

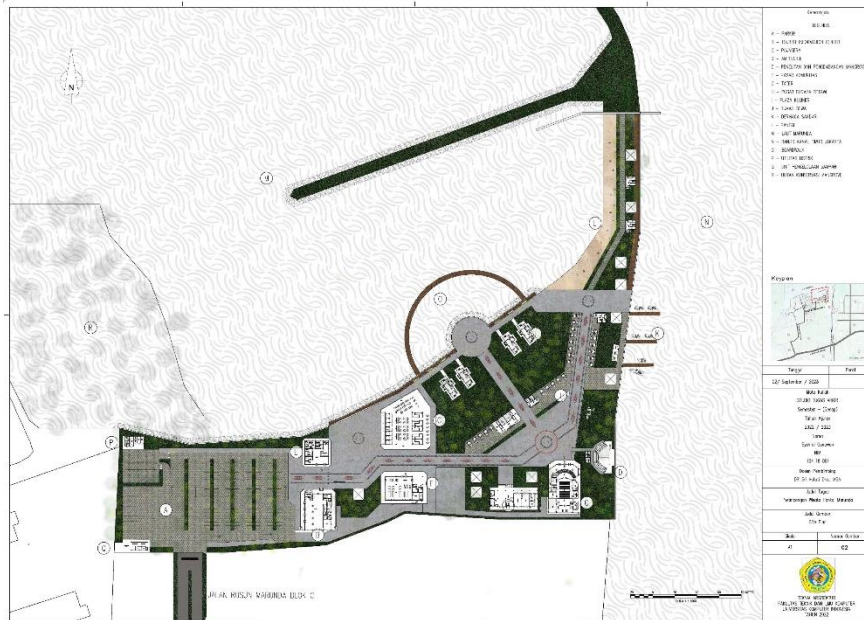
BAB VI HASIL PERANCANGAN

6.1 Peta Situasi 1. Blokplan



Gambar 6. 1 Blokplan

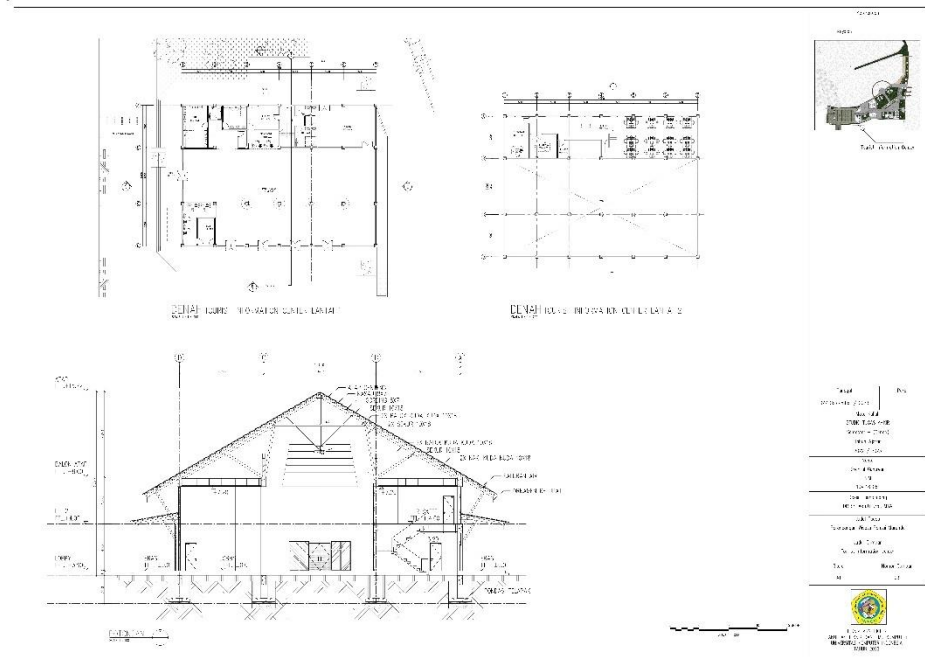
2. Siteplan



Gambar 6. 2 Siteplan

6.2 Gambar Perancangan

1. Tourist Information Center

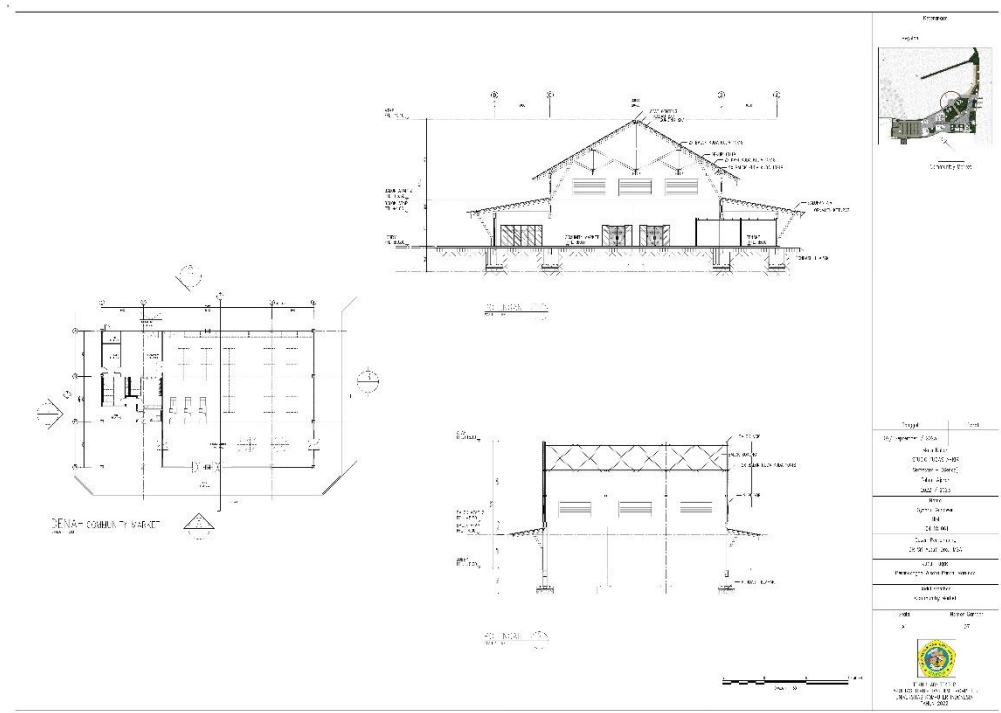


Gambar 6. 3 Denah dan Potongan *Tourist Information Center*



Gambar 6. 4 Tampak *Tourist Information Center*

3. Community Market

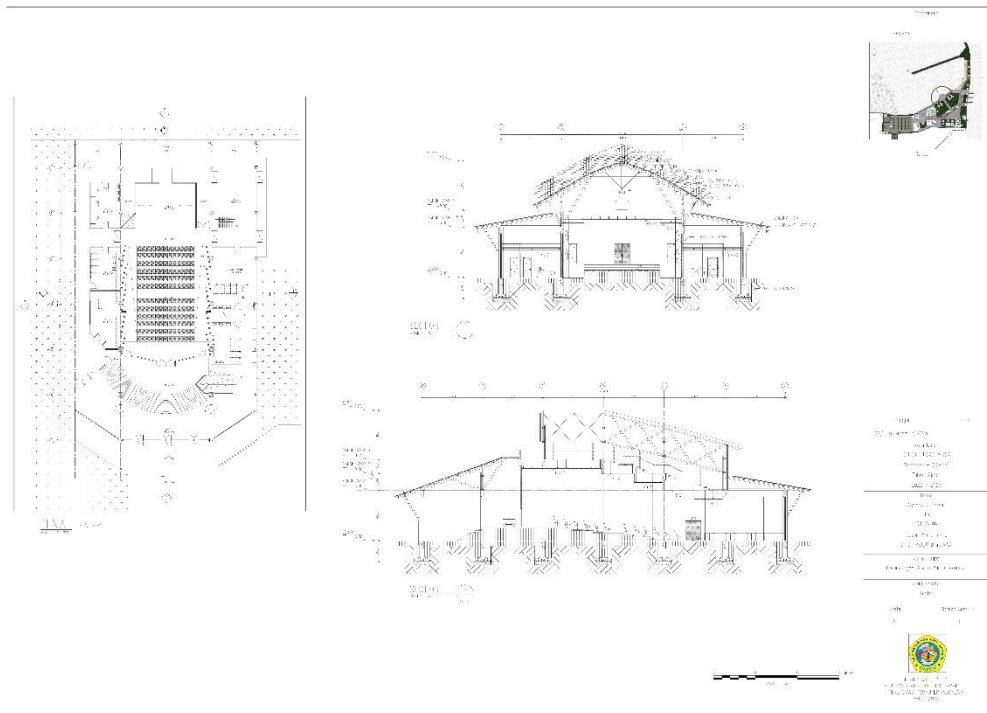


Gambar 6. 7 Denah dan Potongan *Community Market*

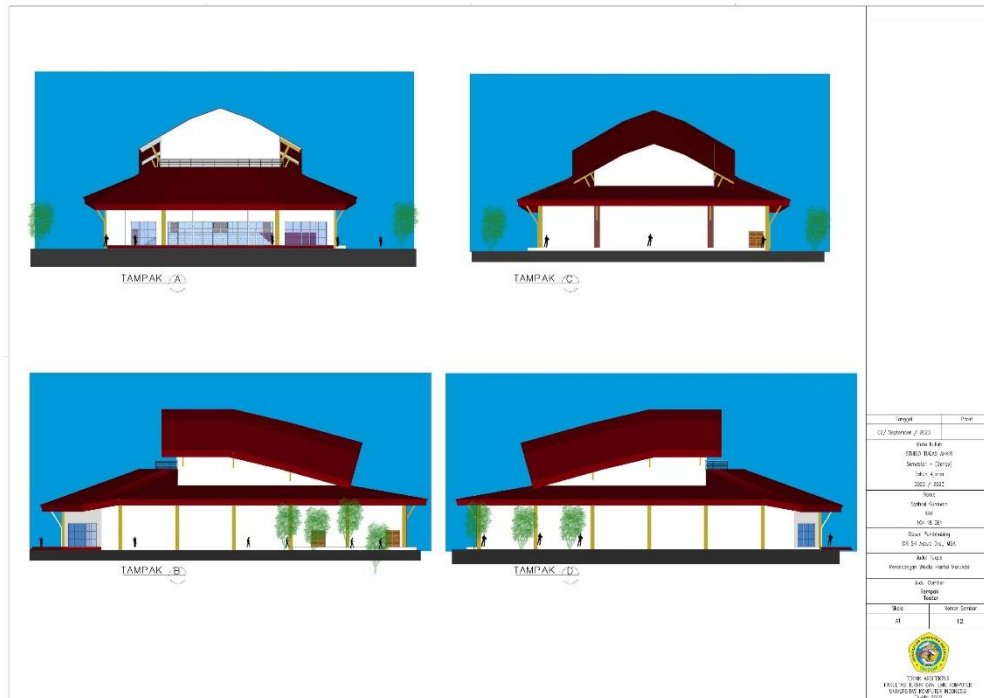


Gambar 6. 8 Tampak *Community Market*

5. Teater

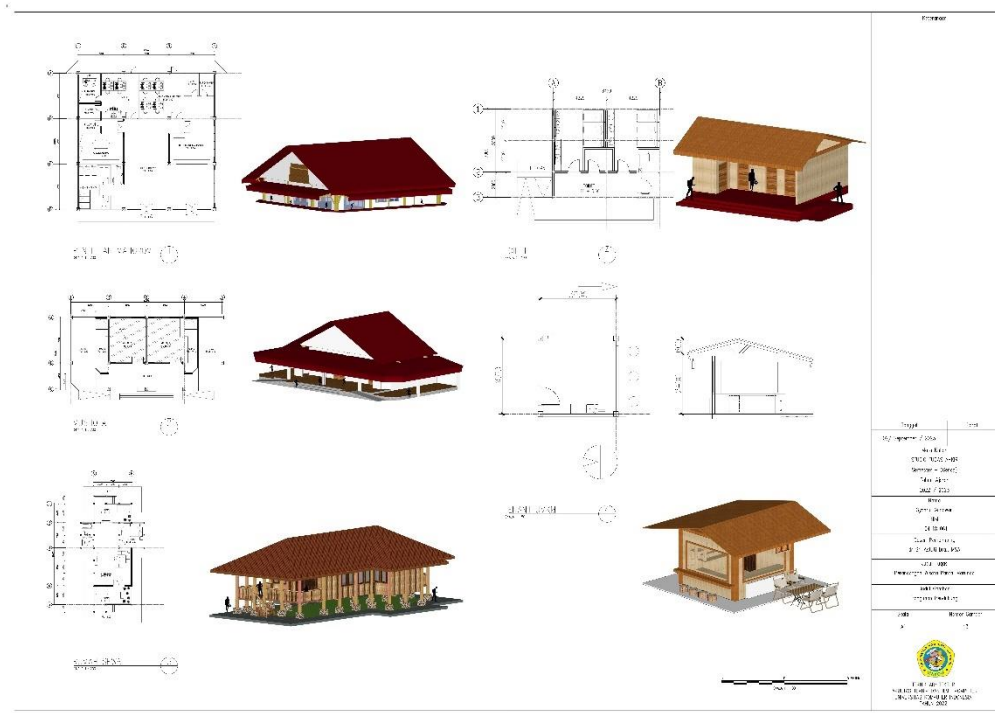


Gambar 6. 11 Denah dan Potongan Teater



Gambar 6. 12 Tampak Teater

6. Bangunan Pendukung



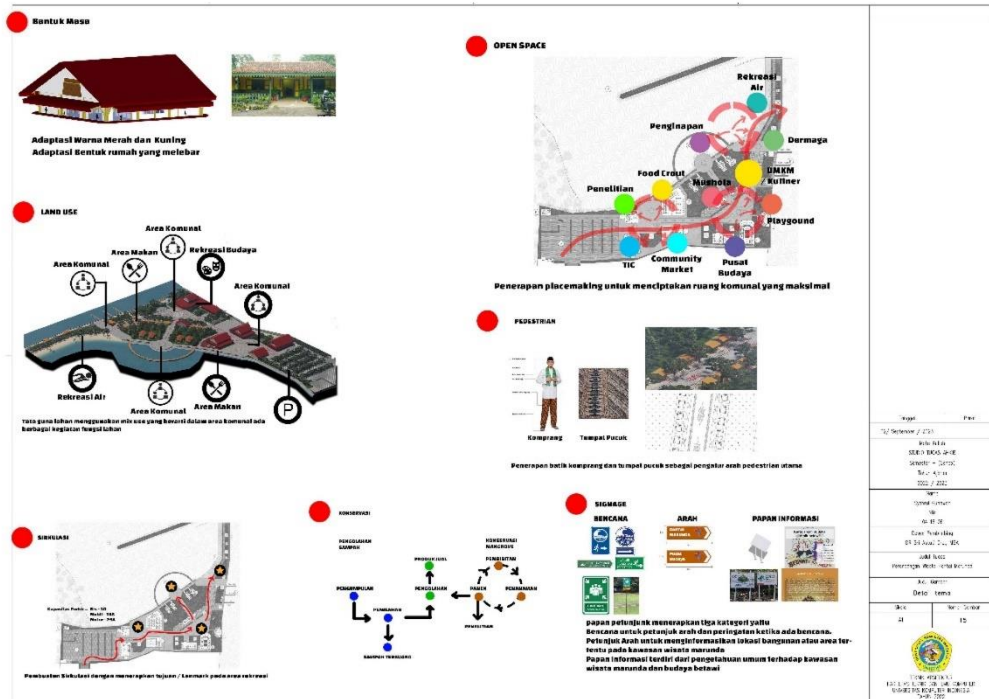
Gambar 6. 13 Detail bangunan pendukung

7. Skema Utilitas



Gambar 6. 14 Skema utilitas kawasan

8. Implementasi tema



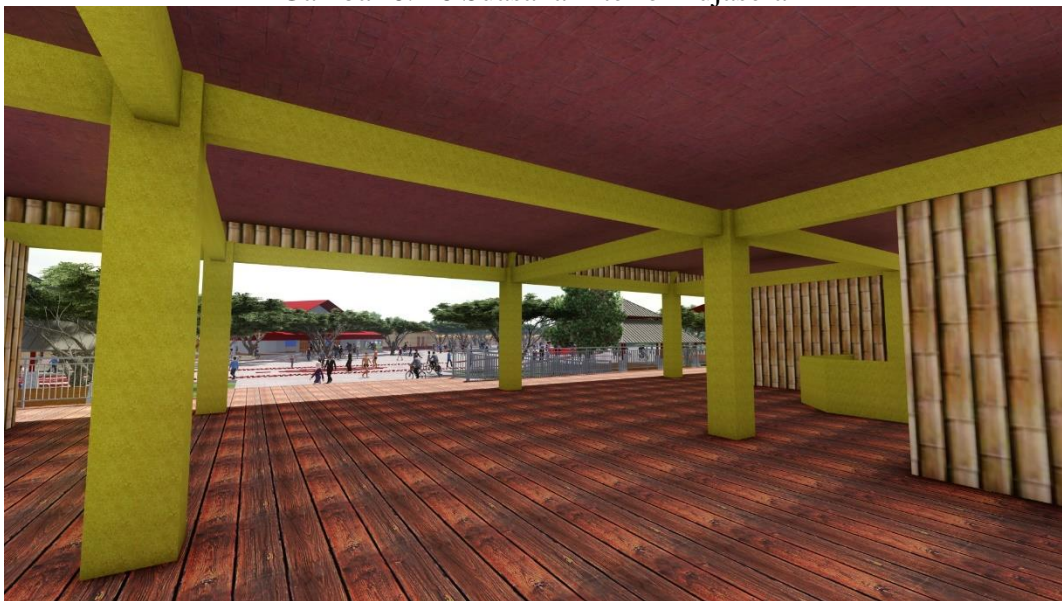
Gambar 6. 15 Penerapan Tema placemaking

6.3 Visualisasi

1. Suasana Interior



Gambar 6. 16 Suasana Interior Pujasera



Gambar 6. 17 Suasana interior Pusat budaya

2. Suasana Eksterior

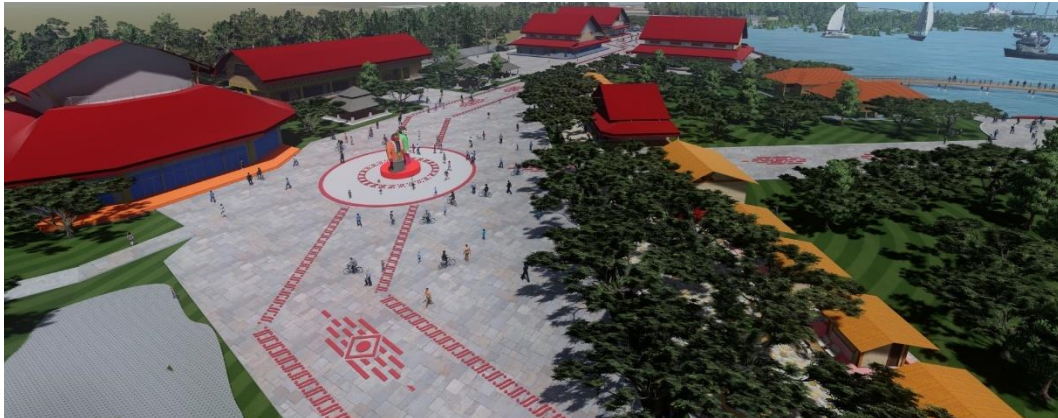


Gambar 6. 18 Suasana eksterior area rekreasi pantai



Gambar 6. 19 Suasana eksterior area *promenade*

3. Suasana Keseluruhan



Gambar 6. 20 Suasana Keseluruhan 1



Gambar 6. 21 Suasana Keseluruhan 2



Gambar 6. 22 Suasana Keseluruhan 3