



METODE PERENCANAAN & PERANCANGAN DASAR

31-8-2021

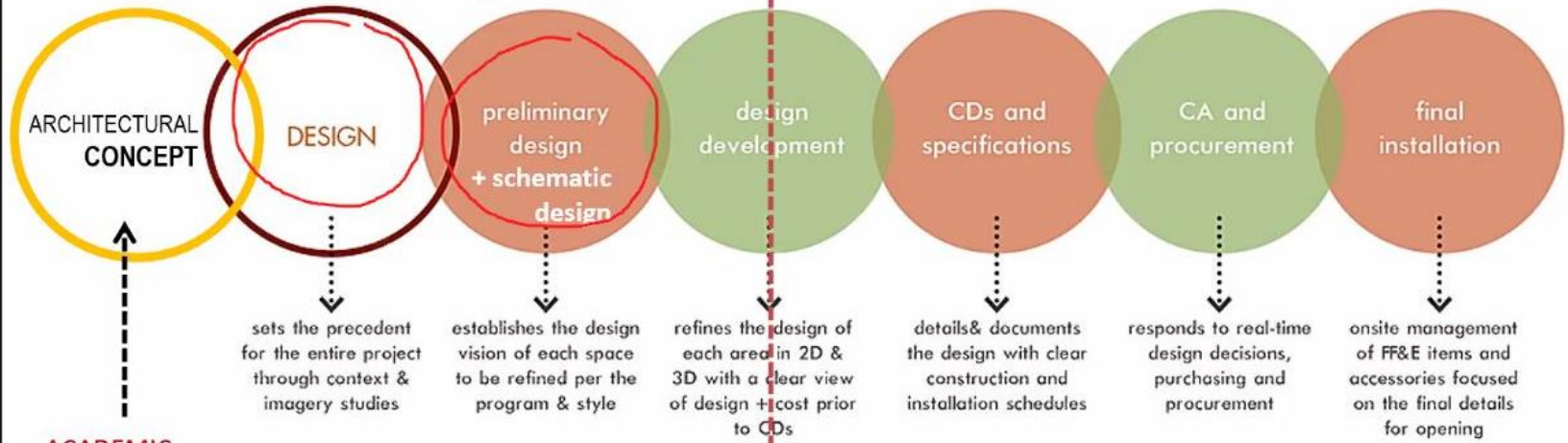


Gambar Teknis Arsitektural

visioning together

OWNER
cost estimator
LANDSCAPE ARCHITECT
signage & wayfinding consultant

GENERAL CONTRACTOR
ARCHITECT
INTERIOR DESIGN
lighting consultant
OPERATIONS
PR & MARKETING



ACADEMIC COMPETENCES

- Research ✓
- Analysis ✓
- Design Strategies ✓
- Problem Solving ✓

Everyone designs.

**The teacher
arranging desks
for a discussion.**

**The entrepreneur
planning a business.**

**The team
building a rocket.**

Their results differ.

**So do their goals.
So do the scales of their projects
and the media they use.**

**Even their actions
appear quite different.**

**What's similar
is that they are designing.**

**What's similar
are the processes
they follow.**

**Our processes
determine the quality
of our products.**

**If we wish to improve our products,
we must improve our processes;
we must continually redesign
not just our products
but also the way we design.**

That's why we study the design process.

**To know what we do
and how we do it.**

**To understand it
and improve it.**

To become **better designers.**

PROSES ITU PENTING

TO KNOW **WHAT WE DO** AND **HOW WE DO IT**

how we do it

METODE ?



APA ITU METODE?





Metode Desain

Metode **Perencanaan** - *Programming*

Metode **Perancangan** – *Schematic Design*

Metode **Perencanaan** - *Programming*

Good buildings don't just happen. **They are planned to look good and perform well**, and come about when good architects and good clients join in thoughtful, cooperative effort.

Programming the requirements of a proposed building is the **architect's first task**, often the most important.

Problem Seeking : An Architectural Programming Primer
(1969)– by William M. Peña Steven A. Parshall

“[Programming is] a process leading to the statement of **an architectural problem** and the requirements to be met in offering a solution.”

They describe **programming** as “**problem seeking**” and **design** as “**problem solving.**”

They note, “**Programming IS analysis. Design IS synthesis.**”

Pena and Parshall recommend “a distinct separation of **programming** and **design.**” “The separation of the two is imperative and prevents trial-and-error design alternatives.”

Kitchen Knife Set

Bread



Boning



Chef's



Carving



Fork



Meat Cleaver



Small Bread



Steak

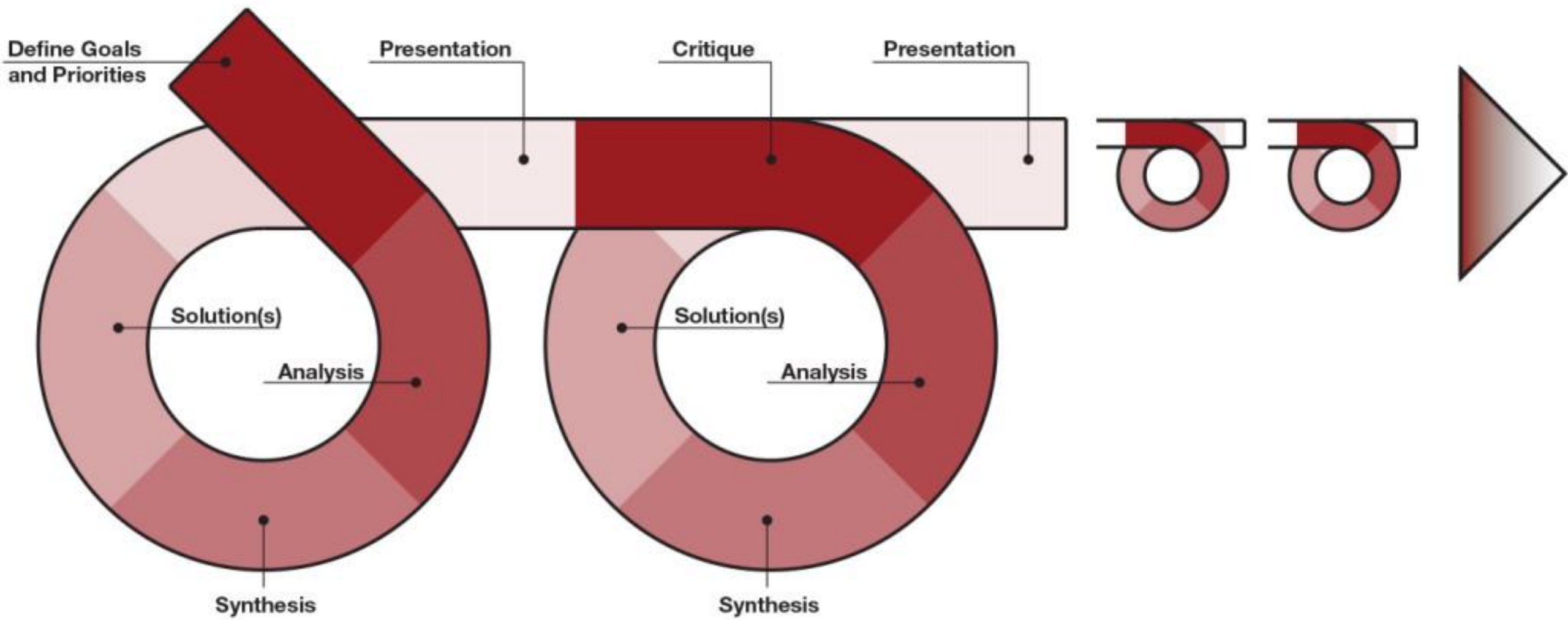


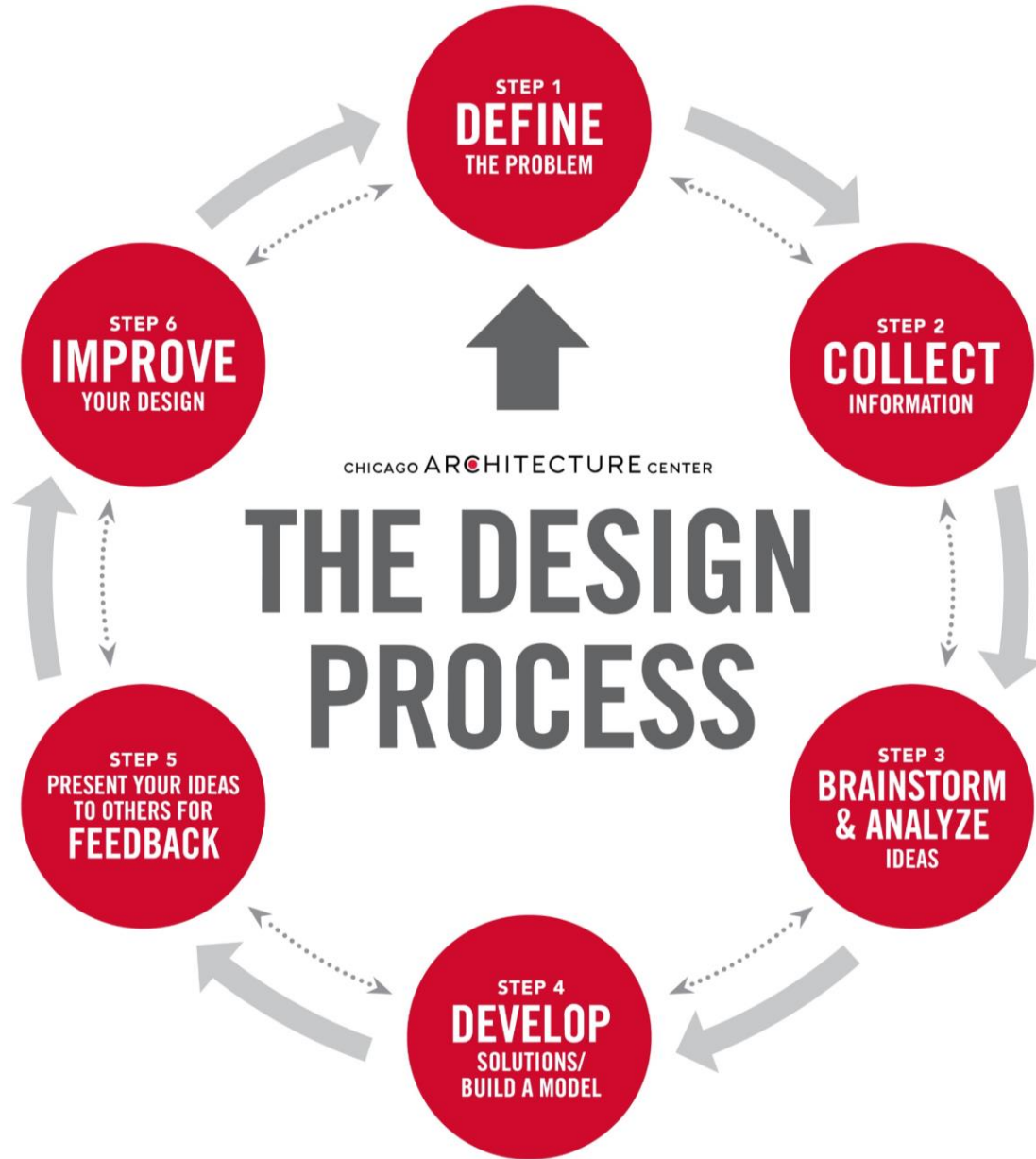
Paring

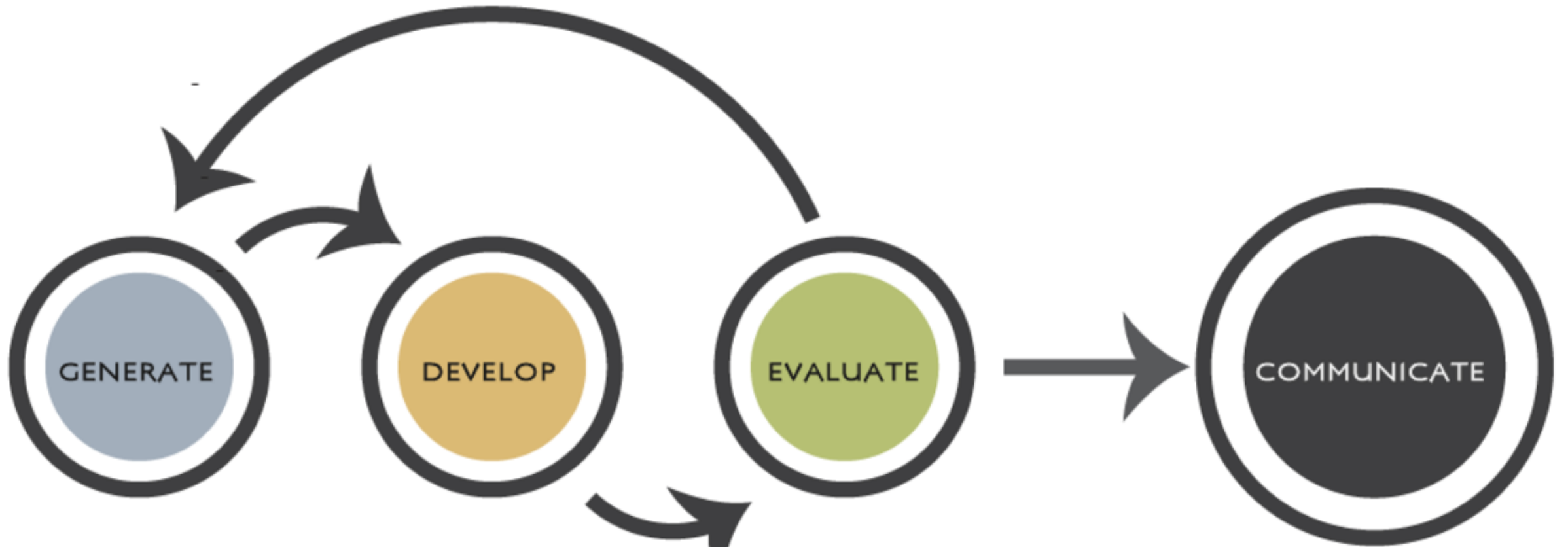




Setiap perancang memiliki kiblatnya masing – masing dalam merancang suatu karya -> hal ini akan berpengaruh terhadap sudut pandang/ pola pikirnya dalam merancang -> akan berpengaruh juga dalam mendefinisikan suatu objek







- 1 Preliminary Site/Cultural Analysis
- 2 Inspiration & Precedents Review
- 3 Define Values & Perspective
- 4 Define Program, Establish Goals & Metrics

- 1 Refine Program
- 2 Final Site/Cultural Analysis
- 3 Conceptual/Schematic Design
- 4 Develop Alternatives

- 1 Select Scheme from Alternatives
- 2 Refine Design
- 3 Re-evaluate/Validate Goals & Metrics

- 1 Identify Message, Medium, Audience
- 2 Produce Design
- 3 Implement Design