

DAFTAR GAMBAR

Gambar 2. 1. Logo JDM	12
Gambar 2. 2. Kultur Mobil JDM di Jepang	13
Gambar 2. 3. Kultur Mobil JDM di Indonesia.....	14
Gambar 2. 4. Dimensi Mobil Sedan & Coupe	15
Gambar 2. 5. Dimensi Mobil Hatchback	16
Gambar 2. 6 Standar Manuver Mobil Tipe Sedang	16
Gambar 2. 7. Sirkulasi Antar Objek.....	17
Gambar 2. 8 Standarisai Dongkrak Hidrolik	17
Gambar 2. 9 Pola Linear & Area Workshop Type One, Japan.....	18
Gambar 2. 10 Area Display Mazda, Japan	19
Gambar 2. 11 Area Moon Cafe, Japan.....	21
Gambar 2. 12 Area Parts & Accessories Moon Shop, Japan.....	21
Gambar 2. 13. Pencahayaan Pada Showroom	22
Gambar 2. 14 Cahaya Alami.....	23
Gambar 2. 15 Direct Lighting.....	24
Gambar 2. 16 Semi Indirect Lighting	25
Gambar 2. 17 Akustik.....	26
Gambar 2. 18. Ergonomi Kursi.....	27
Gambar 2. 19. Dimensi Longue Seating.....	28
Gambar 2. 20. Dimensi Work Station.....	28
Gambar 2. 21 Penerapan Signage	34
Gambar 2. 22. Filosofi Wabi Sabi	35
Gambar 2. 23 Tadao Ando.....	36
Gambar 2. 24 Contemporary Brutalism.....	37
Gambar 2. 25. Teknologi Jepang	38
Gambar 2. 26. NISMO Headquarters, Yokohama.....	39
Gambar 2. 27. NISMO Headquarters Showroom & Workshop	40
Gambar 3. 1 Mazda, Meguro City, Japan	41
Gambar 3. 2 Mazda, Meguro, Japan Site.....	42
Gambar 3. 3. Kondisi Luar Mazda, Tokyo, Japan.....	42

Gambar 3. 4 Resepsionis Mazda, Meguro City, Japan	43
Gambar 3. 5 Showroom Mazda, Meguro City, Japan.....	43
Gambar 3. 6 Workshop, Mazda, Meguro City, Japan	44
Gambar 3. 7 Café & Kids Area Mazda, Meguro City, Japan	44
Gambar 3. 8 VIP Lounge / Room Mazda, Meguro City, Japan.....	45
Gambar 3. 9 Lantai Mazda, Meguro City, Japan.....	46
Gambar 3. 10 Lantai Workshop Mazda, Meguro City, Japan	46
Gambar 3. 11 Dinding Mazda, Meguro City, Japan	47
Gambar 3. 12 Pencahayaan & Plafon Mazda, Meguro City, Japan.....	47
Gambar 3. 13 Pencahayaan & Plafon Mazda, Meguro City, Japan.....	48
Gambar 3. 14 Pencahayaan & Plafon Workshop Mazda, Meguro City, Japan.....	48
Gambar 3. 15 Penghawaan Mazda, Meguro City, Japan.....	49
Gambar 3. 16 Akustik Mazda, Meguro City, Japan	49
Gambar 3. 17. Type One, Spoon HQ, Osaka, Japan.....	50
Gambar 3. 18. Lokasi Type One, Spoon HQ, Japan.....	51
Gambar 3. 19 Kondisi Luar TypeOne, Spoon HQ, Japan	51
Gambar 3. 20. Akses Pengunjung Spoon HQ.....	52
Gambar 3. 21. Layout Lt.2 Spoon HQ, Japan.....	53
Gambar 3. 22. Section A, Spoon HQ, Japan.....	53
Gambar 3. 23. Section B, Spoon HQ, Japan.....	54
Gambar 3. 24. Tempat Penyimpanan Spoon HQ, Japan.....	55
Gambar 3. 25 Storage Area/Room Spoon HQ, Japan.....	55
Gambar 3. 26. Pengaplikasian Lantai Spoon HQ	56
Gambar 3. 27. Pengaplikasian Dinding Spoon HQ	57
Gambar 3. 28. Analisa Pencahayaan Spoon HQ.....	57
Gambar 3. 29. Plafon & Pencahayaan Spoon HQ	58
Gambar 3. 30 Denah Penghawaan Spoon HQ, Japan.....	58
Gambar 3. 31 Mooneyes Area 1, Japan	59
Gambar 3. 32 Kondisi Mooneyes, Japan	60
Gambar 3. 33 Workshop & Garage Mooneyes Area 1, Japan.....	61
Gambar 3. 34 Aktivitas Workshop Mooneyes, Japan.....	62
Gambar 3. 35 Moon Cafe, Mooneyes, Japan.....	62
Gambar 3. 36 Aktivitas Moon Cafe, Mooneyes, Japan	63
Gambar 3. 37 Parts, Accesories and Merch Area, Mooneyes, Japan	63

Gambar 3. 38 Parts, Accessories, Merch Shop, Mooneyes, Japan	64
Gambar 3. 39 Dinding Mooneyes, Japan.....	64
Gambar 3. 40 Plafon & Pencahayaan Mooneyes, Japan	65
Gambar 3. 41 Penghawaan Mooneyes, Japan.....	65
Gambar 3. 42. Site Plan Proyek.....	69
Gambar 3. 43. Akses Masuk Proyek.....	70
Gambar 3. 44. Analisis Akses Masuk.....	72
Gambar 3. 45. Analisis Arah Matahari	73
Gambar 3. 46. Analisis Bukaan Lt.Semi Basement – 1	75
Gambar 3. 47. Analisis Bukaan Lt.2 & Mezzanine	75
Gambar 3. 48. Analisis Bukaan Lt.Penthouse & Atap	76
Gambar 3. 49. Analisis Warna.....	76
Gambar 3. 50. Analisis Alur Aktivitas Pengguna.....	77
Gambar 3. 51. Analisis Zoning & Blocking	80
Gambar 4. 1 Tema Perancangan	84
Gambar 4. 2 Mind Mapping Tema & Konsep	86
Gambar 4. 3. Layout Zoning & Blocking Lt.Semi-Basement – 1	87
Gambar 4. 4. Layout Zoning-Blocking Lt.2 – Mezzanine.....	88
Gambar 4. 5. Layout Zoning & Blocking Lt.5 – 6	88
Gambar 4. 6. Sirkulasi Axial.....	89
Gambar 4. 7. Alur 1	90
Gambar 4. 8. Alur 2	90
Gambar 4. 9. Alur 3	91
Gambar 4. 10. Konsep Layout	91
Gambar 4. 11 Implementasi Layout Open Plan.....	92
Gambar 4. 12 Implementasi Layout Open Plan Kantor.....	93
Gambar 4. 13. Pemanfaatan Cahaya Alami	94
Gambar 4. 14 Implementasi Cahaya Area Showroom.....	96
Gambar 4. 15 Implementasi Cahaya Area Workshop & Auto Salon	97
Gambar 4. 16 Implementasi Cahaya Aksen.....	97
Gambar 4. 17. Implementasi Penghawaan Buatan	98
Gambar 4. 18. Implementasi Penghawaan Buatan	99
Gambar 4. 19. Implementasi Penghawaan Buatan	100

Gambar 4. 20 Implementasi Jet Fan	100
Gambar 4. 21 Implementasi Car Exhaust Extraction.....	101
Gambar 4. 22 Implementasi Konsep Akustik.....	102
Gambar 4. 23 Implementasi Konsep Akustik.....	102
Gambar 4. 24 Implementasi Konsep Akustik.....	103
Gambar 4. 25 Implementasi Konsep Akustik.....	104
Gambar 4. 26. Implementasi Material Lantai Fungsional	105
Gambar 4. 27 Implementasi Material Ceiling.....	106
Gambar 4. 28. Implementasi Material Akustik.....	106
Gambar 4. 29 Implementasi Material Dinding	107
Gambar 4. 30 Modular Furniture	109
Gambar 4. 31 Implementasi Build In Furniture.....	110
Gambar 4. 32. Build In Furniture.....	111
Gambar 4. 33 Implementasi Storage Build In Kantor	112
Gambar 4. 34 Implementasi Bentuk Furniture	113
Gambar 4. 35. Implementasi Signage	117
Gambar 4. 36 Implementasi Wordmark Signage.....	118
Gambar 4. 37 Implementasi Konsep Keamanan.....	119
Gambar 4. 38. Implementasi Sistem Kemamanan.....	120
Gambar 4. 39 Layout Denah Khusus	121
Gambar 4. 40 Layout Denah Khusus 1	122
Gambar 4. 41 Area Resepsionis Denah Khusus	123
Gambar 4. 42 Area Cafe & Showroom Denah Khusus	124
Gambar 4. 43 Area Café Bar & Mezzanine Storage Denah Khusus	126
Gambar 4. 44 Area Outdoor Denah Khusus	127
Gambar 4. 45 Denah Layout Khusus 2.....	128
Gambar 4. 46 Exhibition & Retail Denah Layout Khusus 2	129
Gambar 4. 47 Waiting Room & Retail Layout Khusus 2	130
Gambar 4. 48 Waiting Room & Retail Denah Layout Khusus 2.....	130
Gambar 4. 49 VIP Room Layout Khusus 2	132