

## DAFTAR GAMBAR, TABEL DAN DIAGRAM

|  |    |
|--|----|
| Gambar 2. 1 Tutorial Pembelajaran Youtube .....          | 11 |
| Gambar 2. 2 Bimbingan Belajar 2G Academy .....           | 12 |
| Gambar 2. 3 Buku Pembelajaran 2G Academy .....           | 13 |
| Gambar 2. 4 Gambar Kerja.....                            | 15 |
| Gambar 2. 5Autocad .....                                 | 16 |
| Gambar 2. 6 BIM .....                                    | 18 |
| Gambar 2. 7 SketchUp.....                                | 19 |
| Gambar 2. 8 Rhinoceros .....                             | 20 |
| Gambar 2. 9 Rendering Photo.....                         | 21 |
| Gambar 2. 10 Vray.....                                   | 22 |
| Gambar 2. 11 Lumion .....                                | 23 |
| Gambar 2. 12 Minimum Speksifikasi Lumion .....           | 24 |
| Gambar 2. 13 Enscape .....                               | 24 |
| Gambar 2. 14 Minimum Spesifikasi Enscape.....            | 25 |
| Gambar 2. 15 Photorealistic.....                         | 27 |
| Gambar 2. 16 White Mode.....                             | 28 |
| Gambar 2. 17 Light View.....                             | 29 |
| Gambar 2. 18 Sketch Style.....                           | 30 |
| Gambar 2. 19 Pencahayaan.....                            | 31 |
| Gambar 2. 20 Material .....                              | 32 |
| Gambar 2. 21 Suasana.....                                | 33 |
| Gambar 2. 22 Dekorasi .....                              | 34 |
| Gambar 2. 23 Pengaturan Rendering .....                  | 35 |
| Gambar 2. 24 Scene Rendering .....                       | 35 |
| Gambar 2. 25 Proses Rendering.....                       | 36 |
| Gambar 2. 26 Proses Animasi.....                         | 37 |
| Gambar 2. 27 Augmented reality .....                     | 39 |
| Gambar 2. 28 Contoh Augmented Reality .....              | 40 |
| Gambar 2. 29 Virtual Reality .....                       | 40 |
| Gambar 2. 30 Contoh Virtual Reality .....                | 41 |
|  |    |
| Gambar 4. 1 Logo Djiwaruang .....                        | 55 |
| Gambar 4. 2 Proyek Rumah 1 Djiwaruang.....               | 56 |
| Gambar 4. 3 Proyek Rumah 2 Djiwaruang.....               | 57 |
| Gambar 4. 4 Proyek Futuristic Workspace Djiwaruang ..... | 58 |
| Gambar 4. 5 KOP Djiwaruang .....                         | 60 |
| Gambar 4. 6 Hasil Rendering 1 Djiwaruang\.....           | 61 |
| Gambar 4. 7 Hasil Rendering 2 Djiwaruang.....            | 62 |
| Gambar 4. 8 Logo Vastunata Studio .....                  | 63 |
| Gambar 4. 9 Proyek Villa Cemara Vastunata Studio .....   | 65 |
| Gambar 4. 10 Fasad Villa Cemara Vastunata Studio .....   | 65 |
| Gambar 4. 11 Villa Nusa Bali Vastunata.....              | 66 |
| Gambar 4. 12 Standarisasi Tebal Garis Vastunata .....    | 68 |
| Gambar 4. 13 KOP Vastunata Studio .....                  | 69 |
| Gambar 4. 14 Kitchen Set Vastunata .....                 | 70 |
| Gambar 4. 15 Hasil Rendering Vastunata .....             | 71 |
| Gambar 4. 16 Logo Mula Ruang .....                       | 72 |

|   |     |
|---|-----|
| Gambar 4. 17 Master Bedroom.....                                      | 74  |
| Gambar 4. 18 Dental Clinic Mula Ruang .....                           | 75  |
| Gambar 4. 19 KOP Mula Ruang.....                                      | 78  |
| Gambar 4. 20 Hasil Rendering 1 Mula Ruang.....                        | 79  |
| Gambar 4. 21 Hasil Rendering 2 Mula Ruang.....                        | 80  |
| Gambar 4. 22 Logo E_Dunestudio .....                                  | 81  |
| Gambar 4. 23 Entertainment Office & Production House.....             | 82  |
| Gambar 4. 24 Batik Gallery Trusmi House of Art.....                   | 83  |
| Gambar 4. 25 Hasil Rendering 1 E_Dunestudio.....                      | 85  |
| Gambar 4. 26 Hasil Rendering 2 E_Dunestudio.....                      | 86  |
| Gambar 4. 27 Kuesioner Profesi.....                                   | 87  |
| Gambar 4. 28 Kuesioner Rendering dan Animasi Ruang.....               | 87  |
| Gambar 4. 29 Kuesioner Permasalahan Aplikasi Rendering.....           | 88  |
| Gambar 4. 30 Kuesioner Permasalahan Proses Rendering dan Animasi..... | 90  |
| Gambar 4. 31 Kuesioner Indikator Rendering dan Animasi.....           | 91  |
| Gambar 4. 32 Kuesioner Kendala Mahasiswa Kelas A .....                | 103 |
| Gambar 4. 33 Kuesioner Penguasaan Materi Mahasiswa Kelas A.....       | 104 |
| Gambar 4. 34 Kuesioner Pembelajaran diluar Kelas A .....              | 105 |
| Gambar 4. 35 Penilaian Hasil Terbaik Kelas A .....                    | 106 |
| Gambar 4. 36 Hasil Rendering Kurang Baik .....                        | 107 |
| Gambar 4. 37 Kuesioner Kendala Aplikasi Kelas B.....                  | 109 |
| Gambar 4. 38 Kuesioner Penguasaan Materi Kelas B.....                 | 110 |
| Gambar 4. 39 Kuesioner Pembelajaran diluar Kelas B .....              | 111 |
| Gambar 4. 40 Hasil Rendering Terbaik Kelas B.....                     | 113 |
| Gambar 4. 41 Hasil Rendering Terbaik Kelas B.....                     | 113 |
| Gambar 4. 42 Hasil Rendering Kurang Baik .....                        | 114 |
| Gambar 4. 43 Hasil Rendering Kurang Baik .....                        | 114 |
| <br>  |     |
| Tabel 2. 1 Perbandingan Minimal Spesifikasi Device .....              | 26  |
| Tabel 2. 2 Tabel Penelitian Terdahulu .....                           | 43  |
| Tabel 2. 3 Contoh Tabel Komparasi Perusahaan .....                    | 52  |
| Tabel 2. 4 Contoh Tabel Komparasi Penilaian Mahasiswa.....            | 52  |
| <br>  |     |
| Tabel 4. 1 Tabel Komparasi Penilaian Perusahaan .....                 | 97  |
| Tabel 4. 2 Telkom University.....                                     | 98  |
| Tabel 4. 3 Komparasi Hasil Penilaian Mahasiswa.....                   | 116 |
| Tabel 4. 4 Komparasi Penilaian Perusahaan dengan Kampus .....         | 117 |
| <br>  |     |
| Diagram 1. 1 Kerangka Penelitian .....                                | 7   |