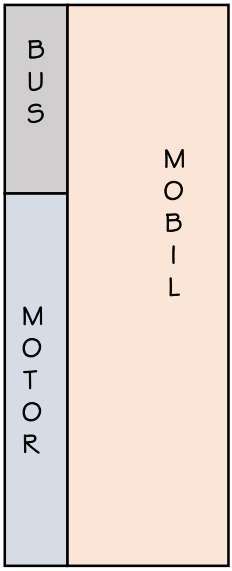
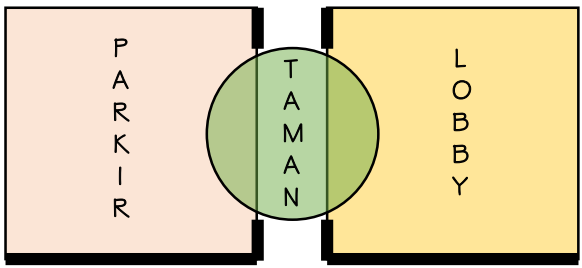
KONSEP ARSITEKTURAL, TRANSFORMASI, DESAIN

1.



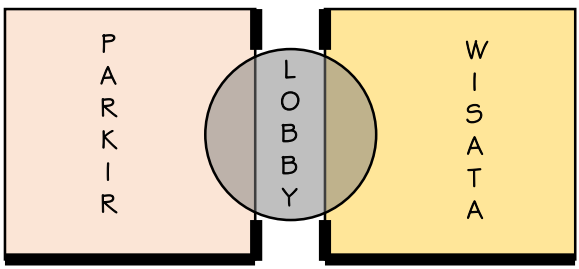
Ruang-ruang parkir diposisikan berdekatan.

2.

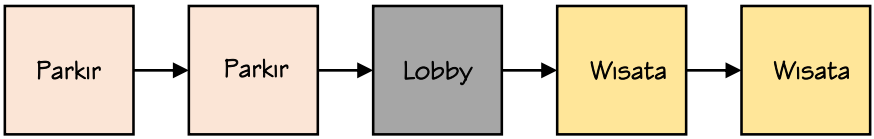


Ruang parkir dengan lobby dihubungkan dengan taman.

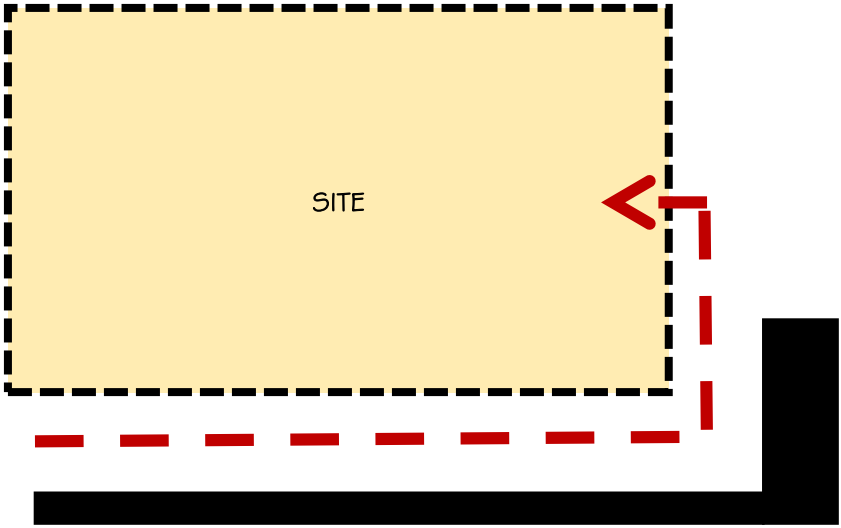
3.



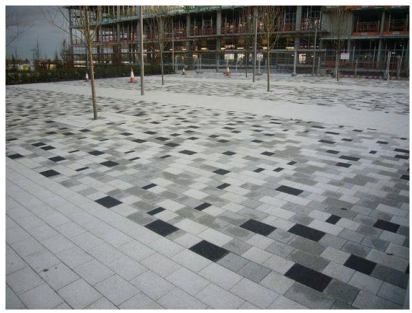
Lobby menjadi ruang perantara antara zona parkir dengan zona wisata.



Sikuen ruang berorganisasi linier



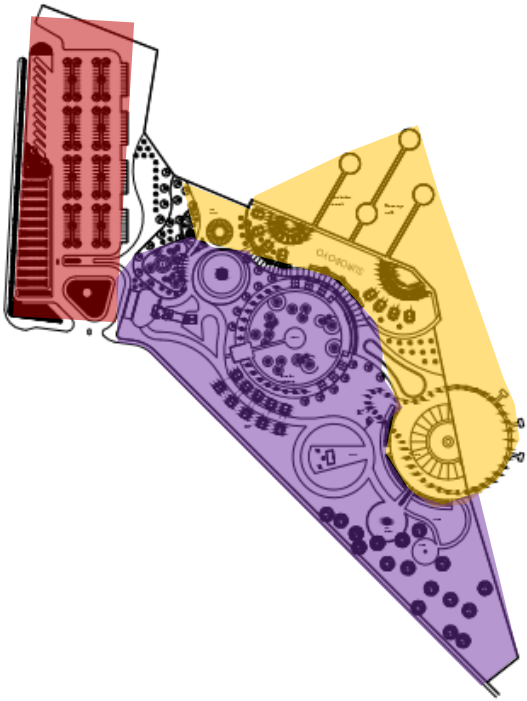
Dalam pencapaian menuju site, konsep yang digunakan adalah menggunakan konsep pencapaian tidak langsung.



Agar menjadikan suasana lebih atraktif, desain perkerasan dibuat berpola.

Penahan dan pembatas taman didesain menjadi tempat duduk agar memiliki banyak fungsi.

Zoning



Merah:

1. Parkir

Kuning:

Fasilitas dengan fungsi yang menawarkan pemandangan pesisir

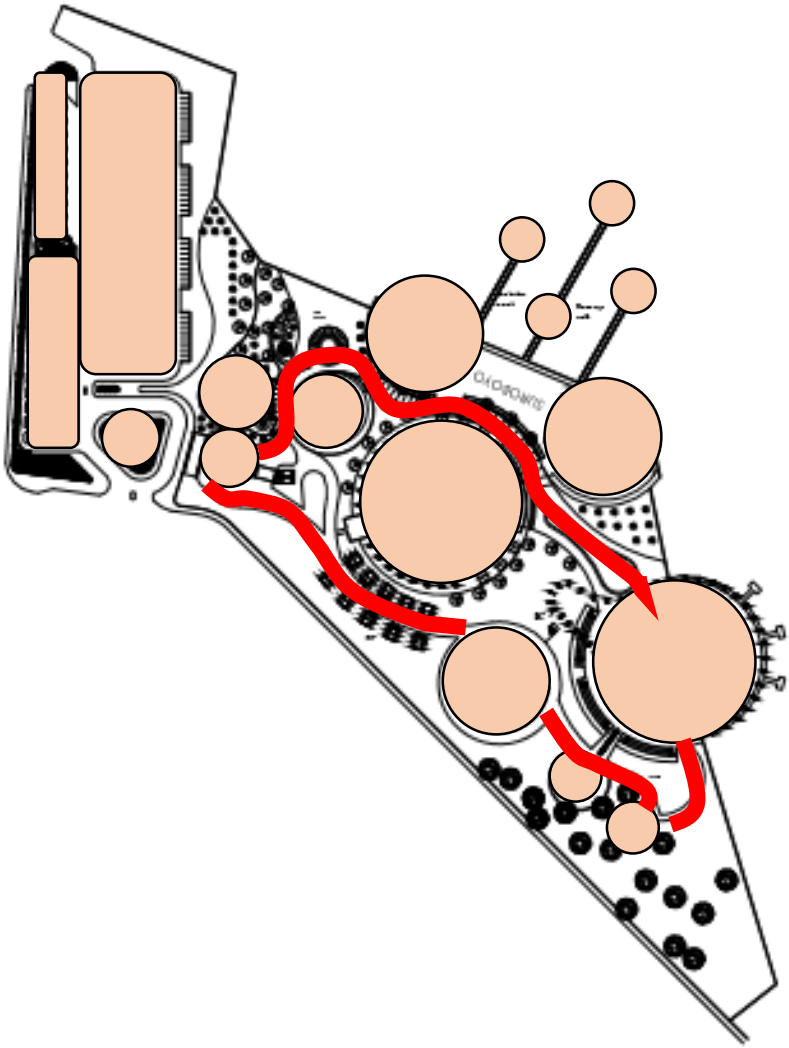
1. Food court
2. Dermaga selfi
3. Amphiteater
4. Dermaga perahu motor
5. Sepeda layang

Ungu:

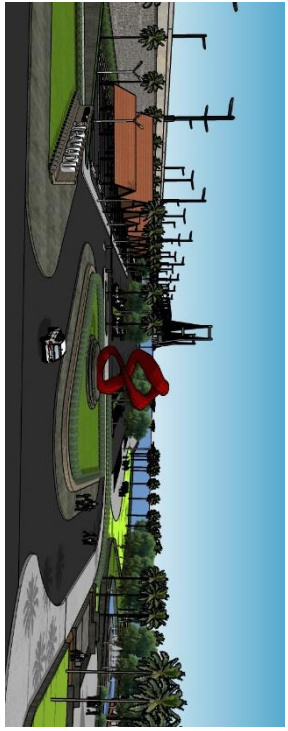
Fasilitas dengan fungsi yang tidak menawarkan pemandangan pesisir

1. Pemancingan
2. Outbond
3. Toko cinderamata

Ide bentuk ruang adalah **teteasan air**

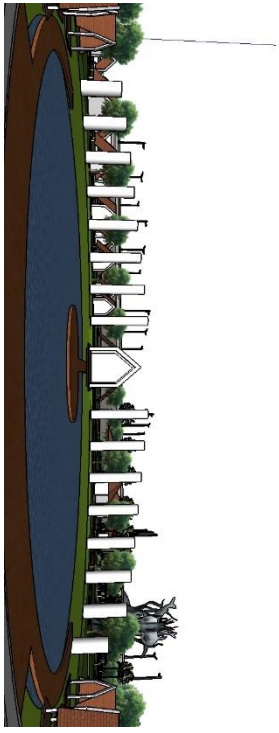


Transformasi

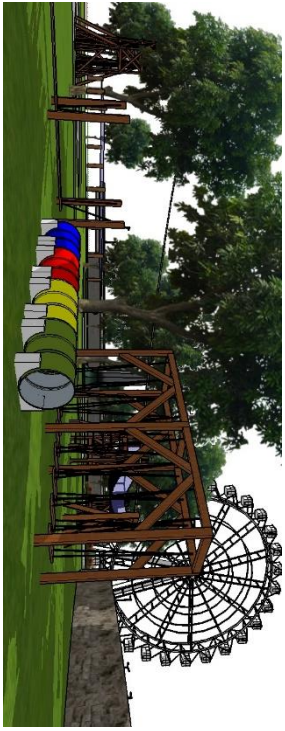


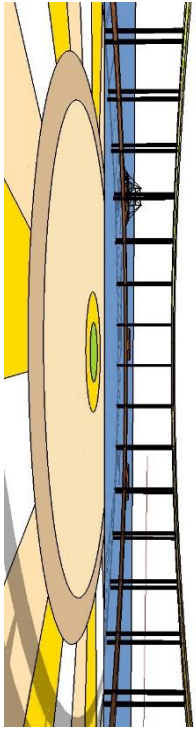
Desain

Desain

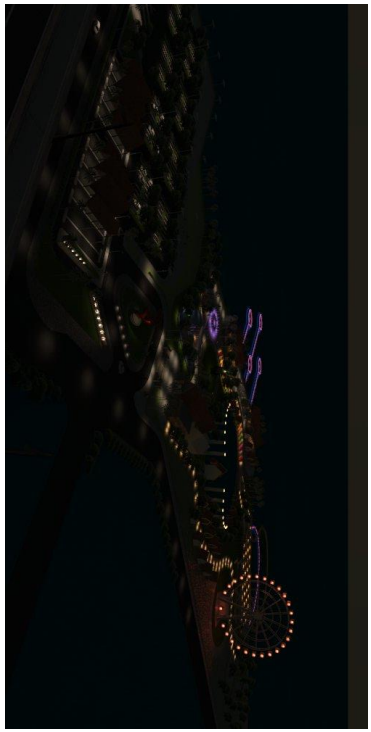


Desain





Desain



Desain