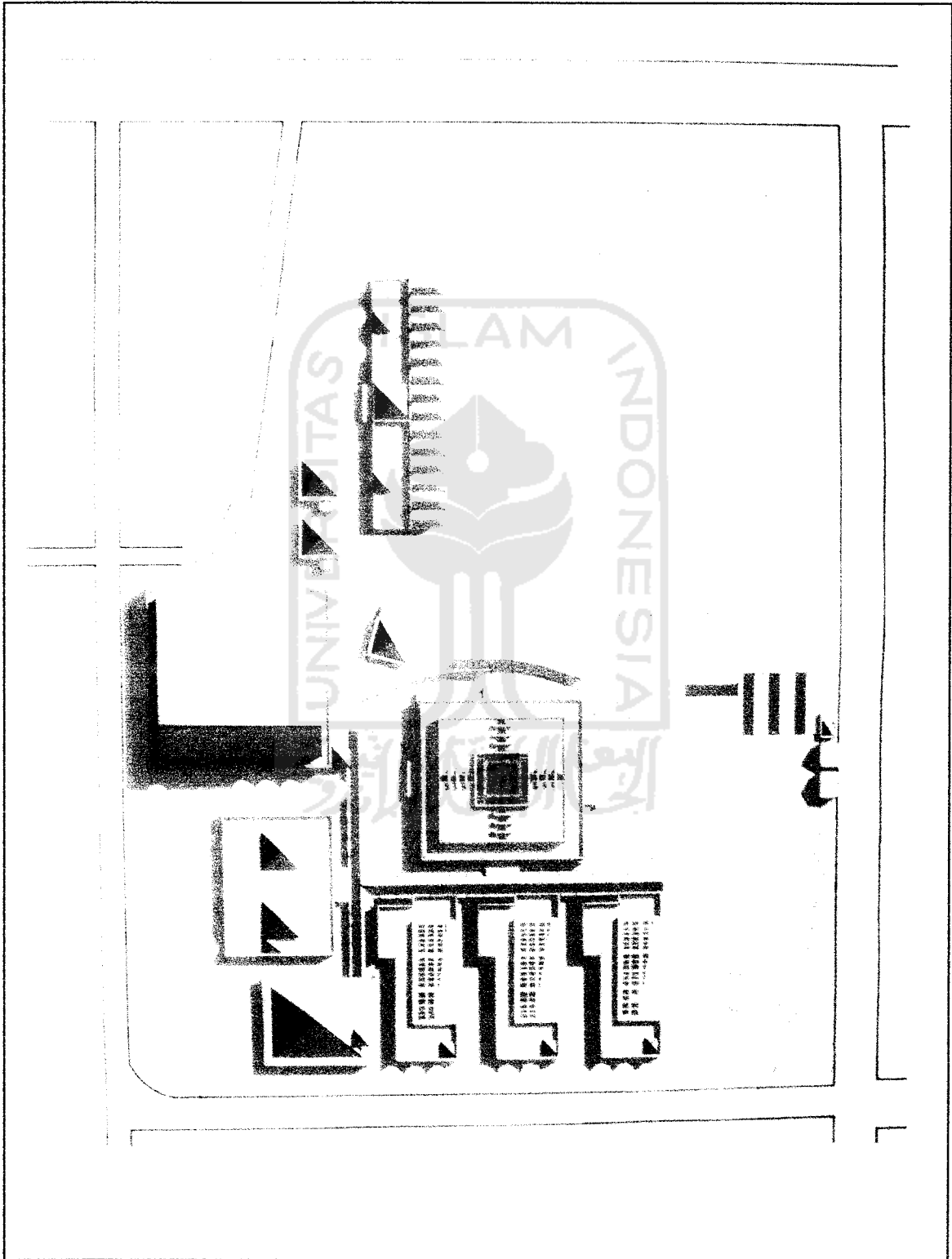
Gagasan awal  
**SKETSA PERSPEKTIF**  
**Sculpture**



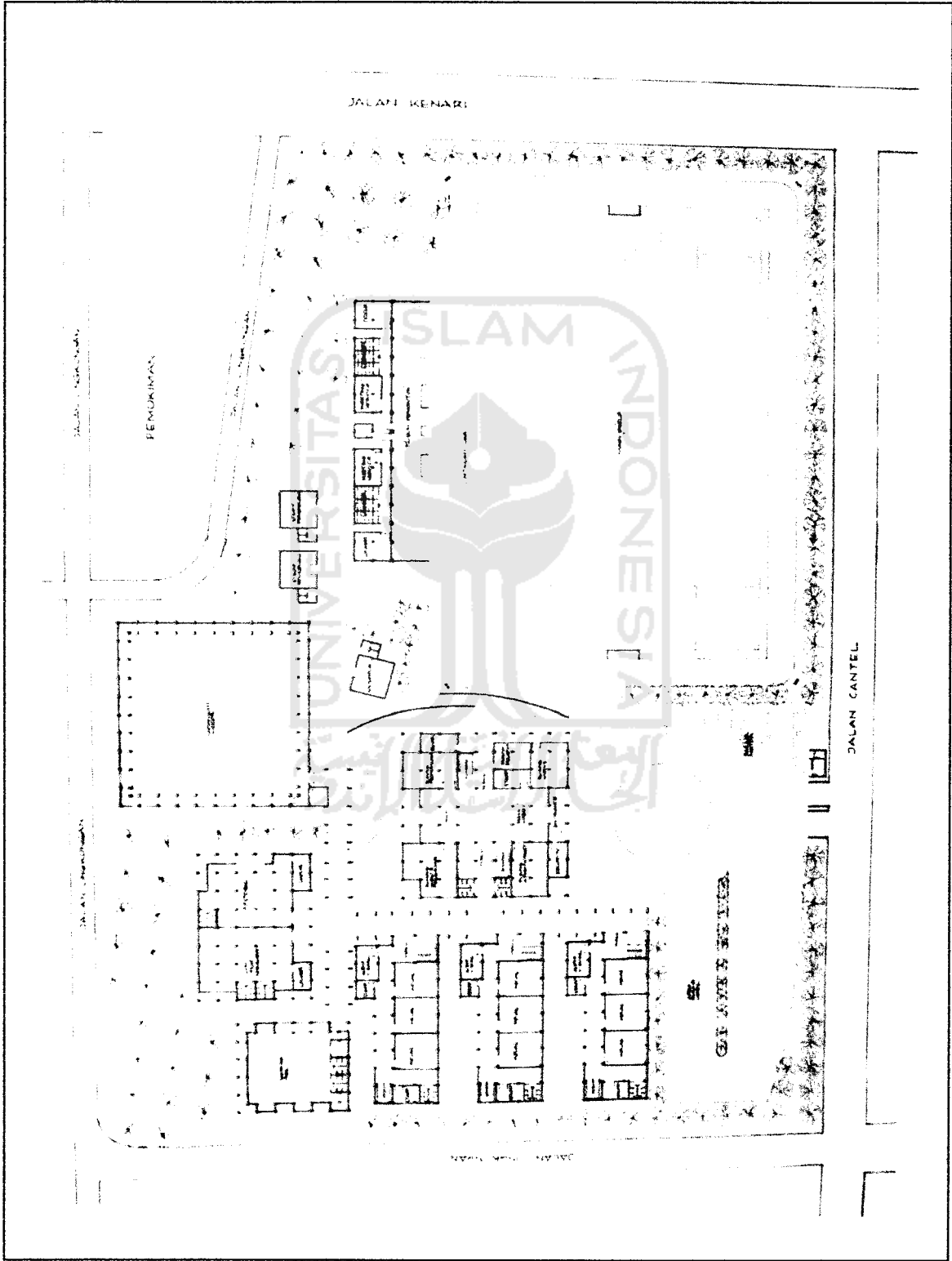
Gagasan awal  
**SKETSA PERSPEKTIF**  
**Rencana Tribun Lapangan (Main field)**

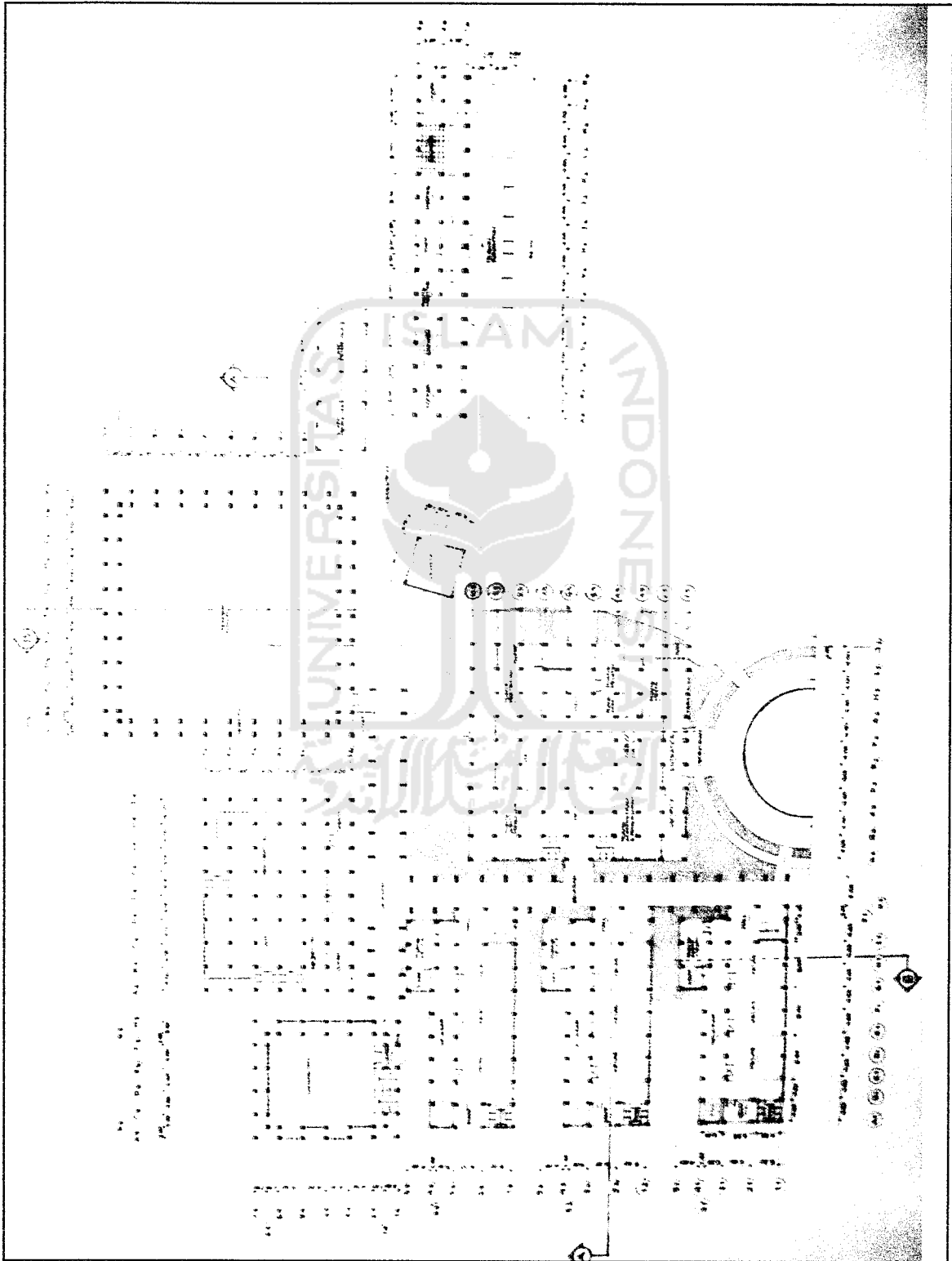




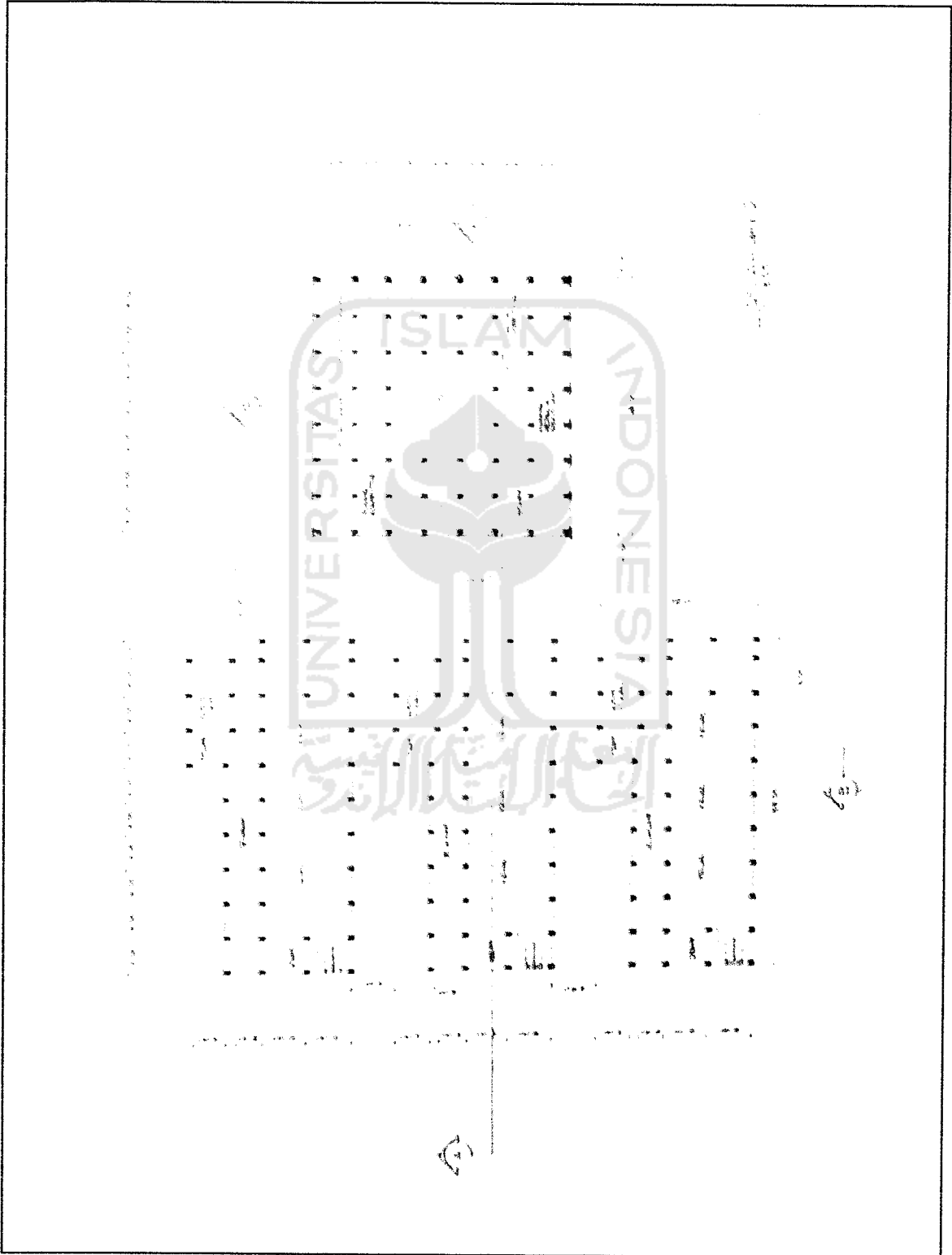


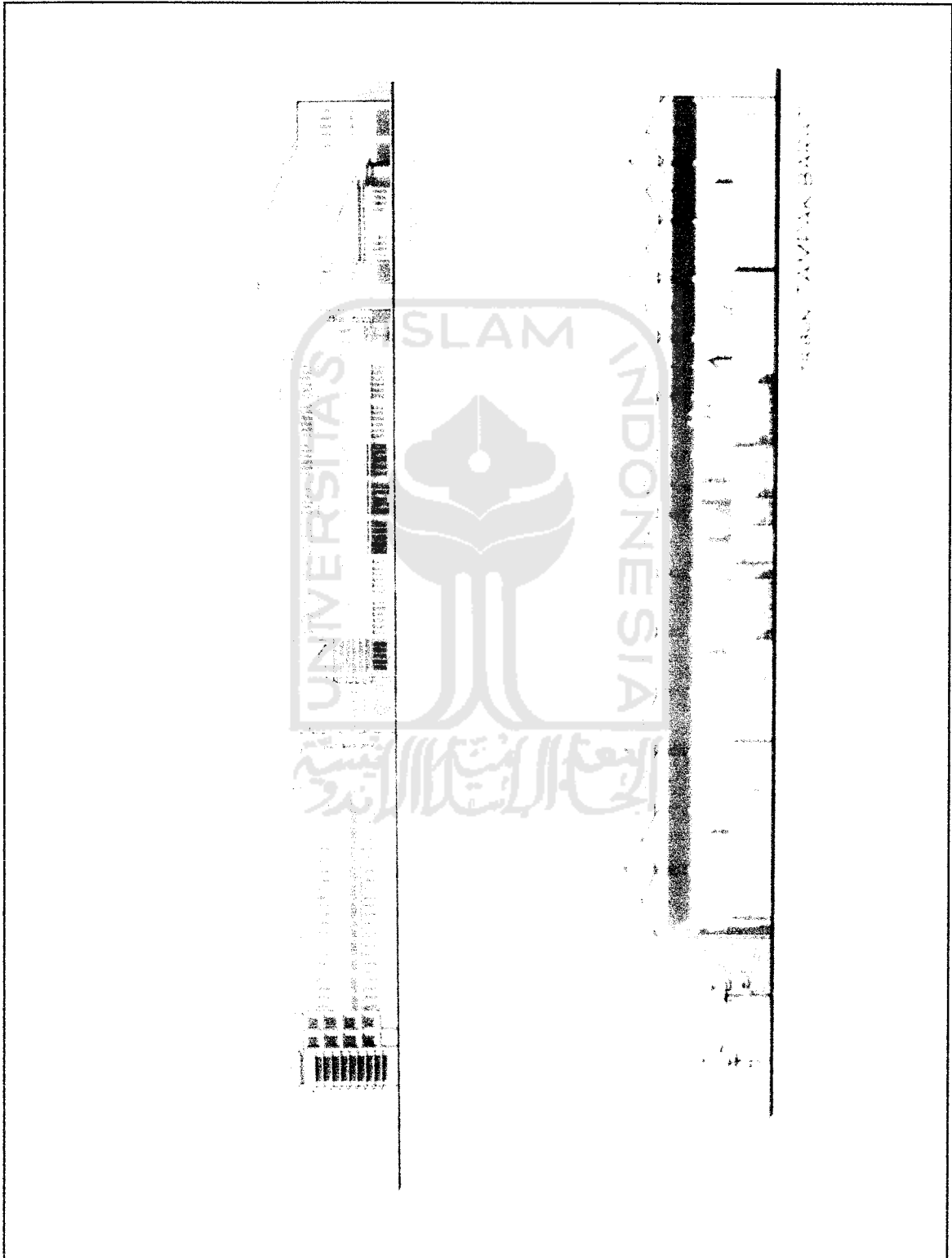
LAMPIRAN

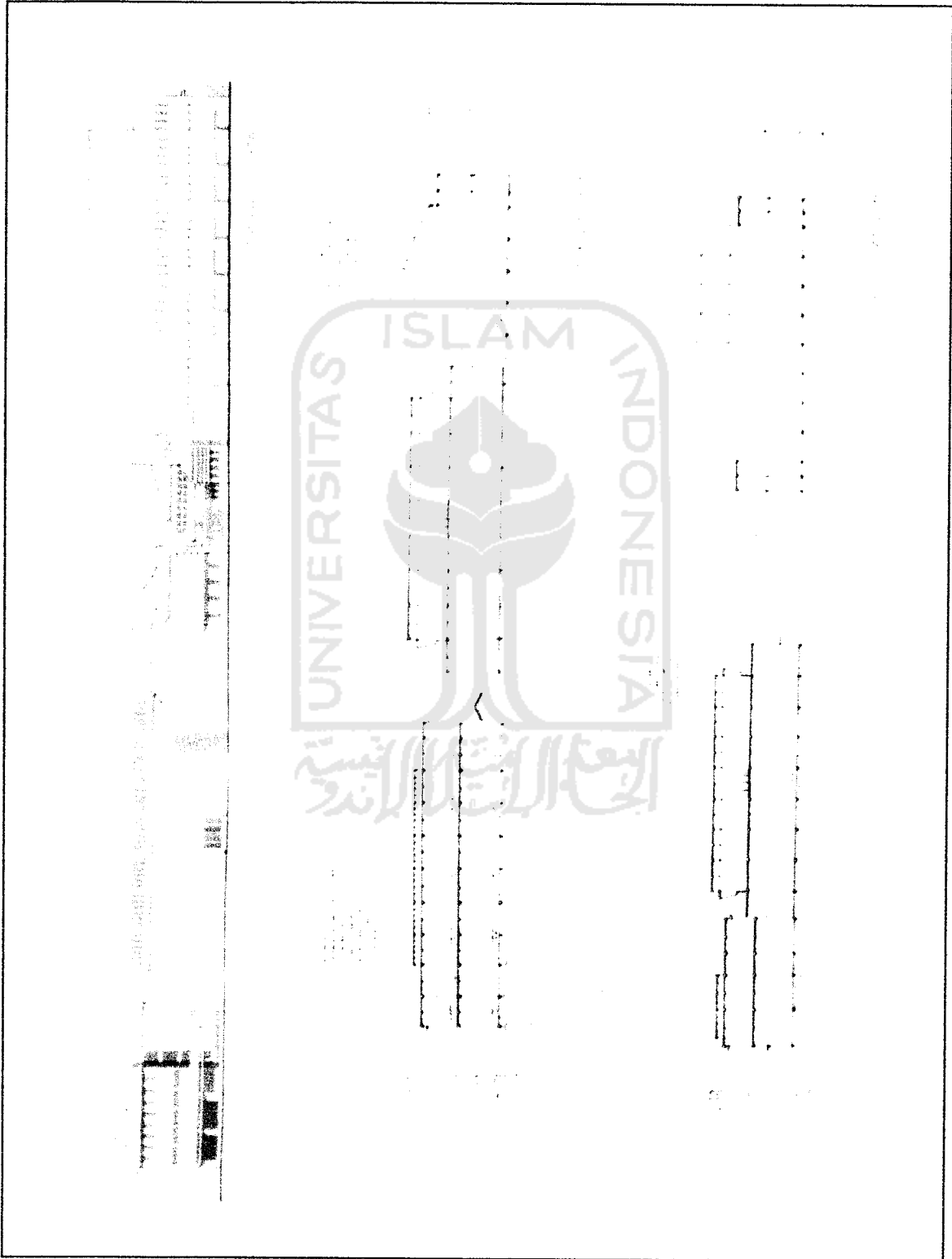


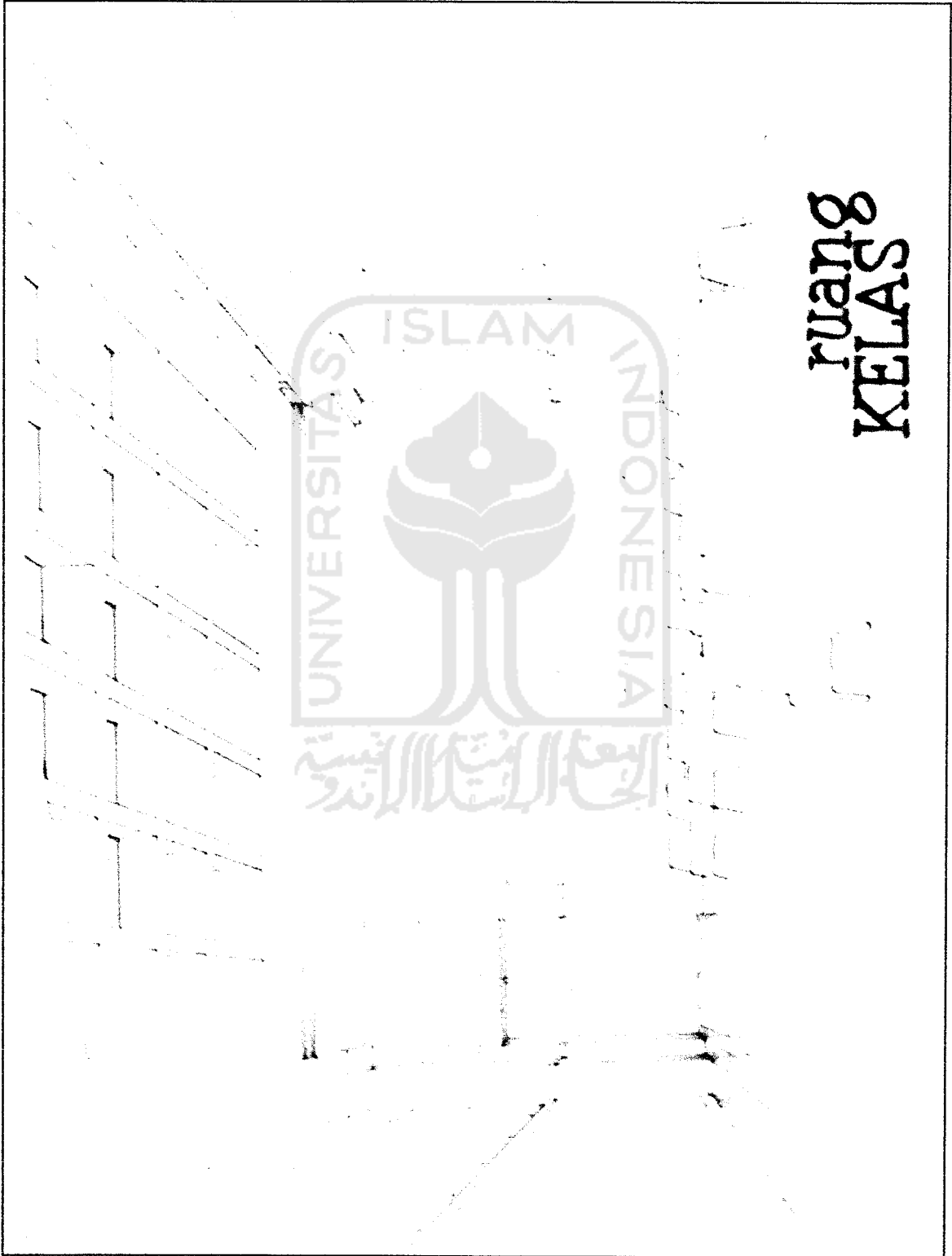


LAMPIRAN



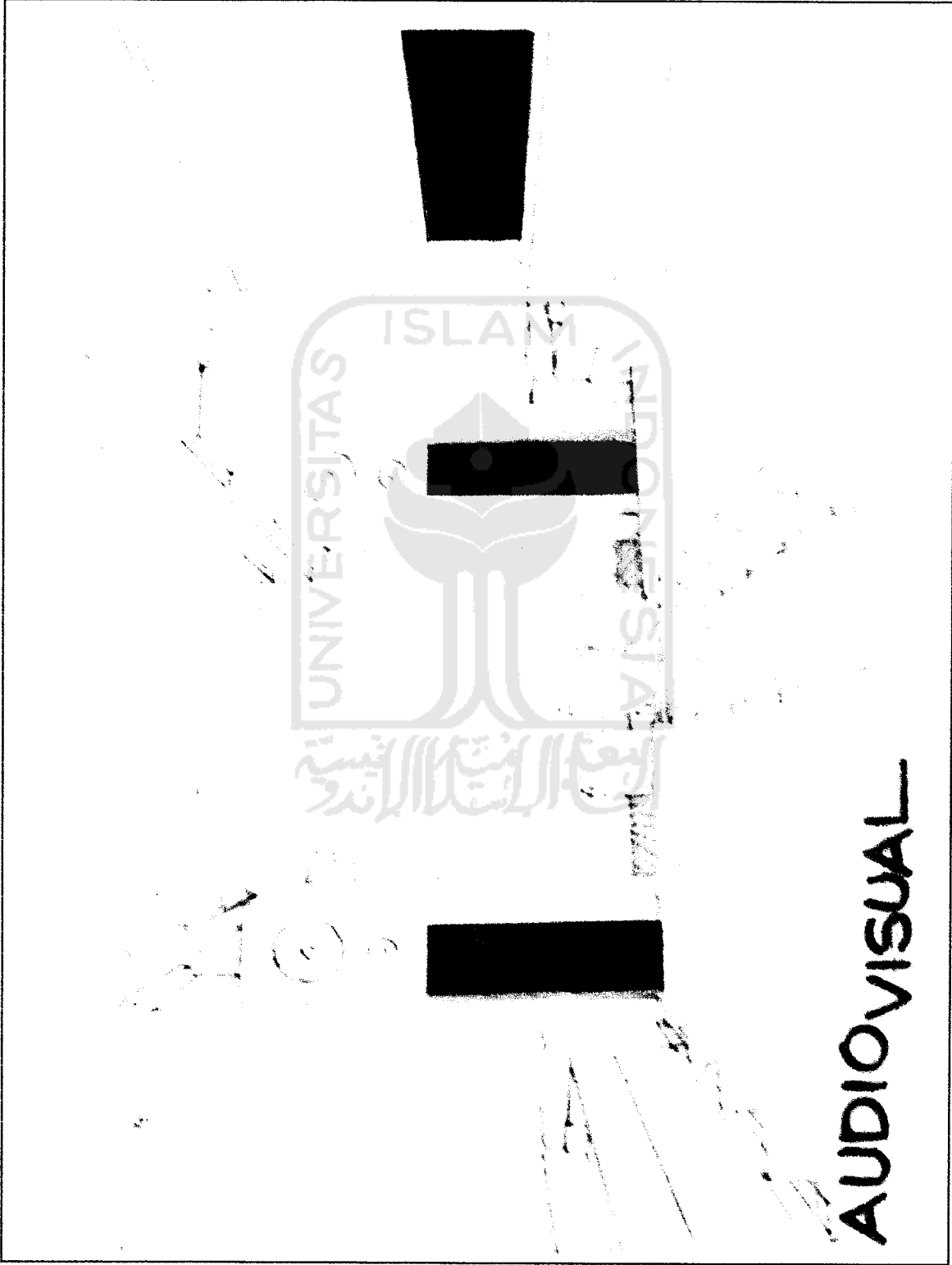






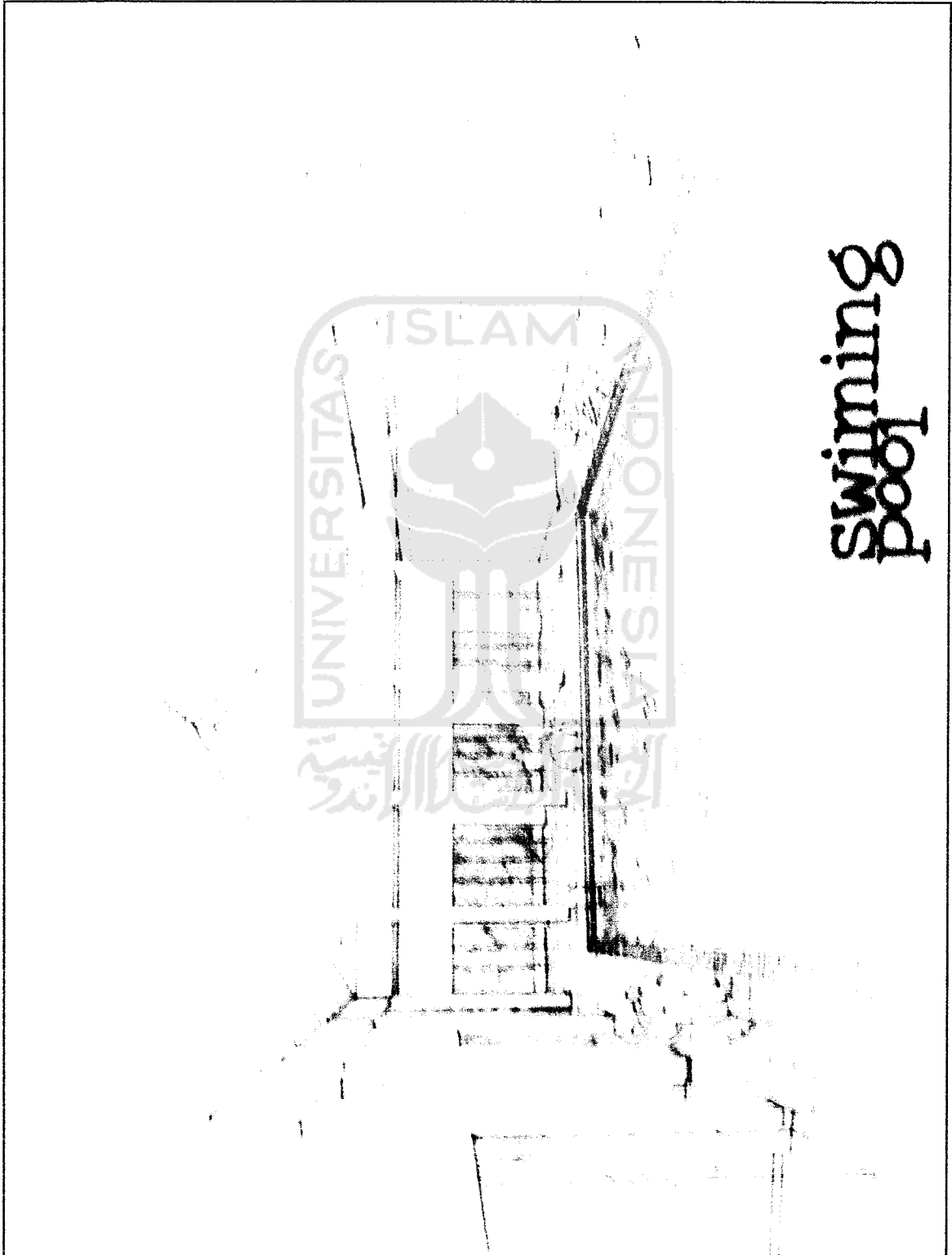
ruang  
KELAS



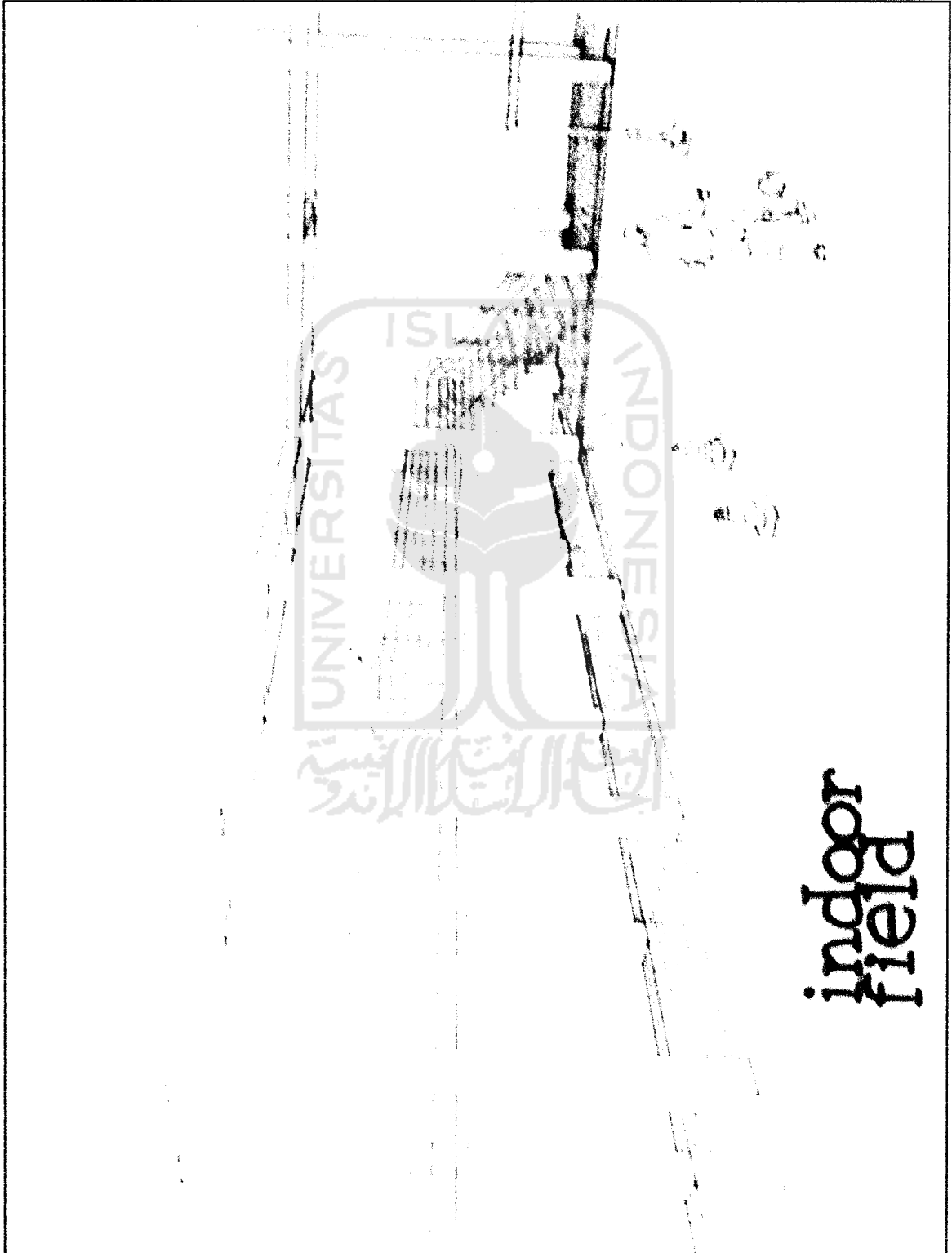


# Perpustakaan





Swimming  
Pool



**indoor  
field**