BAB VI
HASIL RANCANGAN

6.1. Pendahuluan

Bab ini membahas hasil akhir perancangan kawasan dan bangunan yang telah dikembangkan berdasarkan hasil analisis, konsep perancangan, serta pendekatan arsitektur yang digunakan pada bab sebelumnya. Hasil perancangan disajikan dalam bentuk gambar dua dimensi (2D) dan tiga dimensi (3D) yang bertujuan untuk memperlihatkan implementasi konsep desain secara menyeluruh.

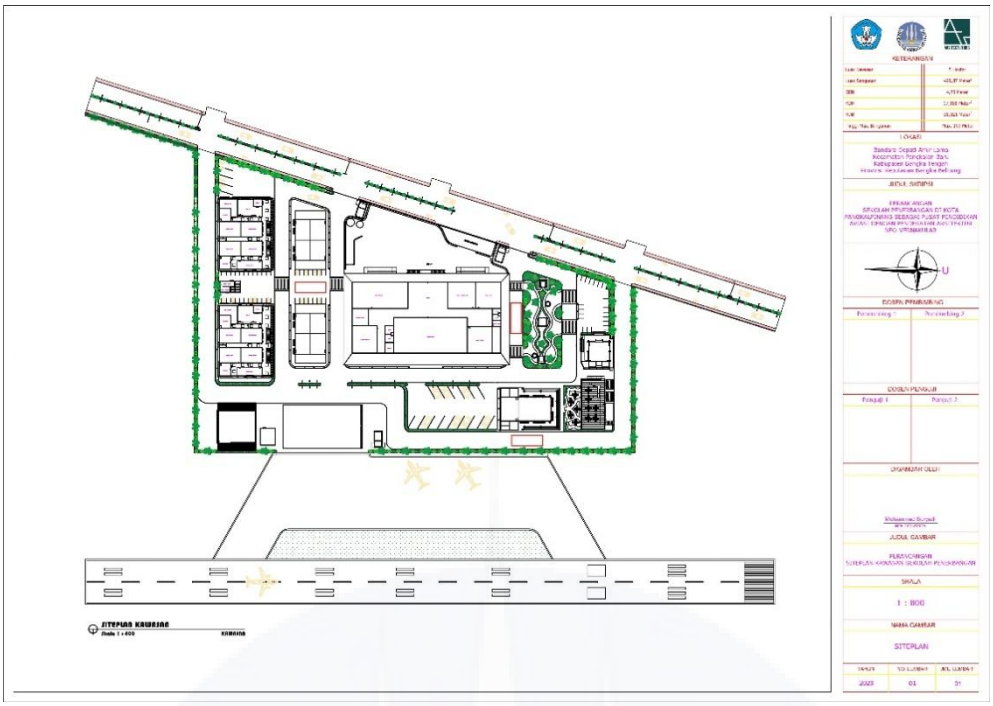
Penyajian hasil perancangan meliputi siteplan kawasan, blockplan kawasan, denah, tampak, potongan, detail rancangan, sistem utilitas, struktur bangunan, hingga visualisasi perspektif tiga dimensi. Seluruh gambar dirancang untuk menggambarkan hubungan antara fungsi ruang, bentuk arsitektur, sistem konstruksi, serta penerapan pendekatan arsitektur yang digunakan dalam perancangan.

6.2. Gambar Perancangan 2 Dimensi (2D)

Gambar perancangan 2 dimensi (2D) merupakan media visual yang digunakan untuk menjelaskan hasil akhir rancangan secara teknis dan terukur. Penyajian gambar 2D bertujuan memperlihatkan penerapan konsep desain terhadap tata kawasan, tata ruang bangunan, sistem sirkulasi, struktur, serta utilitas bangunan yang telah dikembangkan berdasarkan analisis dan konsep perancangan sebelumnya.

6.2.1. *Siteplan* Kawasan

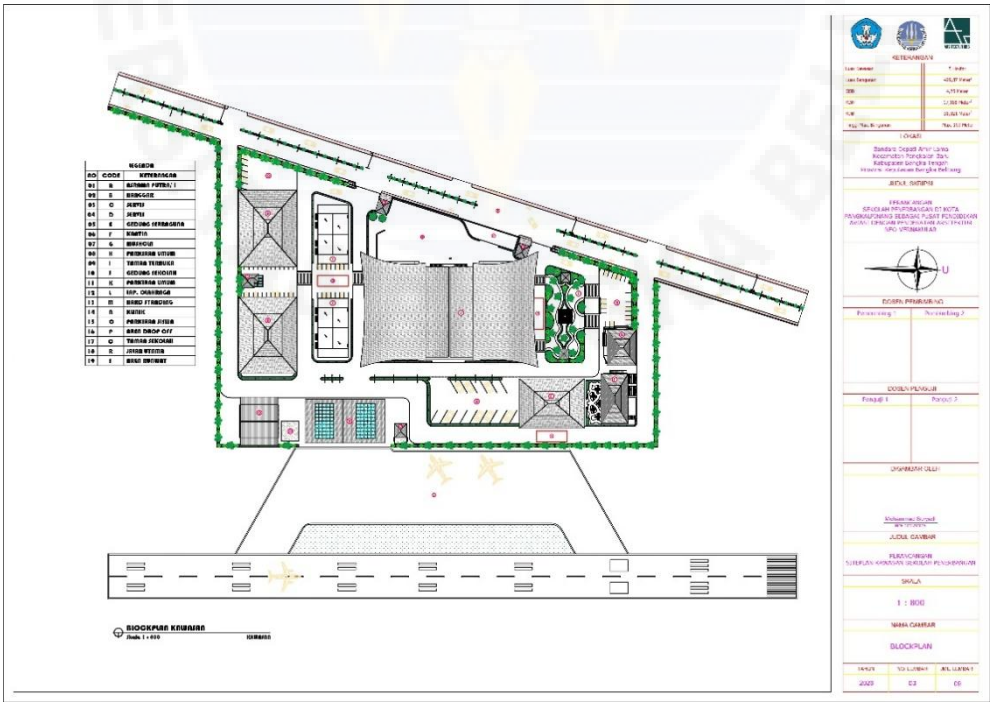
Siteplan kawasan merupakan gambar yang meperlihatkan keseluruhan rancangan tapak, meliputi penempatan massa bangunan, akses kendaraan, jalur pedestrian, ruang terbuka hijau, area parkir, zoning kawasan, serta hubungan antar bangunan dalam kawasan.



Gambar 6. 1 *Siteplan* Kawasan
(Sumber: Penulis, 2026)

6.2.2. *Blockplan* Kawasan

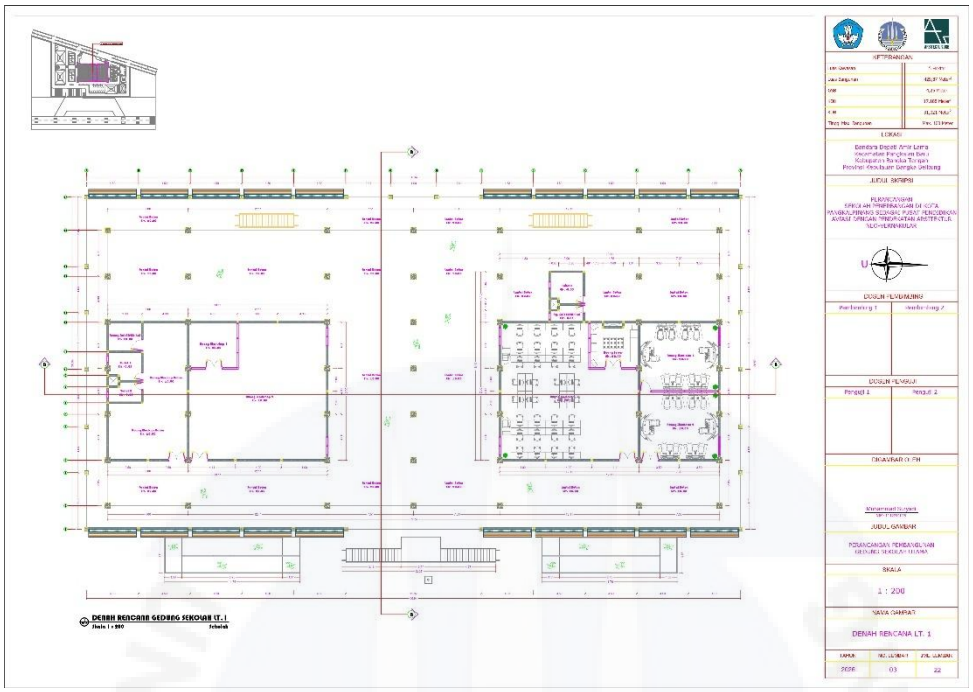
Blockplan menggambarkan susunan massa bangunan terhadap kondisi tapak serta hubungan antar area terbangun dan area terbuka dalam kawasan perancangan.



Gambar 6. 2 *Blockplan* Kawasan
(Sumber: Penulis, 2026)

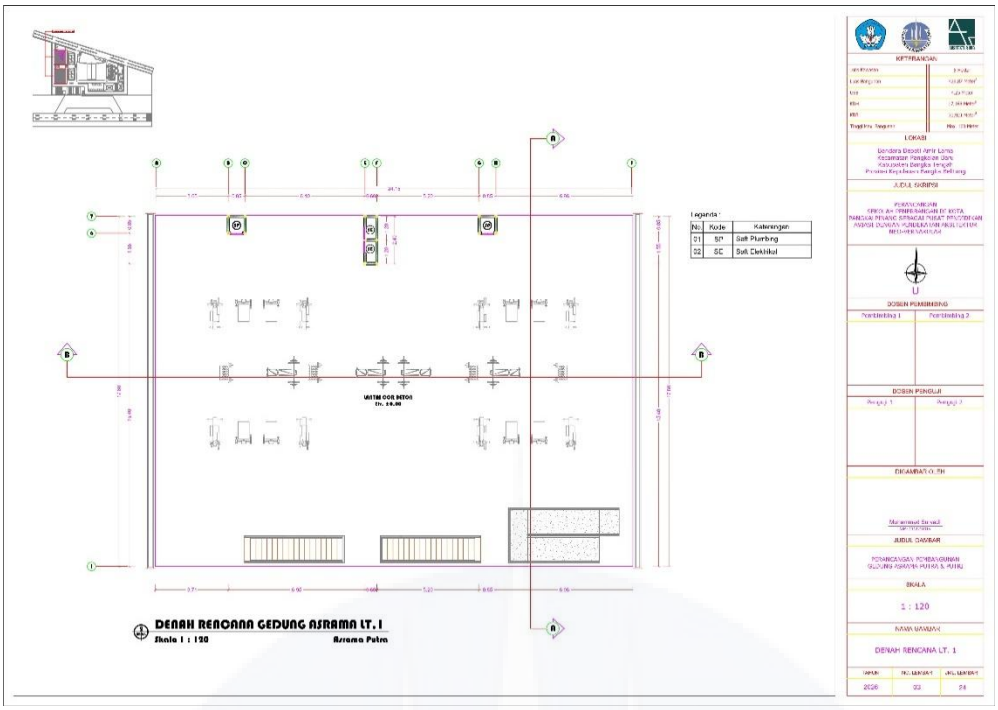
6.2.3. Denah Bangunan

Denah Bangunan Menunjukkan susunan ruang, fungsi ruang, sirkulasi pengguna, dimensi ruang, serta hubungan antar ruang pada setiap lantai bangunan.

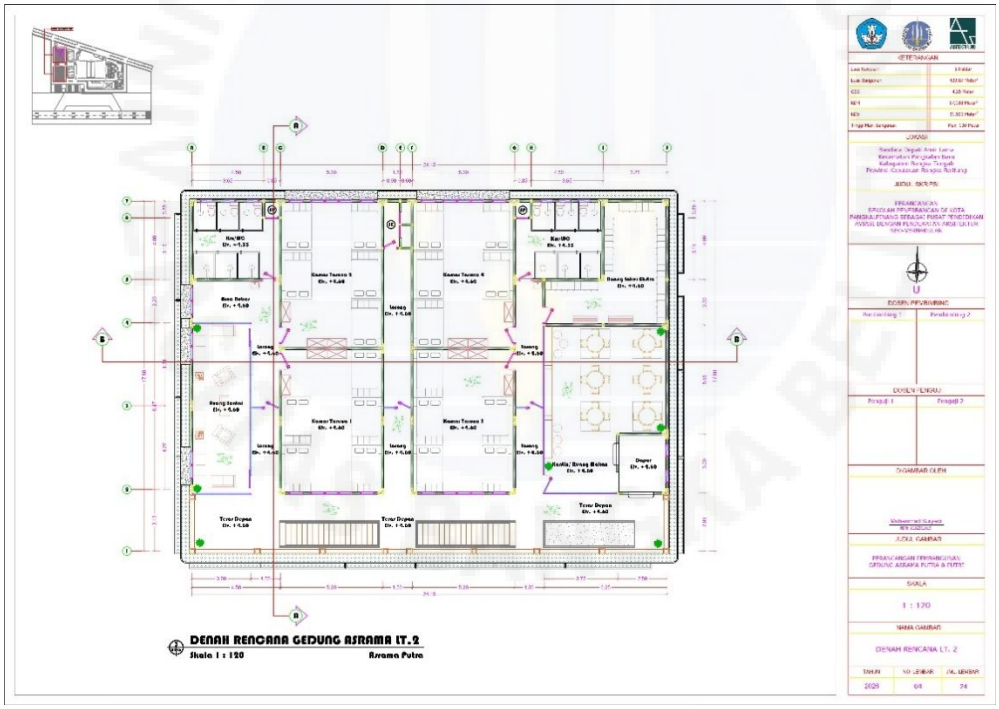


Gambar 6. 3 Denah Rencana Gedung Sekolah Utama Lantai 1
(Sumber: Penulis, 2026)

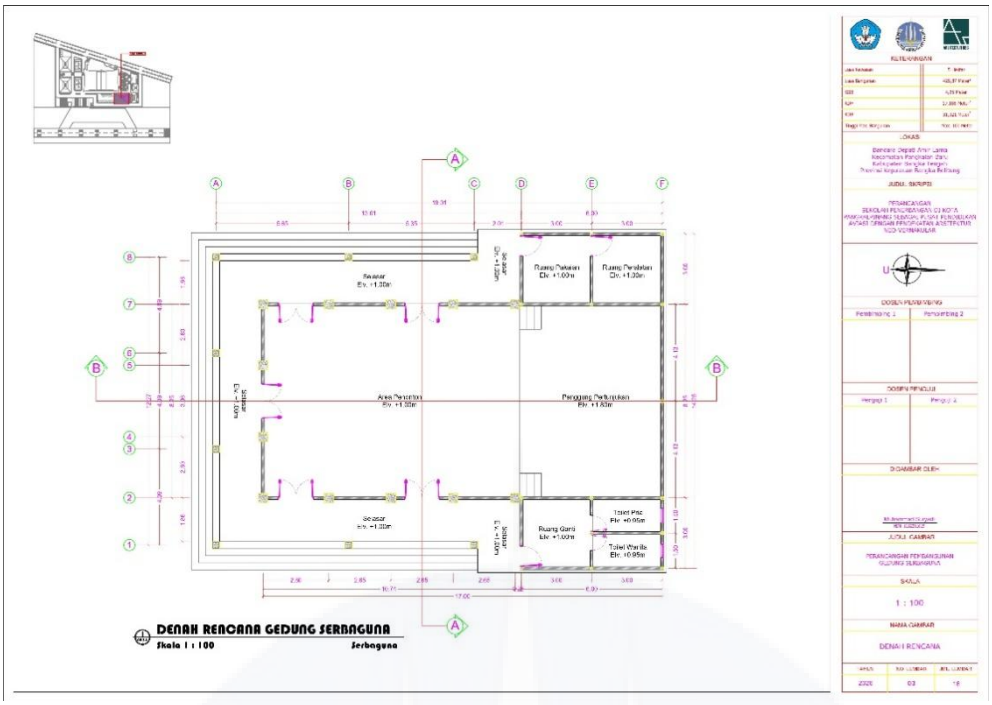
Gambar 6. 4 Denah Rencana Gedung Sekolah Utama Lantai 2
(Sumber: Penulis, 2026)



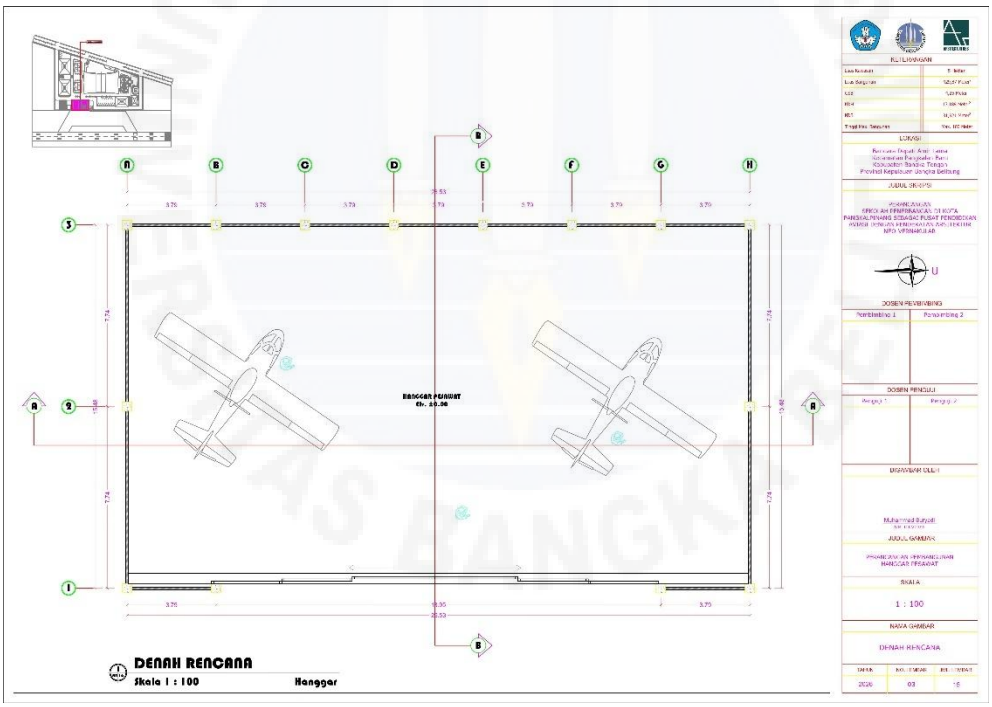
Gambar 6. 5 Denah Rencana Gedung Asrama Putra & Putri Lantai 1
(Sumber: Penulis, 2026)



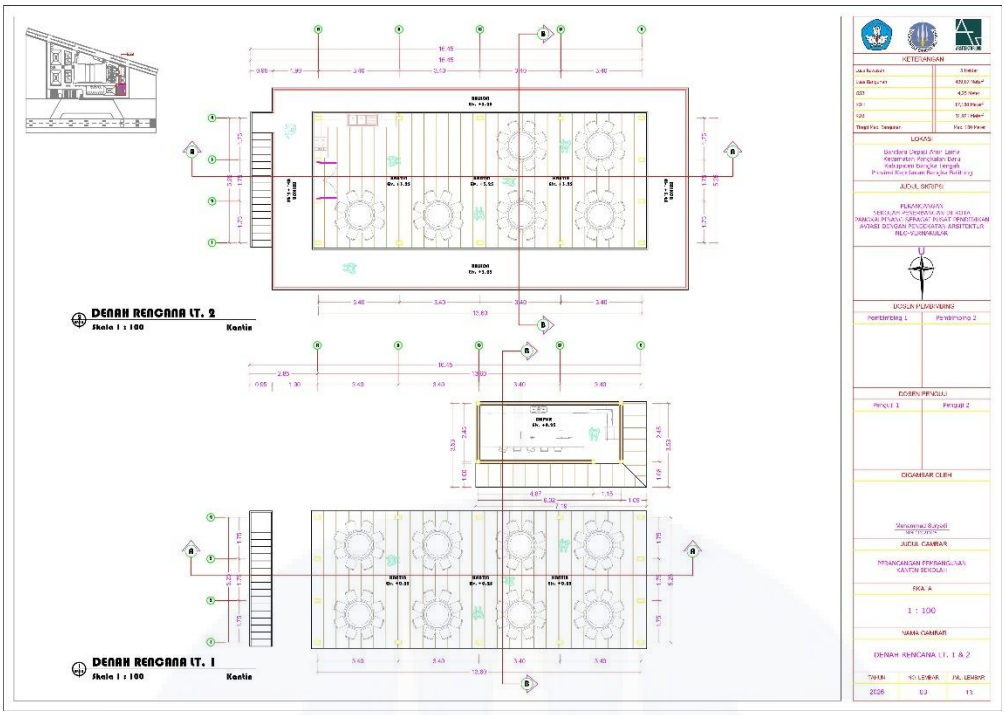
Gambar 6. 6 Denah Rencana Gedung Asrama Putra & Putri Lantai 2
(Sumber: Penulis, 2026)



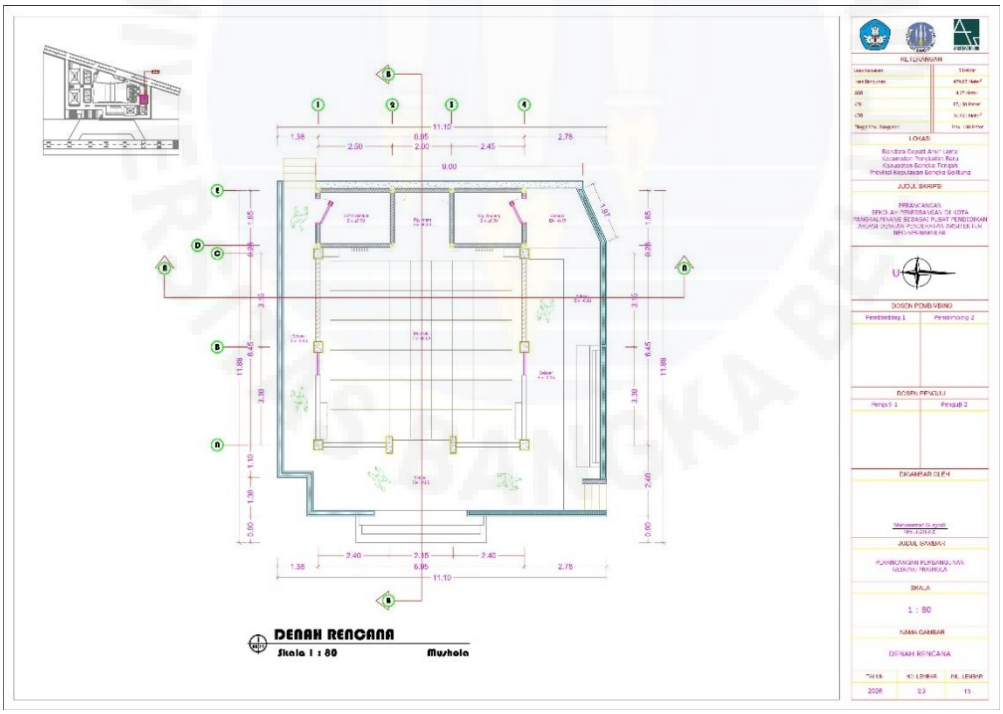
Gambar 6. 7 Denah Rencana Gedung Serbaguna
(Sumber: Penulis, 2026)



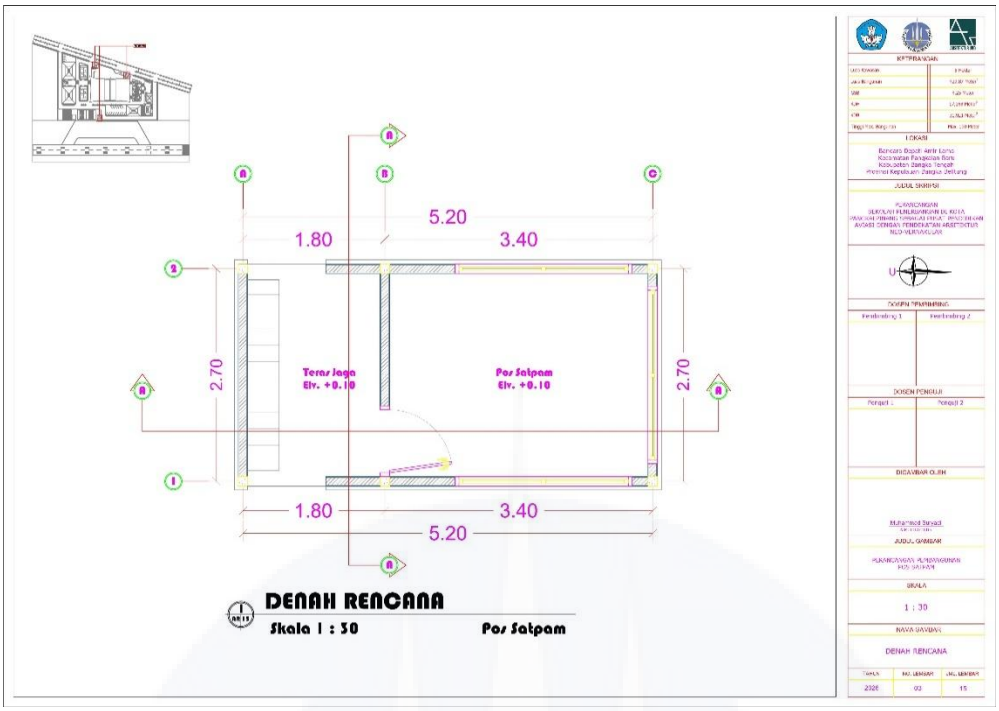
Gambar 6. 8 Denah Rencana Hanggar Pesawat
(Sumber: Penulis, 2026)



Gambar 6. 9 Denah Rencana Kantin Lantai 1 dan Lantai 2
(Sumber: Penulis, 2026)



Gambar 6. 10 Denah Rencana Mushola
(Sumber: Penulis, 2026)

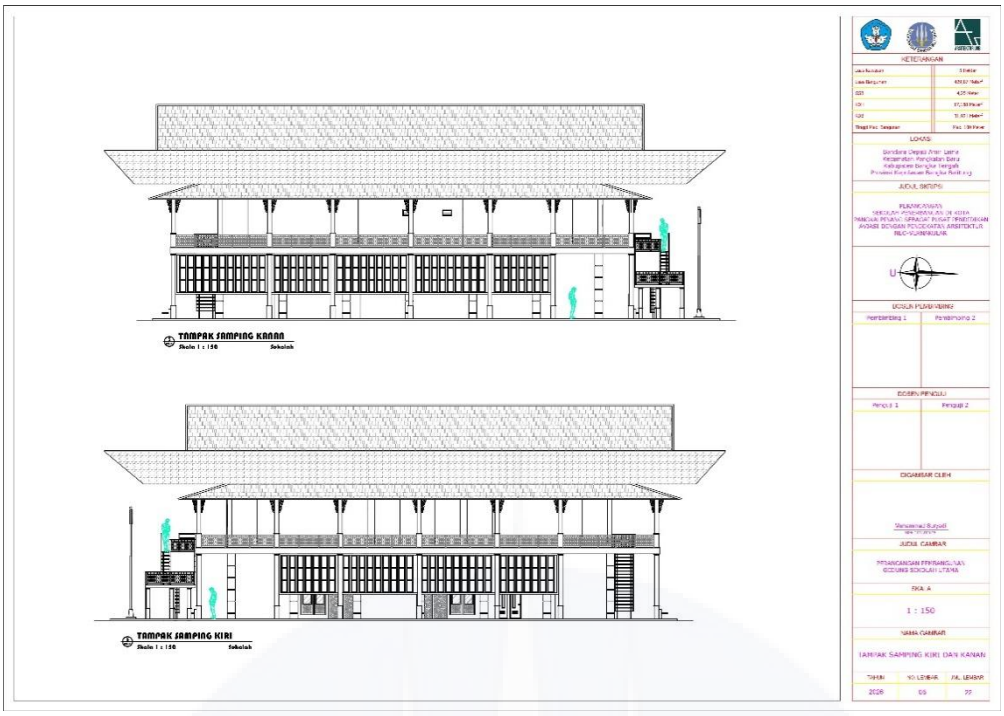


Gambar 6. 11 Denah Rencana Pos Satpam
(Sumber: Penulis, 2026)

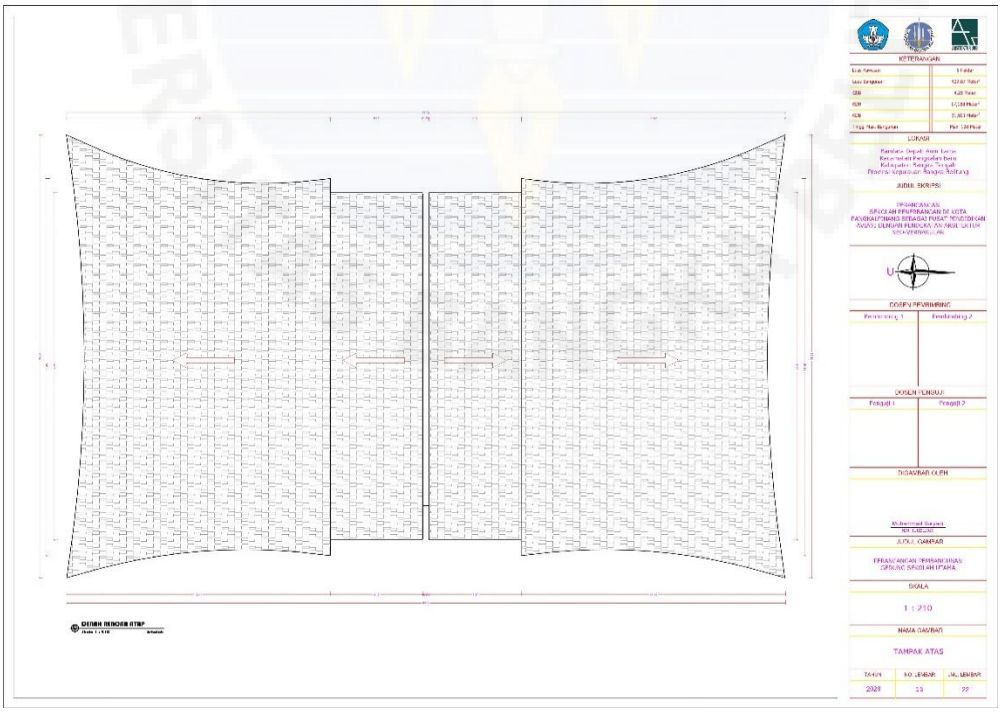
6.2.4. Tampak Bangunan

Gambar tampak memperlihatkan visual bangunan dari berbagai arah pandang, meliputi tampak depan, belakang, kanan, kiri, dan atas sebagai representasi ekspresi arsitektural bangunan.

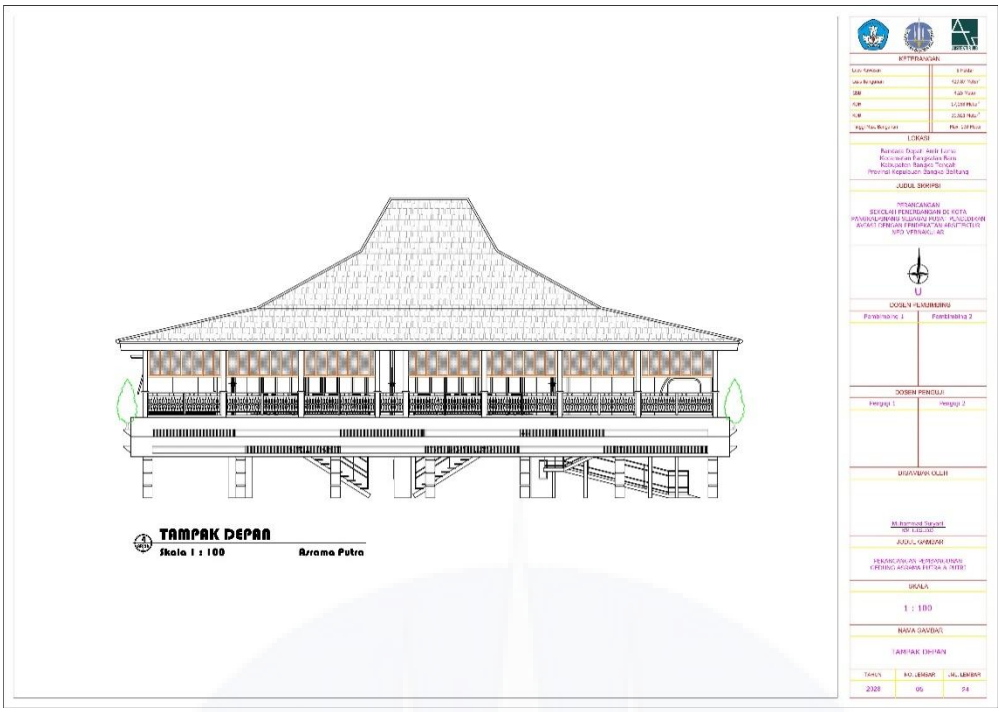
Gambar 6. 12 Tampak Depan dan Belakang Gedung Sekolah Utama
(Sumber: Penulis, 2026)



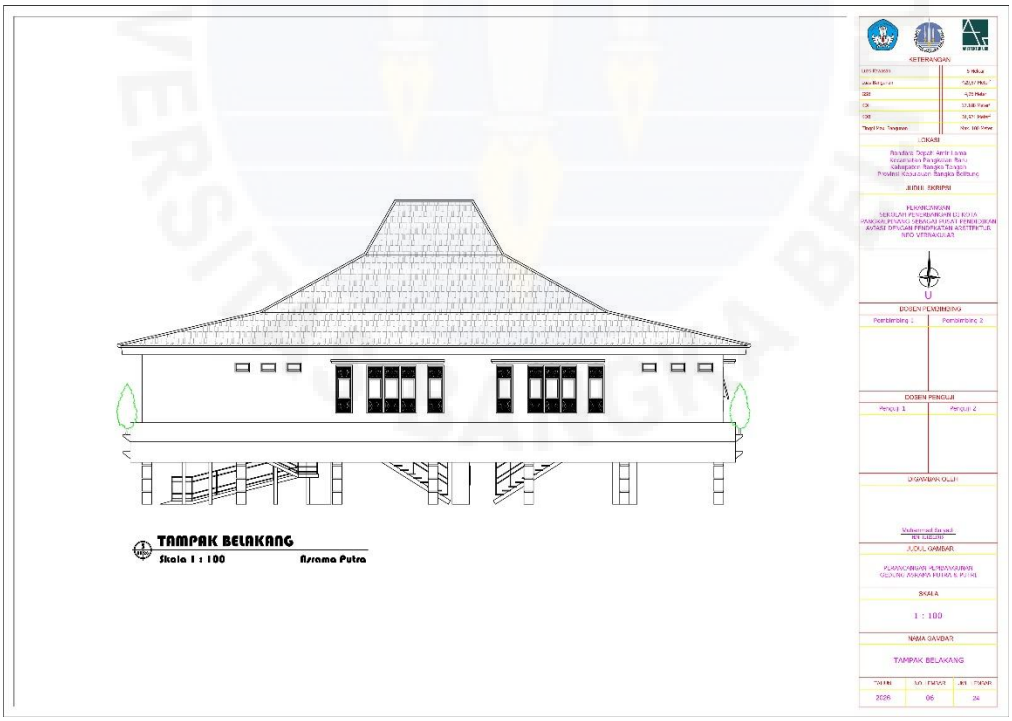
Gambar 6. 13 Tampak Samping Kanan dan Kiri Gedung Sekolah Utama
(Sumber: Penulis, 2026)



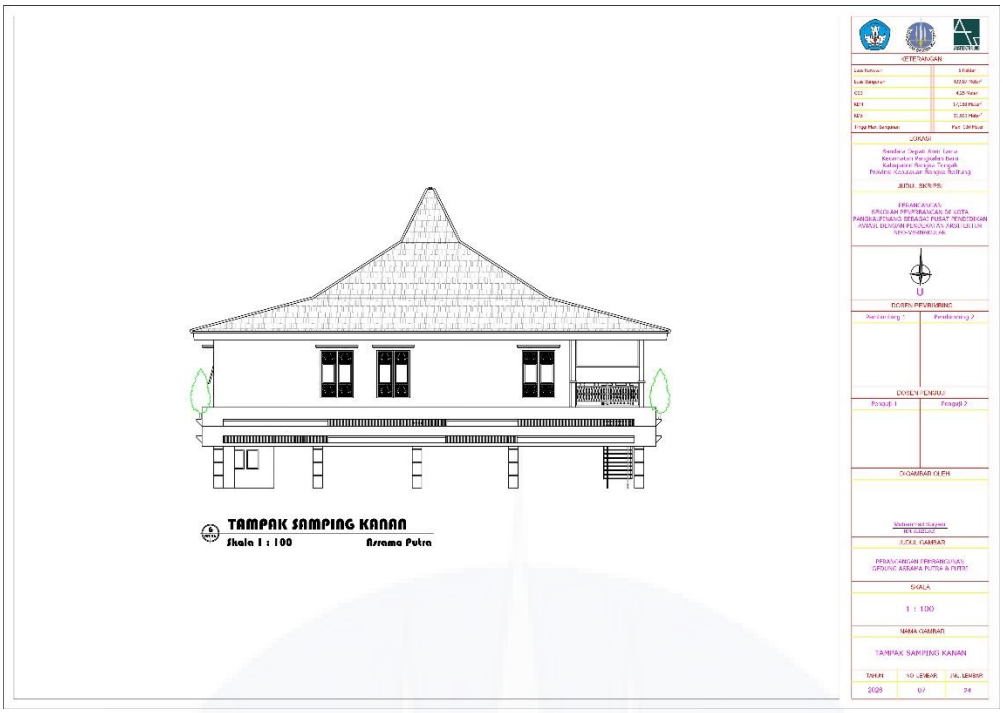
Gambar 6. 14 Tampak Atas Gedung Sekolah Utama
(Sumber: Penulis, 2026)



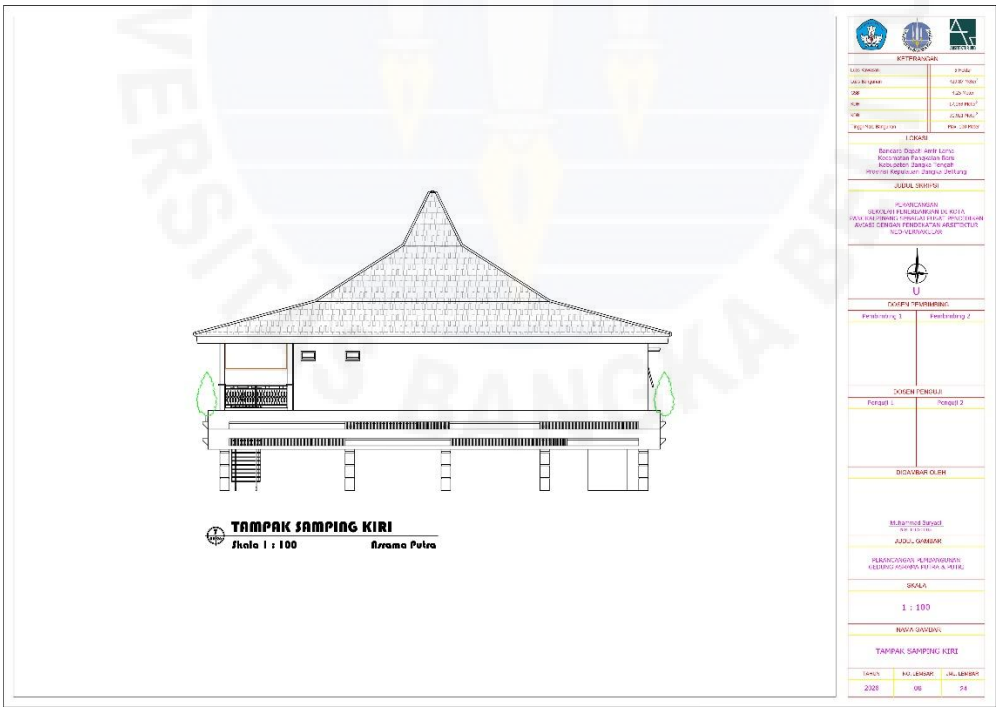
Gambar 6. 15 Tampak Depan Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



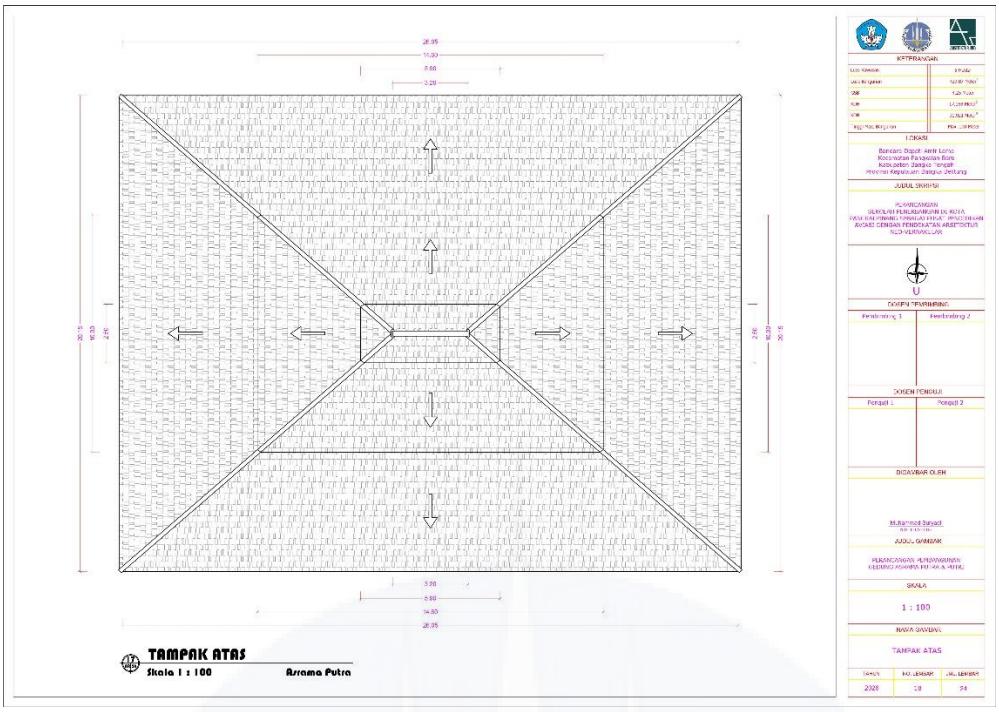
Gambar 6. 16 Tampak Belakang Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



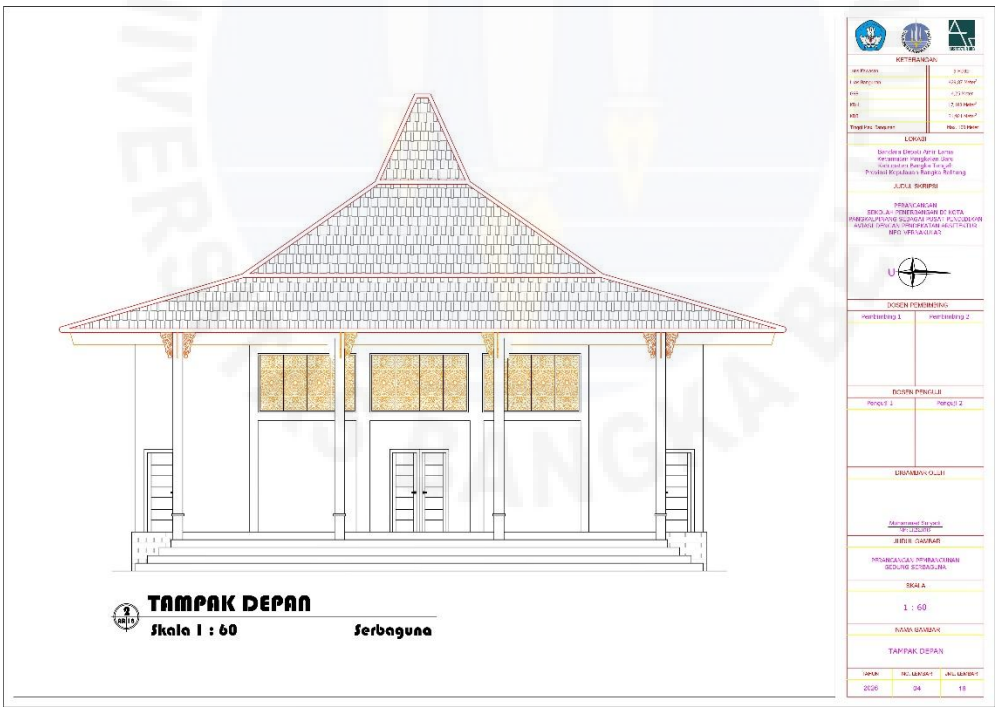
Gambar 6. 17 Tampak Samping Kanan Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



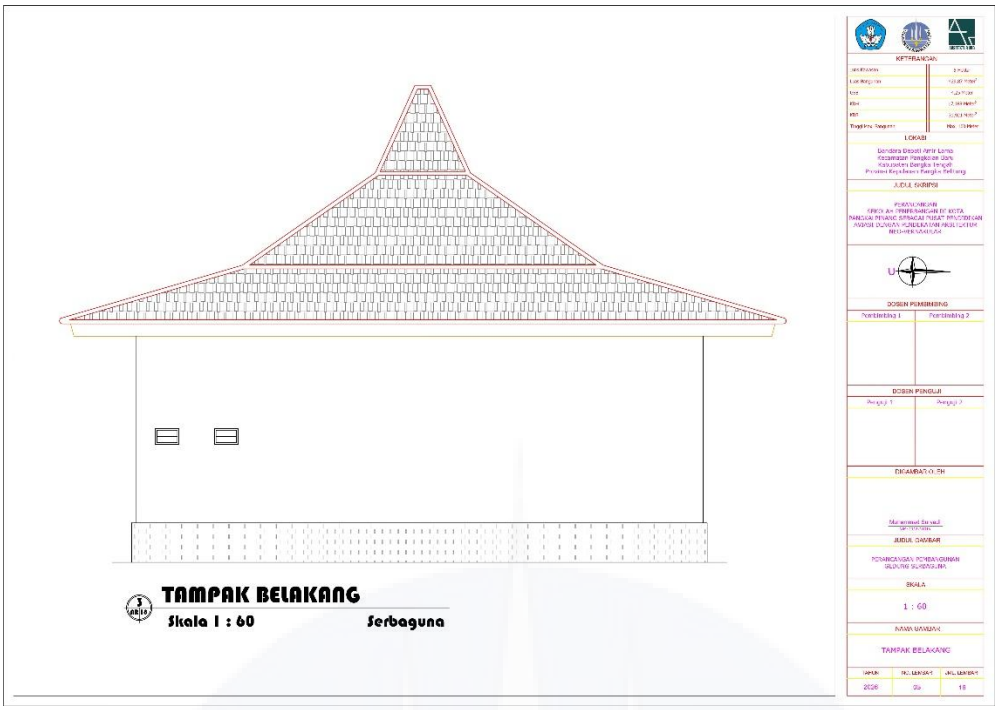
Gambar 6. 18 Tampak Samping Kiri Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



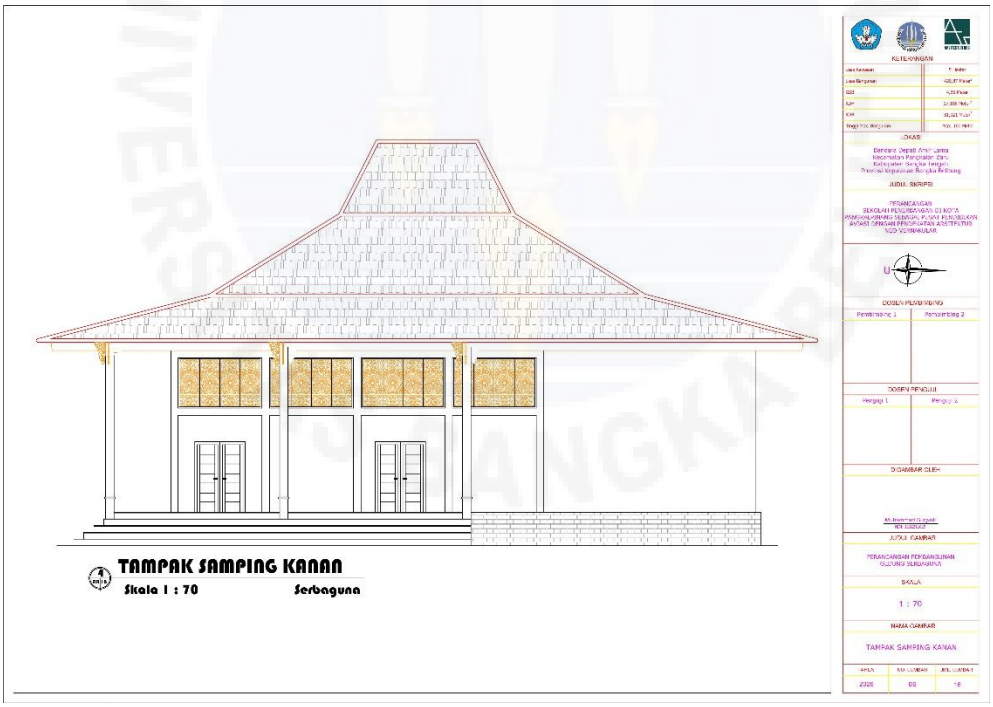
Gambar 6. 19 Tampak Atas Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



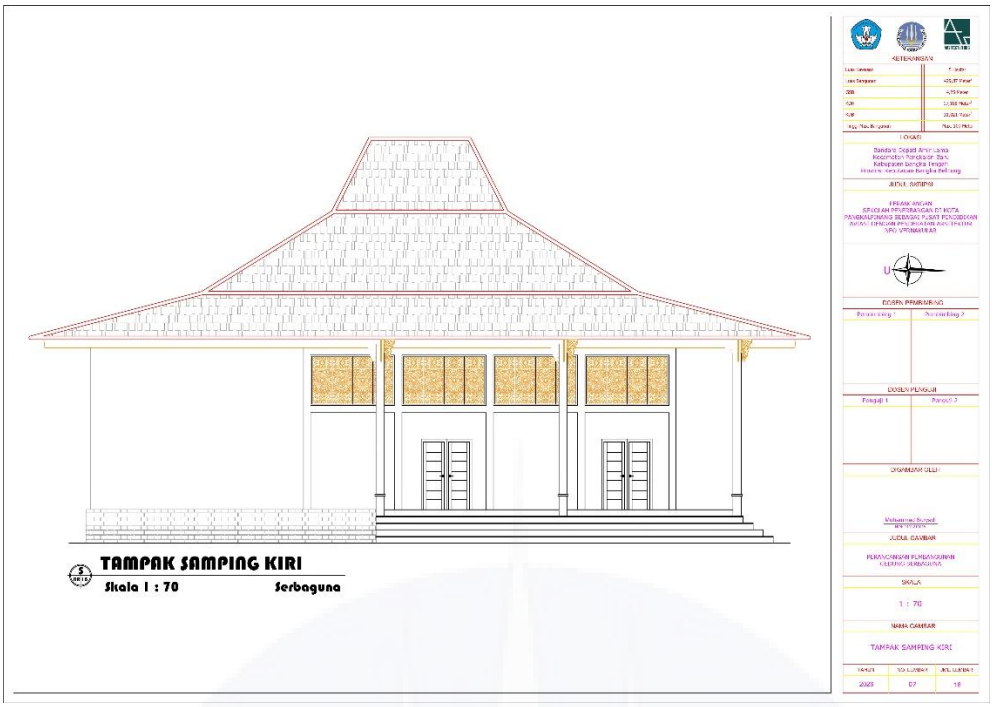
Gambar 6. 20 Tampak Depan Gedung Serbaguna
(Sumber: Penulis, 2026)



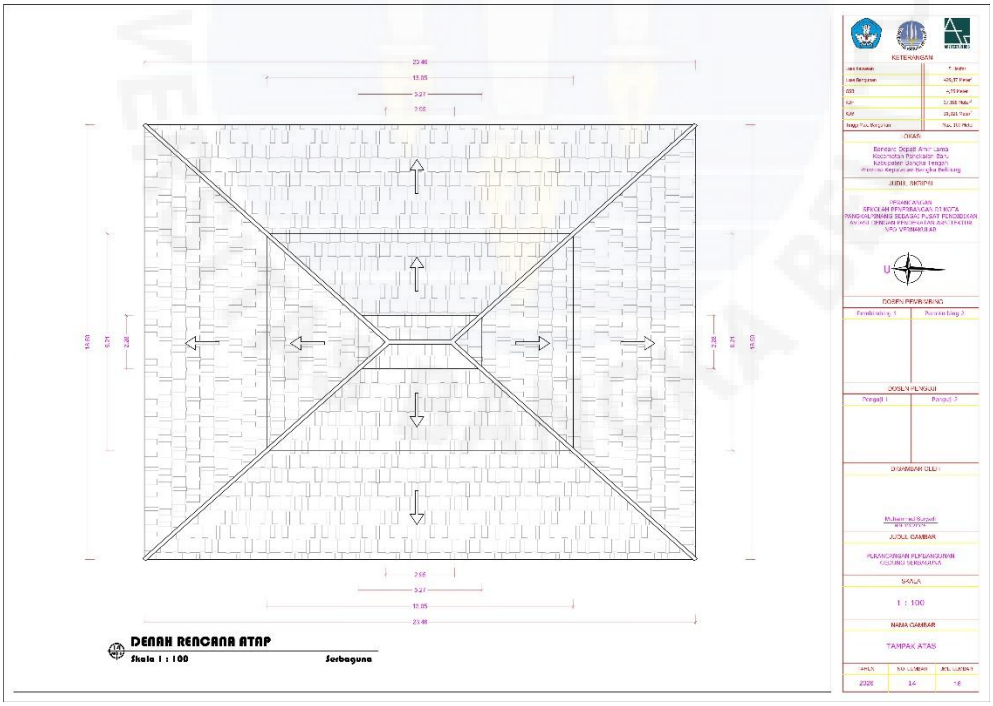
Gambar 6. 21 Tampak Belakang Gedung Serbaguna
(Sumber: Penulis, 2026)



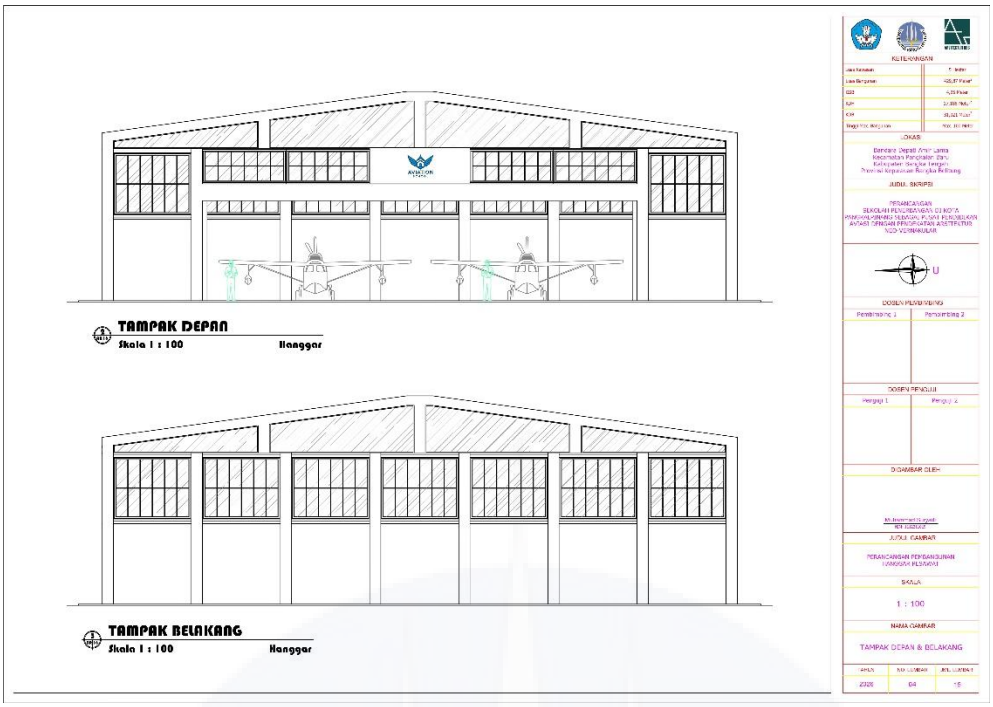
Gambar 6. 22 Tampak Samping Kanan Gedung Serbaguna
(Sumber: Penulis, 2026)



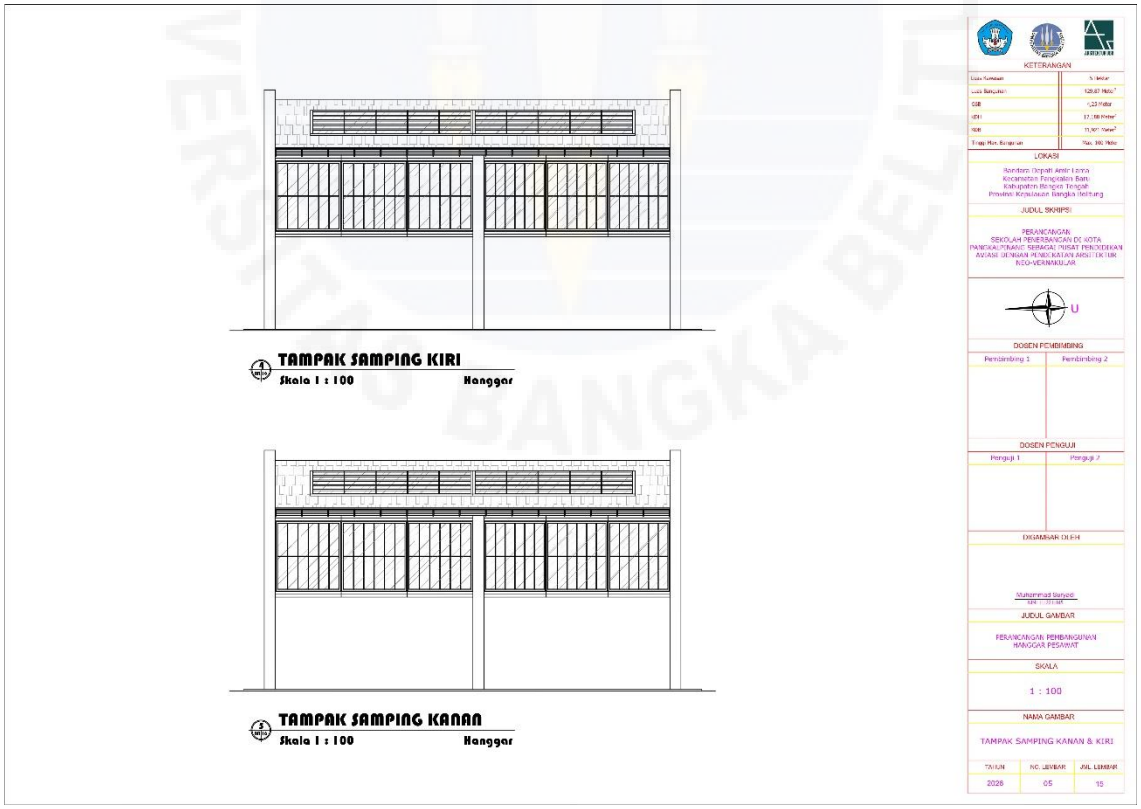
Gambar 6. 23 Tampak Samping Kiri Gedung Serbaguna
(Sumber: Penulis, 2026)



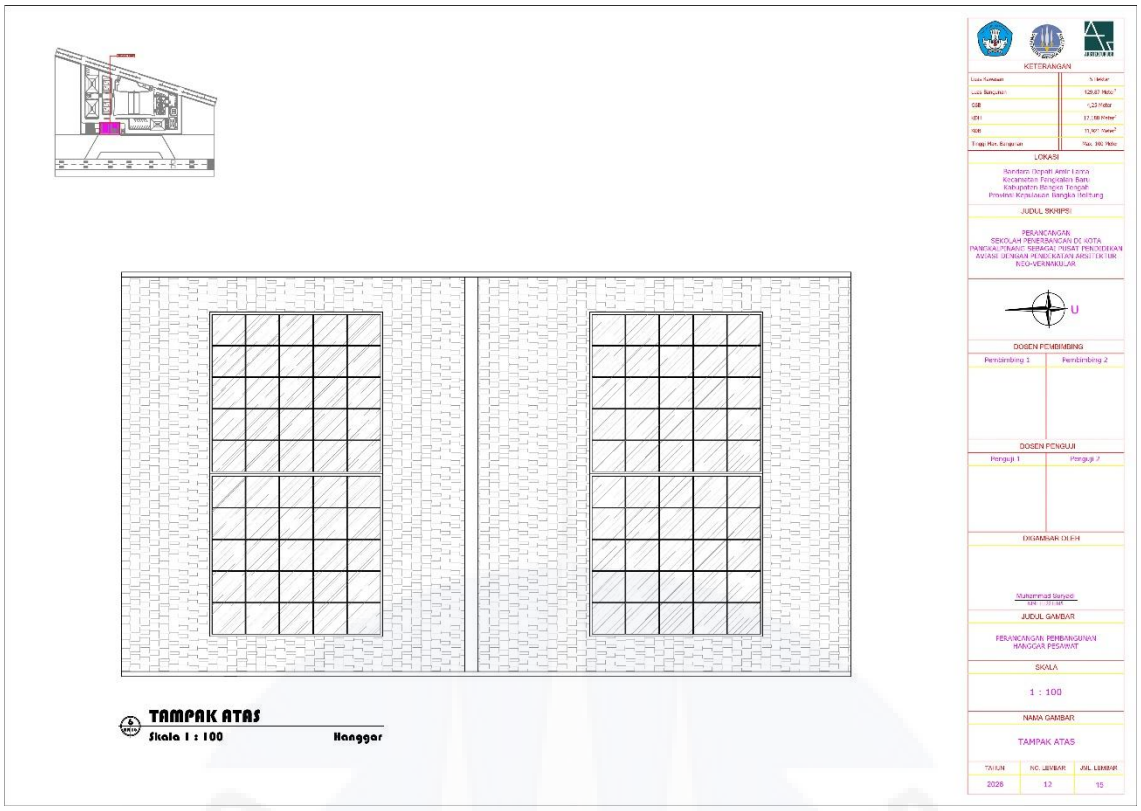
Gambar 6. 24 Tampak Atas Gedung Serbaguna
(Sumber: Penulis, 2026)



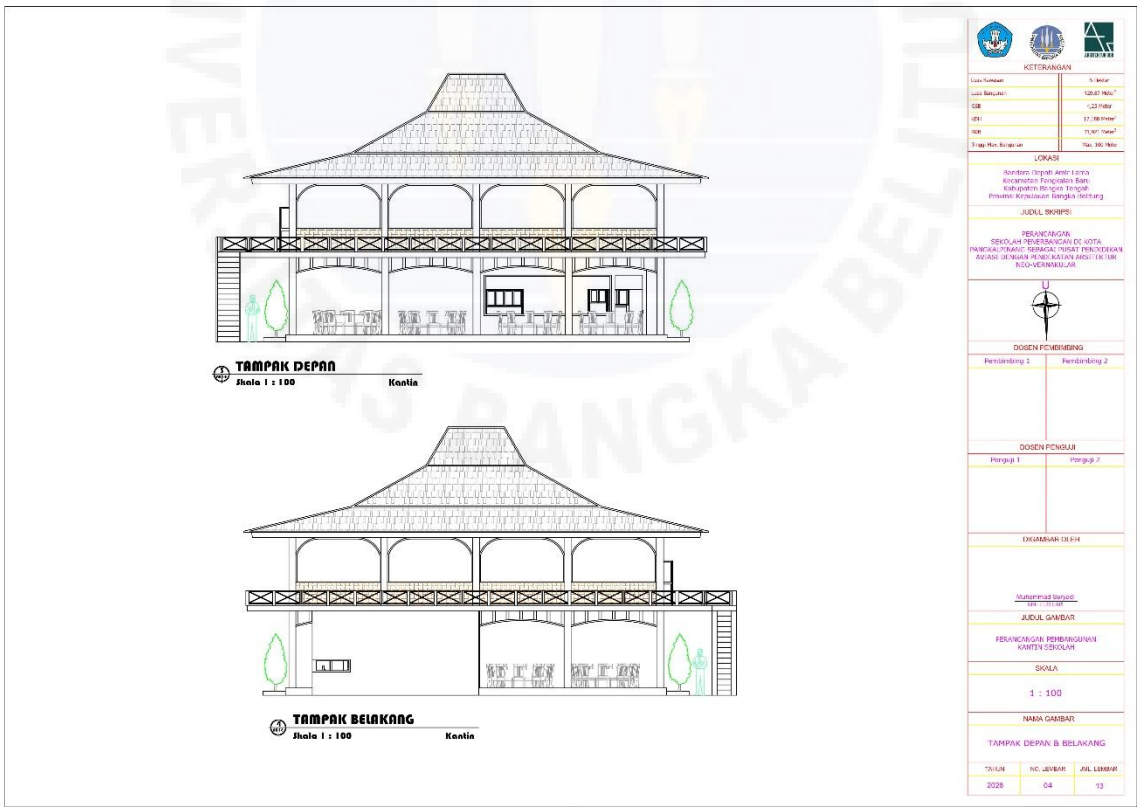
Gambar 6. 25 Tampak Depan dan Belakang Hanggar Pesawat
(Sumber: Penulis, 2026)



Gambar 6. 26 Tampak Samping Kiri dan Kanan Hanggar Pesawat
(Sumber: Penulis, 2026)

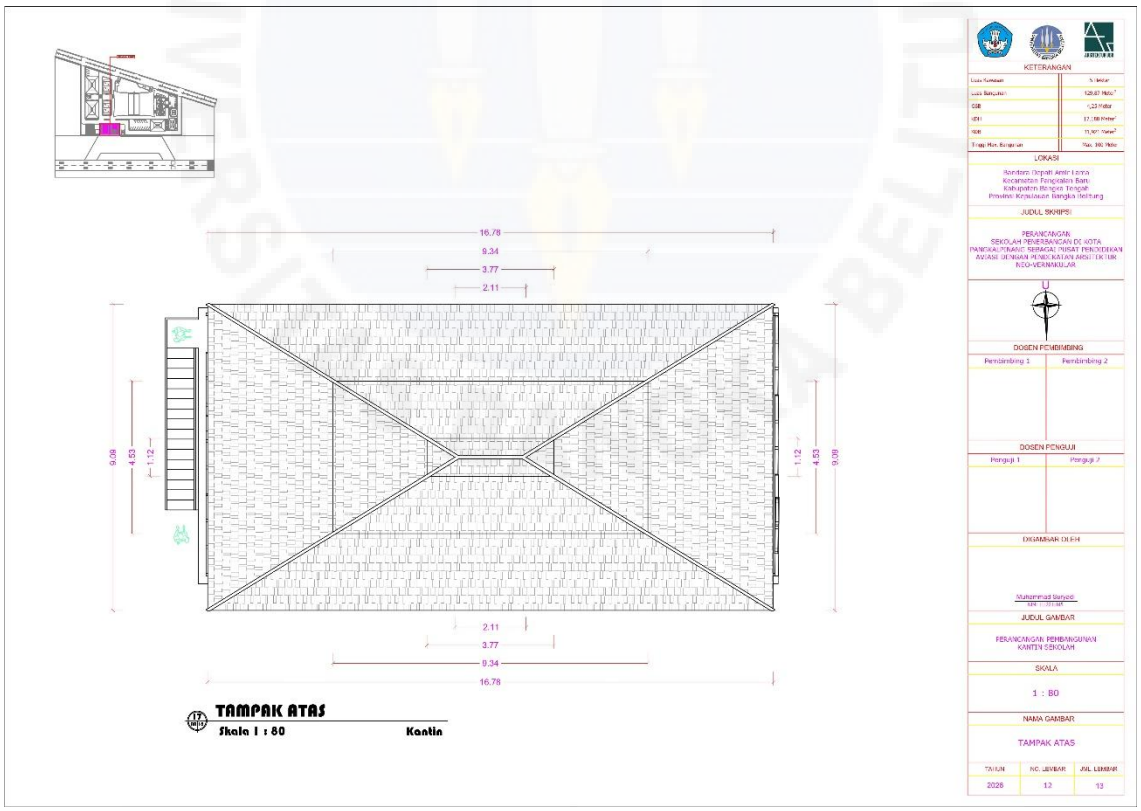


Gambar 6. 27 Tampak Atas Hanggar Pesawat
(Sumber: Penulis, 2026)

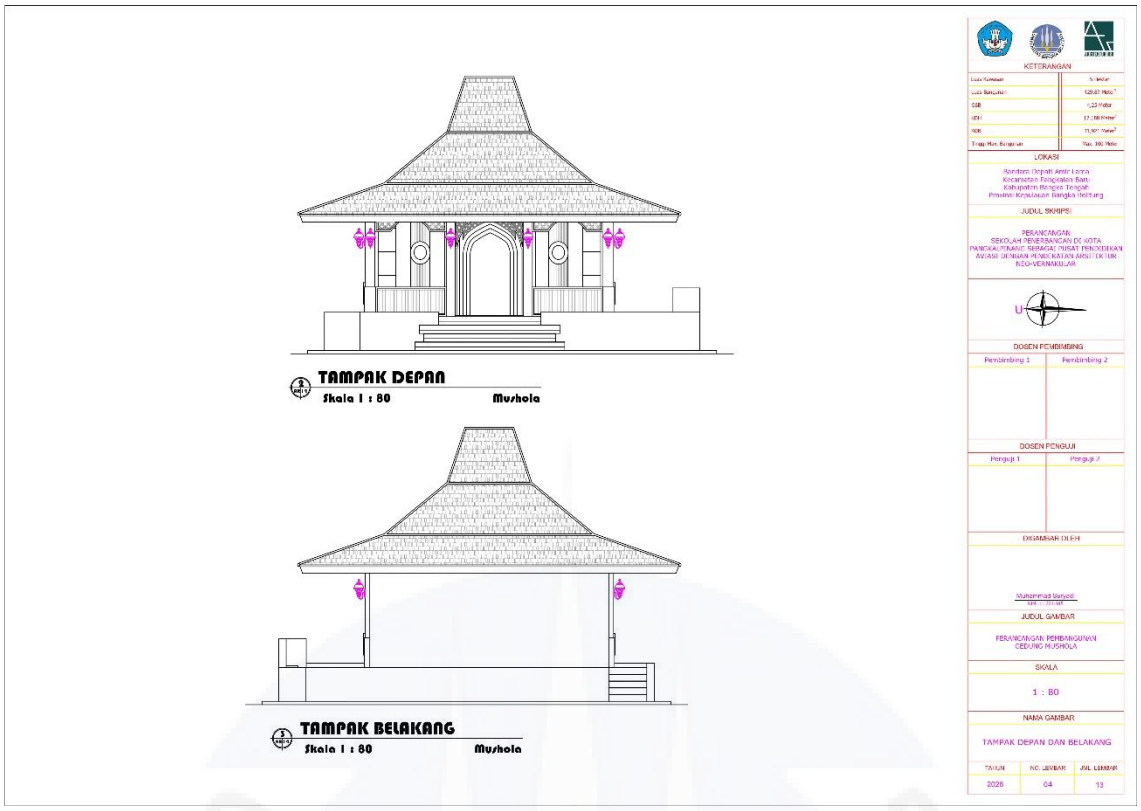


Gambar 6. 28 Tampak Depan dan Belakang Kantin
(Sumber: Penulis, 2026)

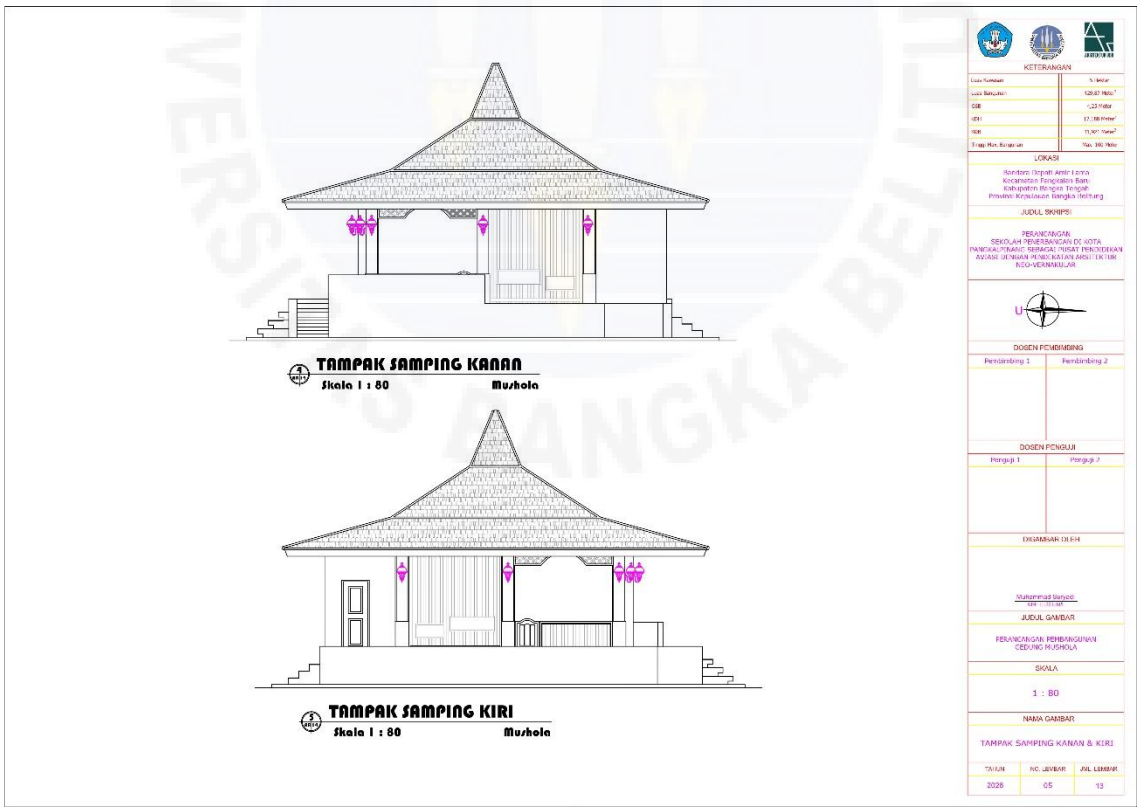
Gambar 6. 29 Tampak Samping Kanan dan Kiri Kantin
(Sumber: Penulis, 2026)



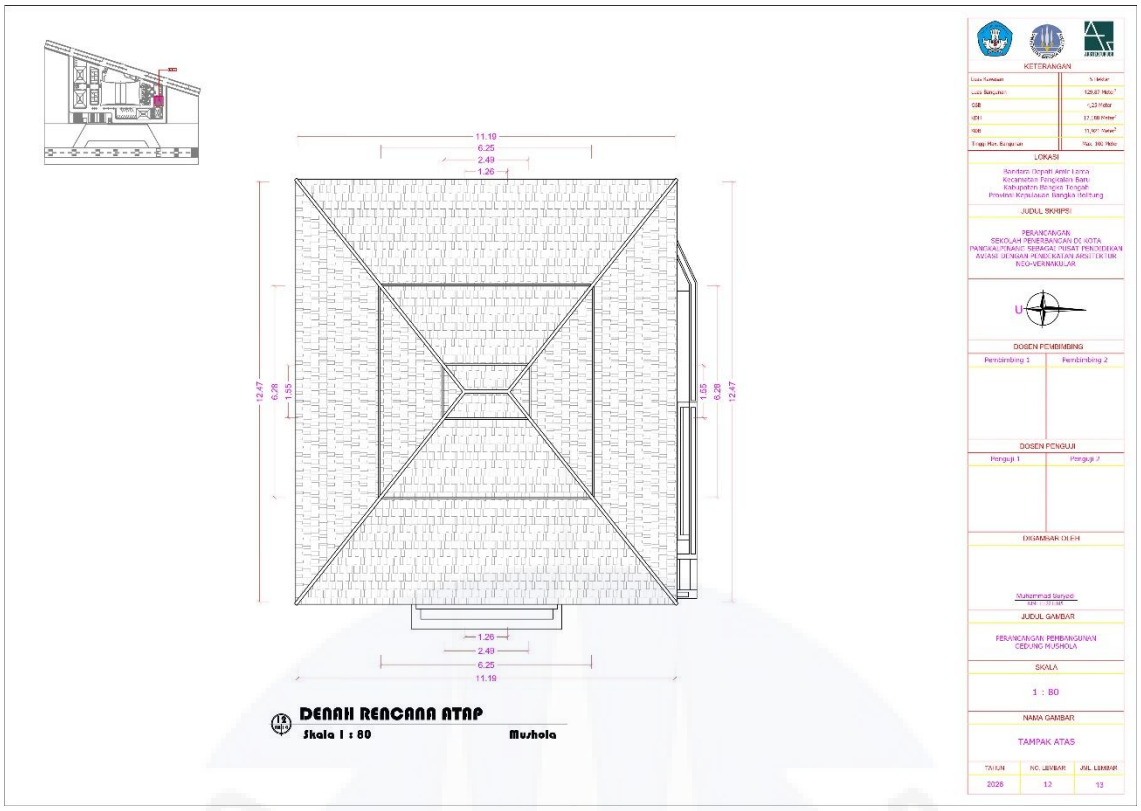
Gambar 6. 30 Tampak Atas Kantin
(Sumber: Penulis, 2026)



Gambar 6. 31 Tampak Depan dan Belakang Mushola
(Sumber: Penulis, 2026)

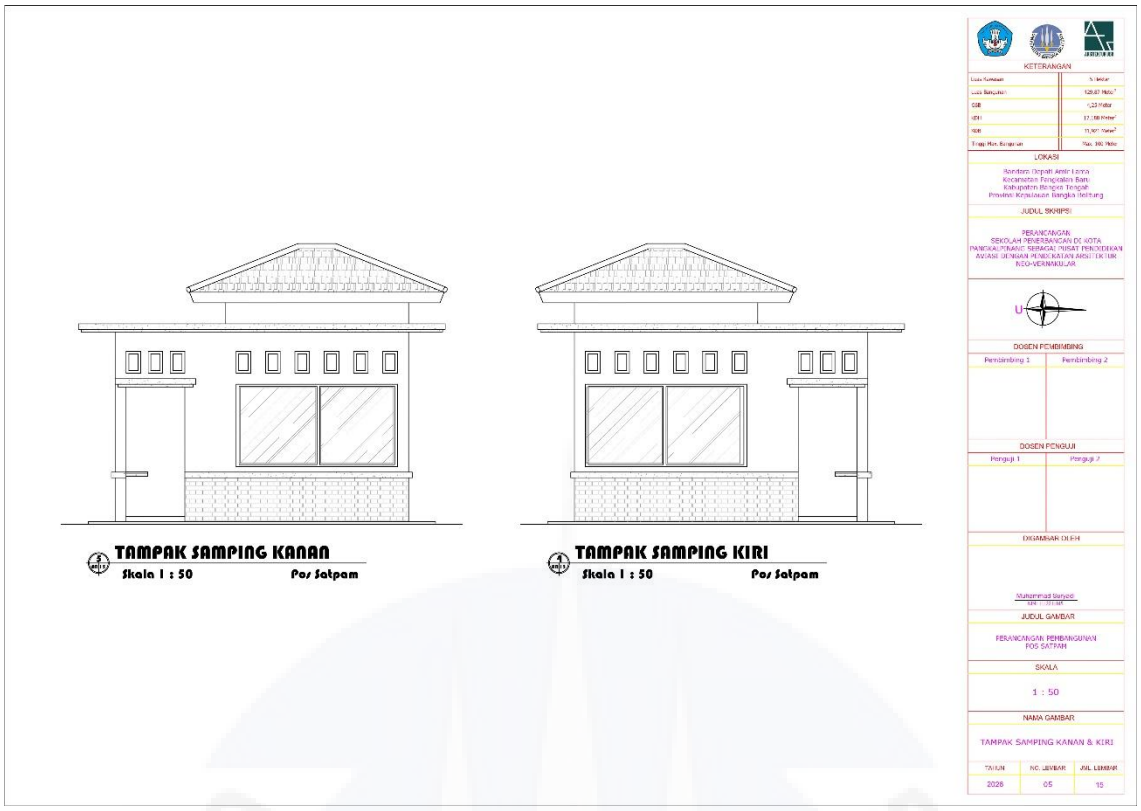


Gambar 6. 32 Tampak Samping Kanan dan Kiri Mushola
(Sumber: Penulis, 2026)

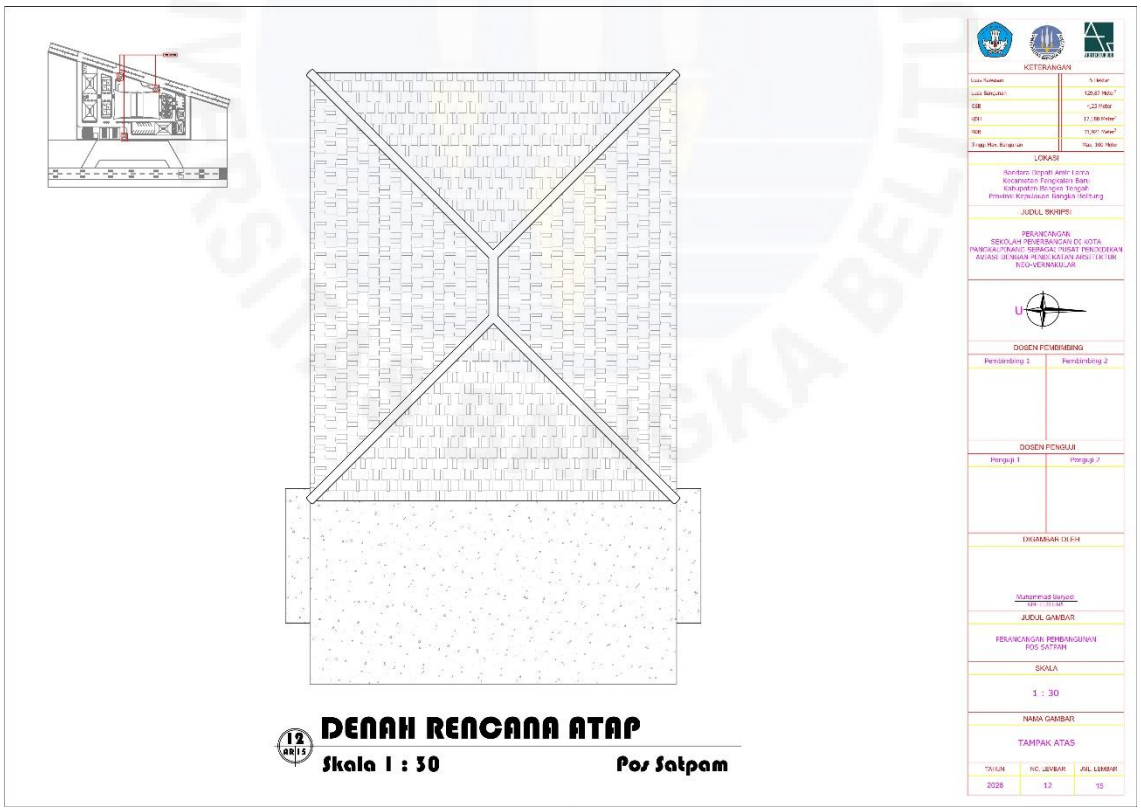


Gambar 6. 33 Tampak Atas Mushola
(Sumber: Penulis, 2026)

Gambar 6. 34 Tampak Depan dan Belakang Pos Satpam
(Sumber: Penulis, 2026)



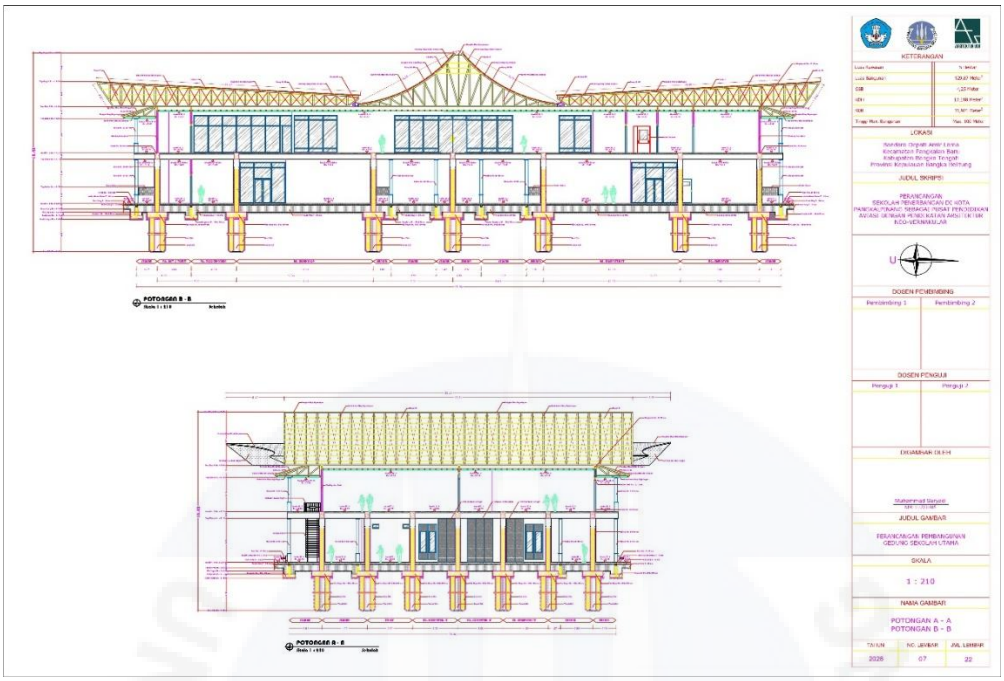
Gambar 6. 35 Tampak Samping Kanan dan Kiri Pos Satpam
(Sumber: Penulis, 2026)



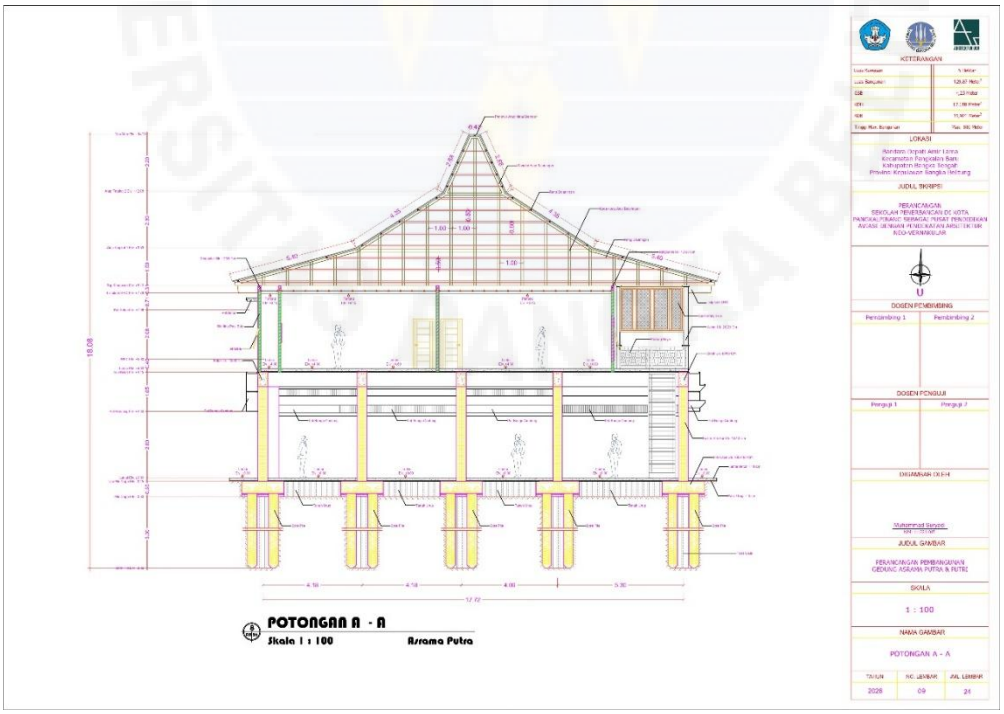
Gambar 6. 36 Tampak Atas Pos Satpam
(Sumber: Penulis, 2026)

6.2.5. Potongan Bangunan

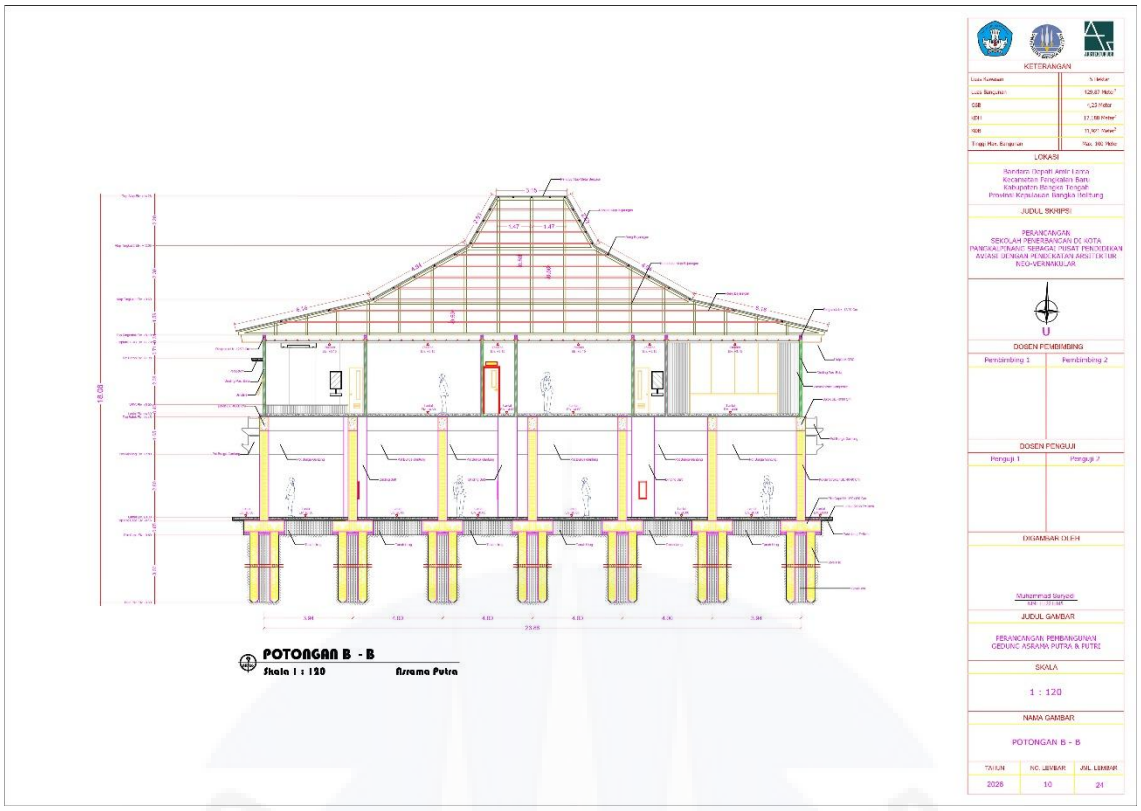
Potongan bangunan menunjukkan hubungan vertikal ruang, sistem struktur, elevasi lantai, dimensi ruang, serta elemen bangunan secara internal.



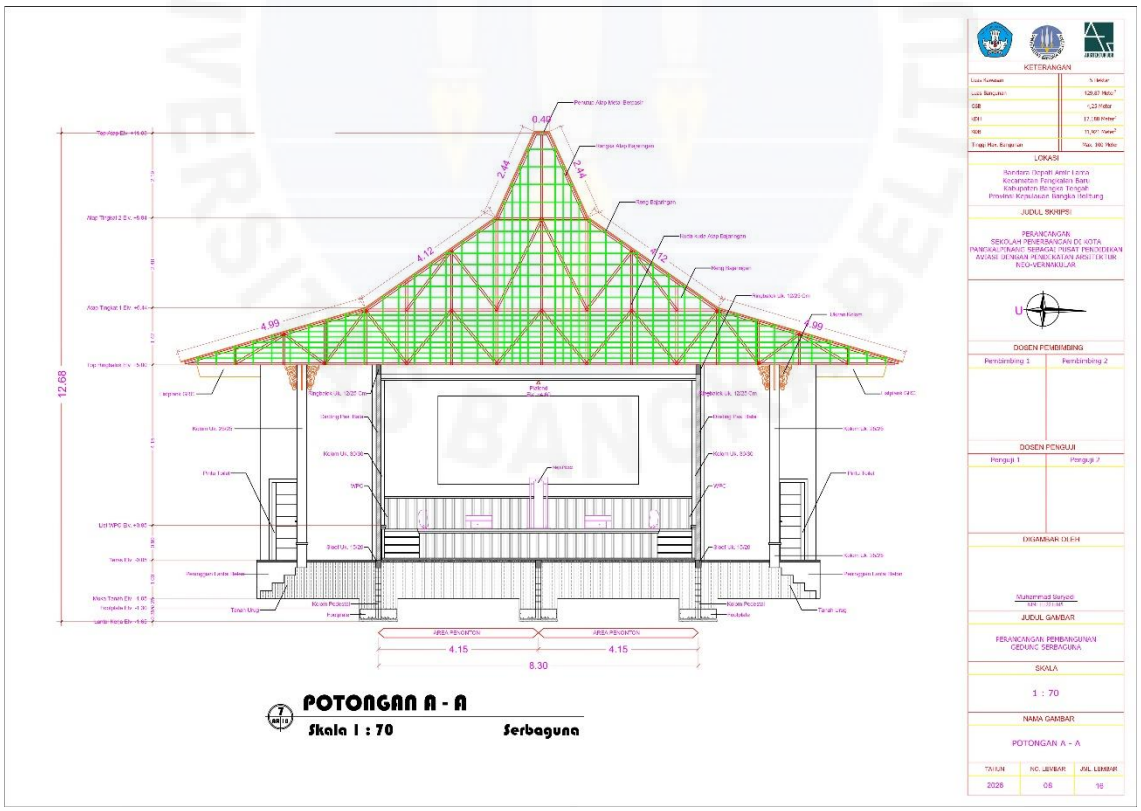
Gambar 6. 37 Potongan A-A dan B-B Gedung Sekolah Utama
(Sumber: Penulis, 2026)



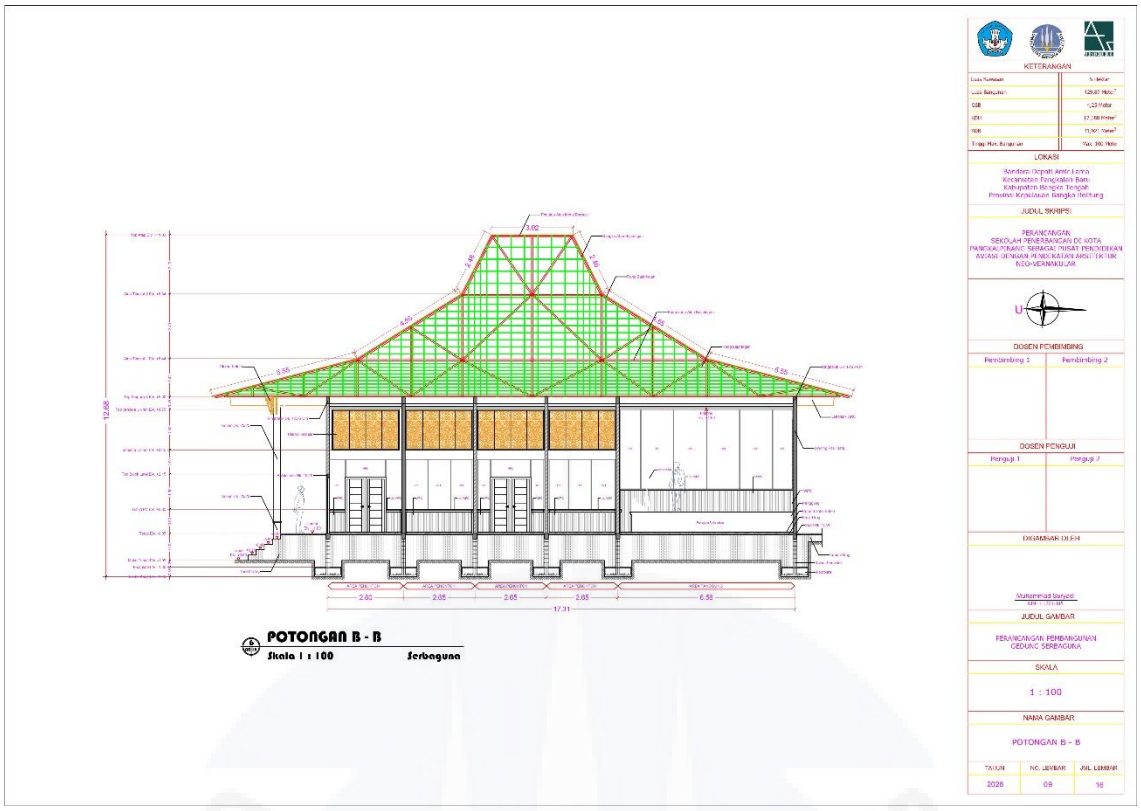
Gambar 6. 38 Potongan A-A Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



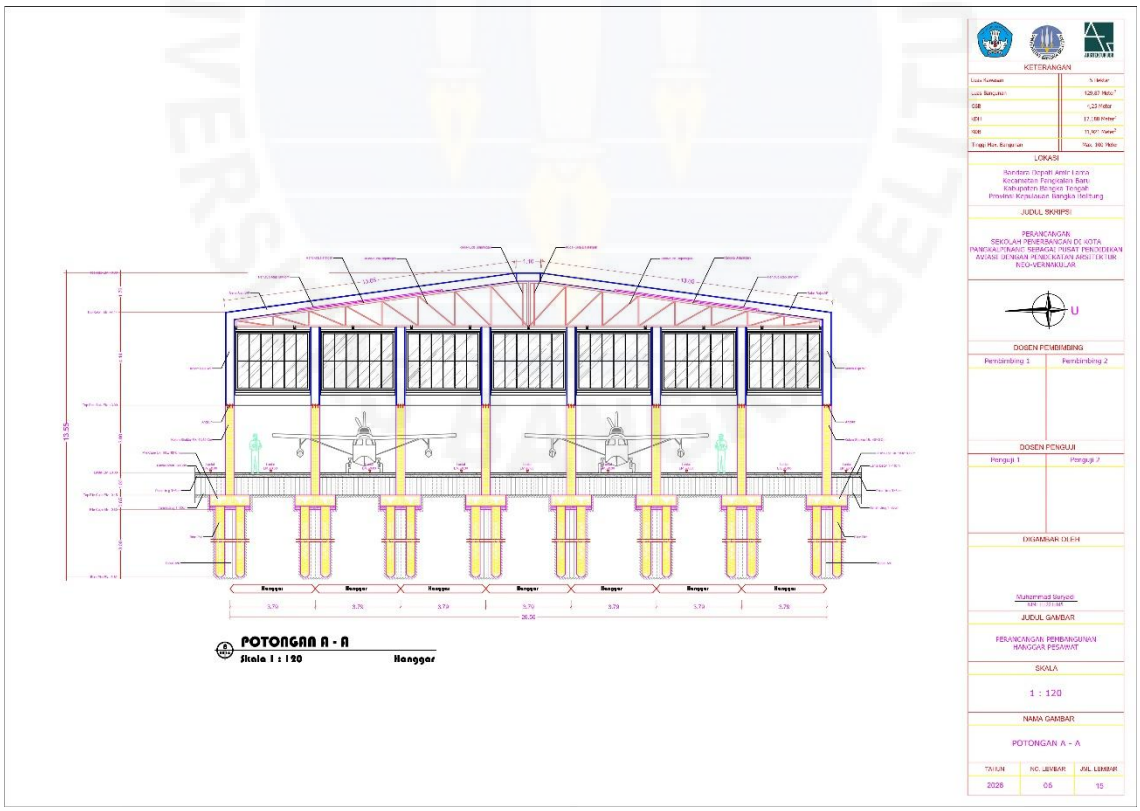
Gambar 6. 39 Potongan B-B Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



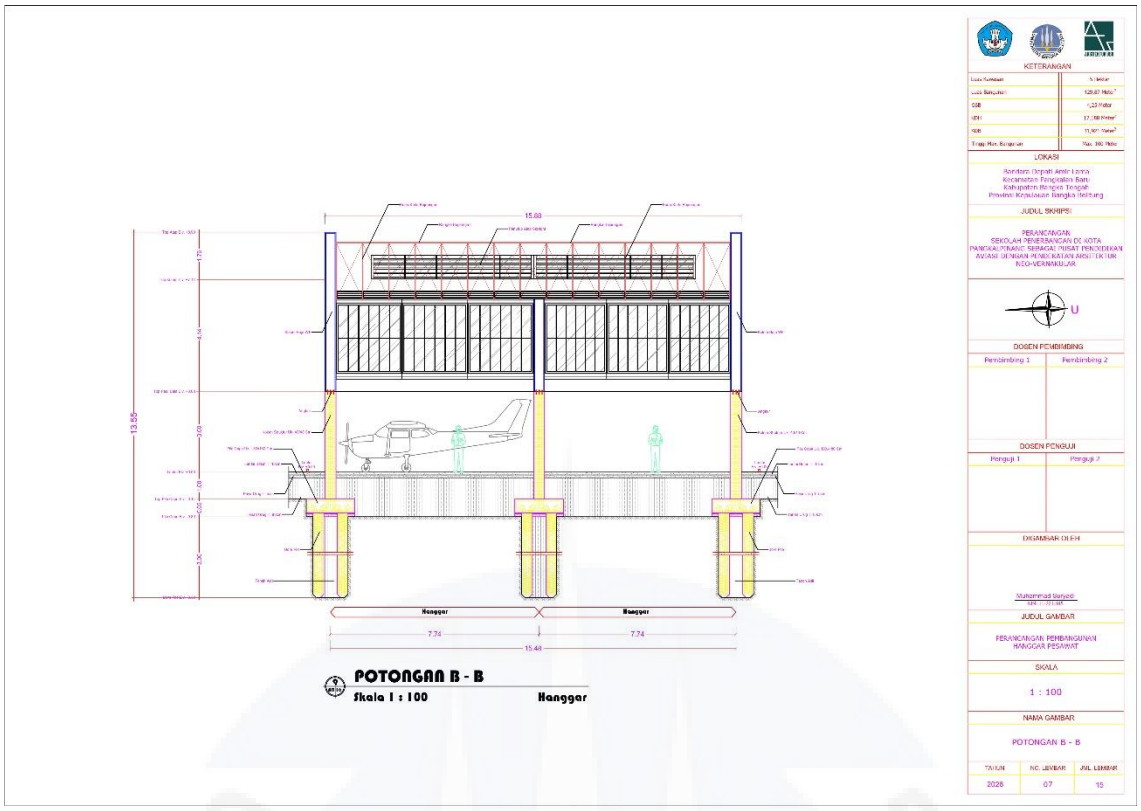
Gambar 6. 40 Potongan A-A Gedung Serbaguna
(Sumber: Penulis, 2026)



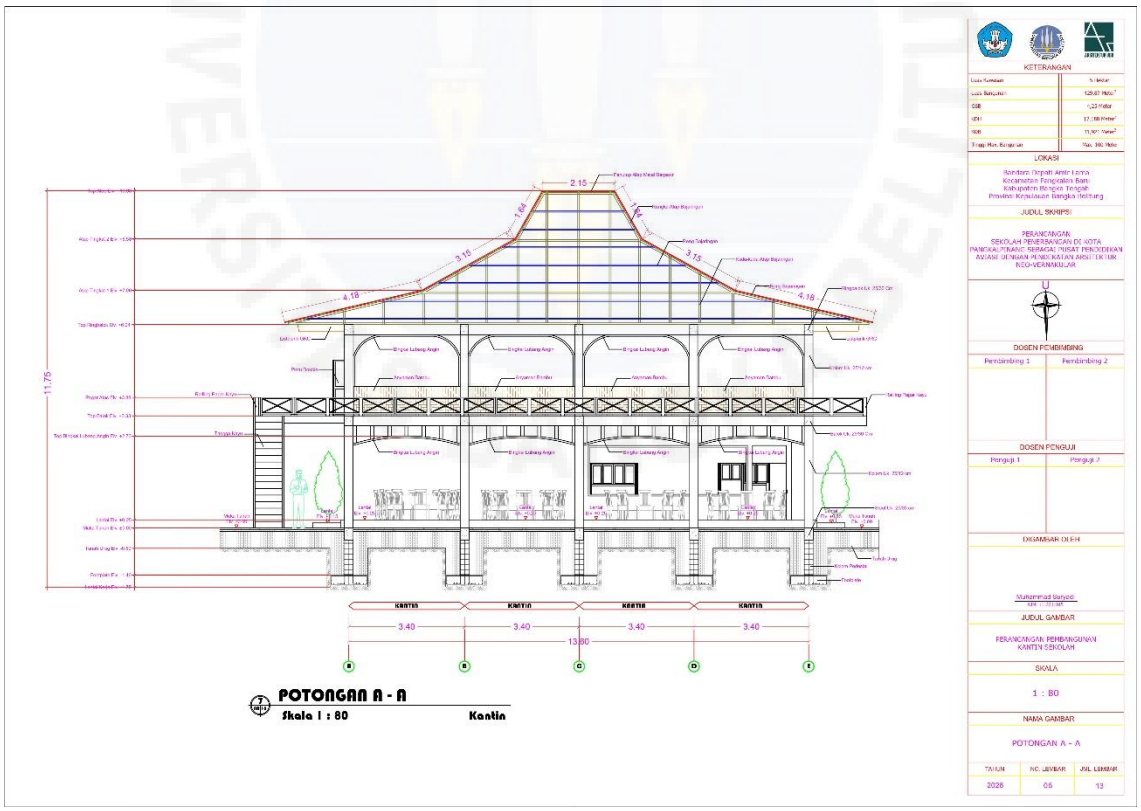
Gambar 6. 41 Potongan B-B Gedung Serbaguna
(Sumber: Penulis, 2026)



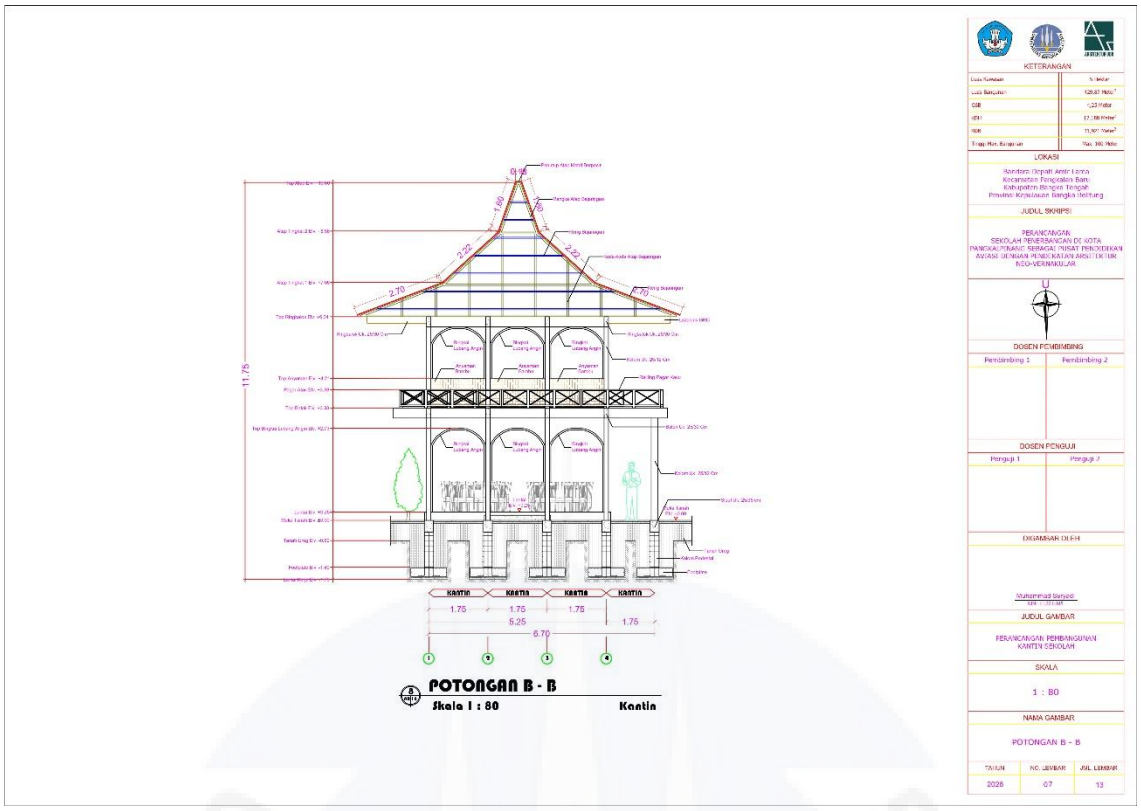
Gambar 6. 42 Potongan A-A Hanggar Pesawat
(Sumber: Penulis, 2026)



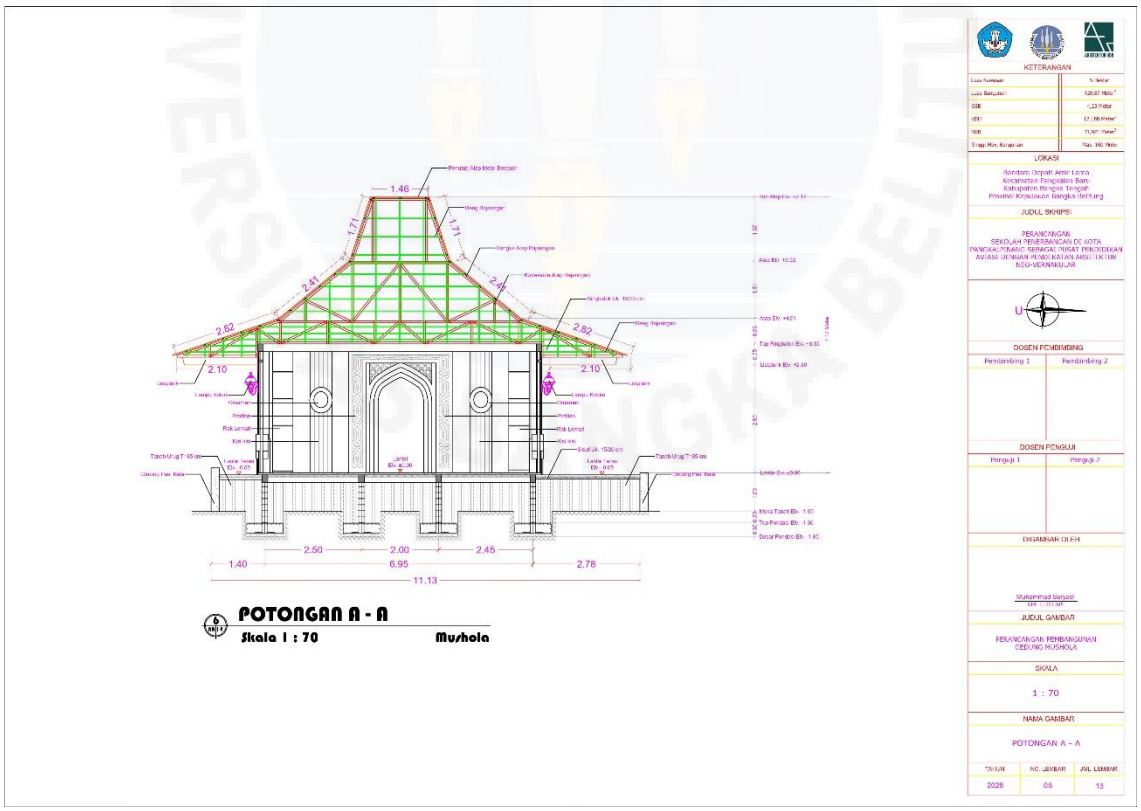
Gambar 6. 43 Potongan B-B Hanggar Pesawat
(Sumber: Penulis, 2026)



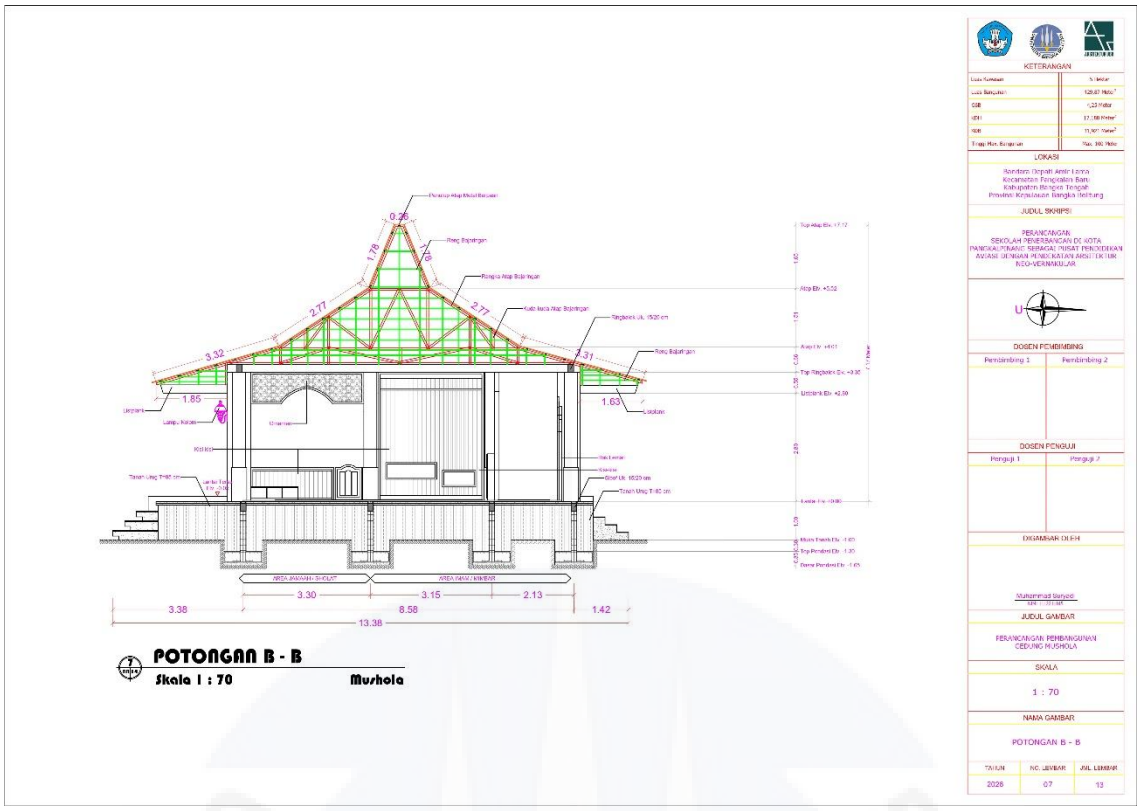
Gambar 6. 44 Potongan A-A Kantin
(Sumber: Penulis, 2026)



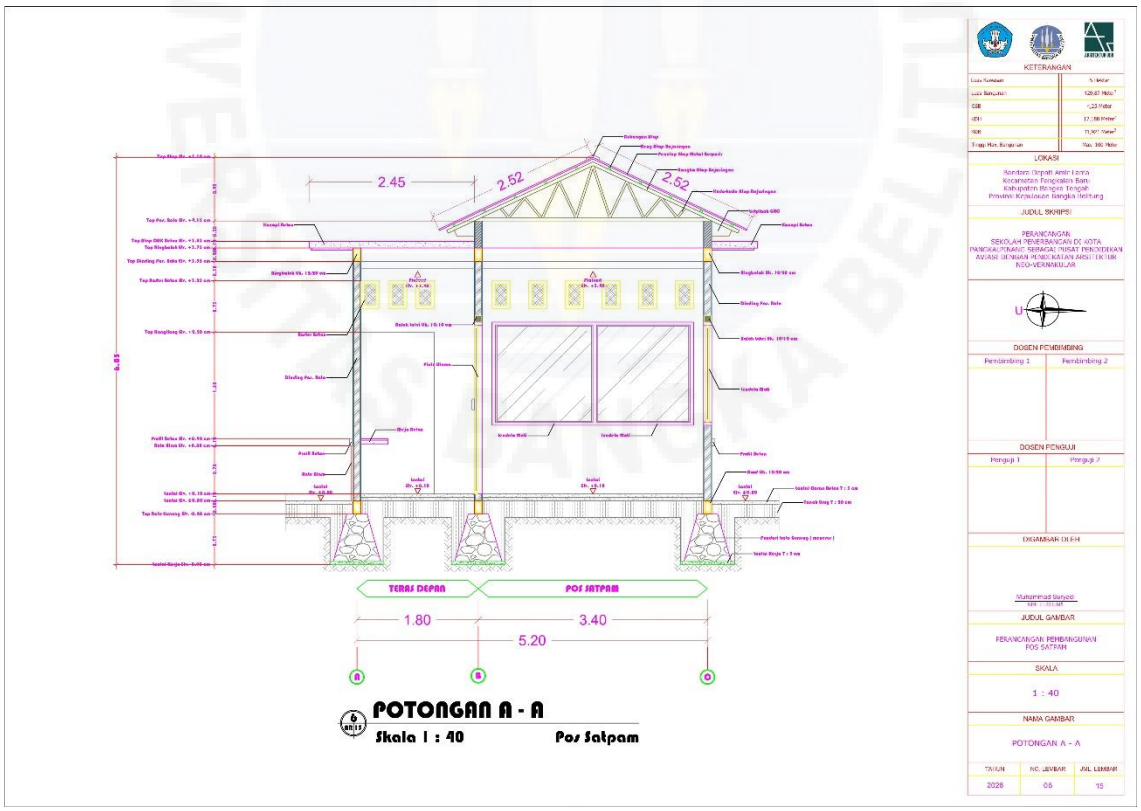
Gambar 6. 45 Potongan B-B Kantin
(Sumber: Penulis, 2026)



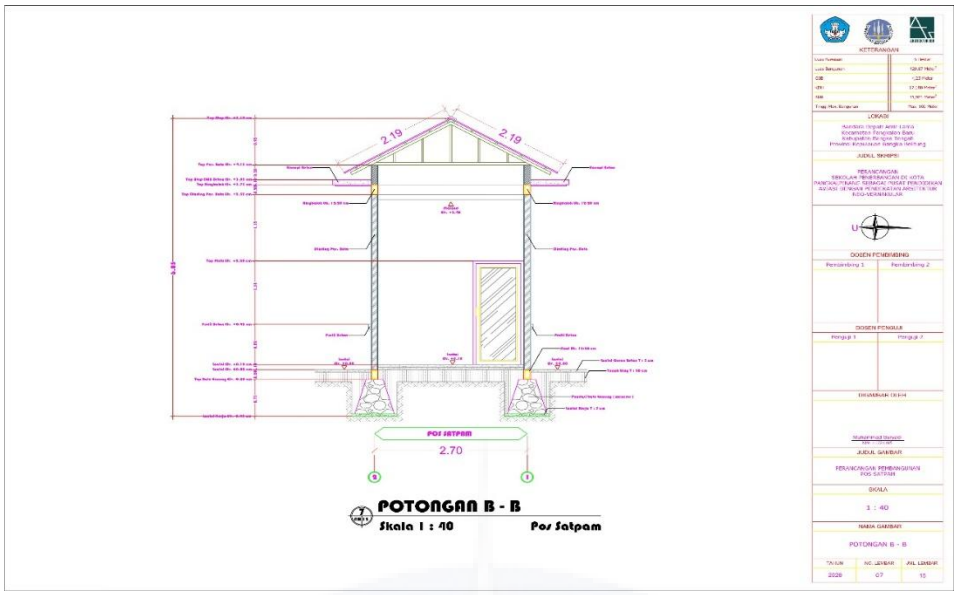
Gambar 6. 46 Potongan A-A Mushola
(Sumber: Penulis, 2026)



Gambar 6. 47 Potongan B-B Mushola
(Sumber: Penulis, 2026)



Gambar 6. 48 Potongan A-A Pos Satpam
(Sumber: Penulis, 2026)

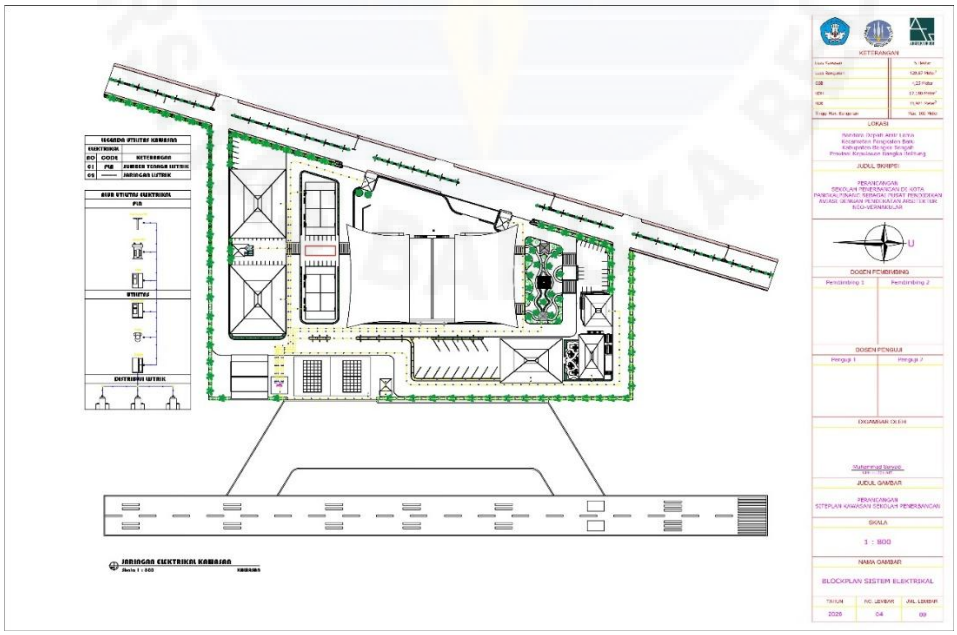


Gambar 6. 49 Potongan B-B Pos Satpam
(Sumber: Penulis, 2026)

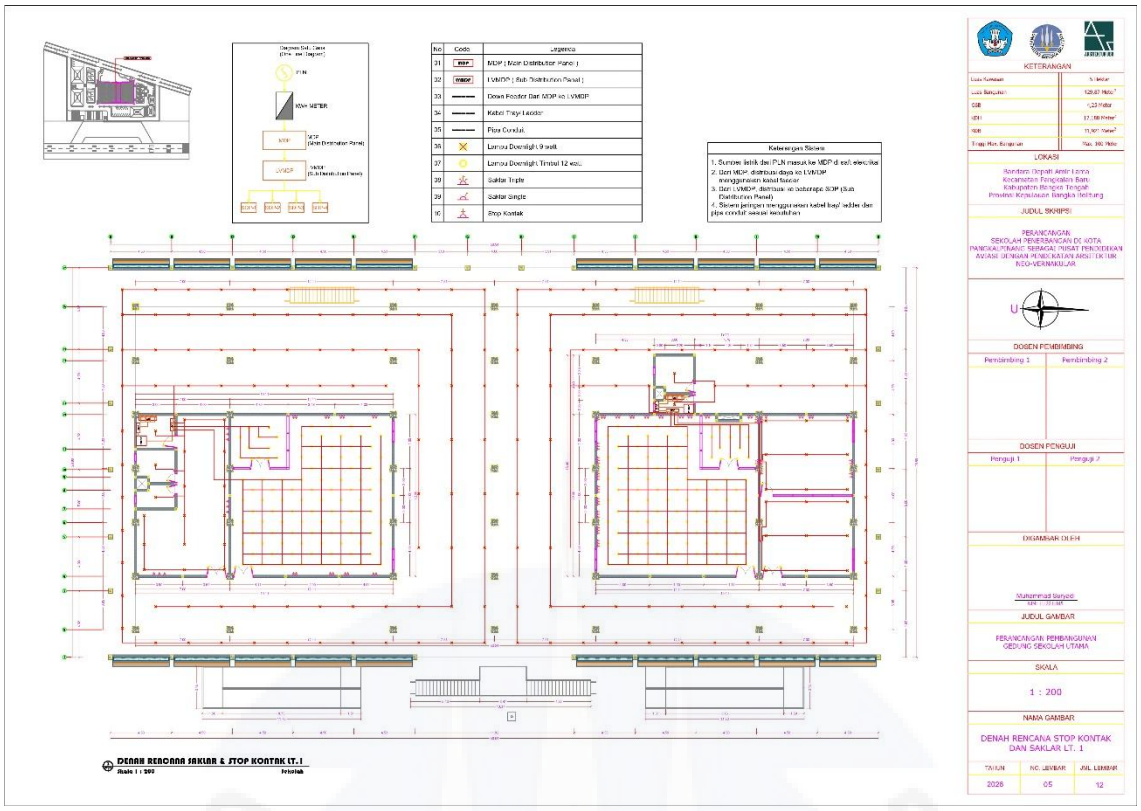
6.2.6. Gambar Sistem Utilitas

Sistem utilitas menjelaskan jaringan pendukung bangunan dan kawasan, meliputi sistem air bersih, air kotor, elektrikal, drainase, persampahan, serta sistem keamanan bangunan.

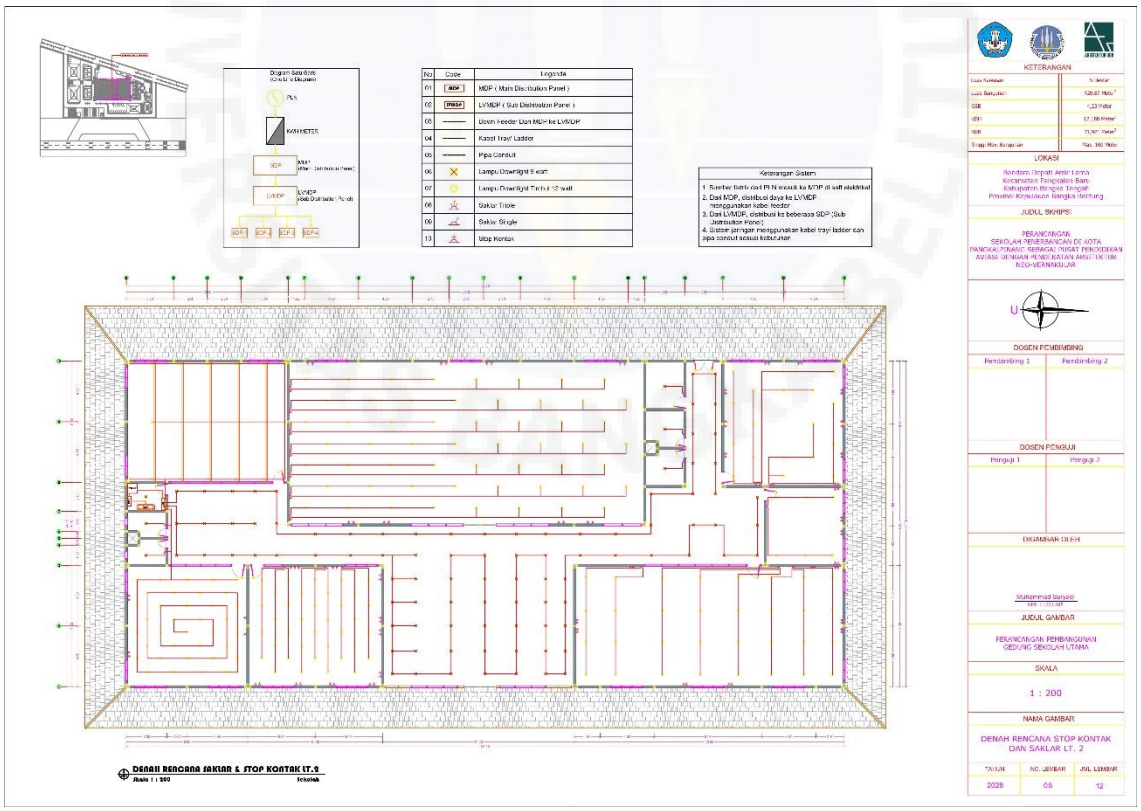
a. Sistem Elektrikal



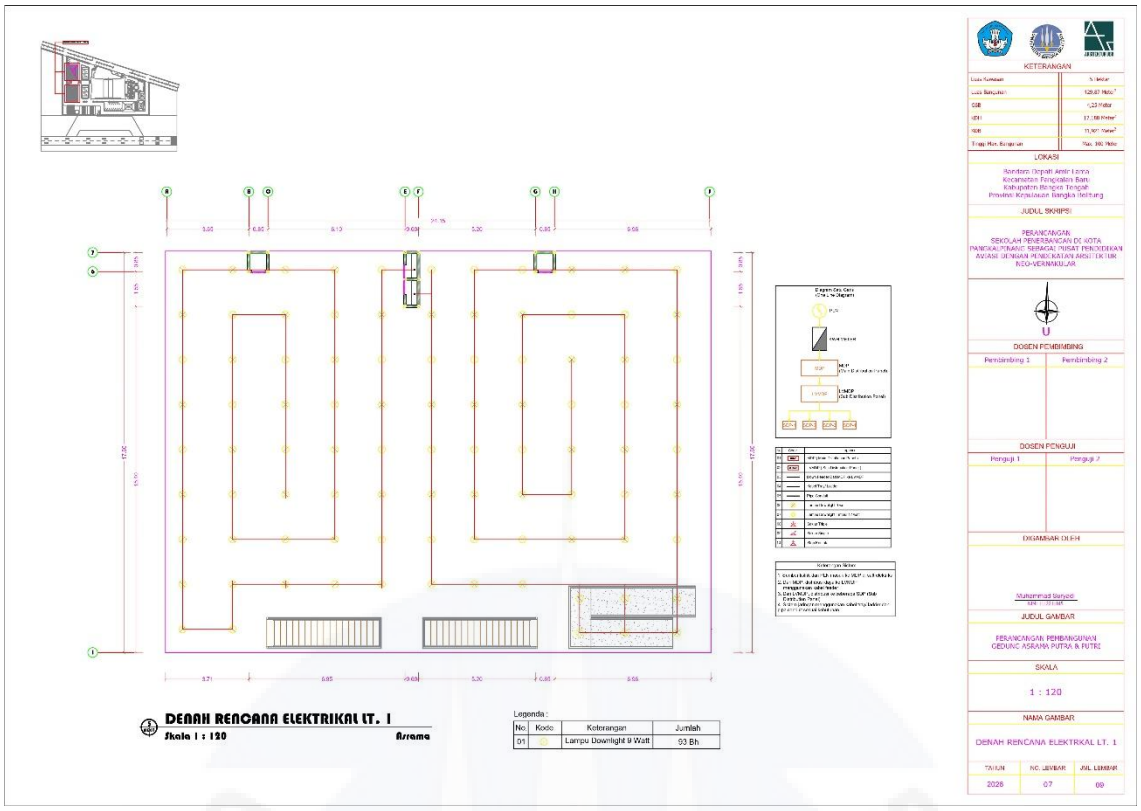
Gambar 6. 50 Sistem Elektrikal Kawasan
(Sumber: Penulis, 2026)



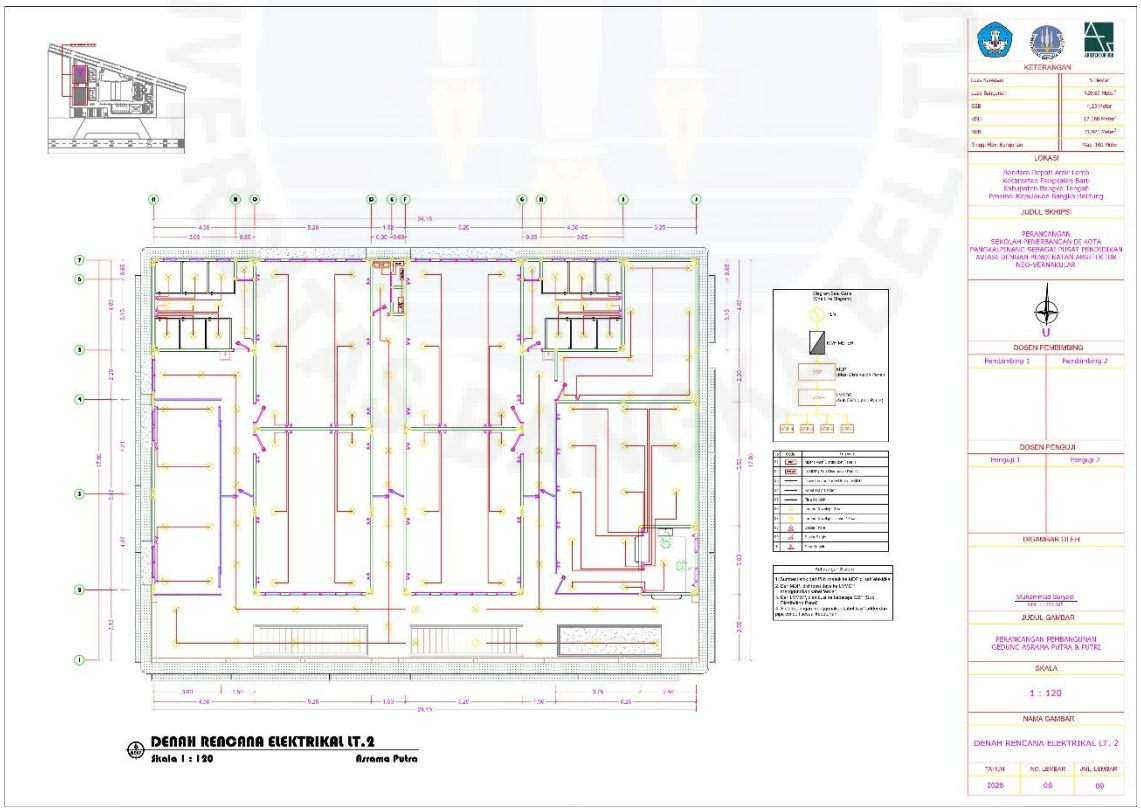
Gambar 6. 51 Sistem Elektrikal Gedung Sekolah Utama Lantai 1
(Sumber: Penulis, 2026)



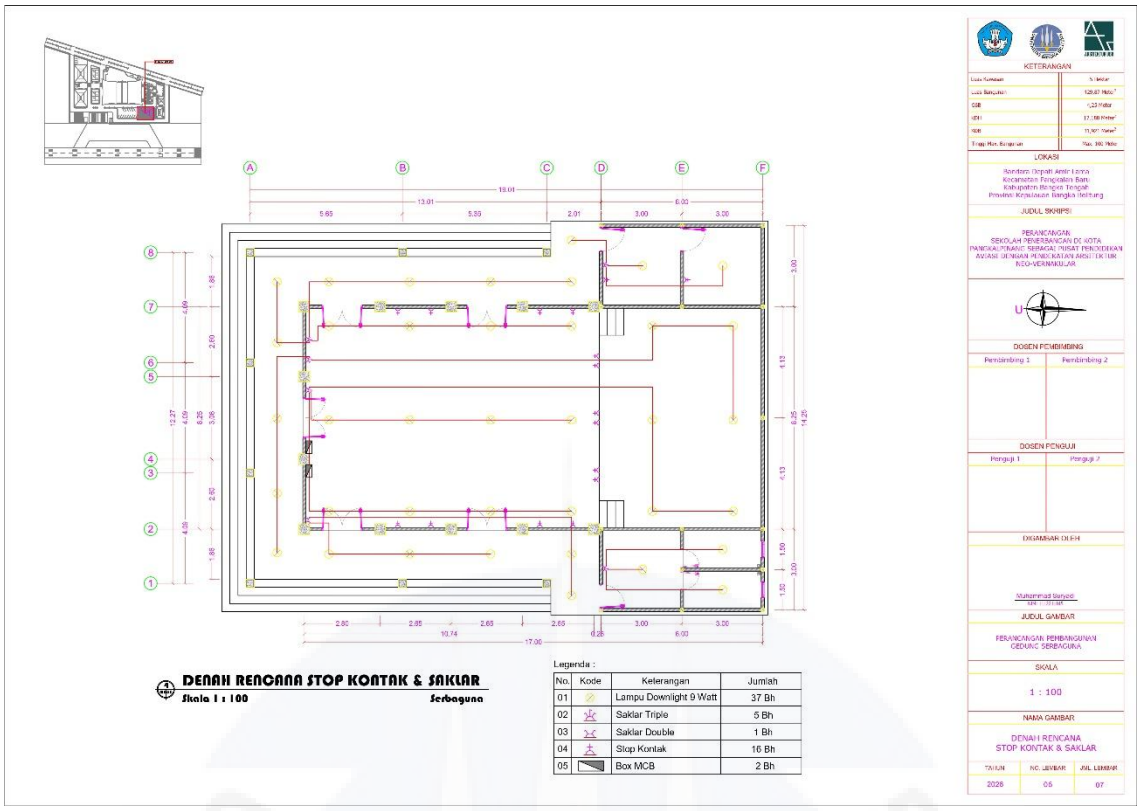
Gambar 6. 52 Sistem Elektrikal Gedung Sekolah Utama Lantai 2
(Sumber: Penulis, 2026)



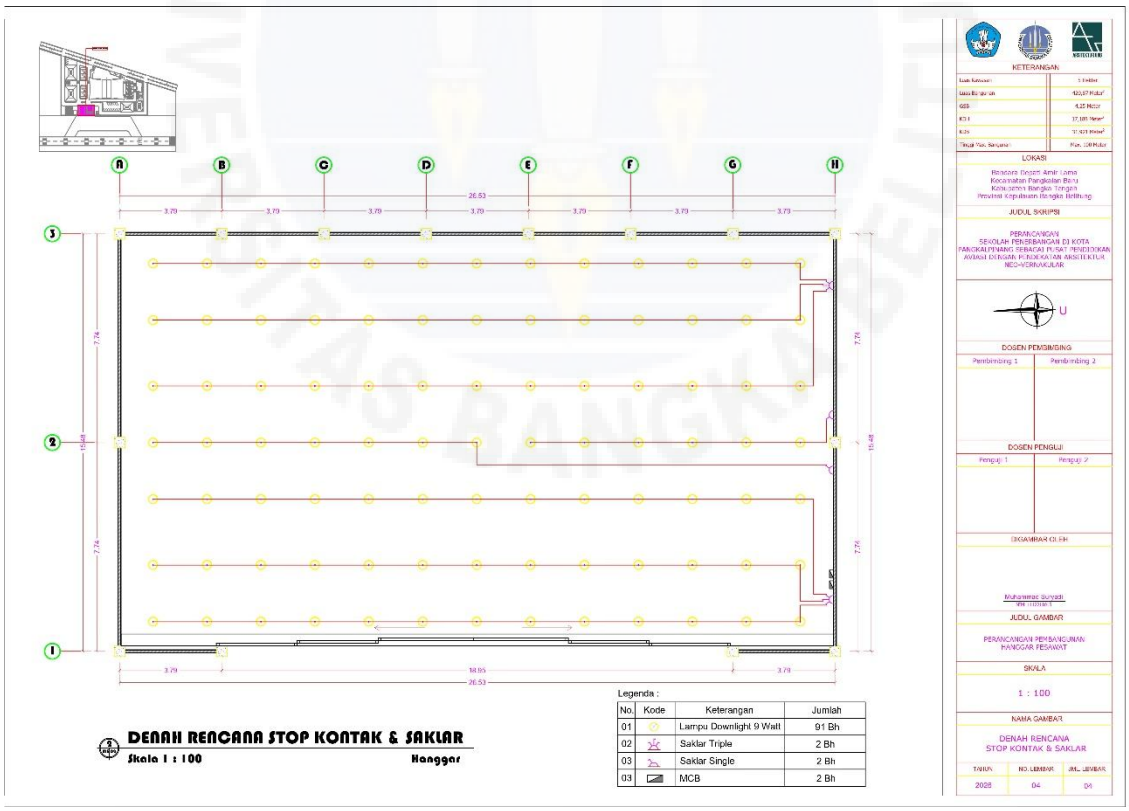
Gambar 6. 53 Sistem Elektrikal Gedung Asrama Putra dan Putri Lantai 1
(Sumber: Penulis, 2026)



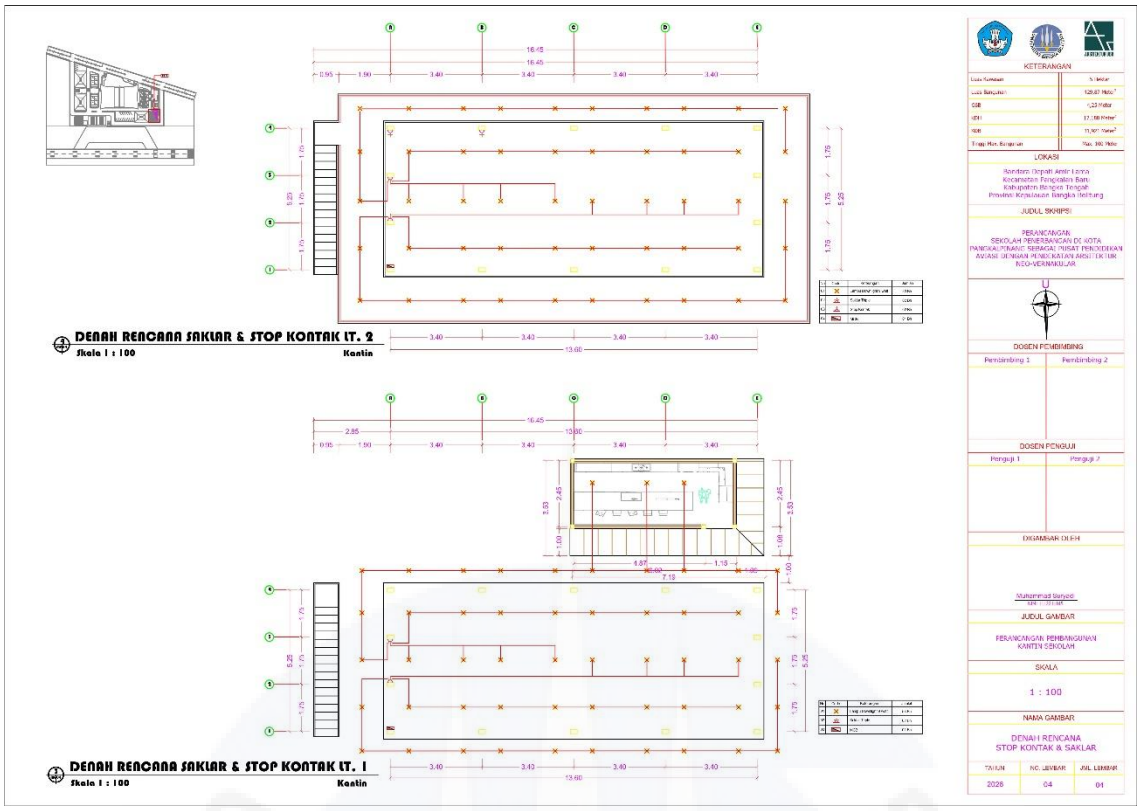
Gambar 6. 54 Sistem Elektrikal Gedung Asrama Putra dan Putri Lantai 2
(Sumber: Penulis, 2026)



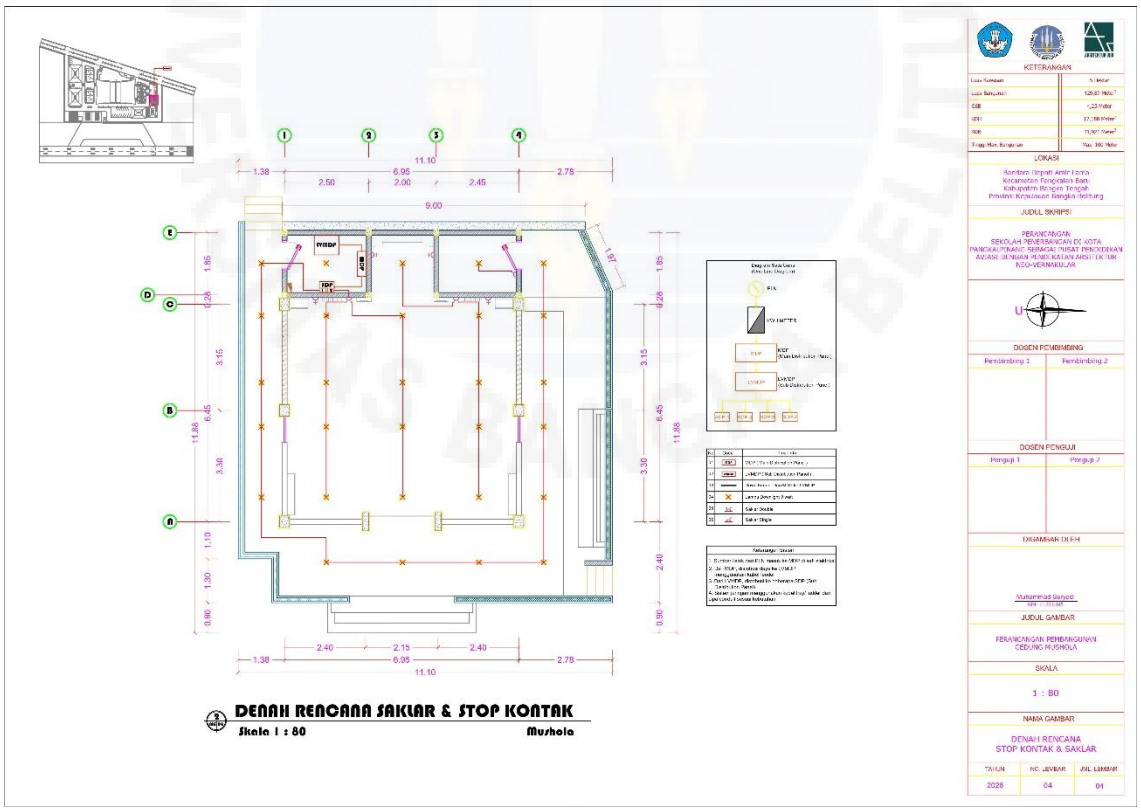
Gambar 6. 55 Sistem Elektrikal Gedung Serbaguna
(Sumber: Penulis, 2026)



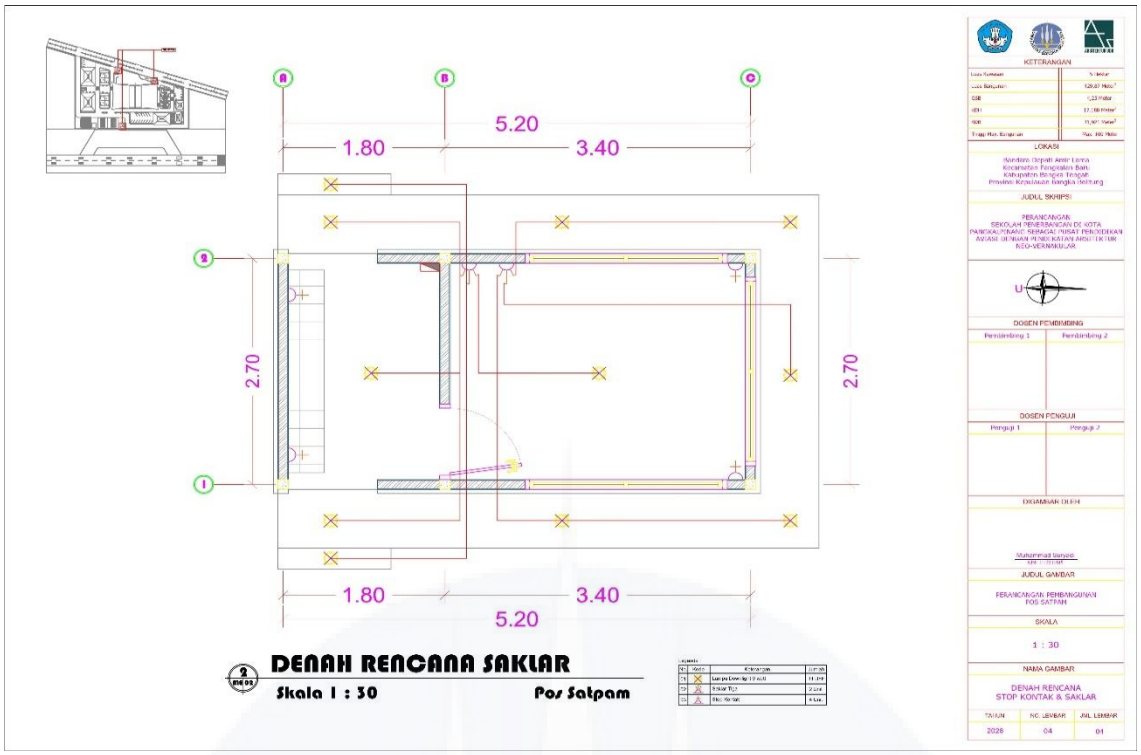
Gambar 6. 56 Sistem Elektrikal Hanggar Pesawat
(Sumber: Penulis, 2026)



Gambar 6. 57 Sistem Elektrikal Kantin
(Sumber: Penulis, 2026)

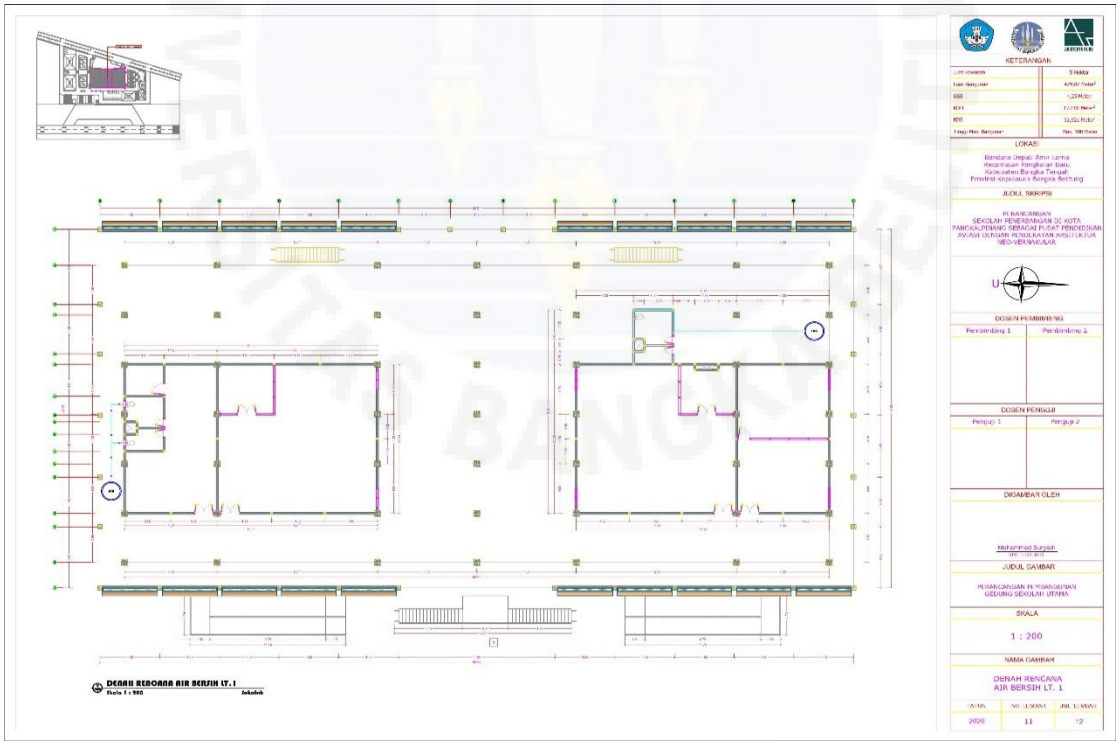


Gambar 6. 58 Sistem Elektrikal Mushola
(Sumber: Penulis, 2026)

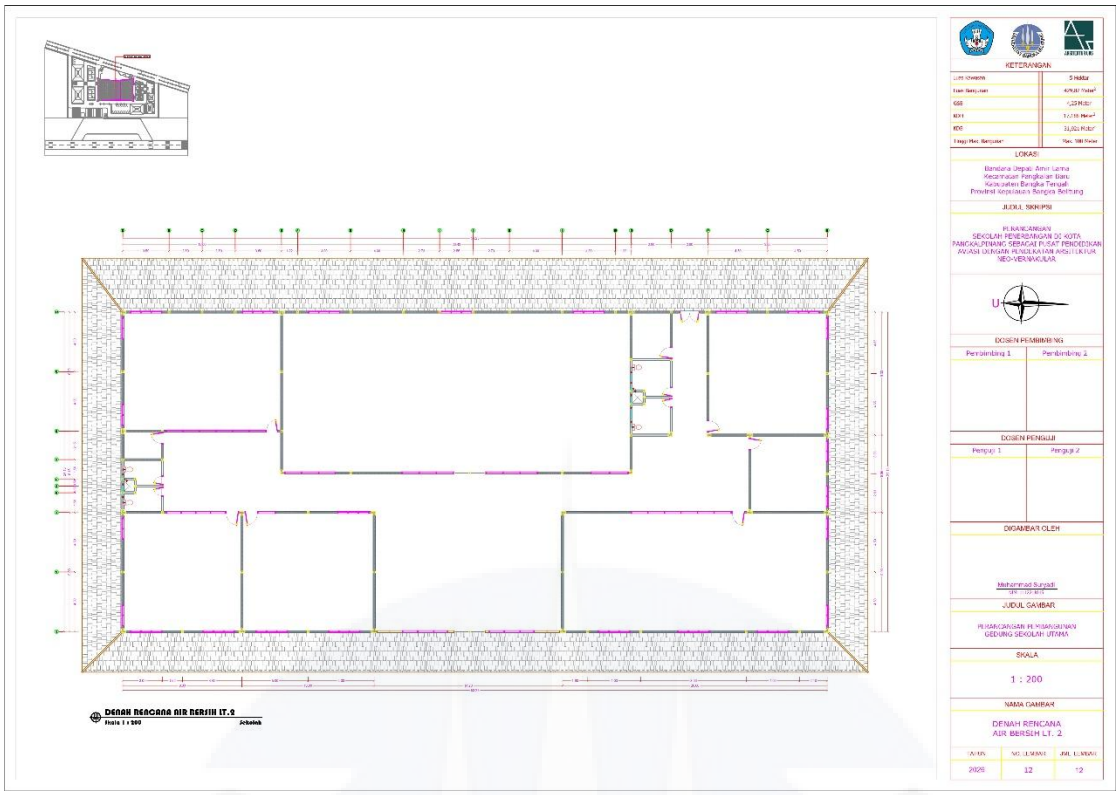


Gambar 6. 59 Sistem Elektrikal Pos Satpam
(Sumber: Penulis, 2026)

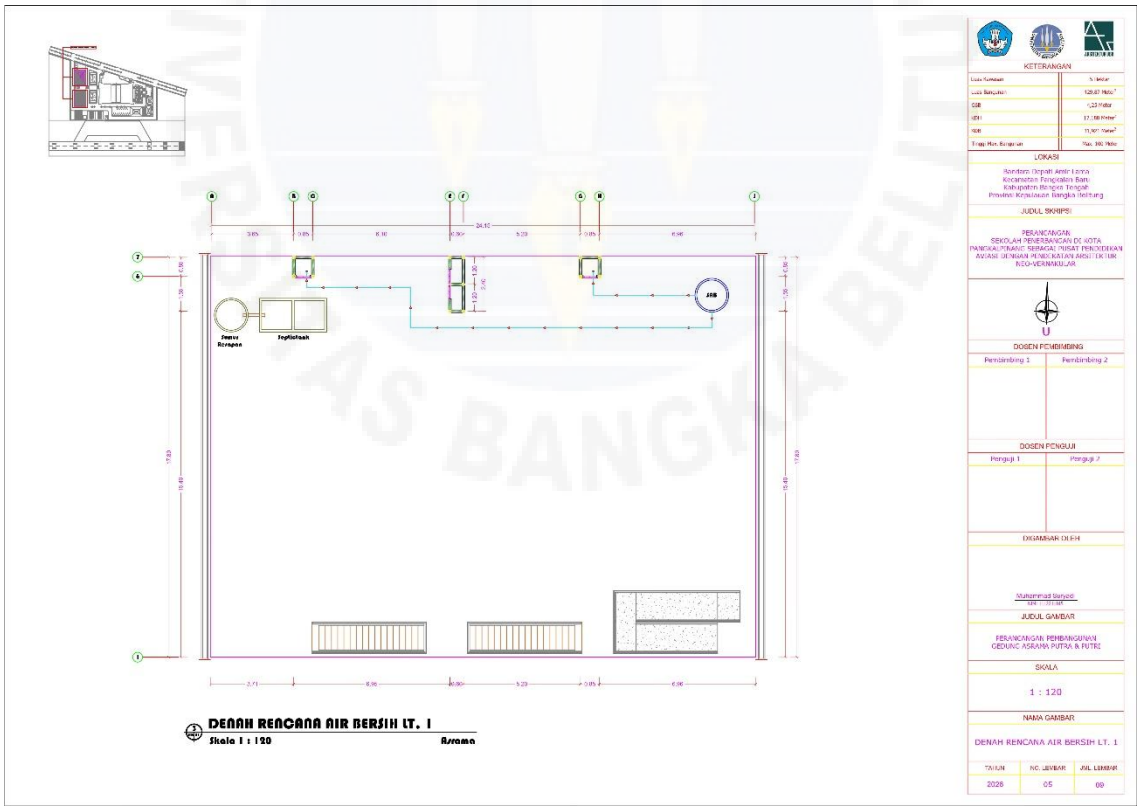
b. Sistem Air Bersih



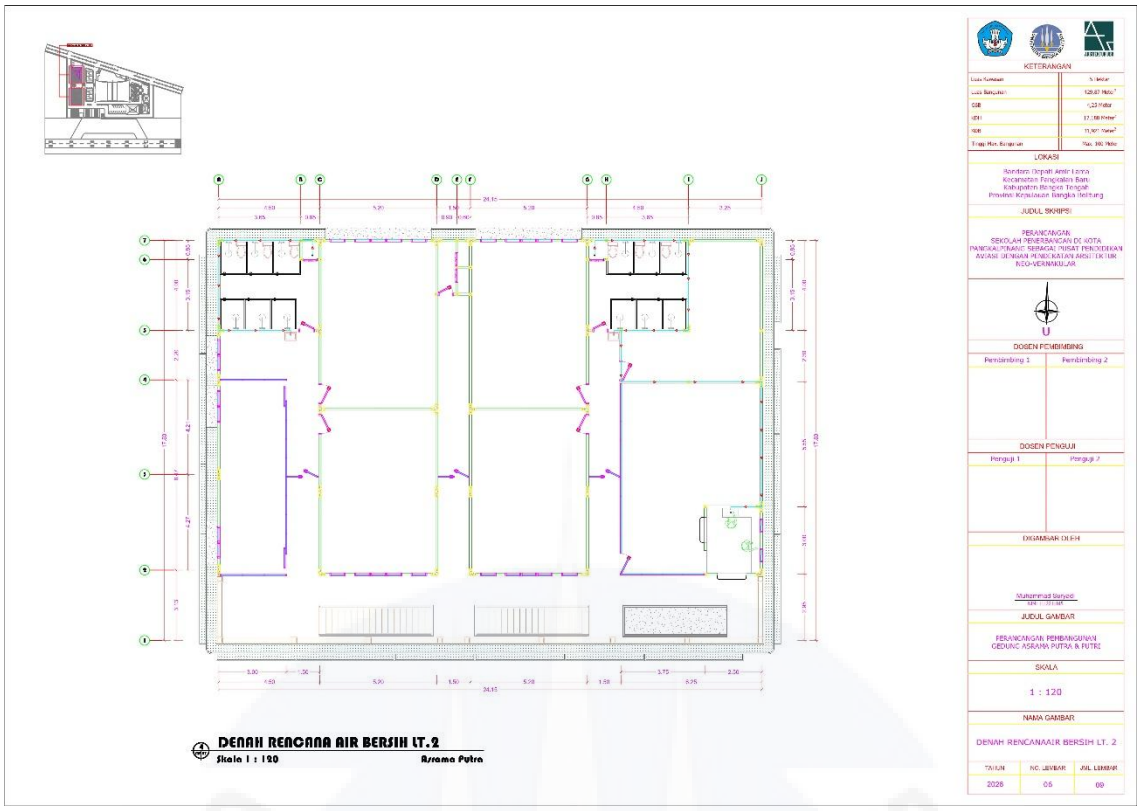
Gambar 6. 60 Sistem Air Bersih Gedung Sekolah Utama Lantai 1
(Sumber: Penulis, 2026)



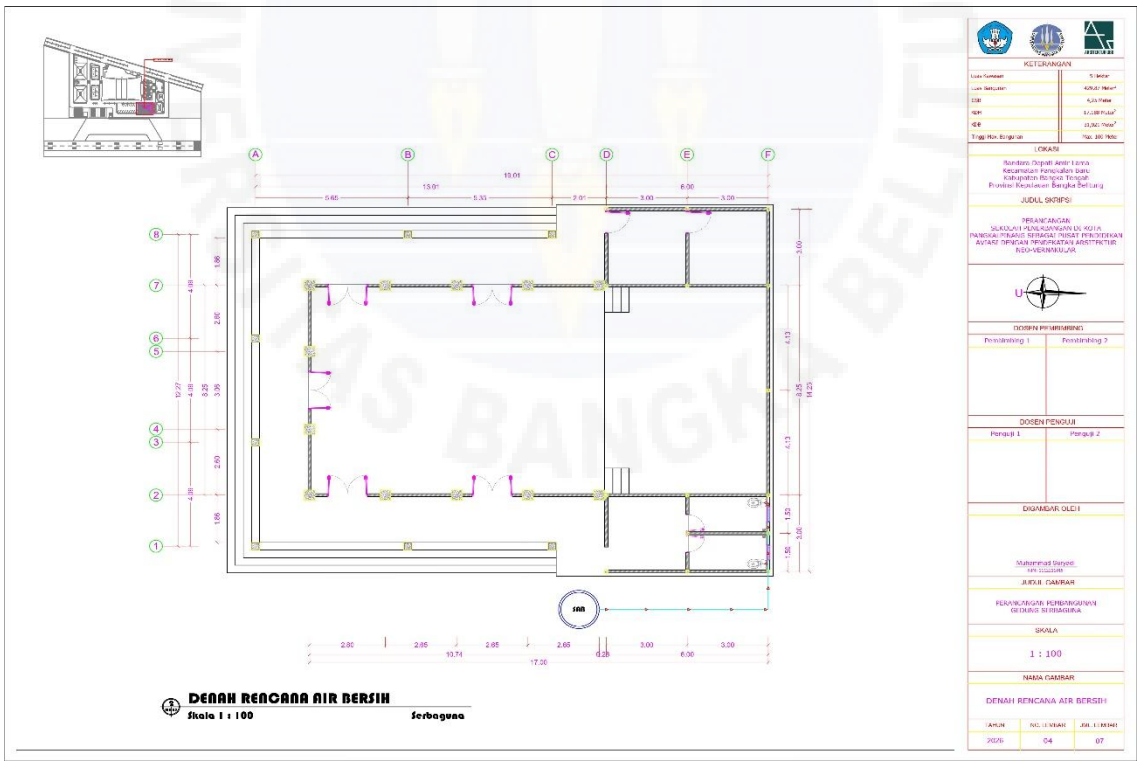
Gambar 6. 61 Sistem Air Bersih Gedung Sekolah Utama Lantai 2
(Sumber: Penulis, 2026)



Gambar 6. 62 Sistem Air Bersih Gedung Asrama Putra dan Putri Lantai 1
(Sumber: Penulis, 2026)

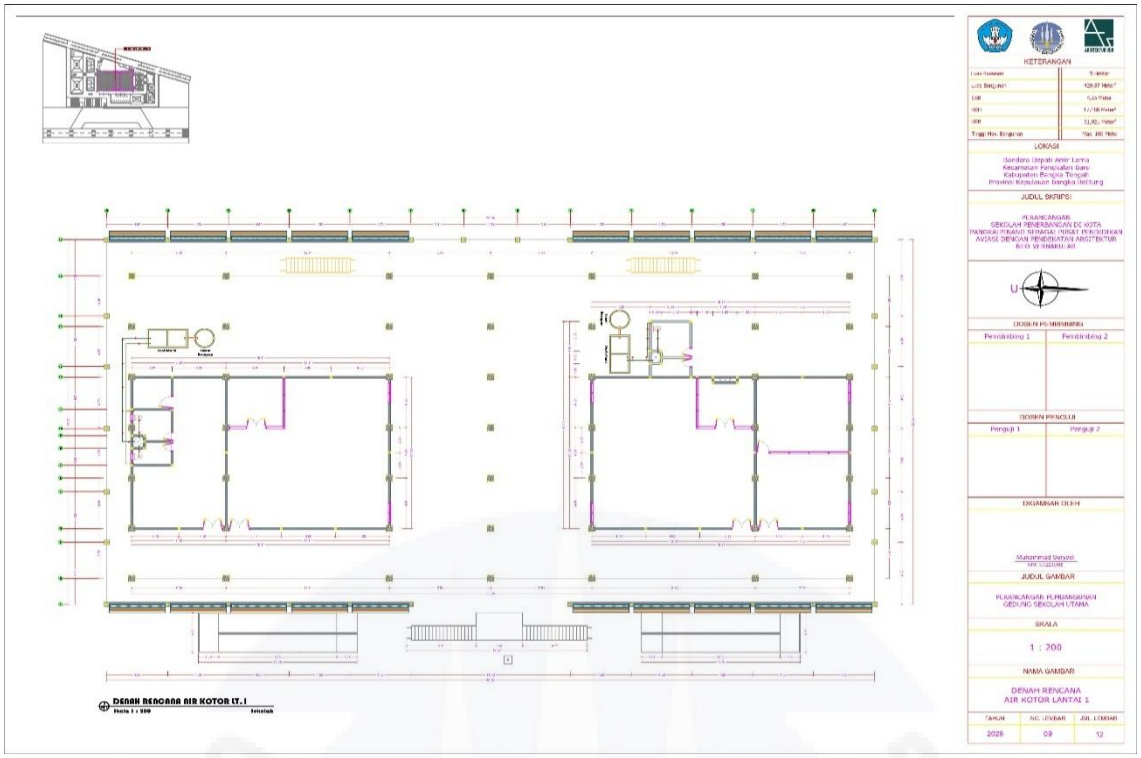


Gambar 6. 63 Sistem Air Bersih Gedung Asrama Putra dan Putri Lantai 2
(Sumber: Penulis, 2026)

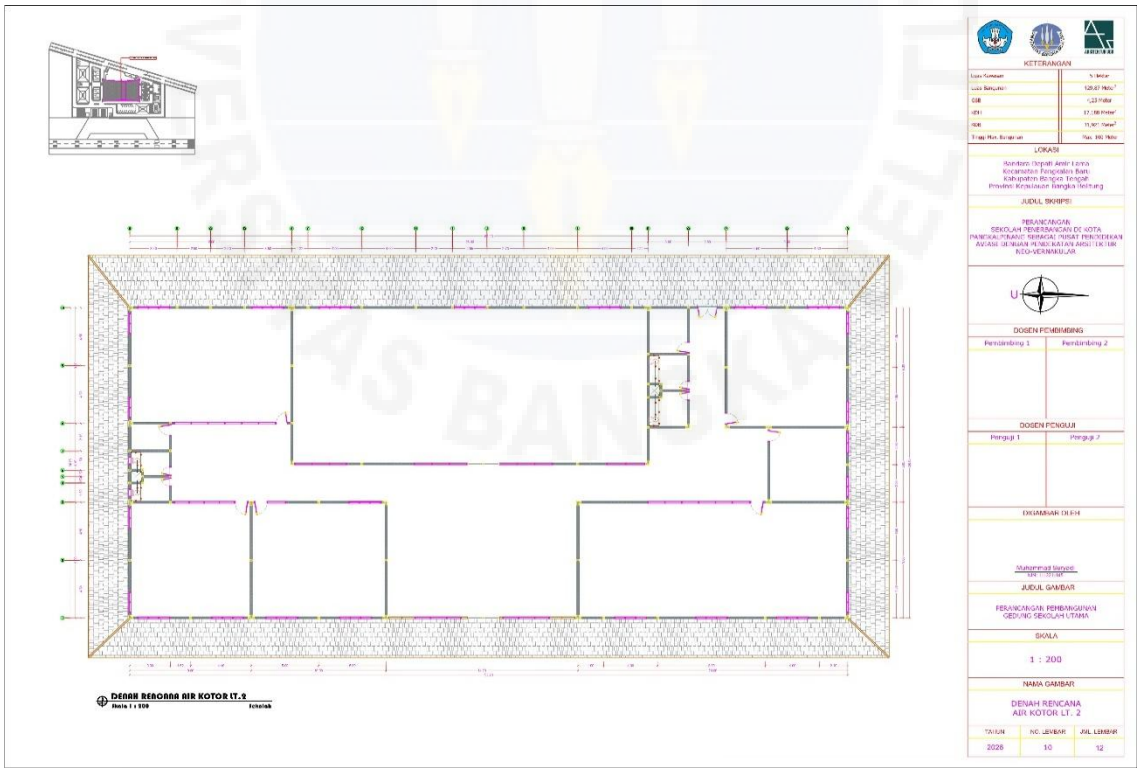


Gambar 6. 64 Sistem Air Bersih Gedung Serbaguna
(Sumber: Penulis, 2026)

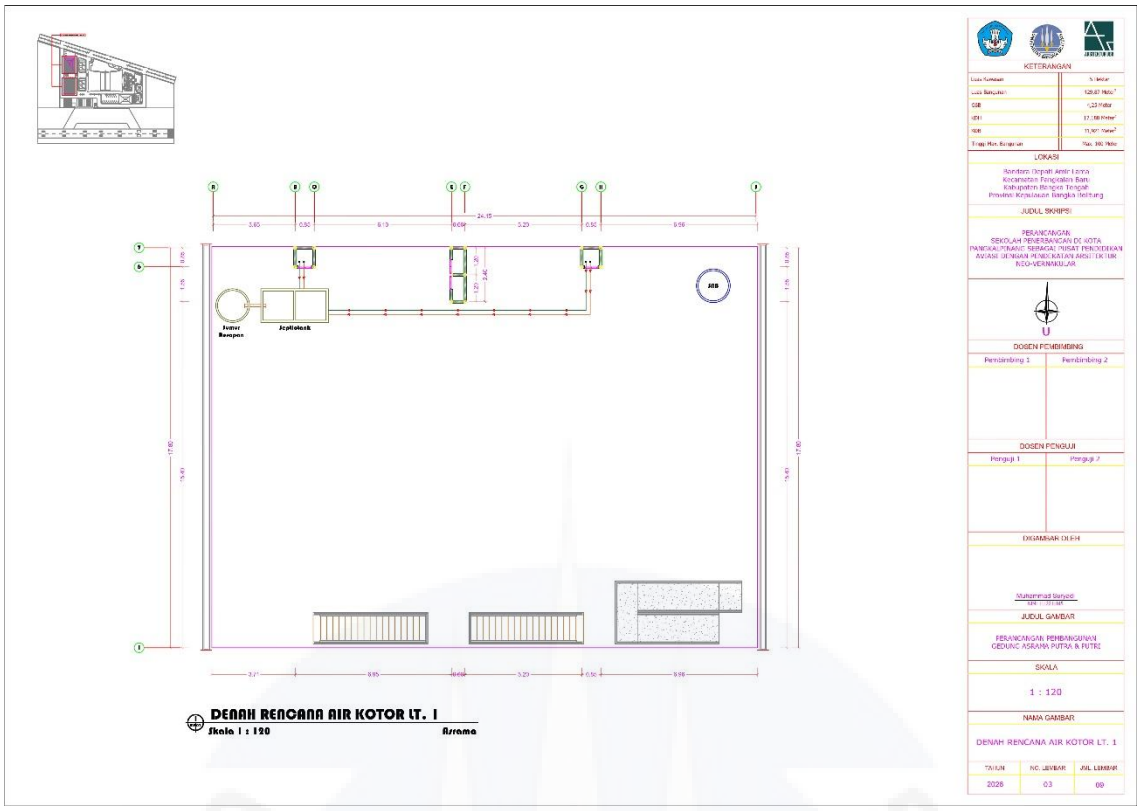
c. Sistem Air Kotor dan Air Bekas



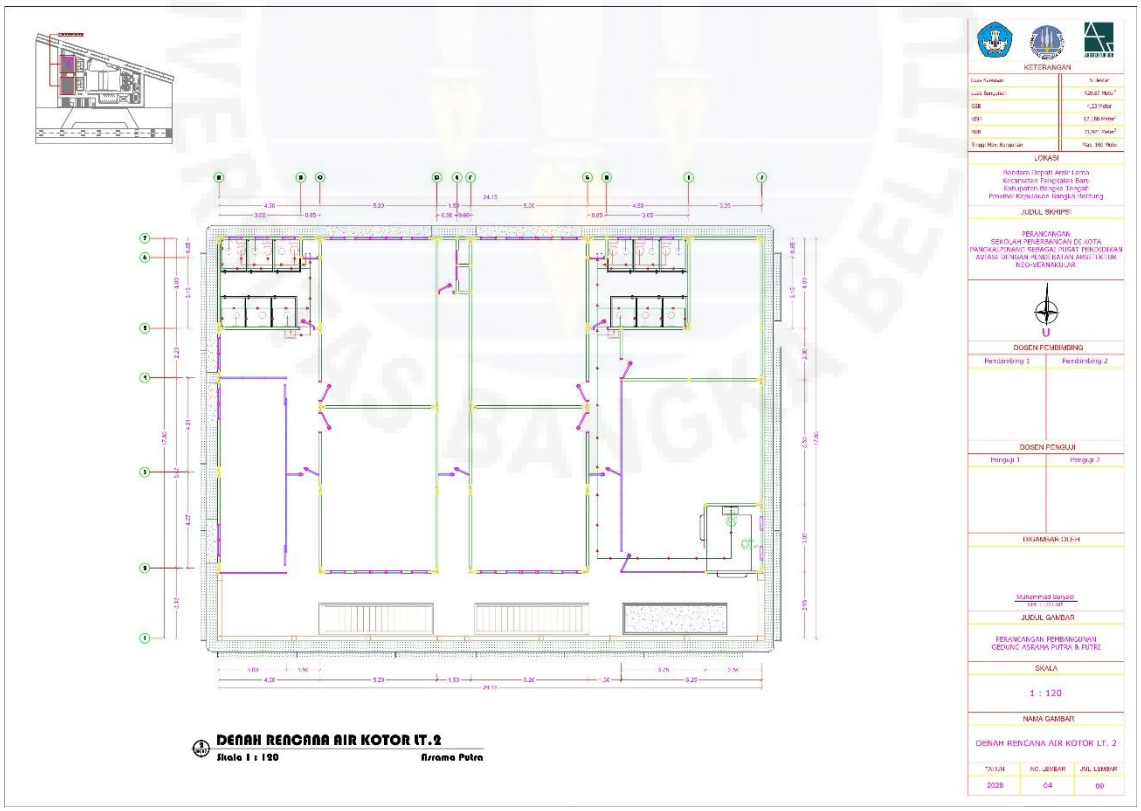
Gambar 6. 65 Sistem Air Kotor dan Air Bekas Gedung Sekolah Utama Lantai 1
(Sumber: Penulis, 2026)



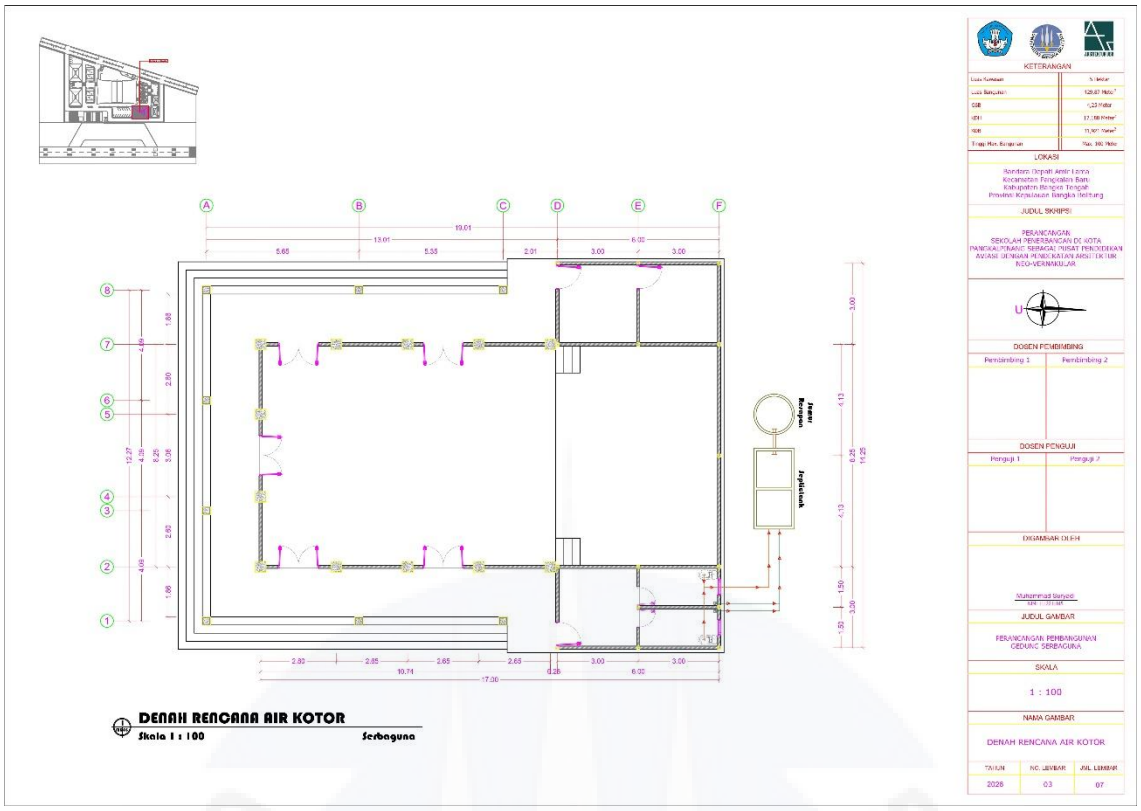
Gambar 6. 66 Sistem Air Kotor dan Air Bekas Gedung Sekolah Utama Lantai 2
(Sumber: Penulis, 2026)



Gambar 6. 67 Sistem Air Kotor dan Air Bekas Gedung Asrama Putra dan Putri Lantai 1
(Sumber: Penulis, 2026)

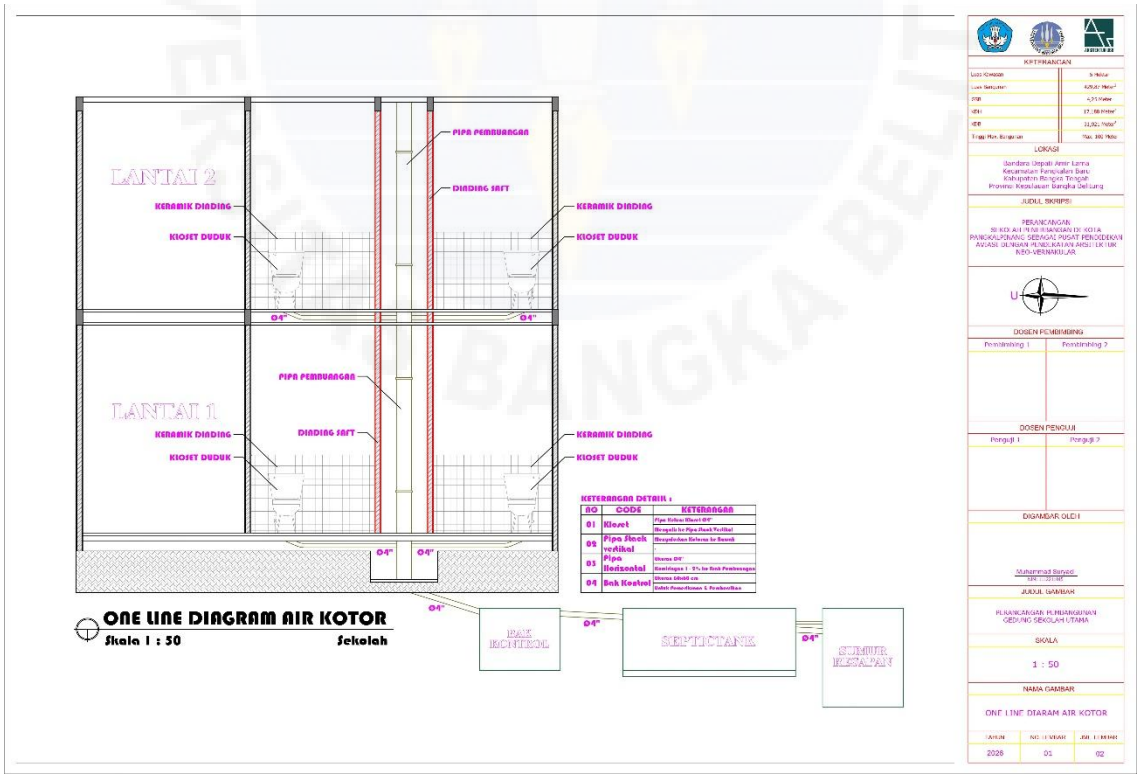


Gambar 6. 68 Sistem Air Kotor dan Air Bekas Gedung Asrama Putra dan Putri Lantai 2
(Sumber: Penulis, 2026)

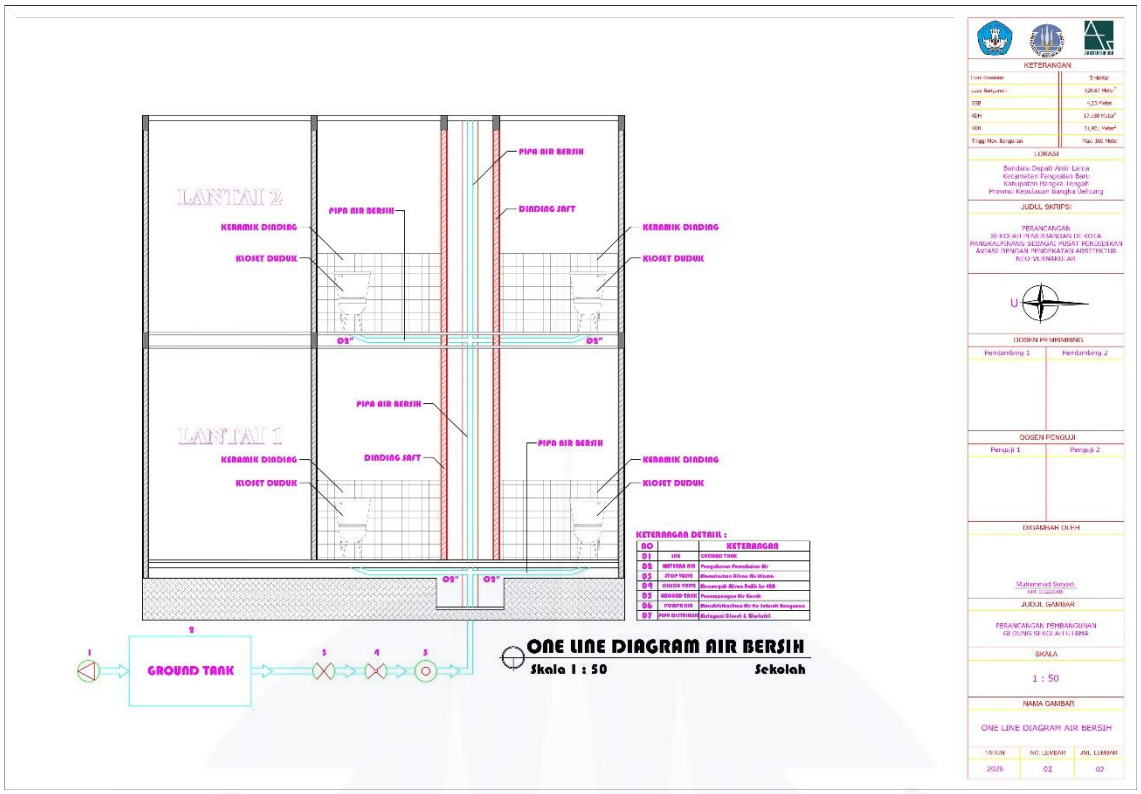


Gambar 6. 69 Sistem Air Kotor dan Air Bekas Gedung Serbaguna
(Sumber: Penulis, 2026)

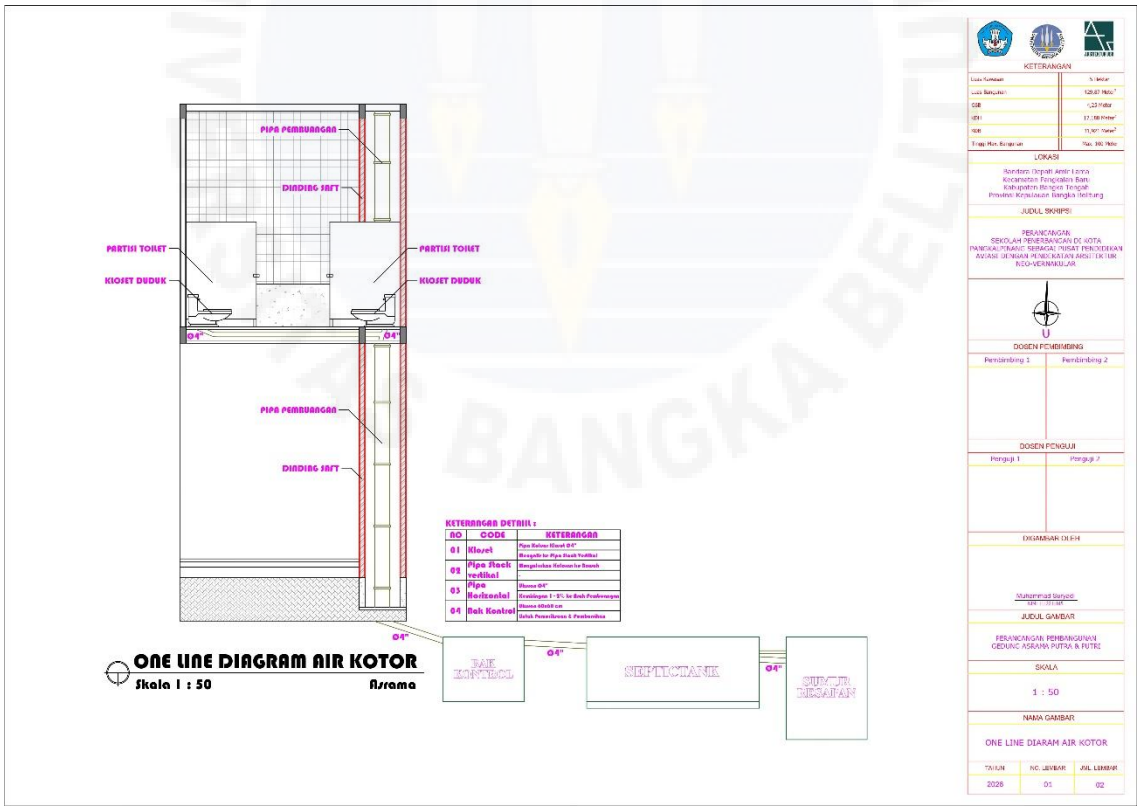
d. *One Line* Diagram



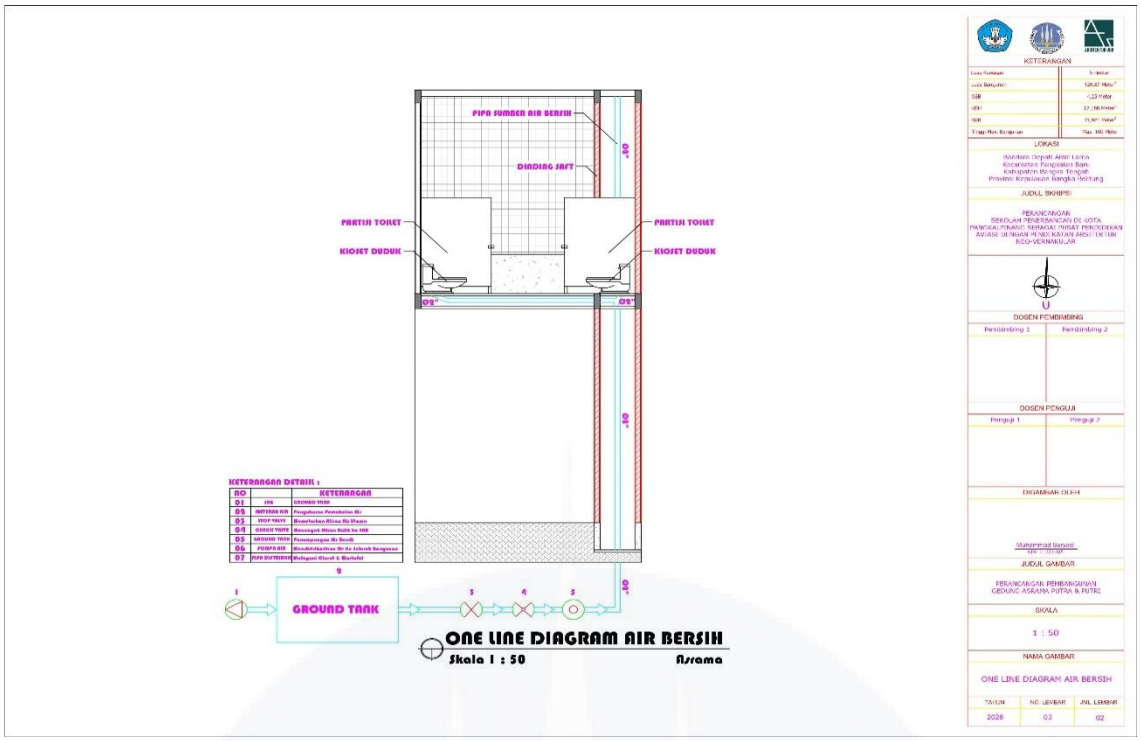
Gambar 6. 70 *One Line* Diagram Air Kotor Gedung Sekolah Utama
(Sumber: Penulis, 2026)



Gambar 6. 71 *One Line* Diagram Air Bersih Gedung Sekolah Utama
(Sumber: Penulis, 2026)

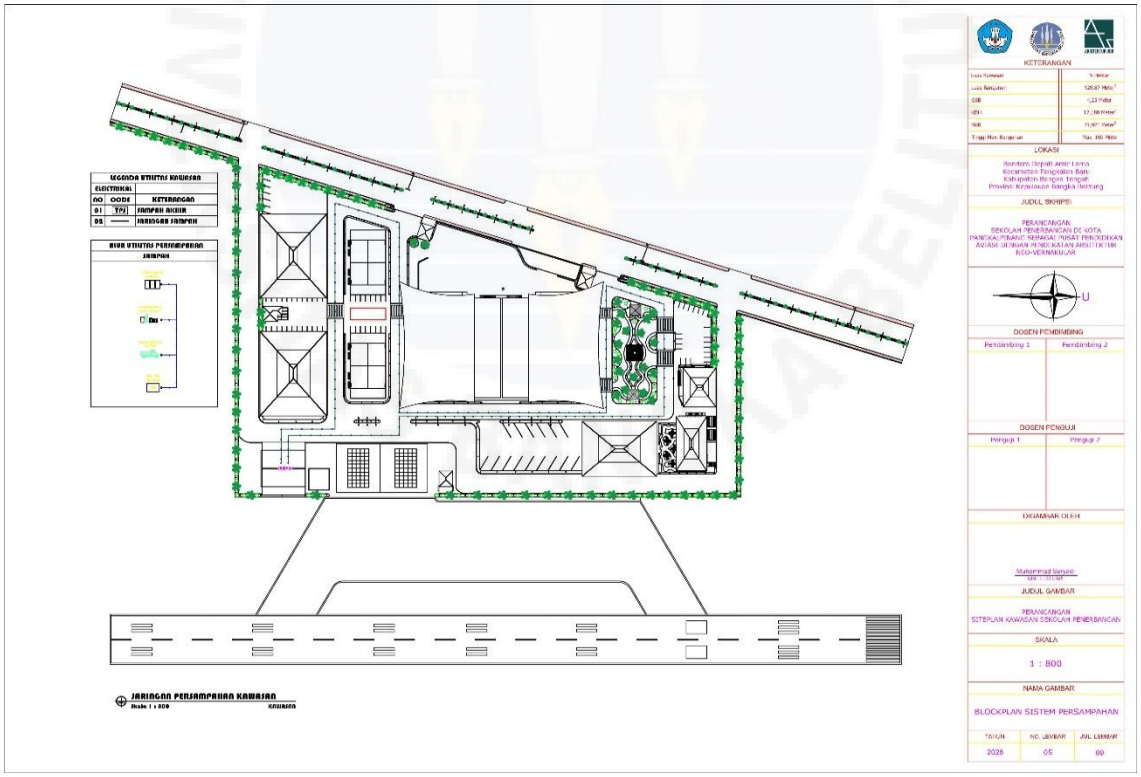


Gambar 6. 72 *One Line* Diagram Air Kotor Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



Gambar 6. 73 *One Line* Diagram Air Bersih Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)

e. Sistem Persampahan



Gambar 6. 74 Sistem Persampahan Kawasan
(Sumber: Penulis, 2026)

6.3. Gambar Perancangan 3 Dimensi (3D)

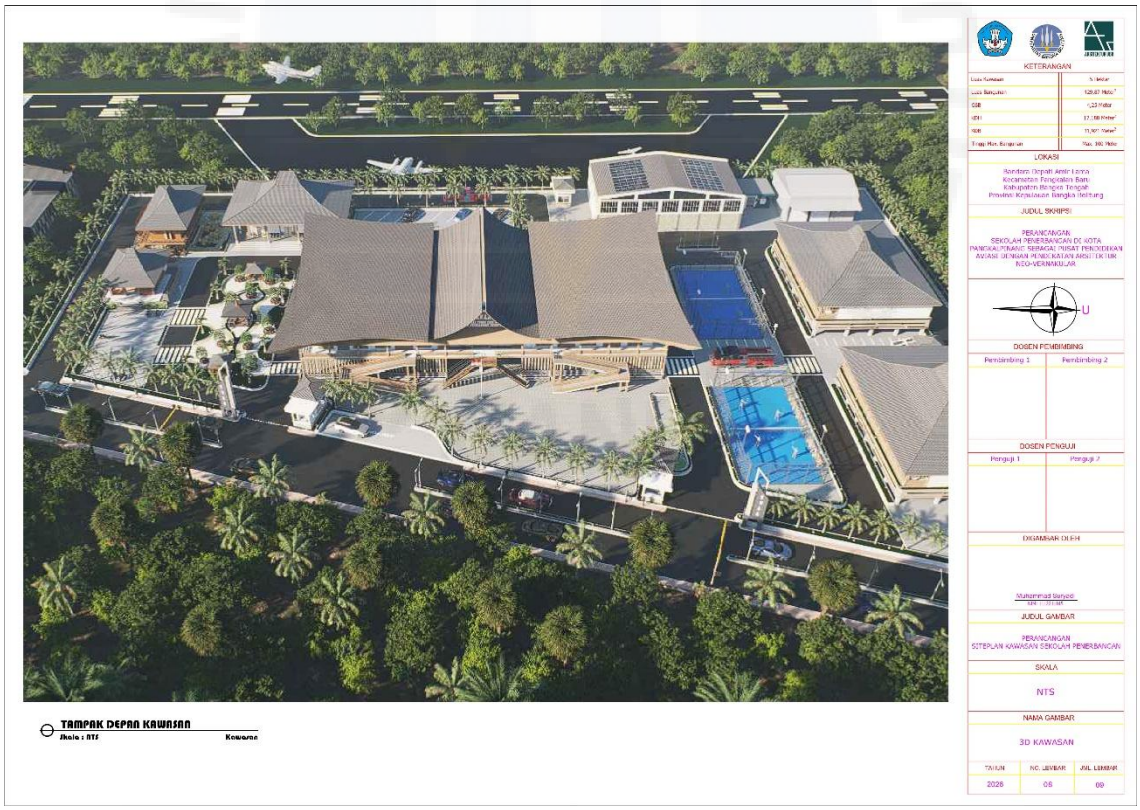
Gambar perancangan 3 dimensi (3D) merupakan visualisasi desain yang digunakan untuk menggambarkan hasil akhir rancangan secara realistis dan komunikatif. Penyajian gambar tiga dimensi bertujuan memberikan pemahaman yang lebih jelas mengenai bentuk bangunan, karakter arsitektur, suasana ruang, penggunaan material, serta implementasi konsep desain yang diterapkan pada kawasan dan bangunan.

6.3.1. Gambar 3D Eksterior

Visualisasi eksterior memperlihatkan tampilan luar bangunan serta karakter bentuk, material, fasad, warna, dan hubungan bangunan terhadap lingkungan sekitar.

Gambar 6. 75 Gambar 3D Eksterior Kawasan
(Sumber: Penulis, 2026)

Gambar 6. 76 Gambar 3D Eksterior Kawasan
(Sumber: Penulis, 2026)

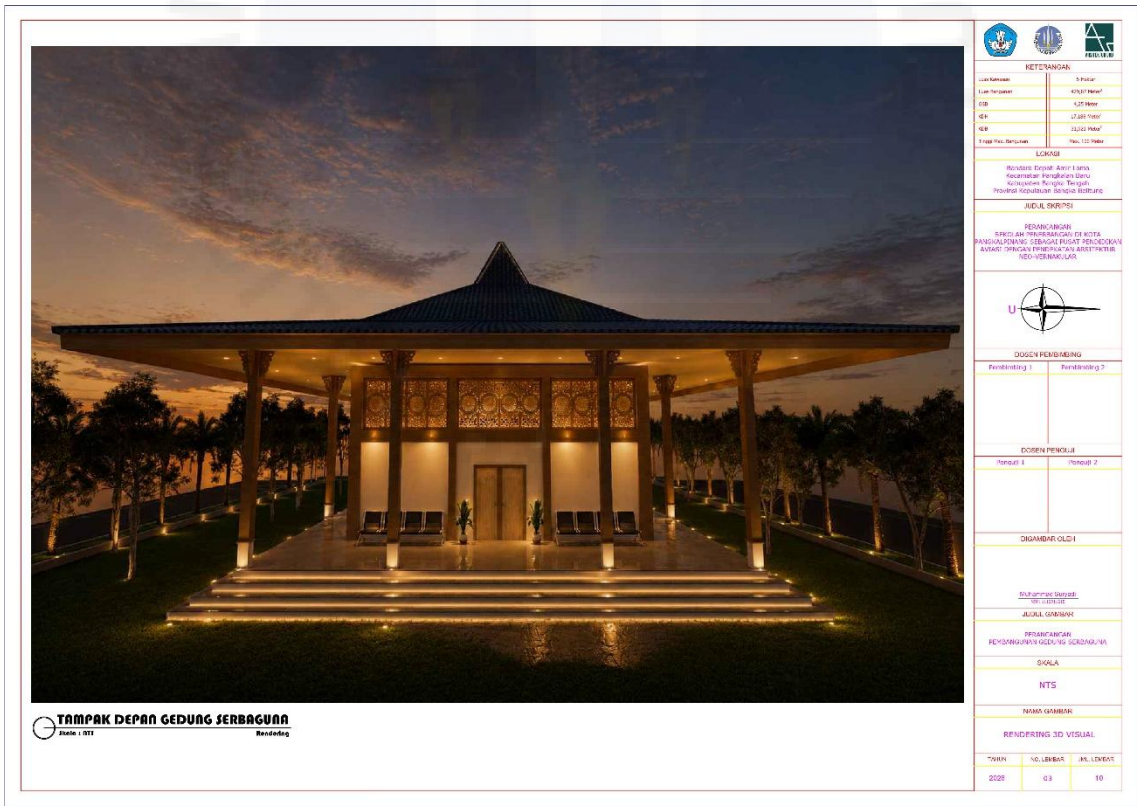


Gambar 6. 77 Gambar 3D Eksterior Kawasan
(Sumber: Penulis, 2026)

Gambar 6. 78 Gambar 3D Eksterior Kawasan
(Sumber: Penulis, 2026)

Gambar 6. 79 Gambar 3D Eksterior Gedung Utama Sekolah
(Sumber: Penulis, 2026)

Gambar 6. 80 Gambar 3D Eksterior Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



Gambar 6. 81 Gambar 3D Eksterior Gedung Serbaguna
(Sumber: Penulis, 2026)

Gambar 6. 82 Gambar 3D Eksterior Hanggar Pesawat
(Sumber: Penulis, 2026)

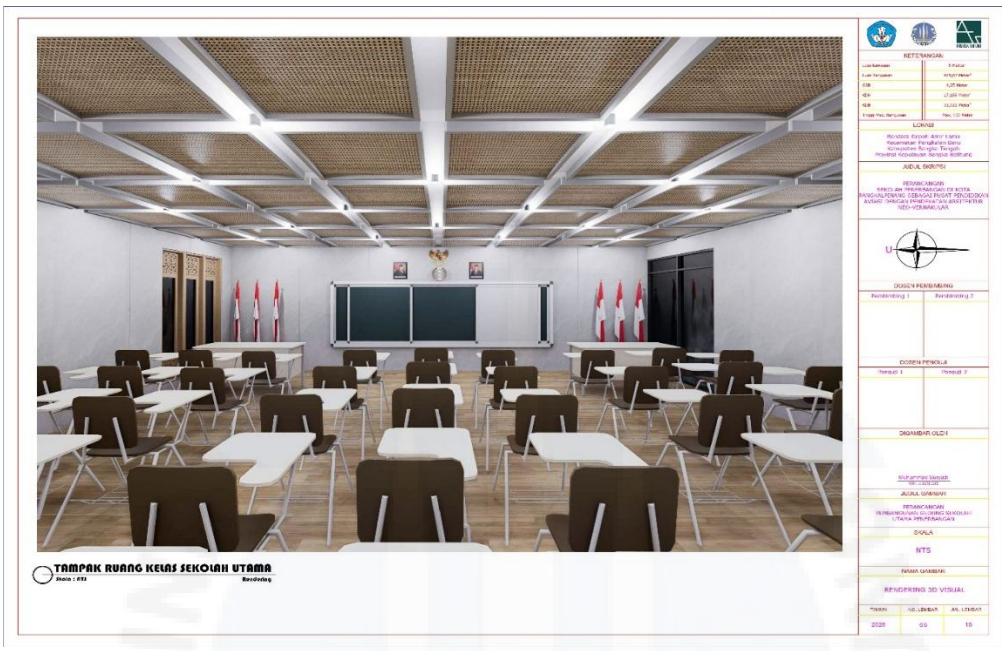
Gambar 6. 83 Gambar 3D Eksterior Kantin
(Sumber: Penulis, 2026)

Gambar 6. 84 Gambar 3D Eksterior Mushola
(Sumber: Penulis, 2026)

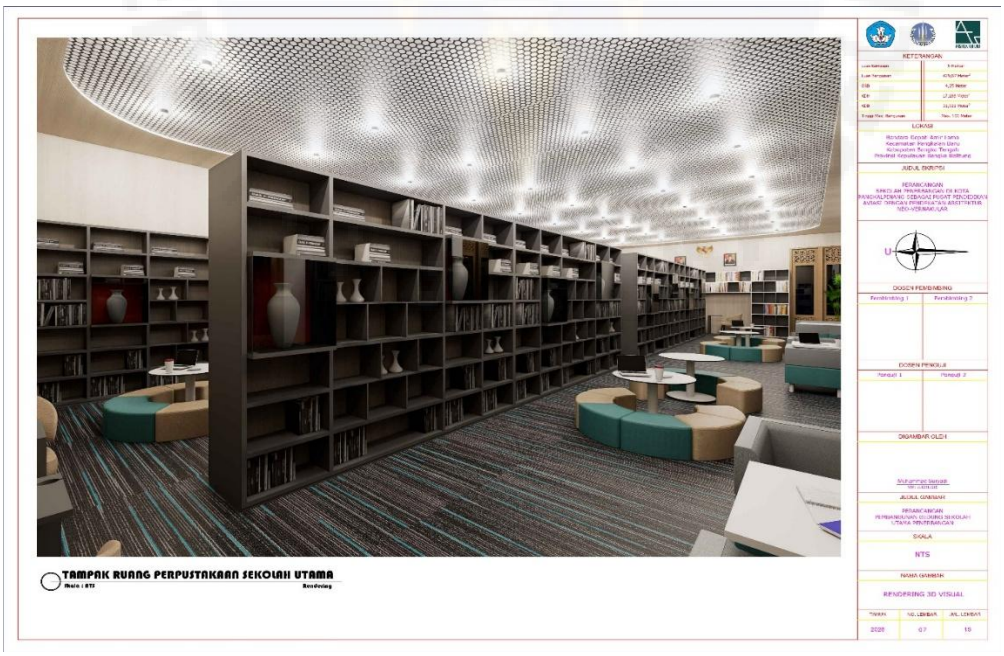
Gambar 6. 85 Gambar 3D Eksterior Pos Satpam
(Sumber: Penulis, 2026)

6.3.2. Gambar 3D Interior

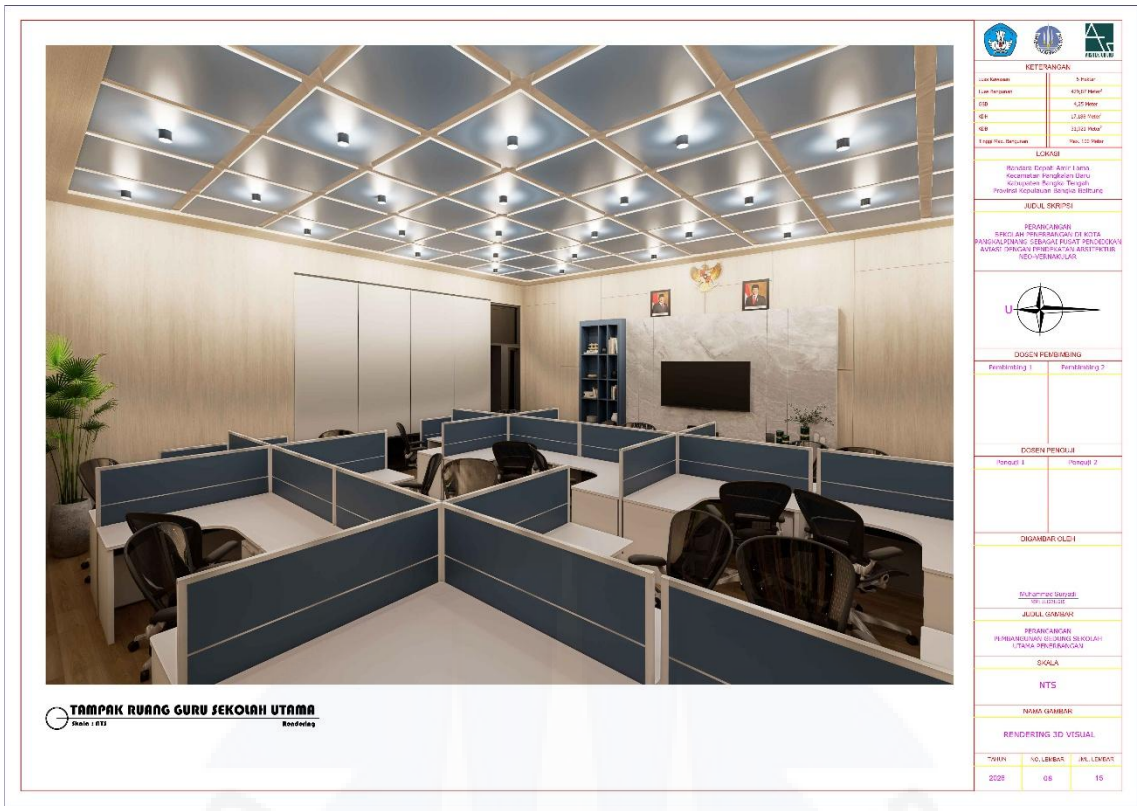
Perspektif Interior menggambarkan suasana ruang dalam bangunan, penggunaan material interior, pencahayaan, furnitur, serta kualitas ruang yang dihasilkan.



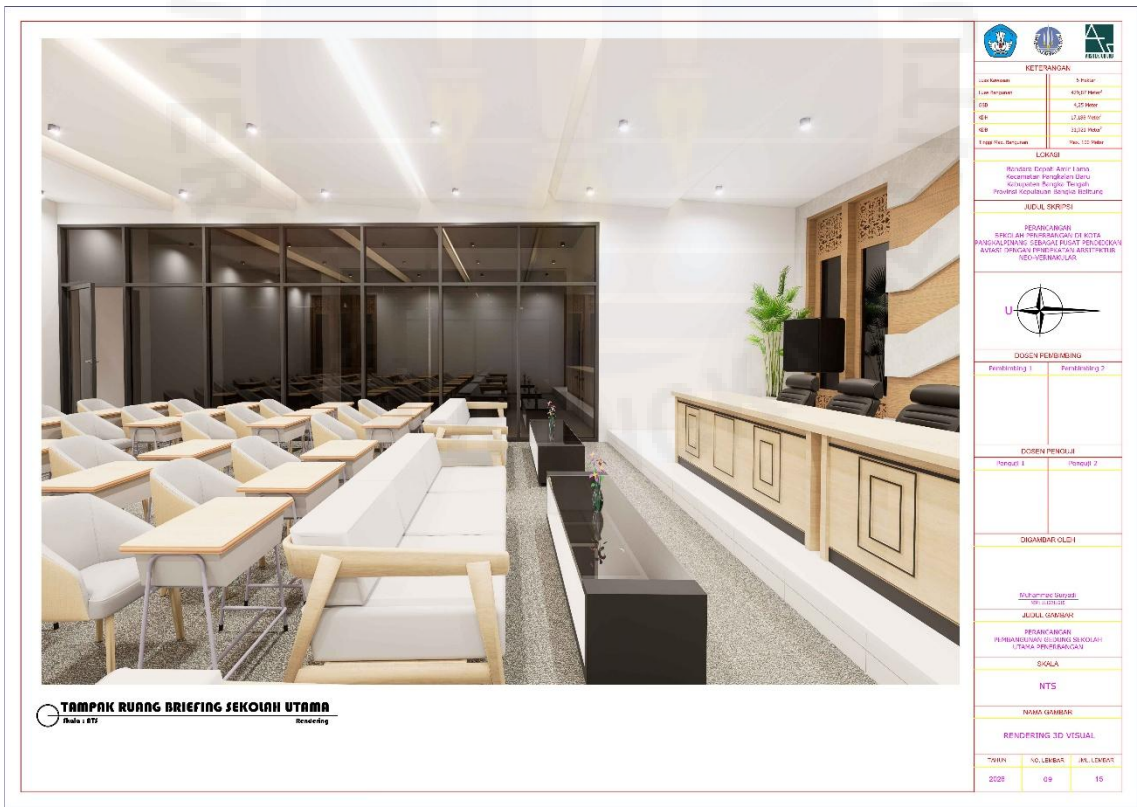
Gambar 6. 86 Gambar 3D Interior Ruang Kelas/ Teori Gedung Sekolah Utama
(Sumber: Penulis, 2026)



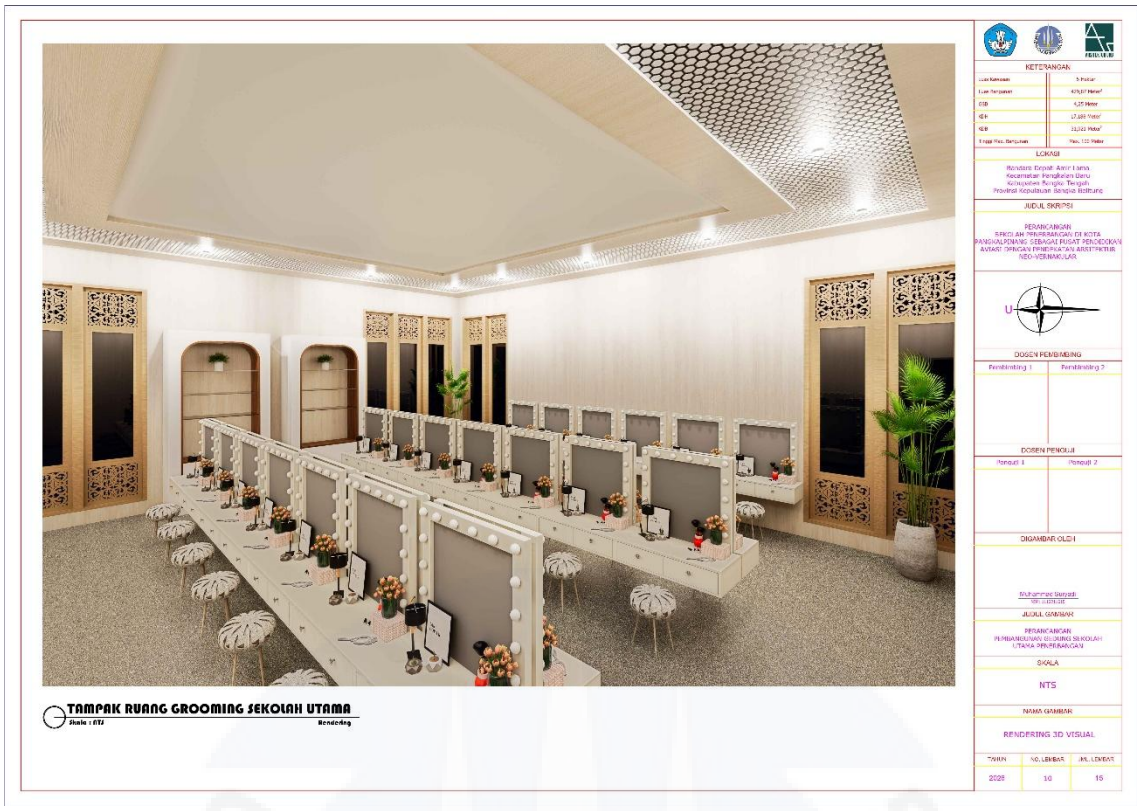
Gambar 6. 87 Gambar 3D Interior Ruang Perpustakaan Gedung Sekolah Utama
(Sumber: Penulis, 2026)



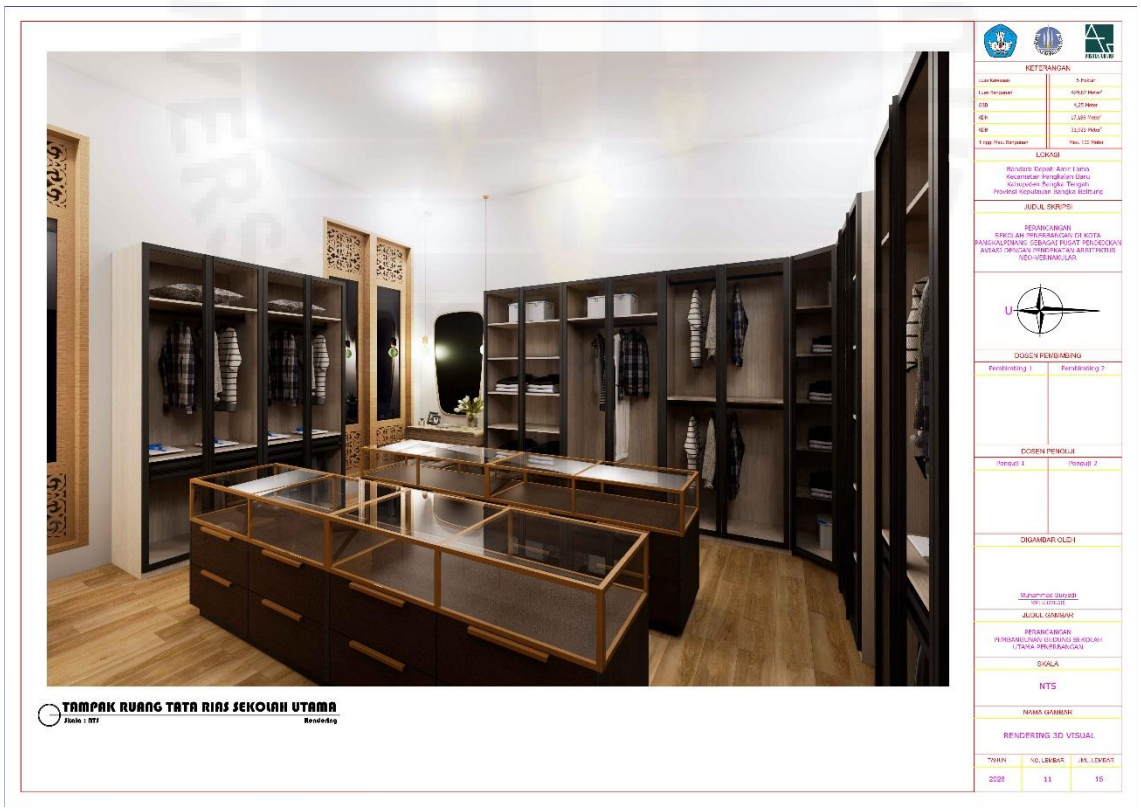
Gambar 6. 88 Gambar 3D Interior Ruang Pengajar Gedung Sekolah Utama
(Sumber: Penulis, 2026)



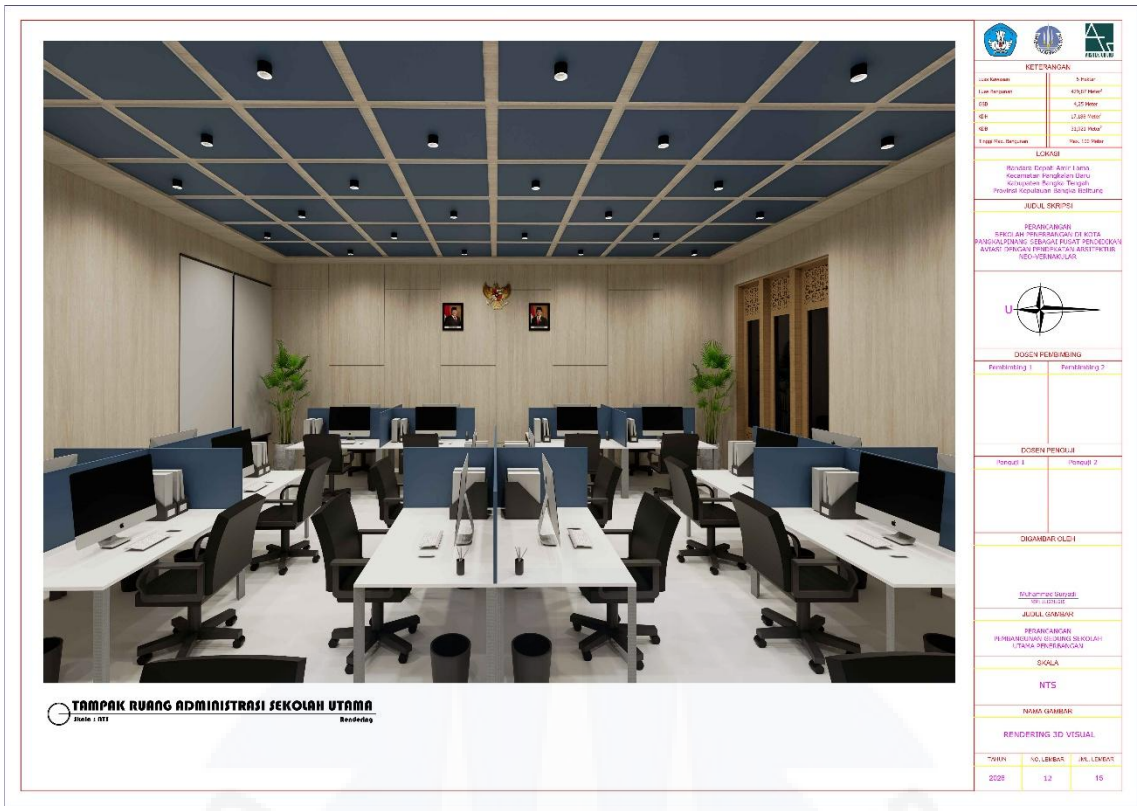
Gambar 6. 89 Gambar 3D Interior Ruang *Briefing*/ Audio Gedung Sekolah Utama
(Sumber: Penulis, 2026)



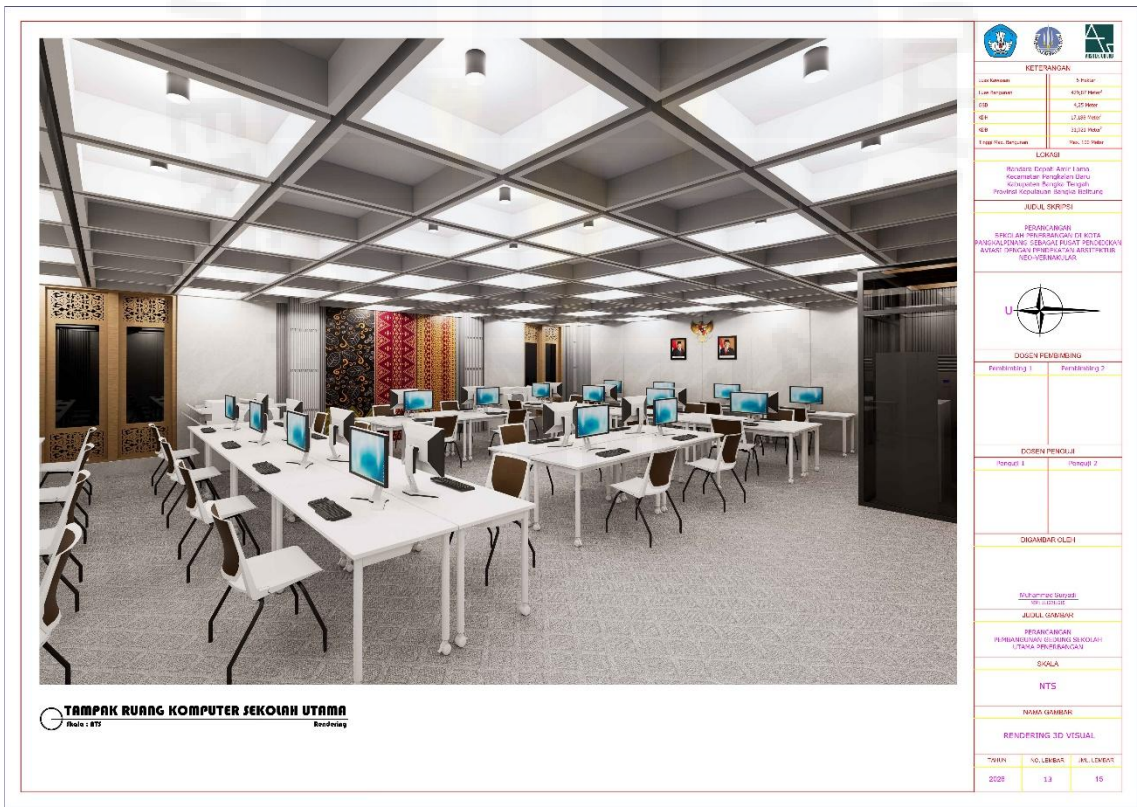
Gambar 6. 90 Gambar 3D Interior Ruang *Grooming* Gedung Sekolah Utama
(Sumber: Penulis, 2026)



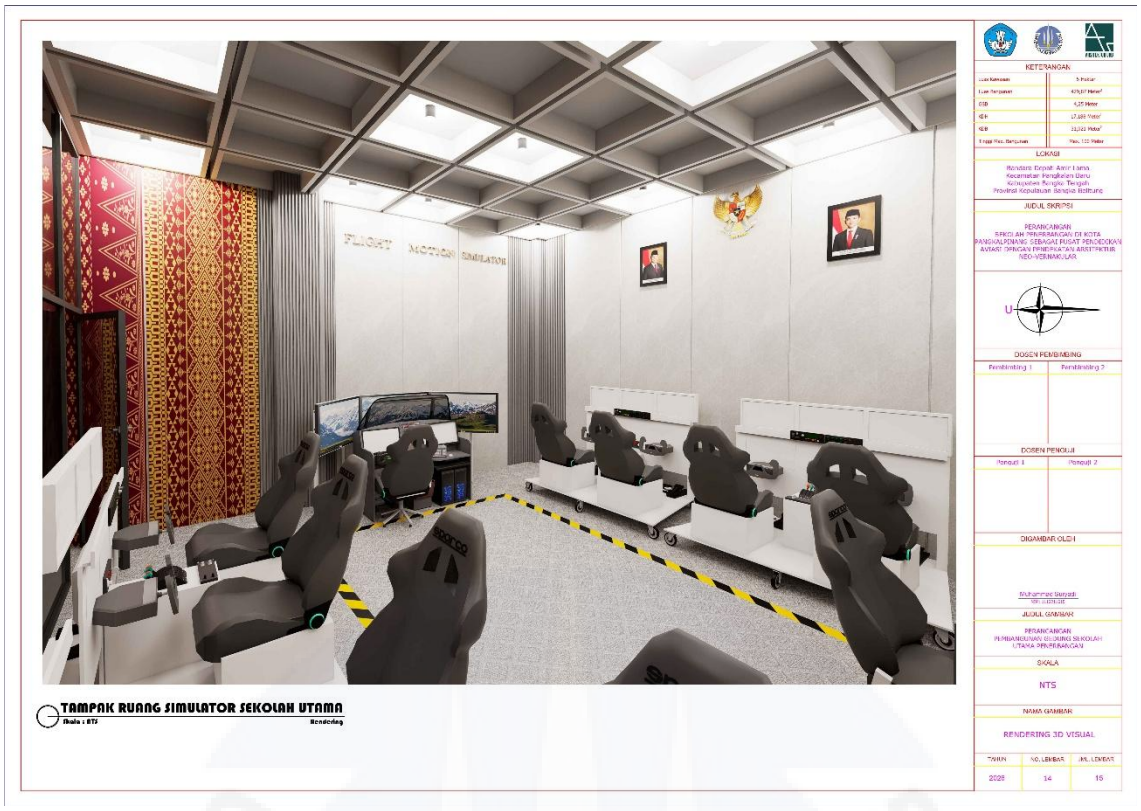
Gambar 6. 91 Gambar 3D Interior Ruang Tata Rias Gedung Sekolah Utama
(Sumber: Penulis, 2026)



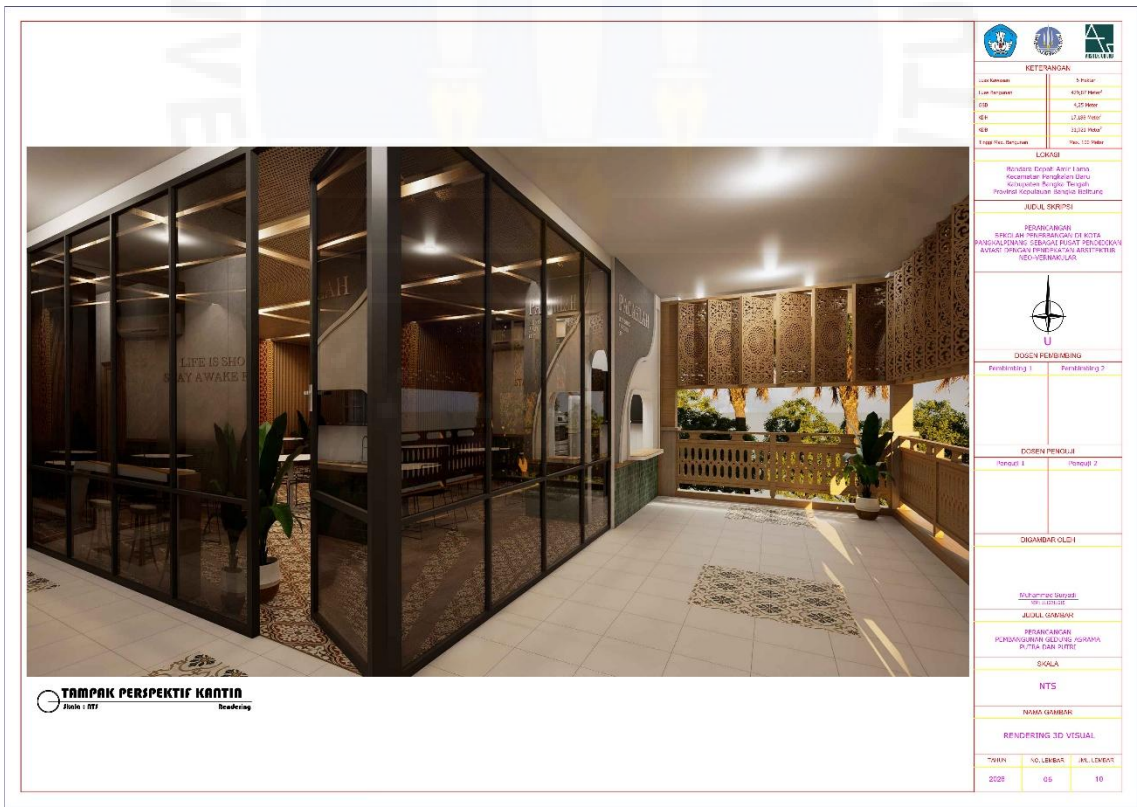
Gambar 6. 92 Gambar 3D Interior Ruang Administrasi Gedung Sekolah Utama
(Sumber: Penulis, 2026)



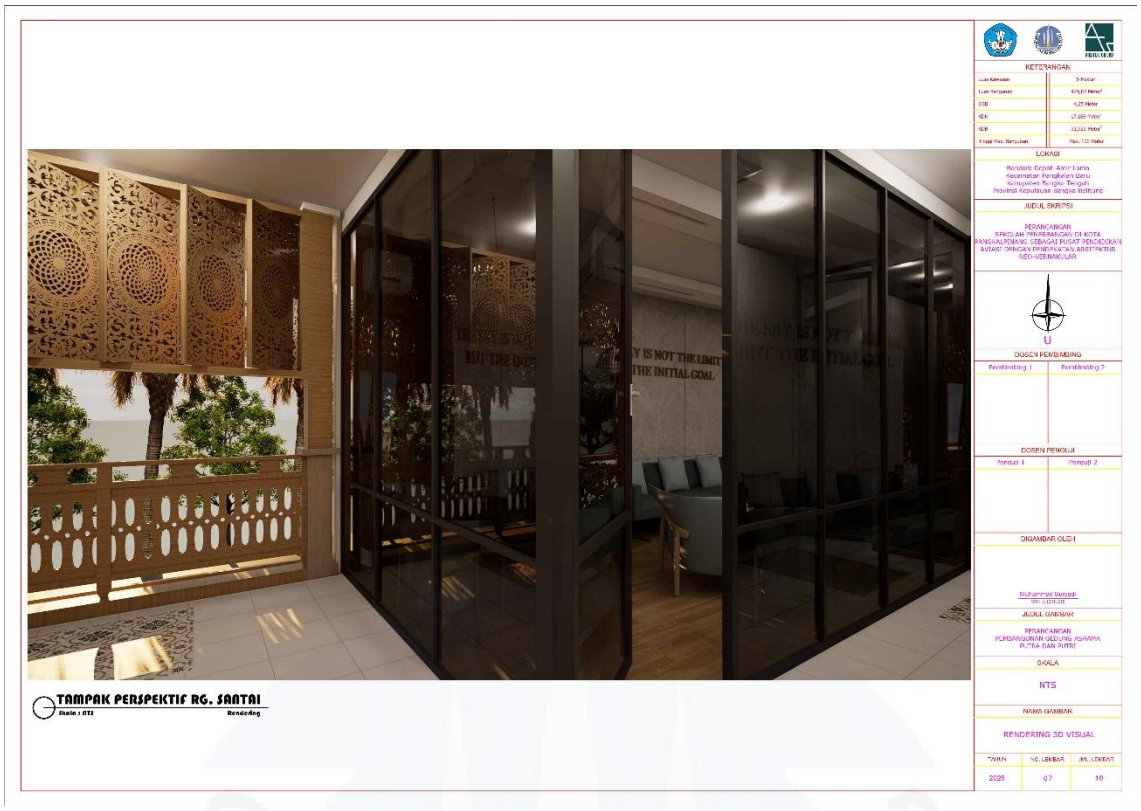
Gambar 6. 93 Gambar 3D Interior Ruang Komputer Gedung Sekolah Utama
(Sumber: Penulis, 2026)



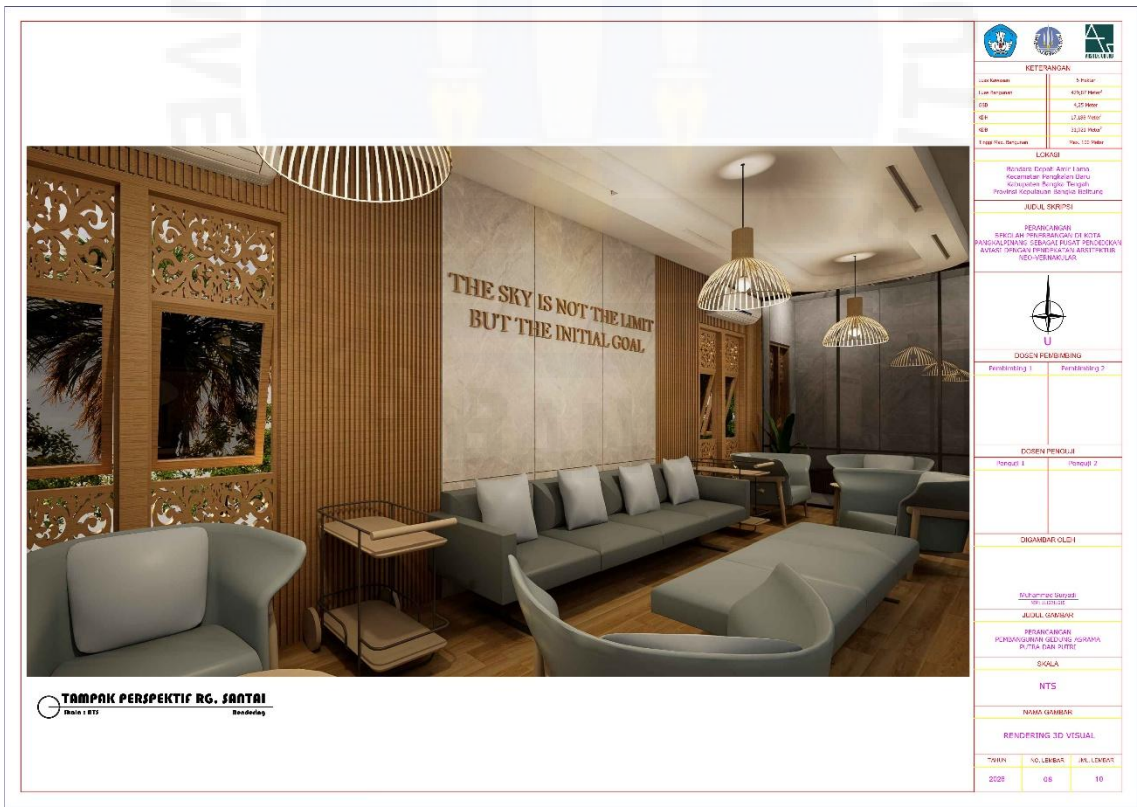
Gambar 6. 94 Gambar 3D Interior Ruang Simulator Gedung Sekolah Utama
(Sumber: Penulis, 2026)



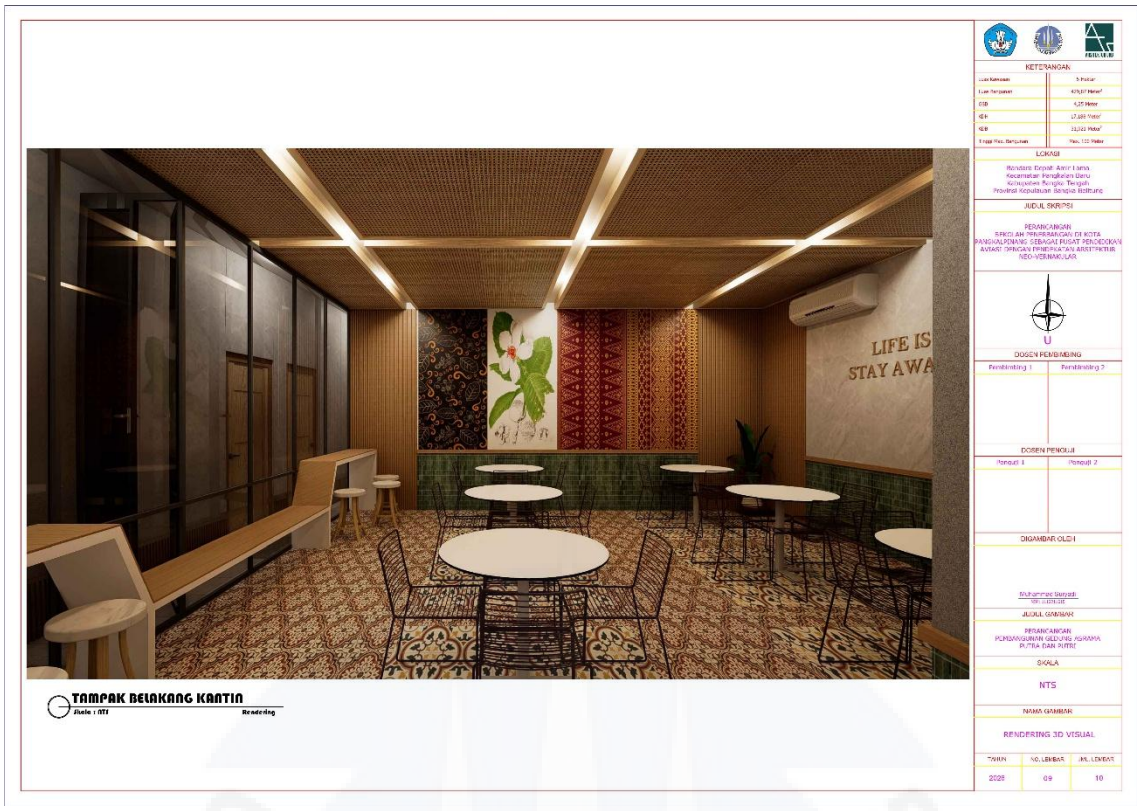
Gambar 6. 95 Gambar 3D Interior Ruang Kantin Siswa Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)



Gambar 6. 96 Gambar 3D Interior Ruang Santai Siswa Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)

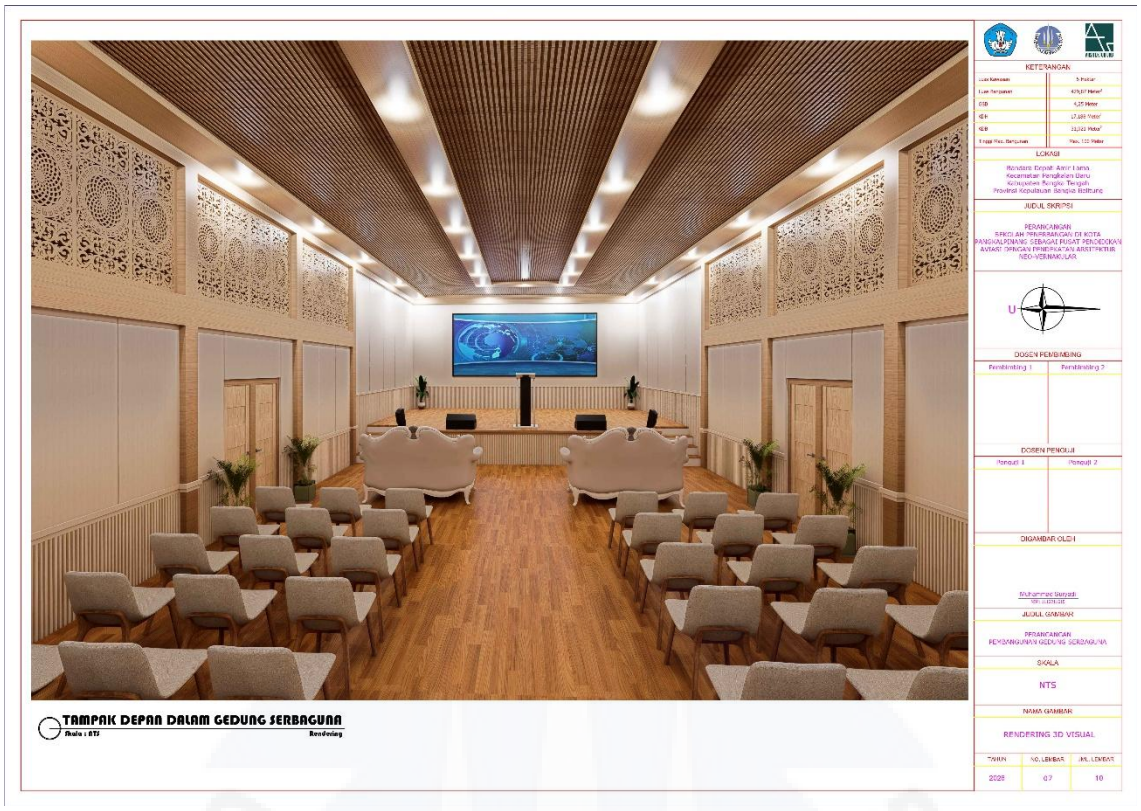


Gambar 6. 97 Gambar 3D Interior Ruang Santai Siswa Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)

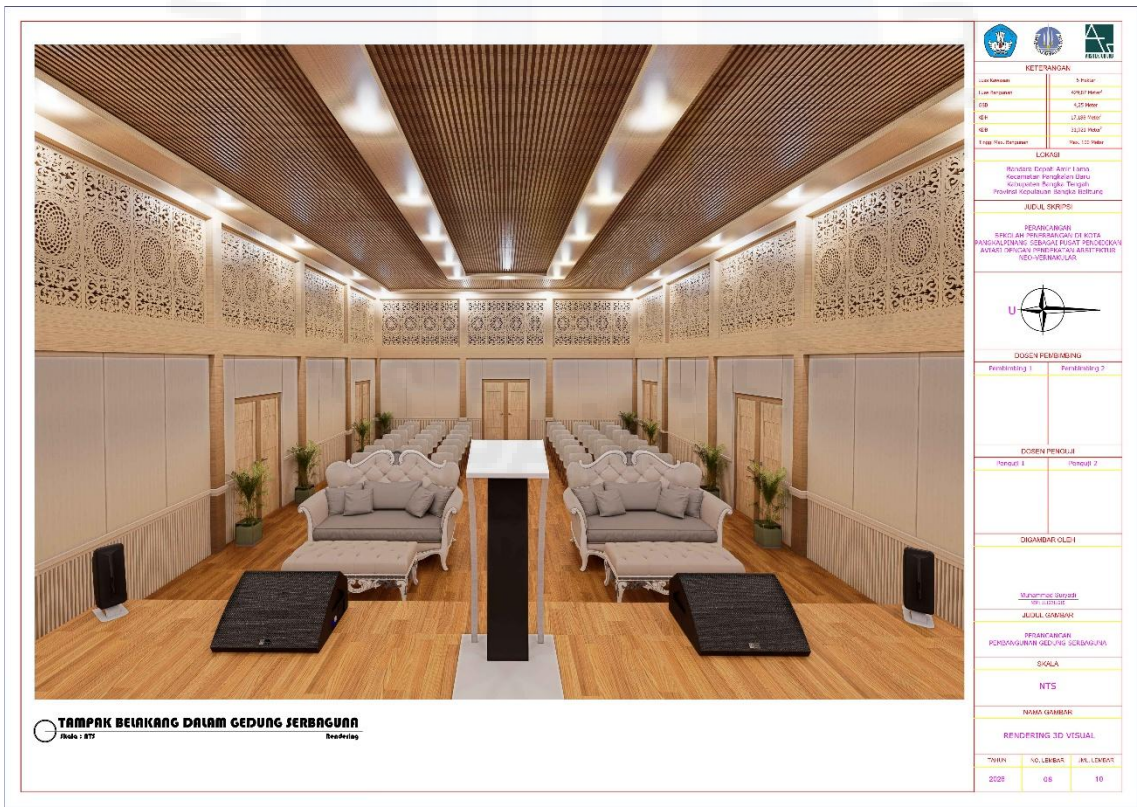


Gambar 6. 98 Gambar 3D Interior Ruang Kantin Siswa Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)

Gambar 6. 99 Gambar 3D Interior Ruang Tidur Siswa Gedung Asrama Putra dan Putri
(Sumber: Penulis, 2026)

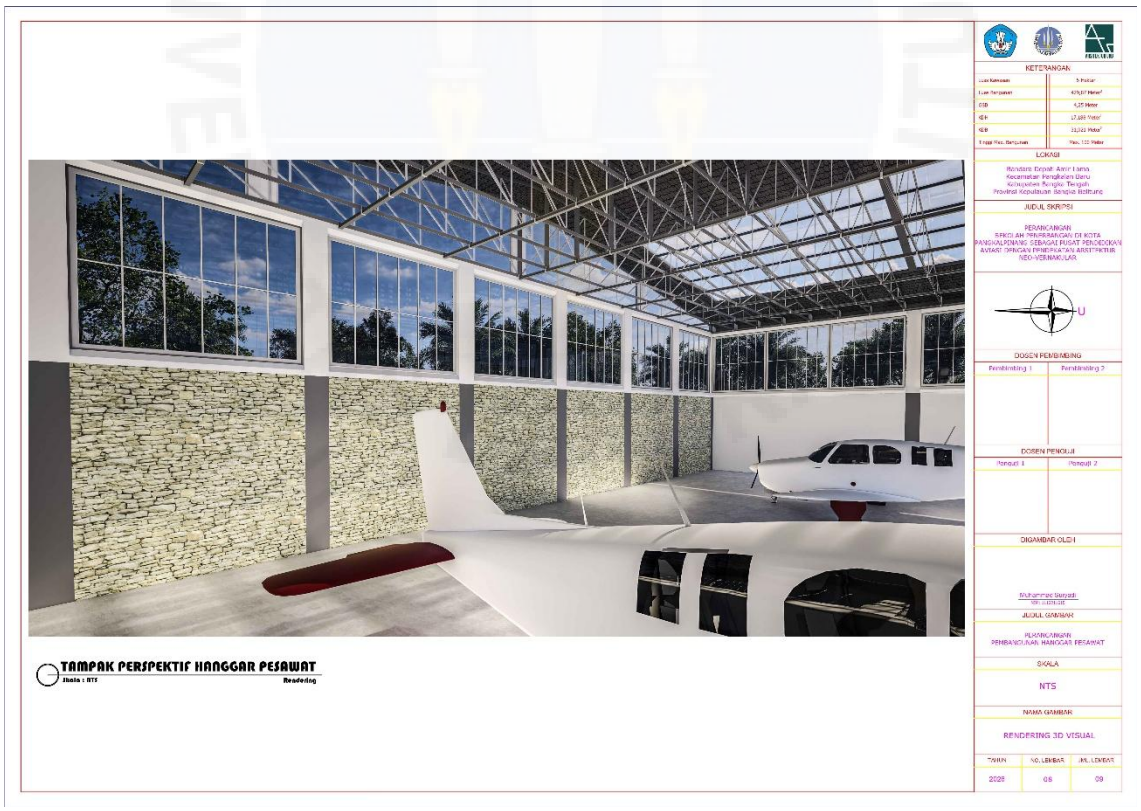


Gambar 6. 100 Gambar 3D Interior Gedung Serbaguna
(Sumber: Penulis, 2026)



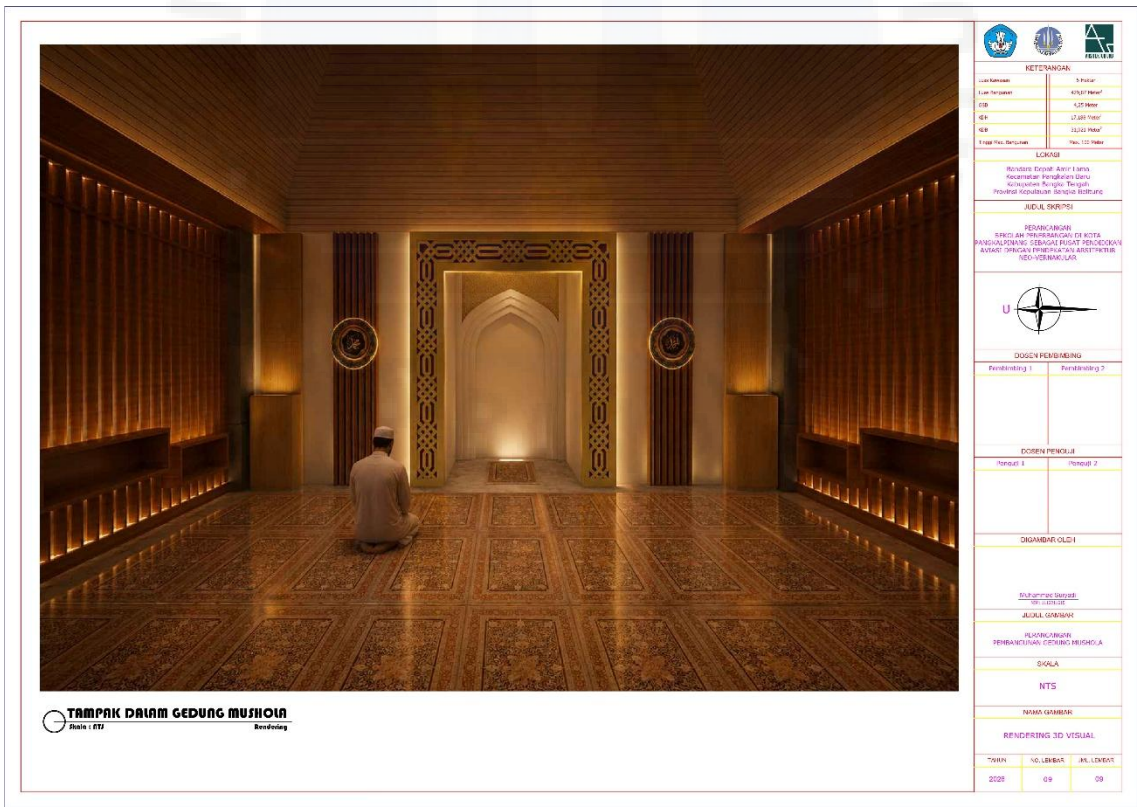
Gambar 6. 101 Gambar 3D Interior Gedung Serbaguna
(Sumber: Penulis, 2026)

Gambar 6. 102 Gambar 3D Interior Hanggar Pesawat
(Sumber: Penulis, 2026)



Gambar 6. 103 Gambar 3D Interior Hanggar Pesawat
(Sumber: Penulis, 2026)

Gambar 6. 104 Gambar 3D Interior Kantin
(Sumber: Penulis, 2026)



Gambar 6. 105 Gambar 3D Interior Mushola
(Sumber: Penulis, 2026)