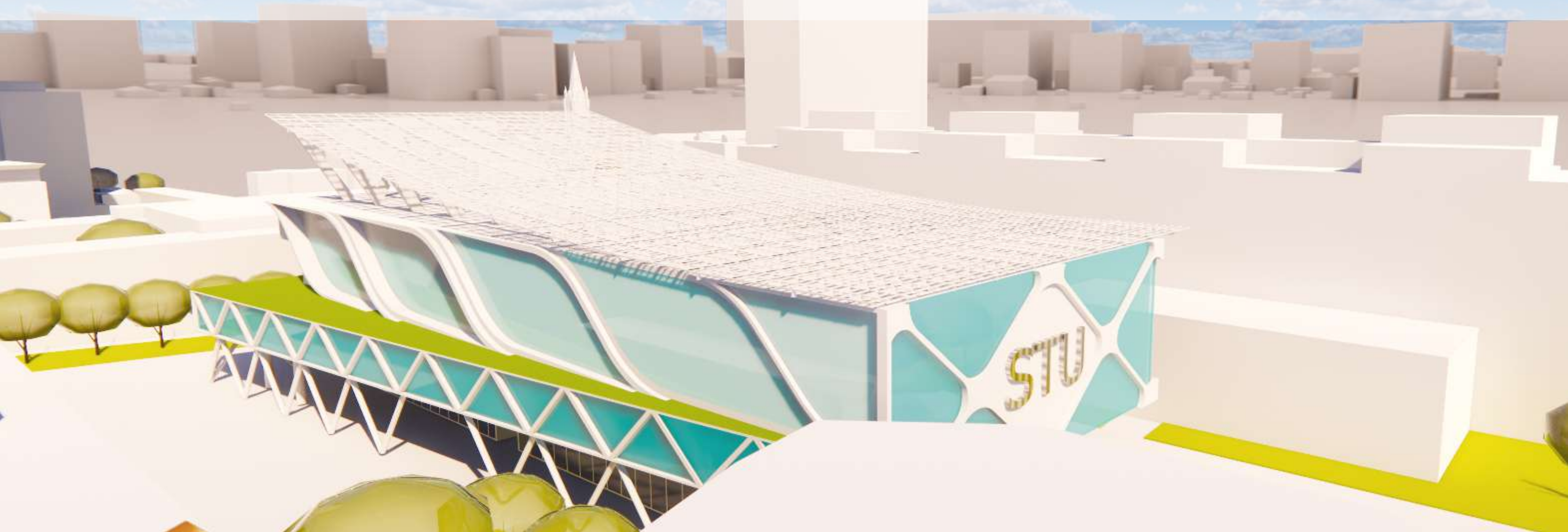


FUTURISTIC REVOLUTION AWAKE

Describing that the planning and construction is not based on something related to the past, but will try to describe the future. The building must be able to follow and accommodate activities that are always evolving.



Sustainable Revolution Building



With the progress of the current era, many buildings ignore sustainability, so that later buildings that will be made must pay attention to sustainability with regard to the shape of the building and the relationship between vegetation and buildings

Pandemic Era



In addition, in the current pandemic era, design must consider all aspects related to cleanliness, and also relate to the use of many items that are minimal in touch.

Problem Statement

How to create a building that is environmentally friendly is also facilitated in terms of access and facilities. In addition, it creates a functional room and pays attention to all areas around the building related to user circulation to safety, as well as sustainable design.

Problem Solution



THERMAL CONTROL

Application of good thermal control such as thermal insulation and good application of cross ventilation



BETTER MOOD

Creating designs that have a positive effect on the psychological condition of residents, creating a good mood, so that residents also feel comfortable and at home in the building during a pandemic



EFFICIENCY AND EFFECTIVITY

Regarding land availability, effective and efficient spatial management will also have a big impact. By eliminating unnecessary space, it will increase space for areas that are used more often



HYGIENE

The pandemic attack requires everyone to maintain personal and residential hygiene. So that in design, we must pay attention to the crucial need for hygiene

INTERIOR



LOBBY



MEETING ROOM



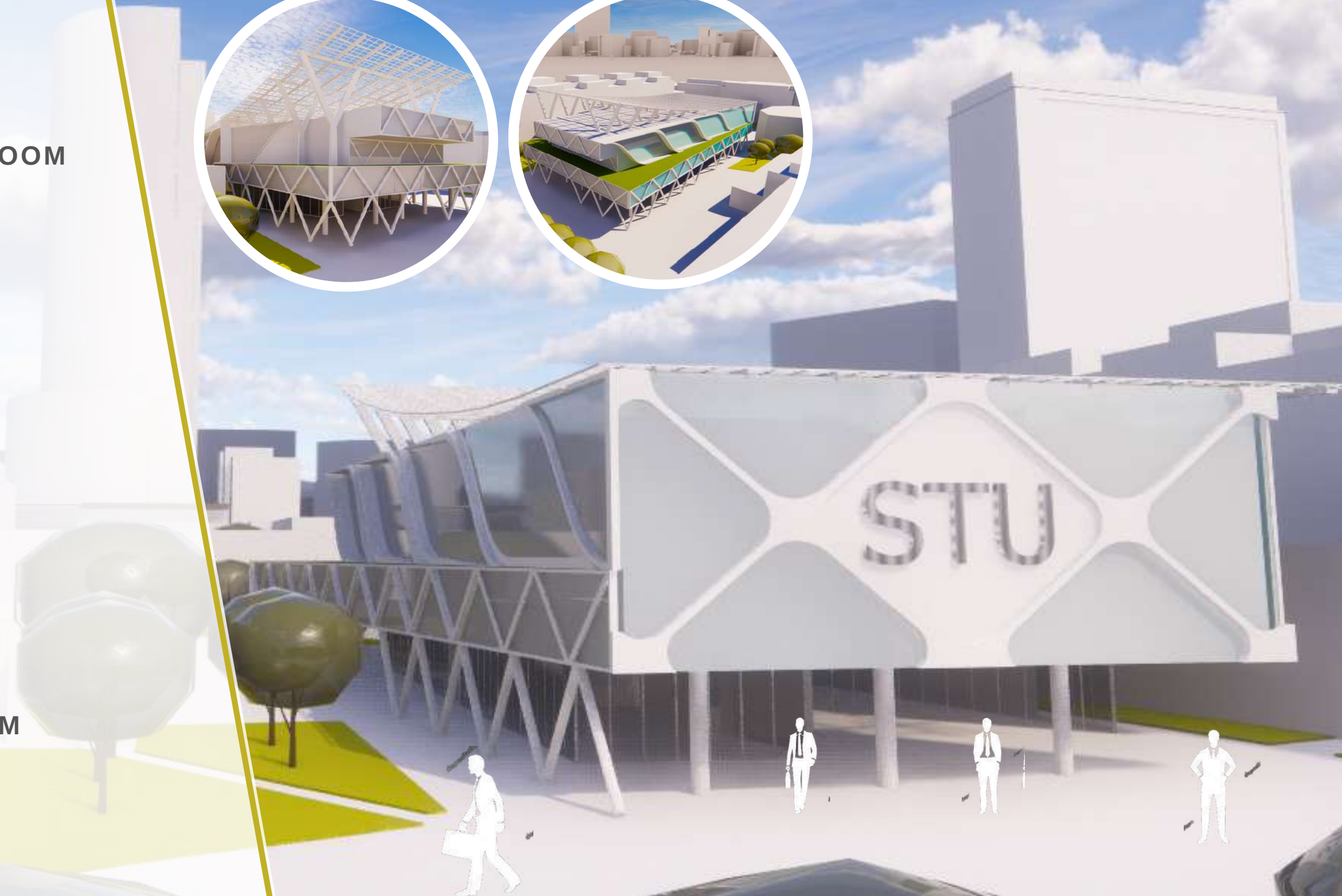
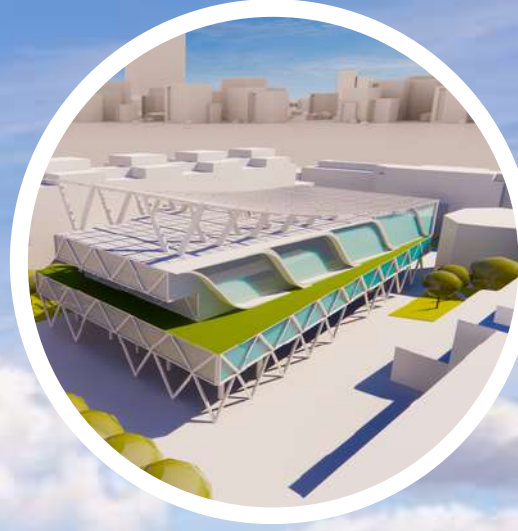
CAFETERIA

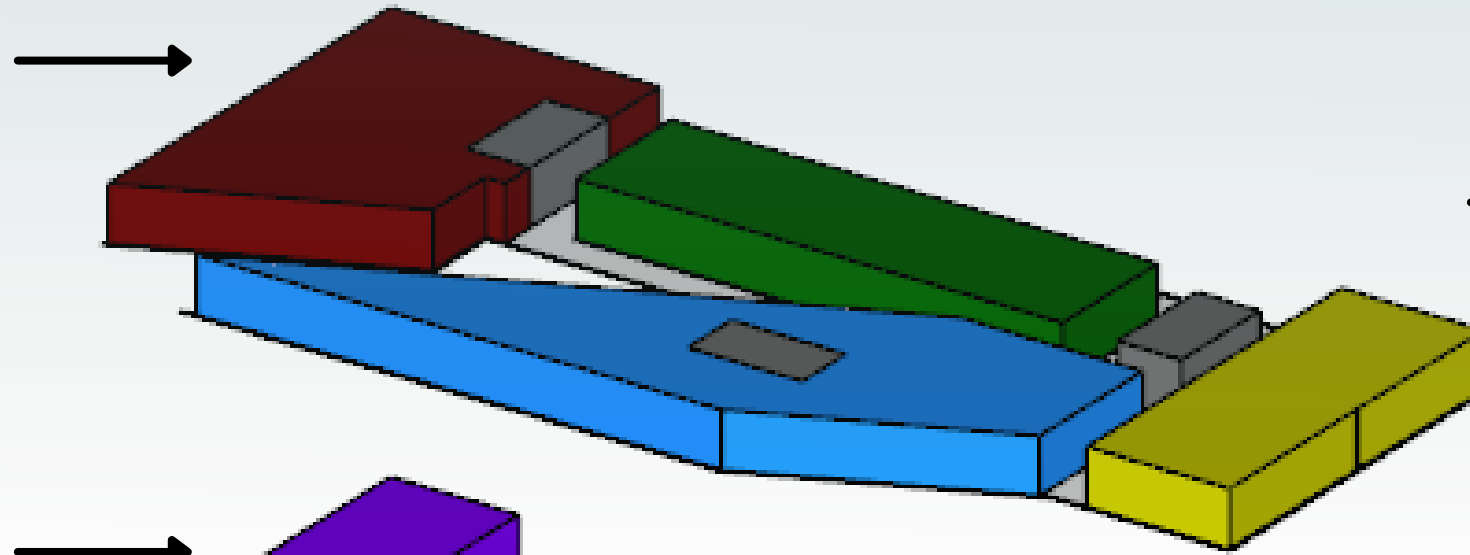
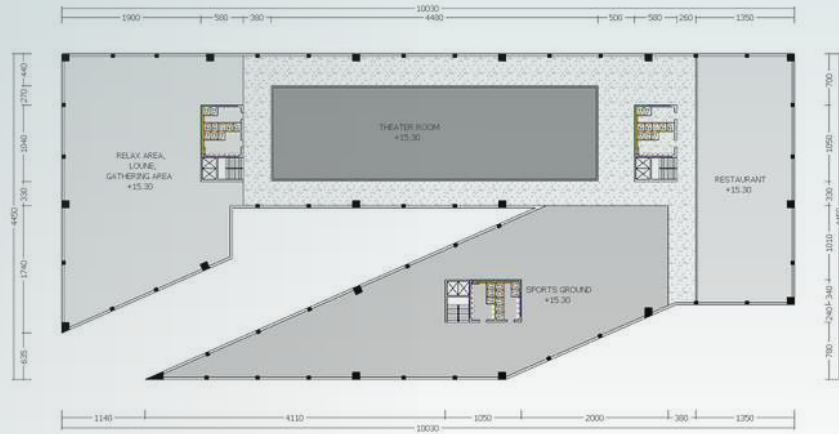


CLASSROOM

EXTERIOR

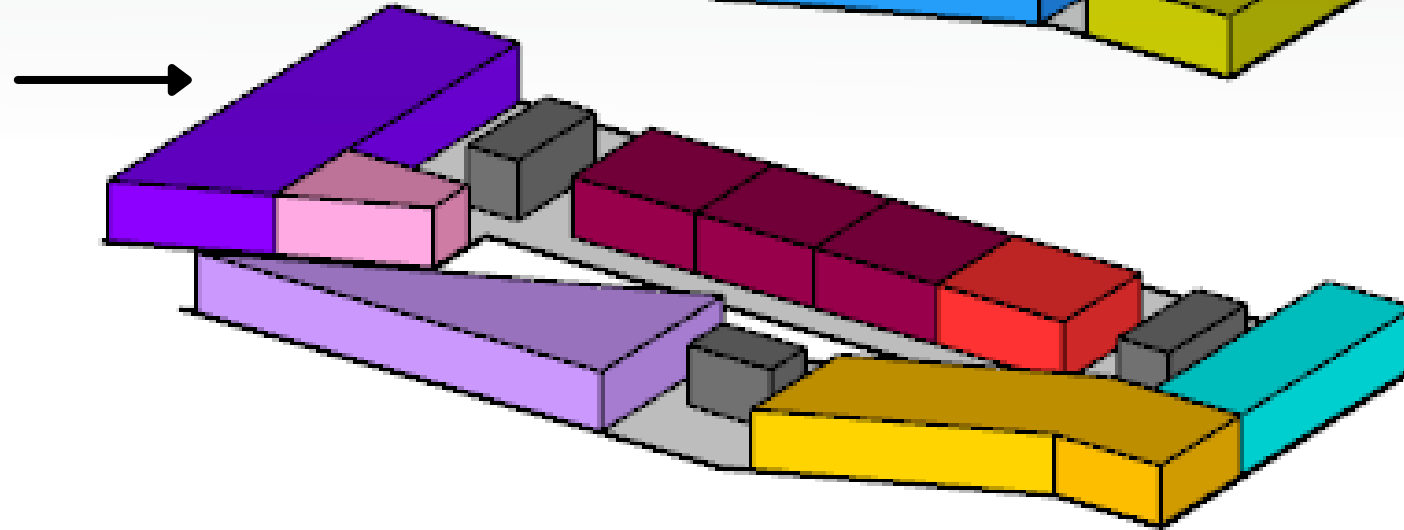
On the exterior, it uses many shapes from different sides, the facade uses a hexagonal shape, while the sides play a triangular shape and also leaves-like shapes. There is also a pole game at the bottom of the building to support the building and also has its own aesthetic value





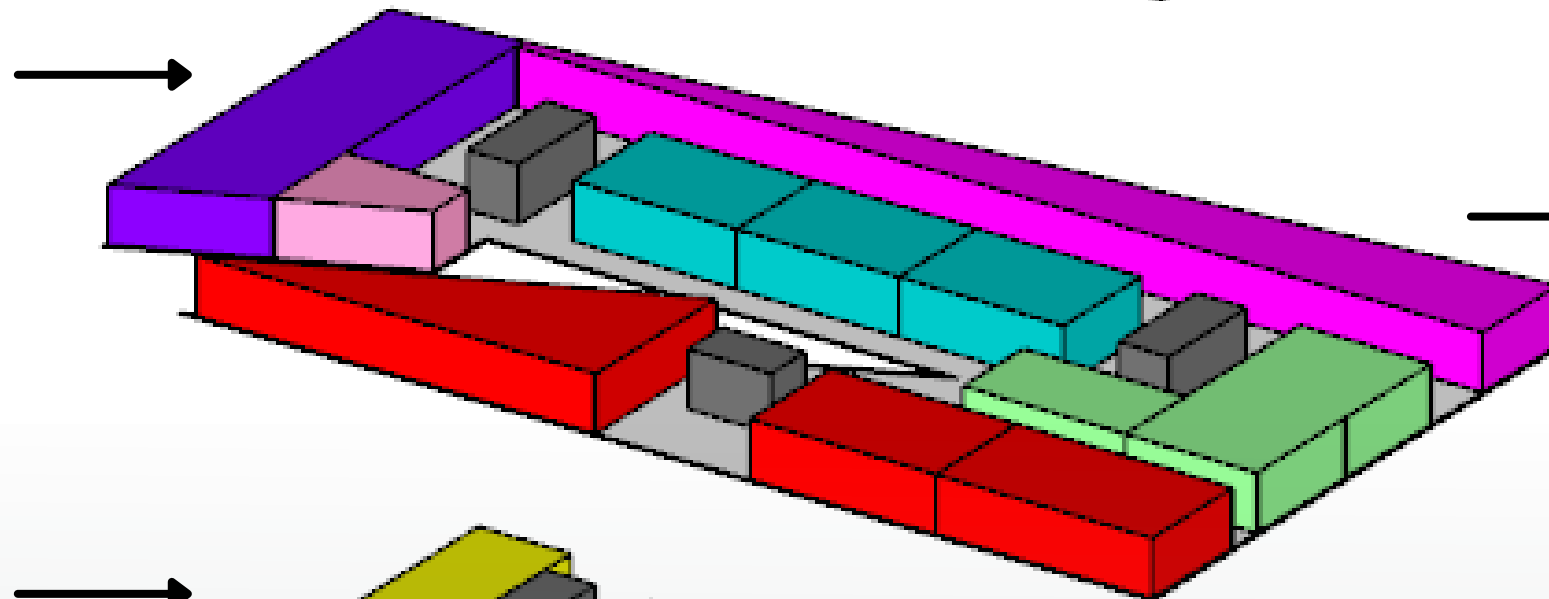
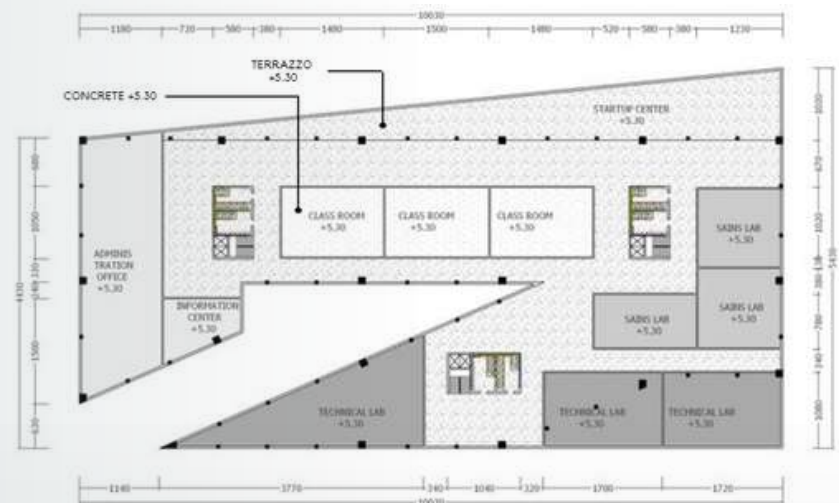
LEVEL 4

- THEATER ROOM
- CORE
- SPORTS GROUND
- RESTAURANT
- RELAX AREA



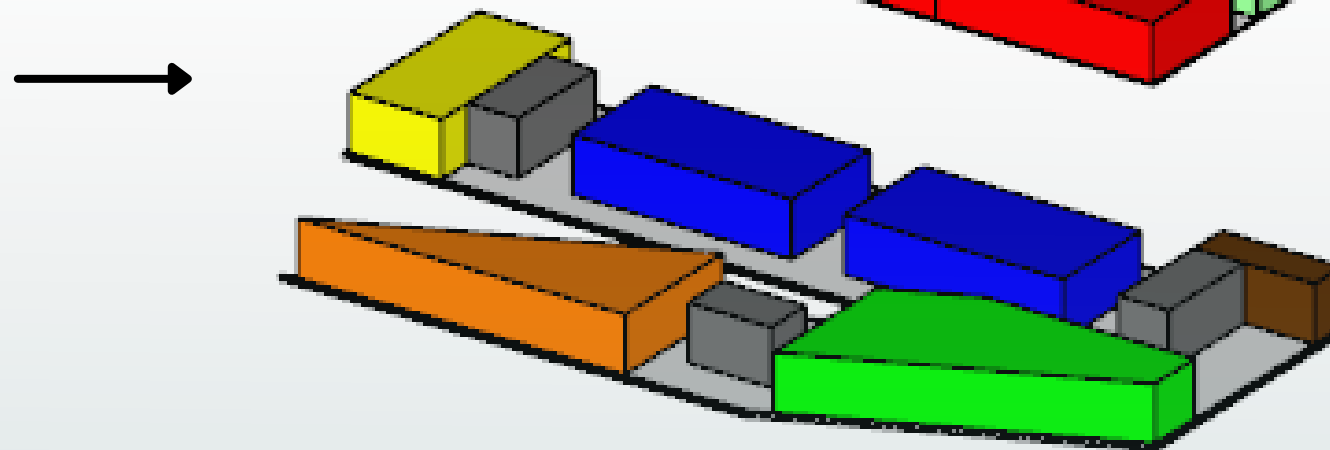
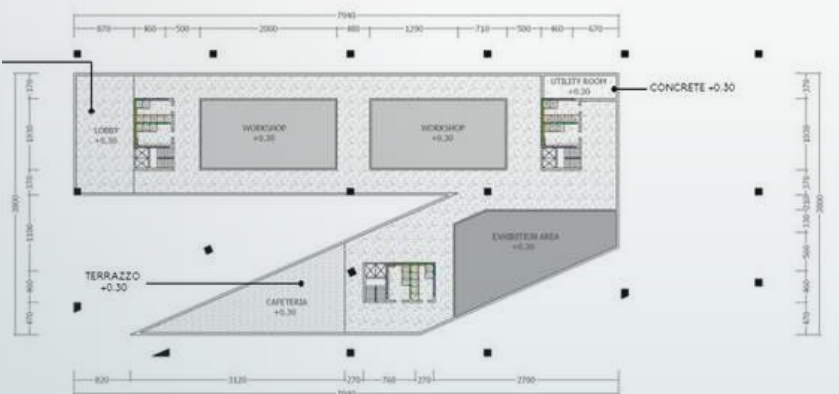
LEVEL 3

- OFFICE
- CORE
- MEETING ROOM
- PRESENTATION AREA
- LIBRARY
- ADMINISTRATION
- INFORMATION
- RECTORS ROOM



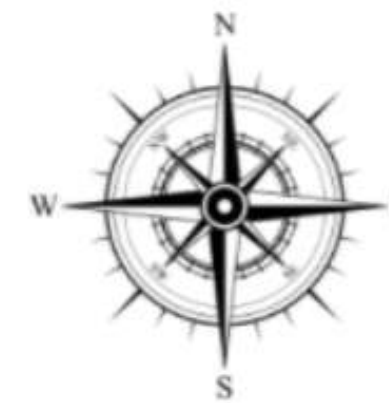
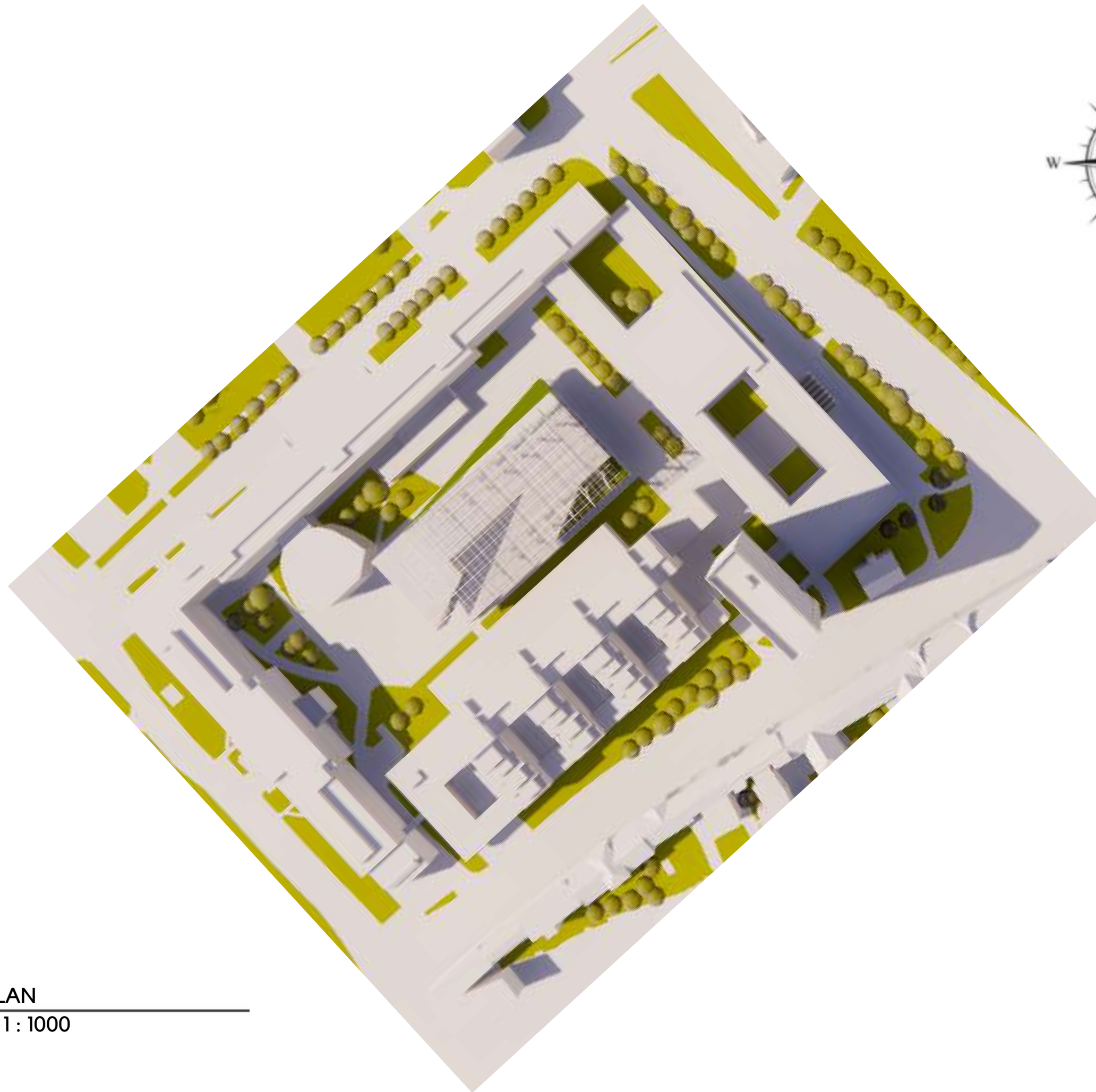
LEVEL 2


- STARTUP CENTER
- CORE
- CLASSROOM
- TECHNICAL LAB
- SAINS LAB
- ADMINISTRATION
- INFORMATION

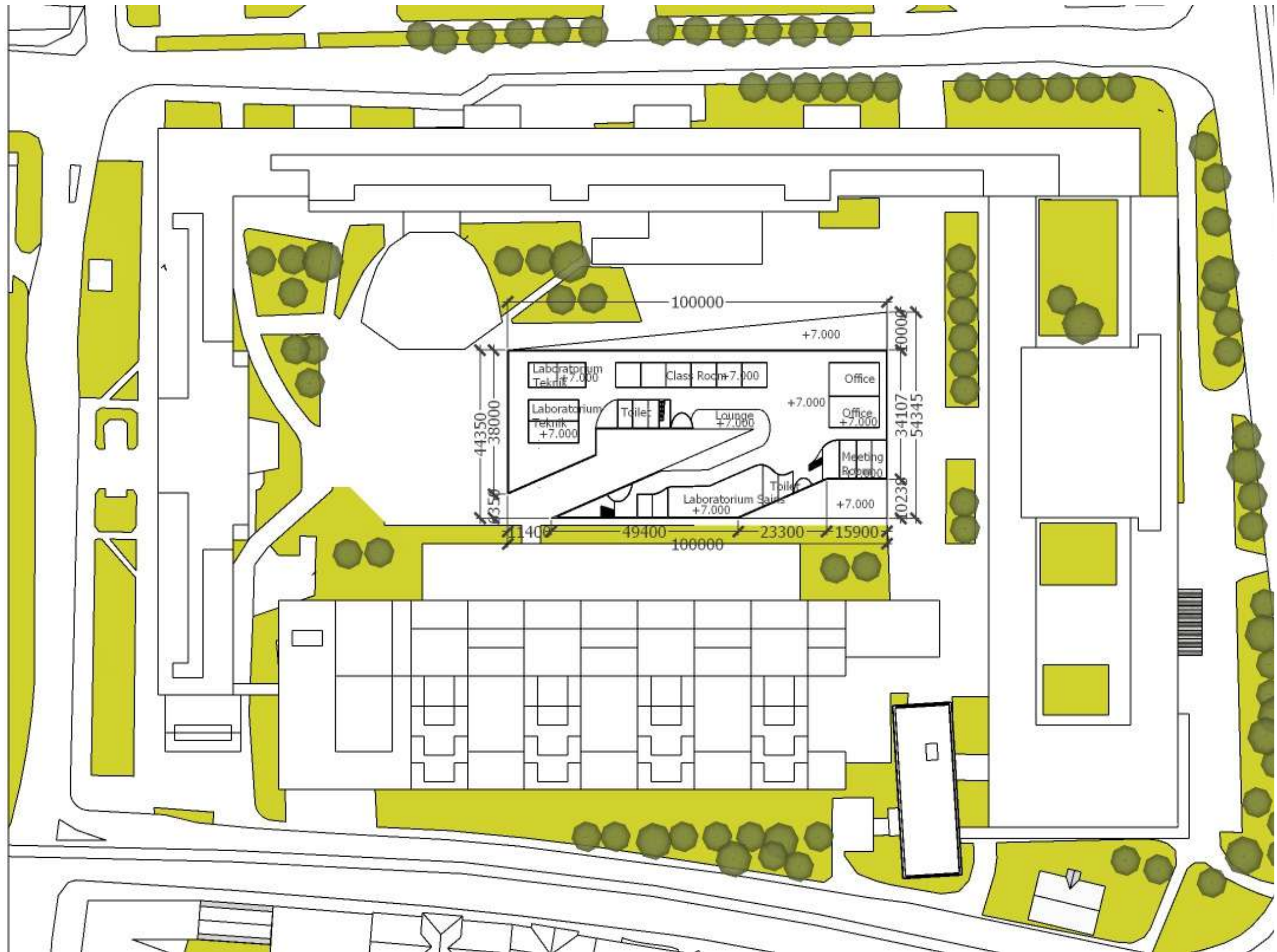


LEVEL 1

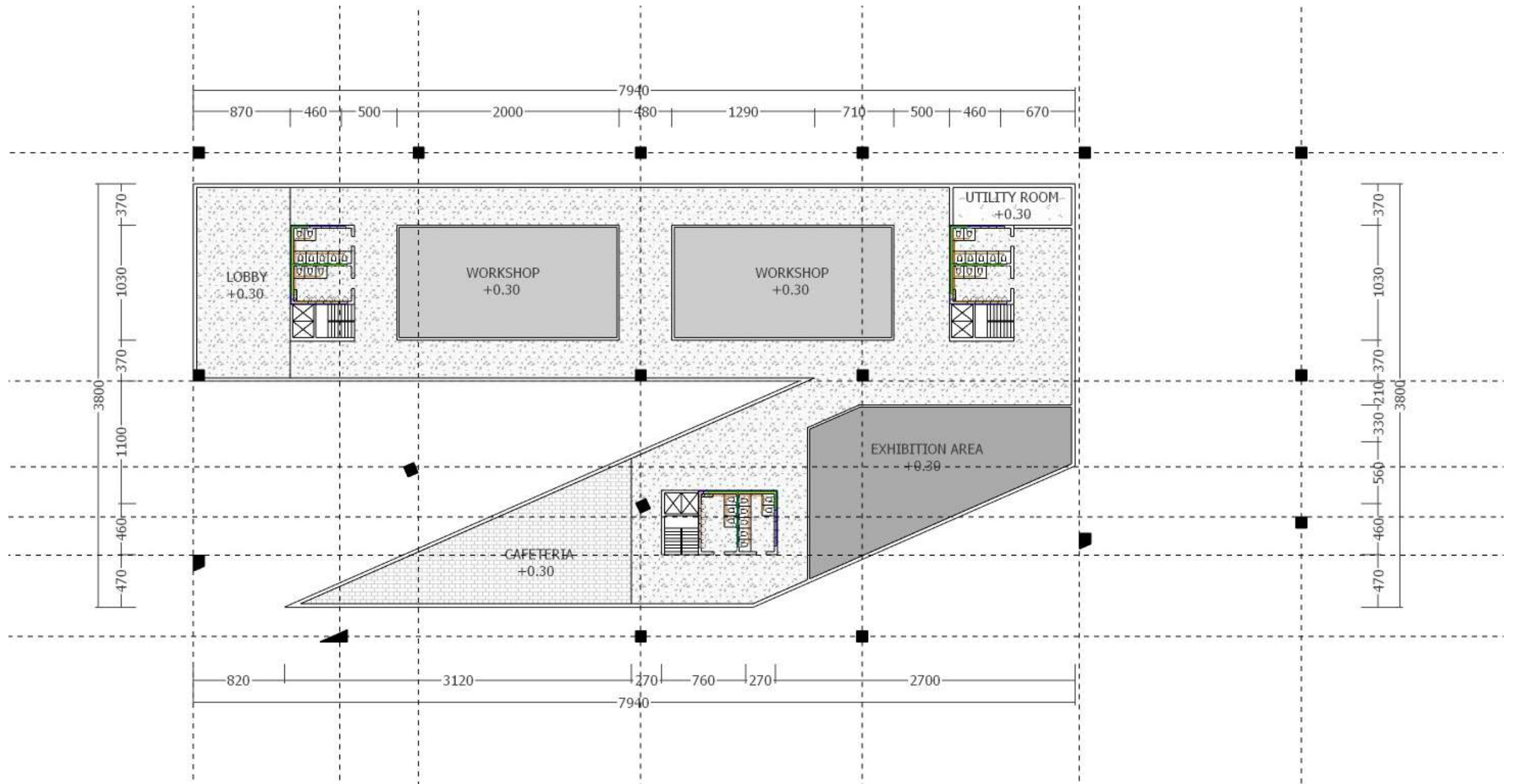
- LOBBY
- CORE
- WORKSHOP
- UTILITY ROOM
- EXHIBITION
- CAFETERIA



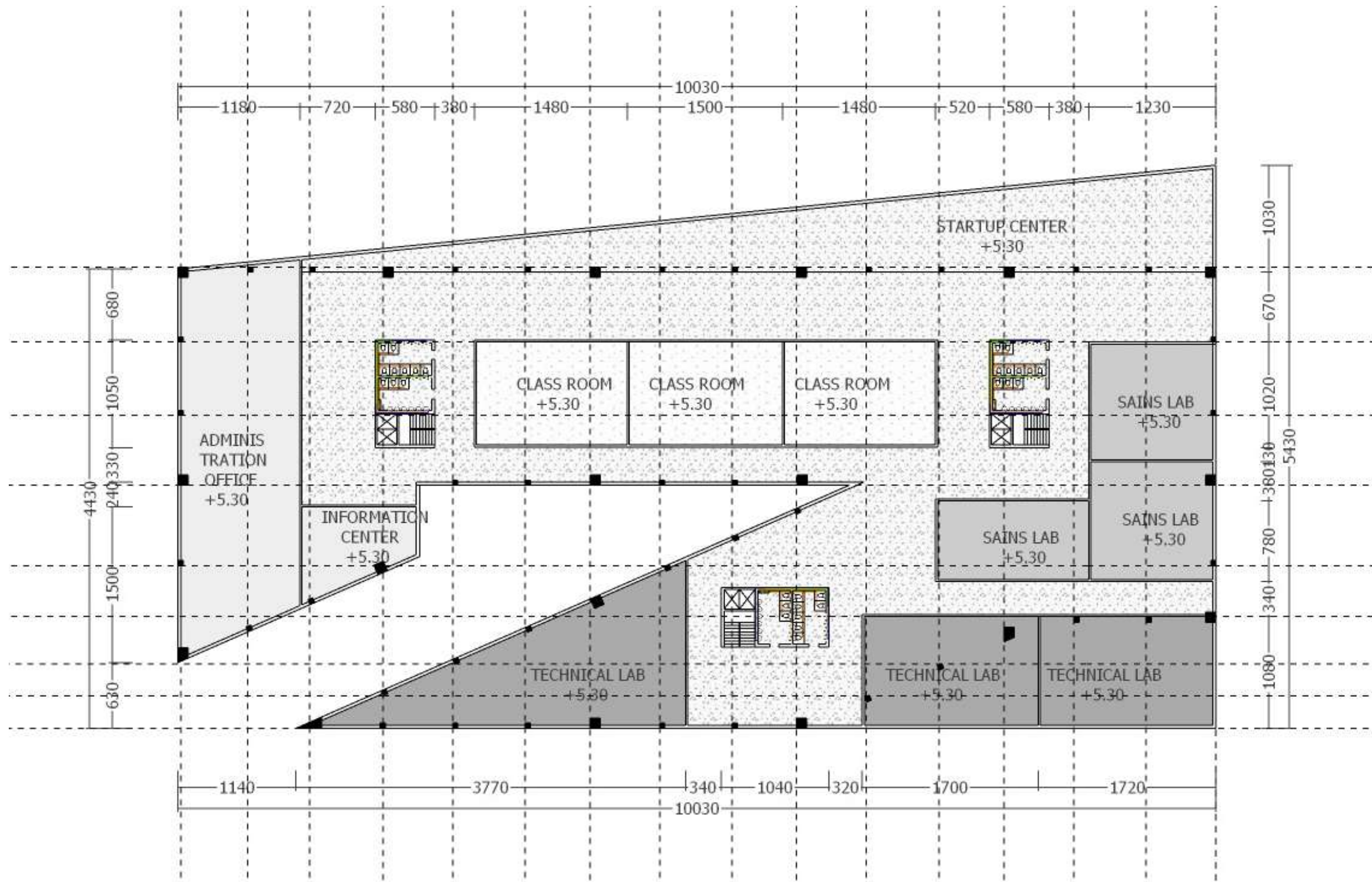
 SITE PLAN
SCALE 1 : 1000



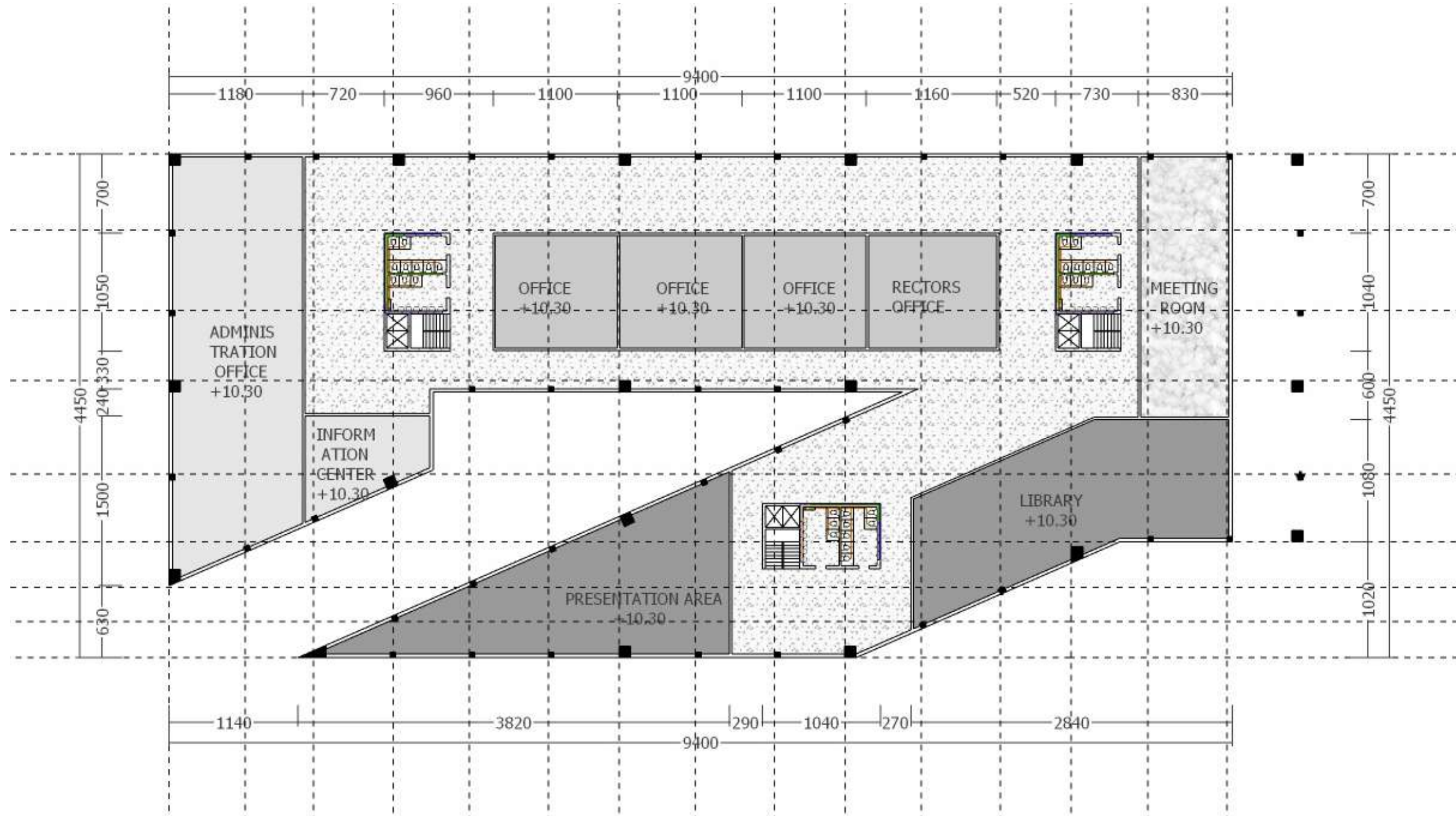
LAYOUT



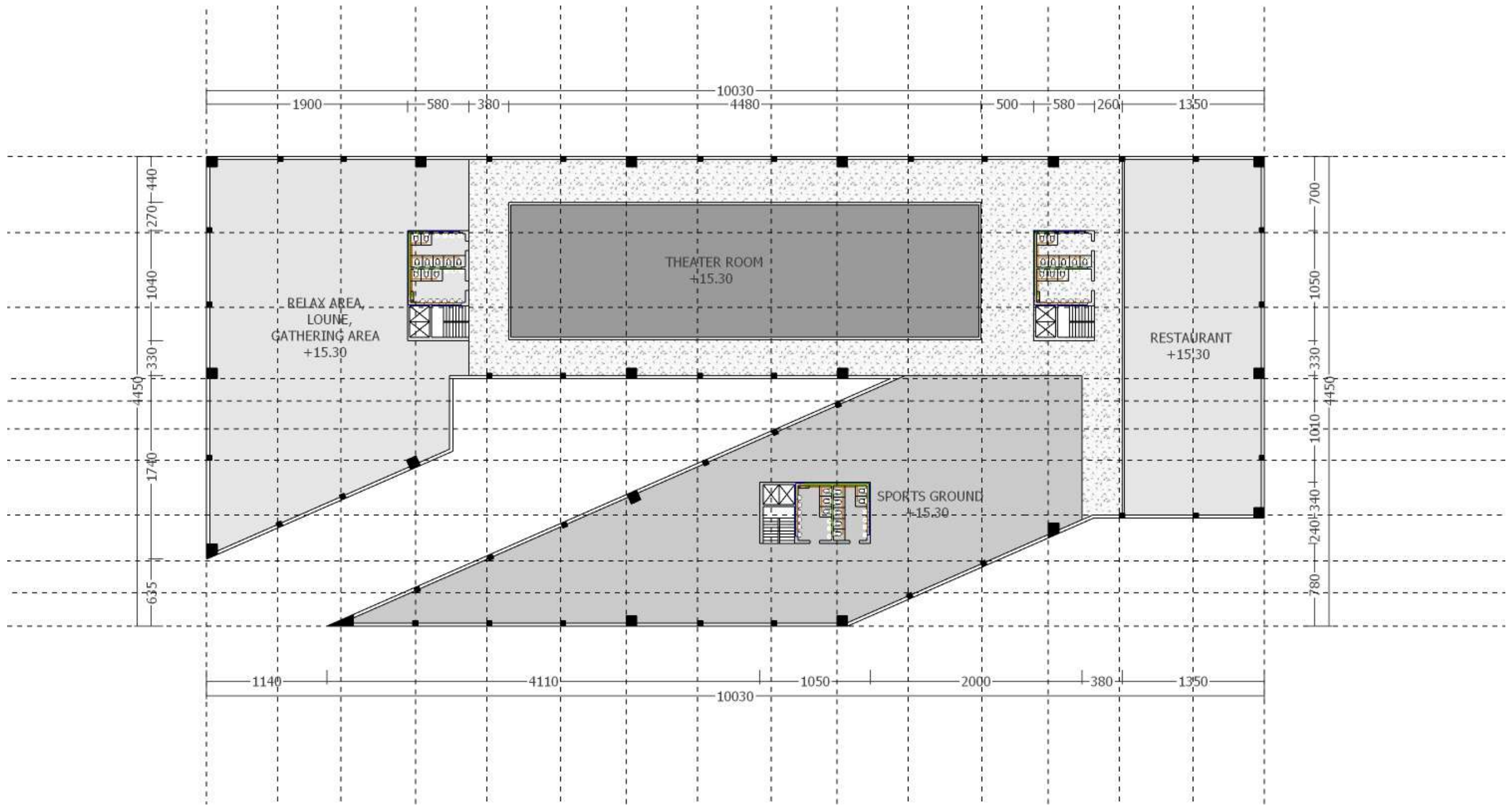

LEVEL 1 FLOOR PLAN
SCALE 1 : 500



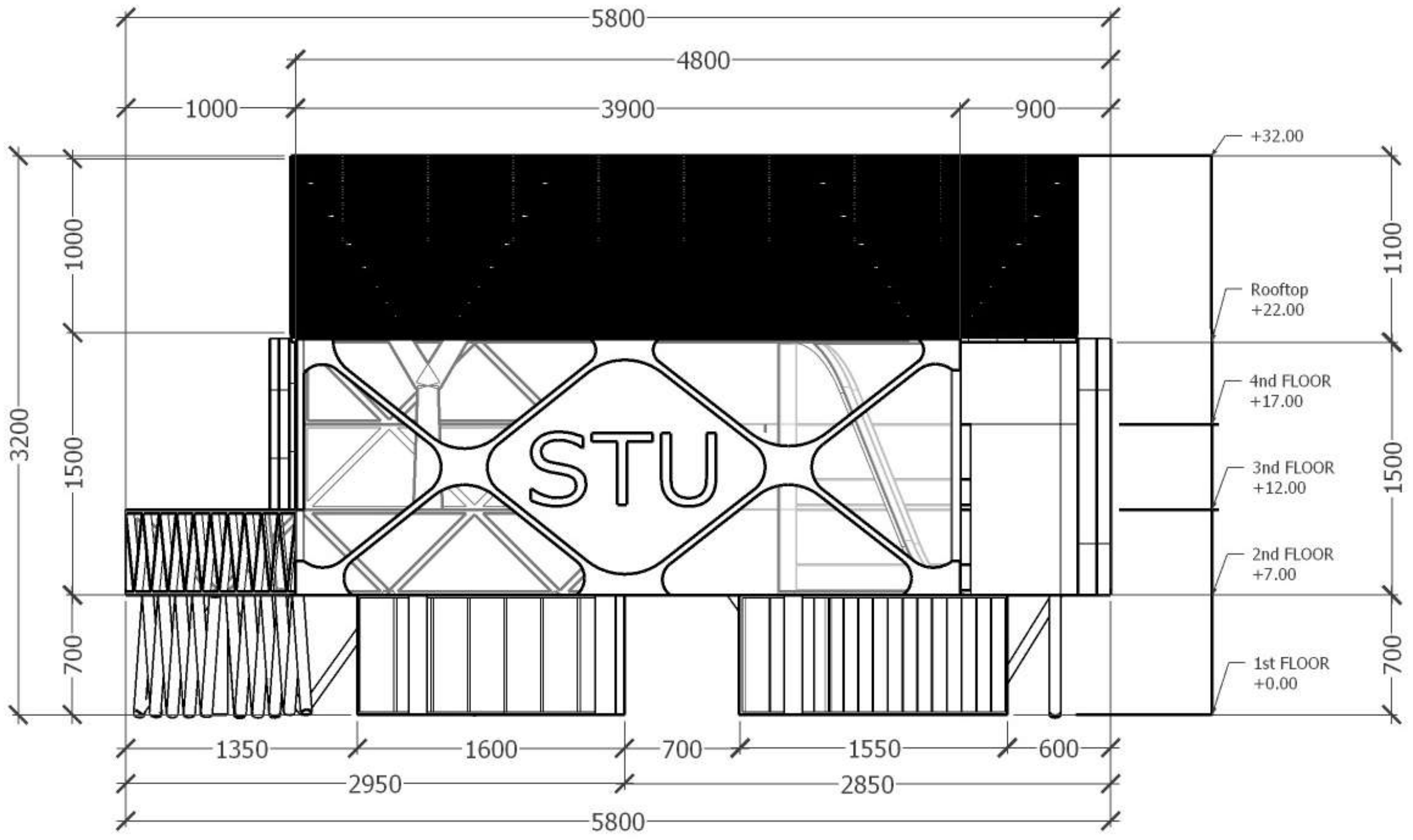

LEVEL 2 FLOOR PLAN
 SCALE 1 : 500




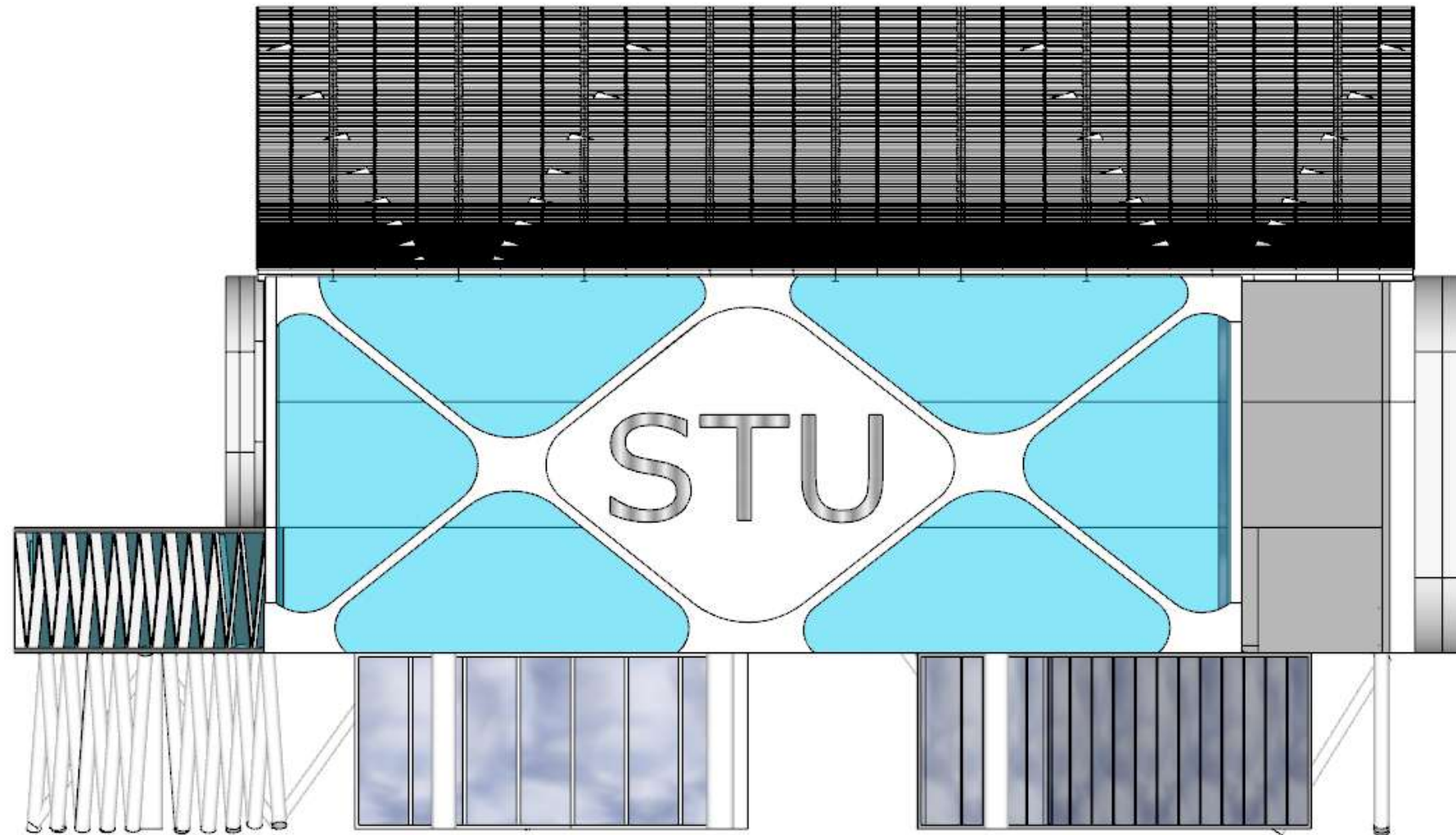

LEVEL 3 FLOOR PLAN
 SCALE 1 : 500



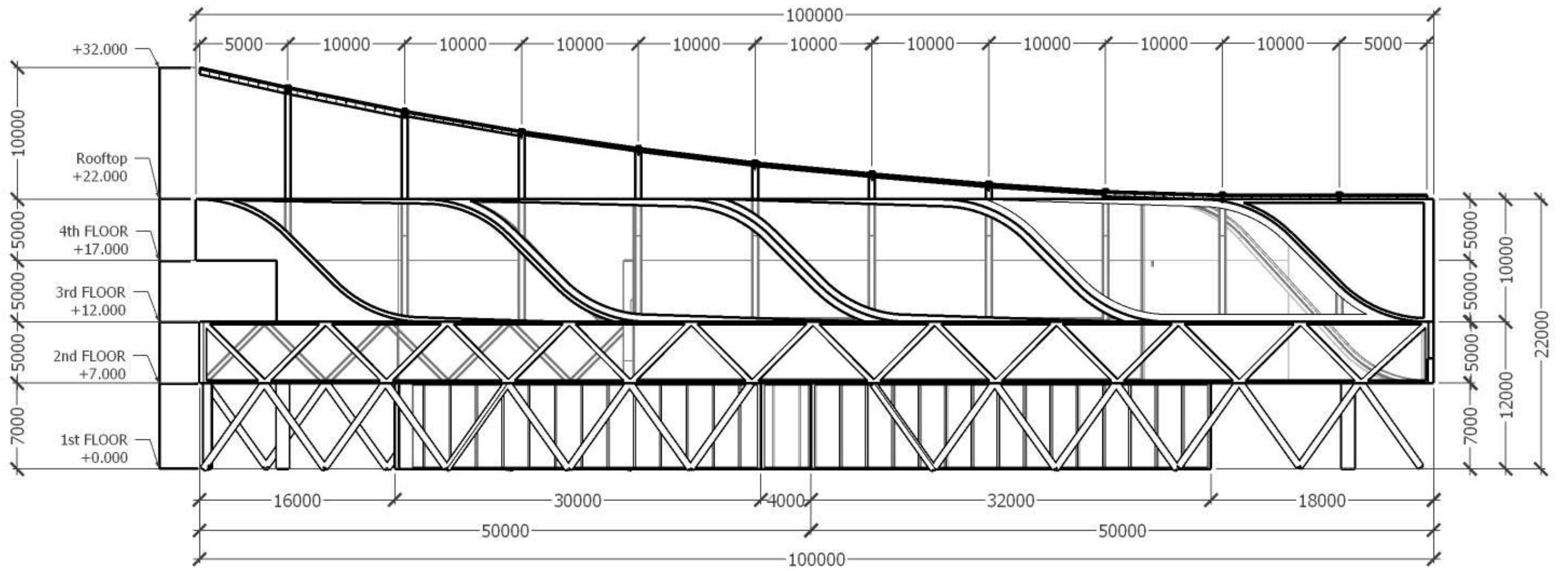

LEVEL 4 FLOOR PLAN
 SCALE 1 : 500



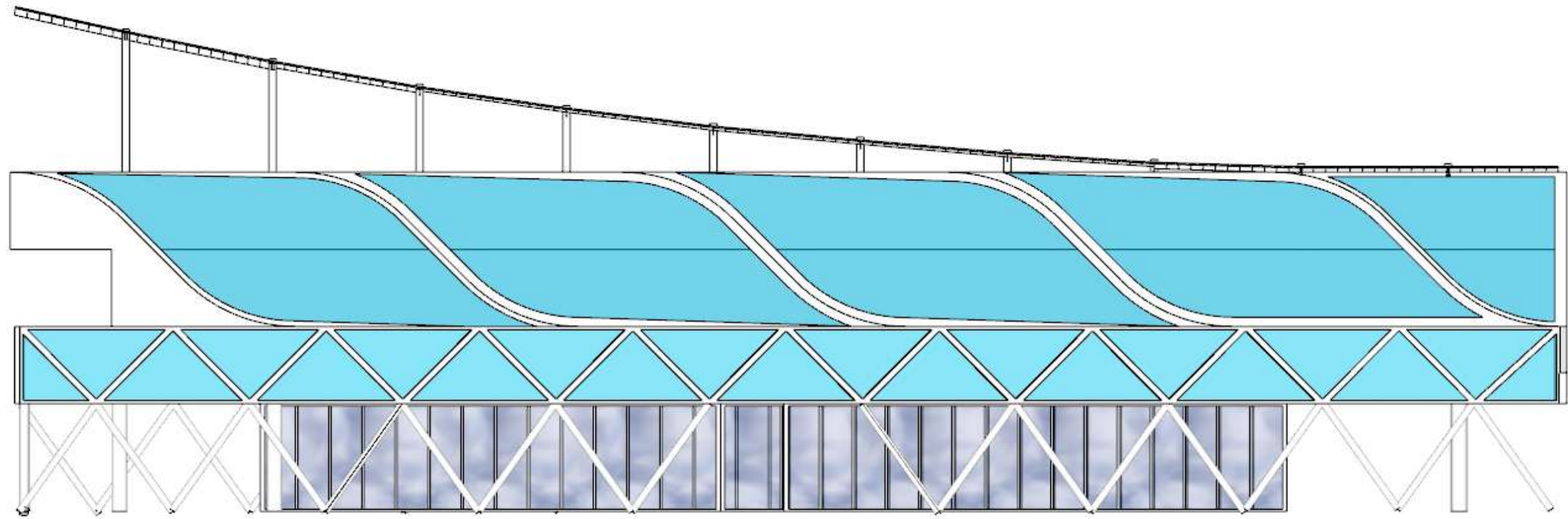

FRONT ELEVATION
 SCALE 1 : 500



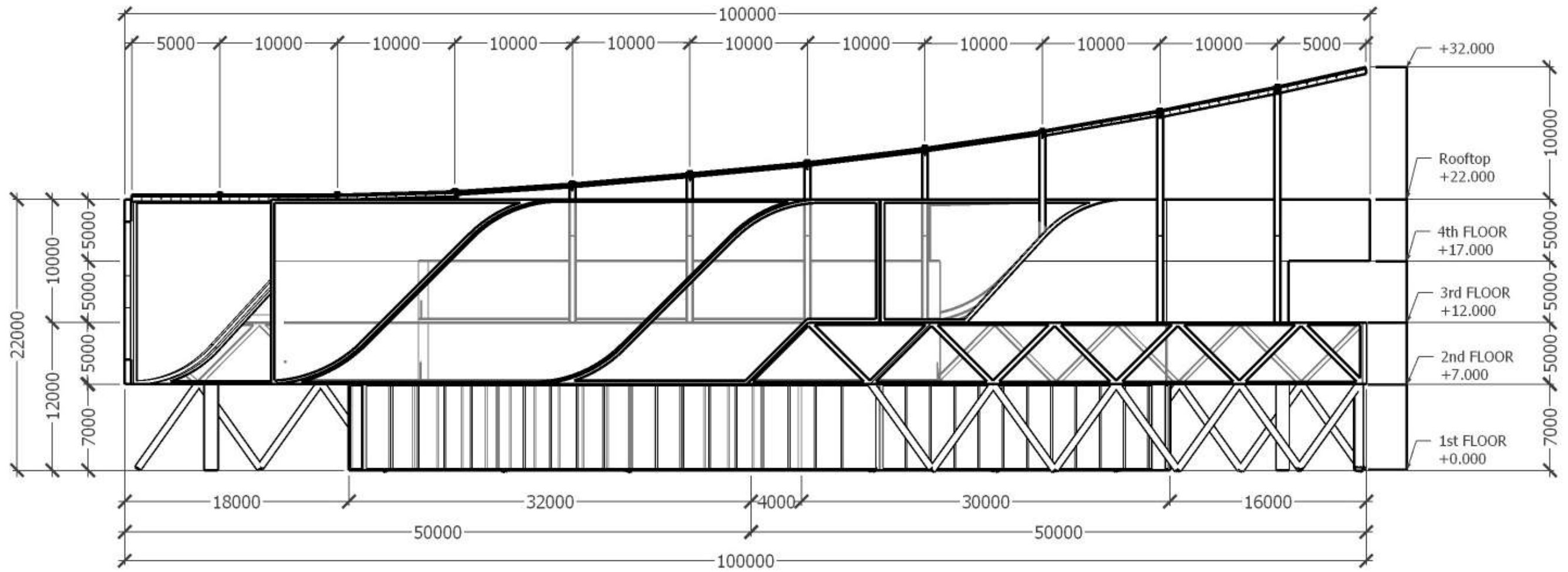
FRONT ELEVATION
SCALE 1 : 500




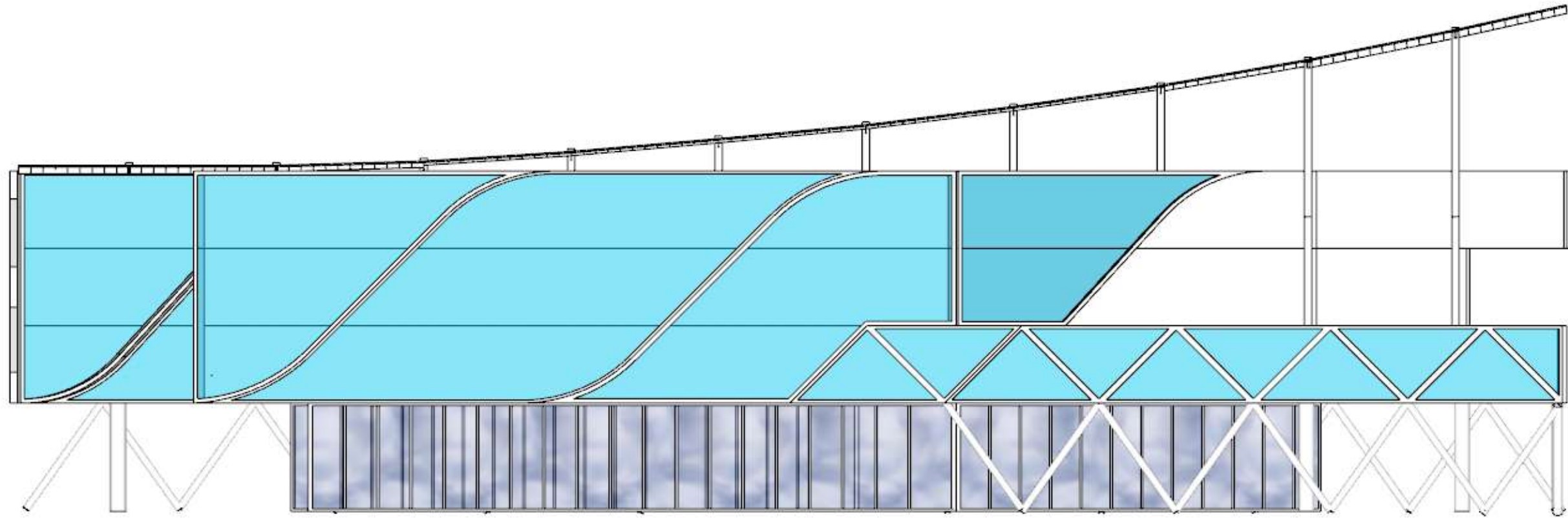

LEFT SIDE ELEVATION
SCALE 1 : 500




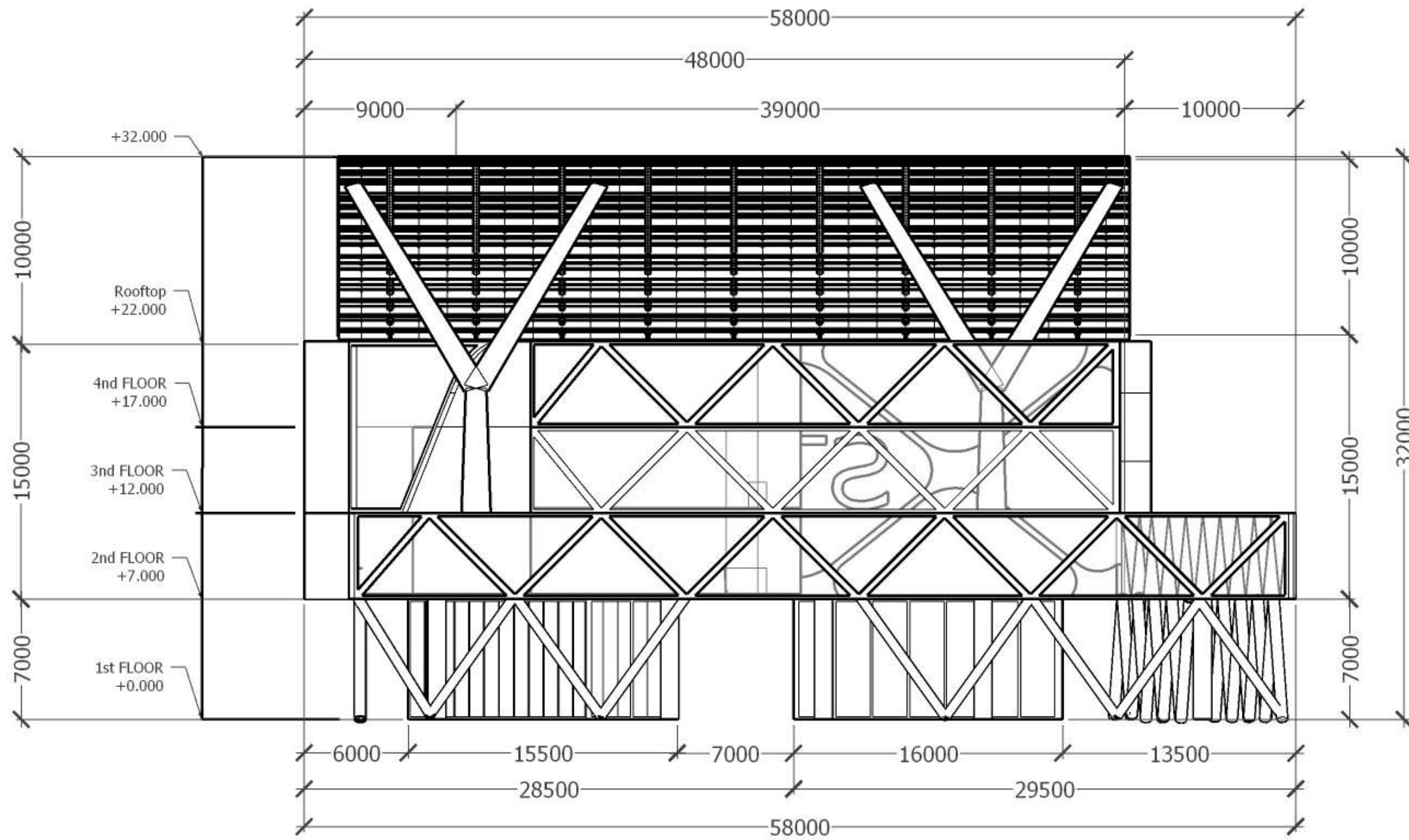
LEFT SIDE ELEVATION
SCALE 1 : 500



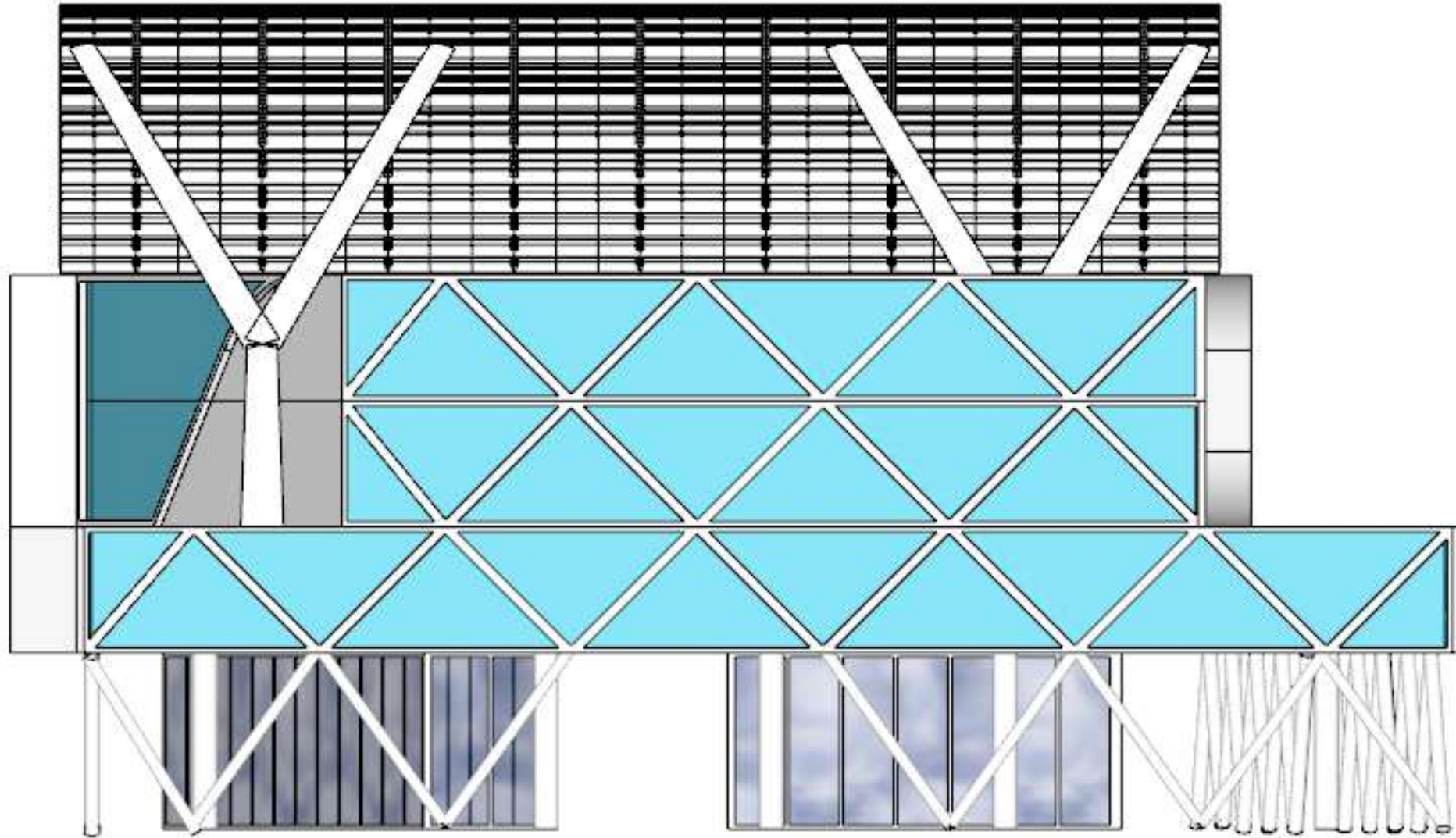

RIGHT SIDE ELEVATION
 SCALE 1 : 500



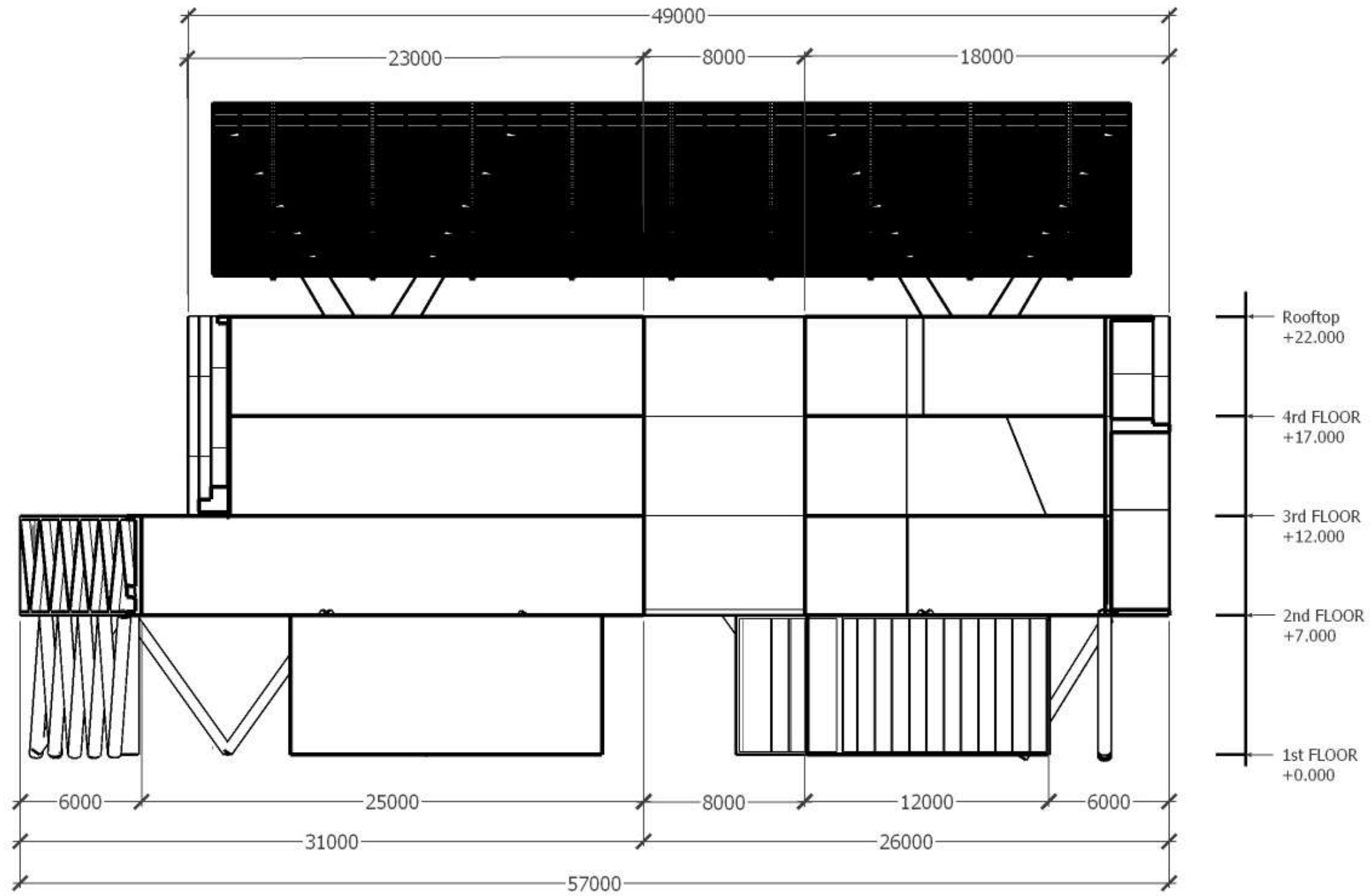
 RIGHT SIDE ELEVATION
SCALE 1 : 500



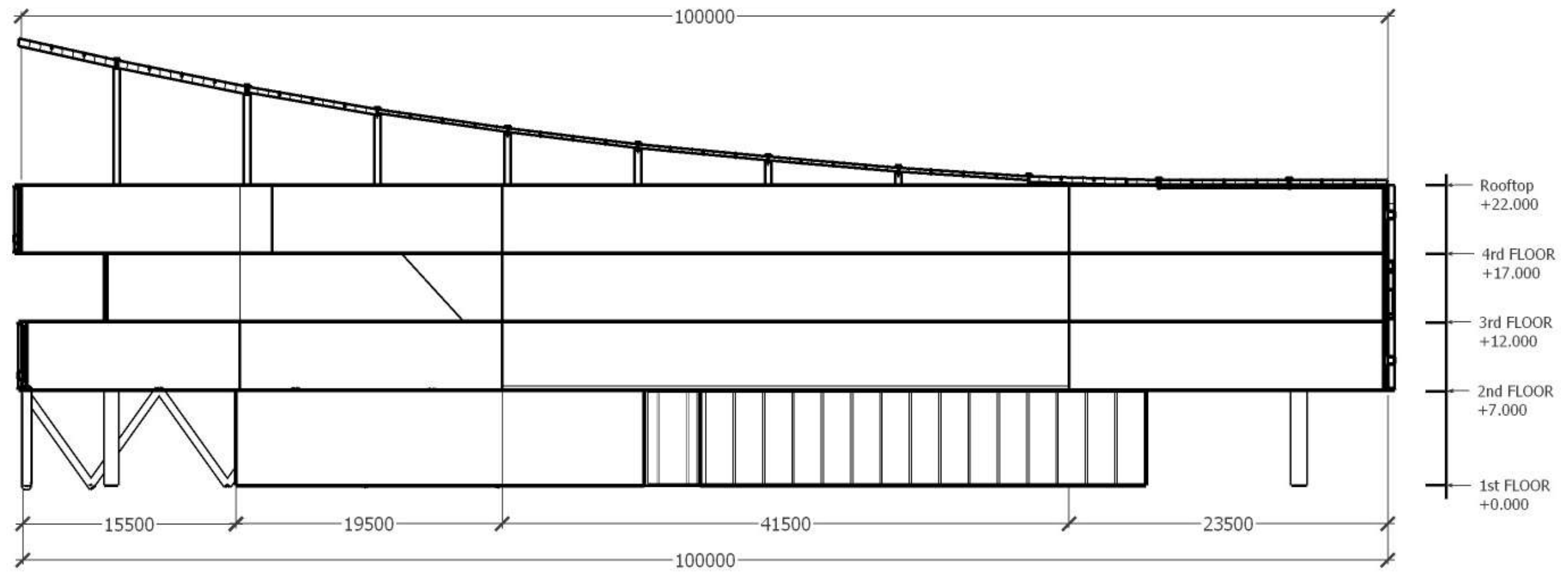

BACK ELEVATION
 SCALE 1 : 500



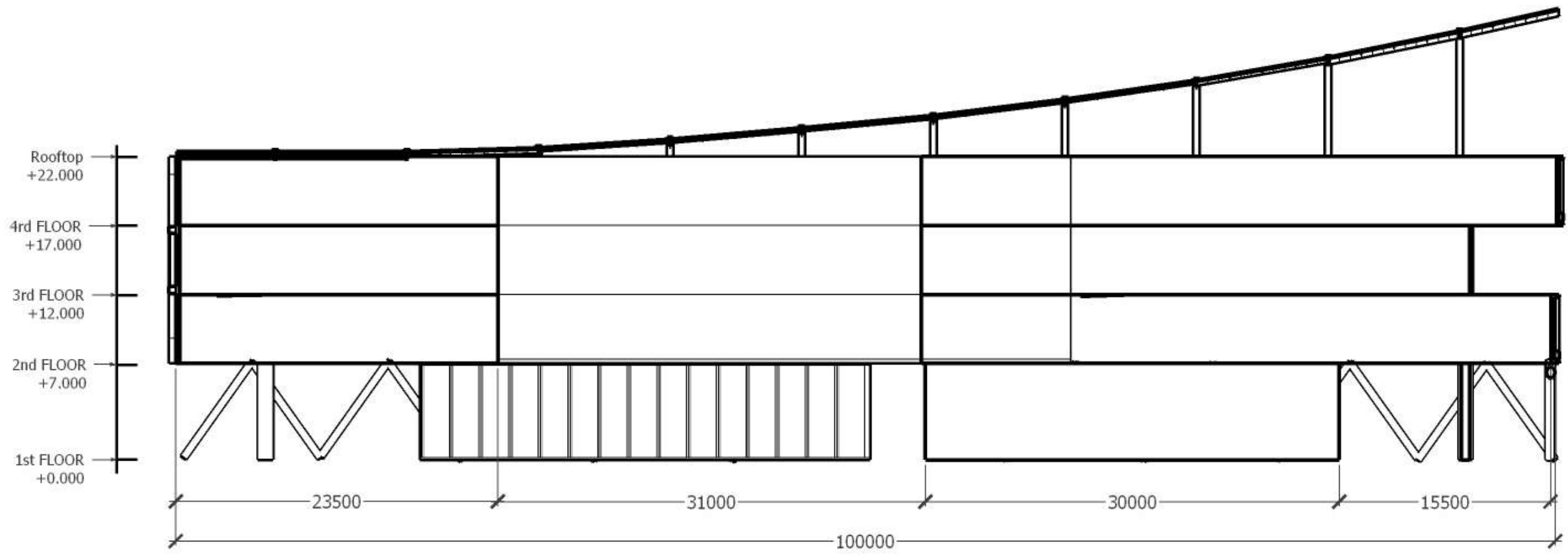
 BACK ELEVATION
SCALE 1 : 500




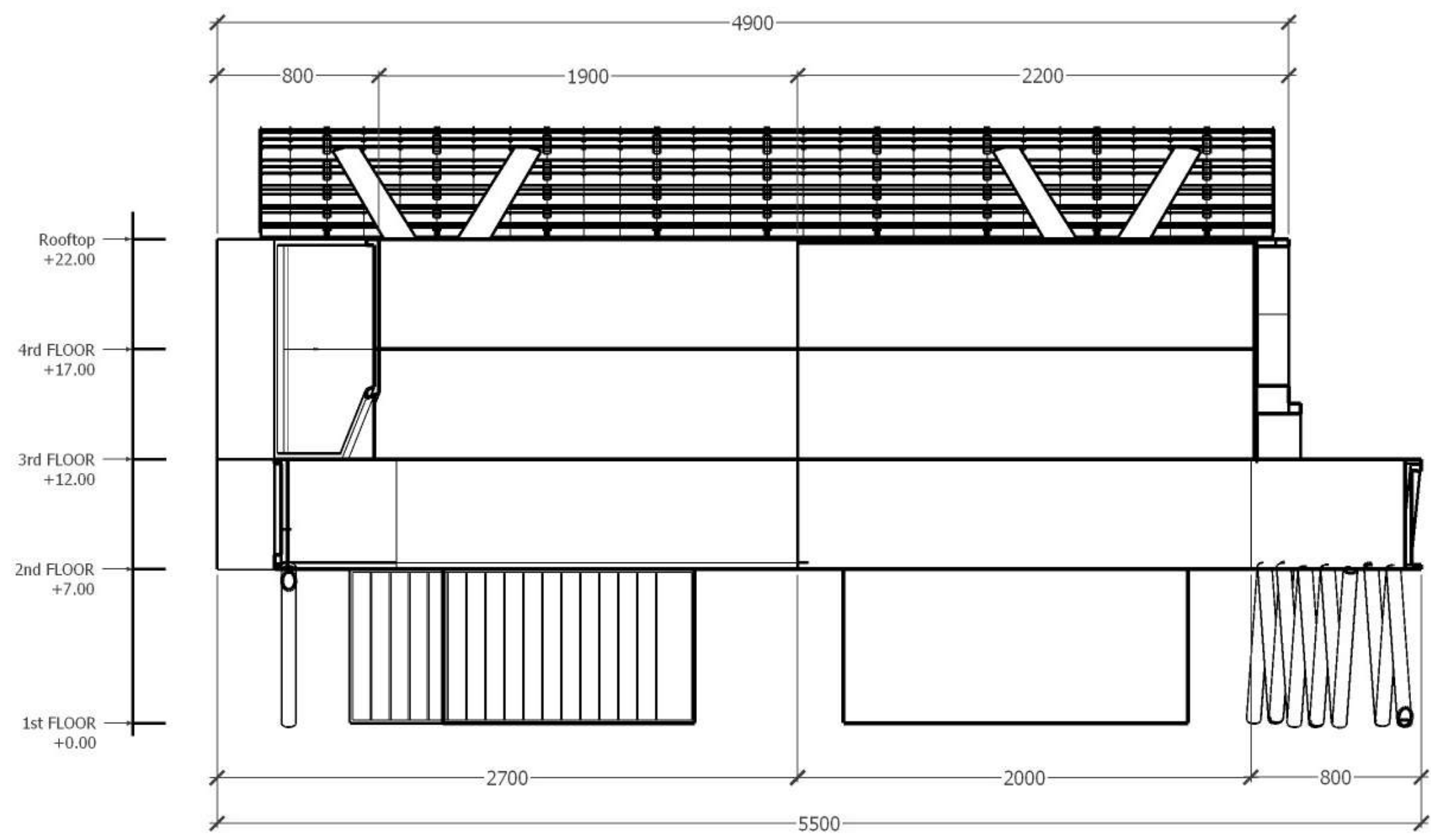
SECTION A
SCALE 1 : 500



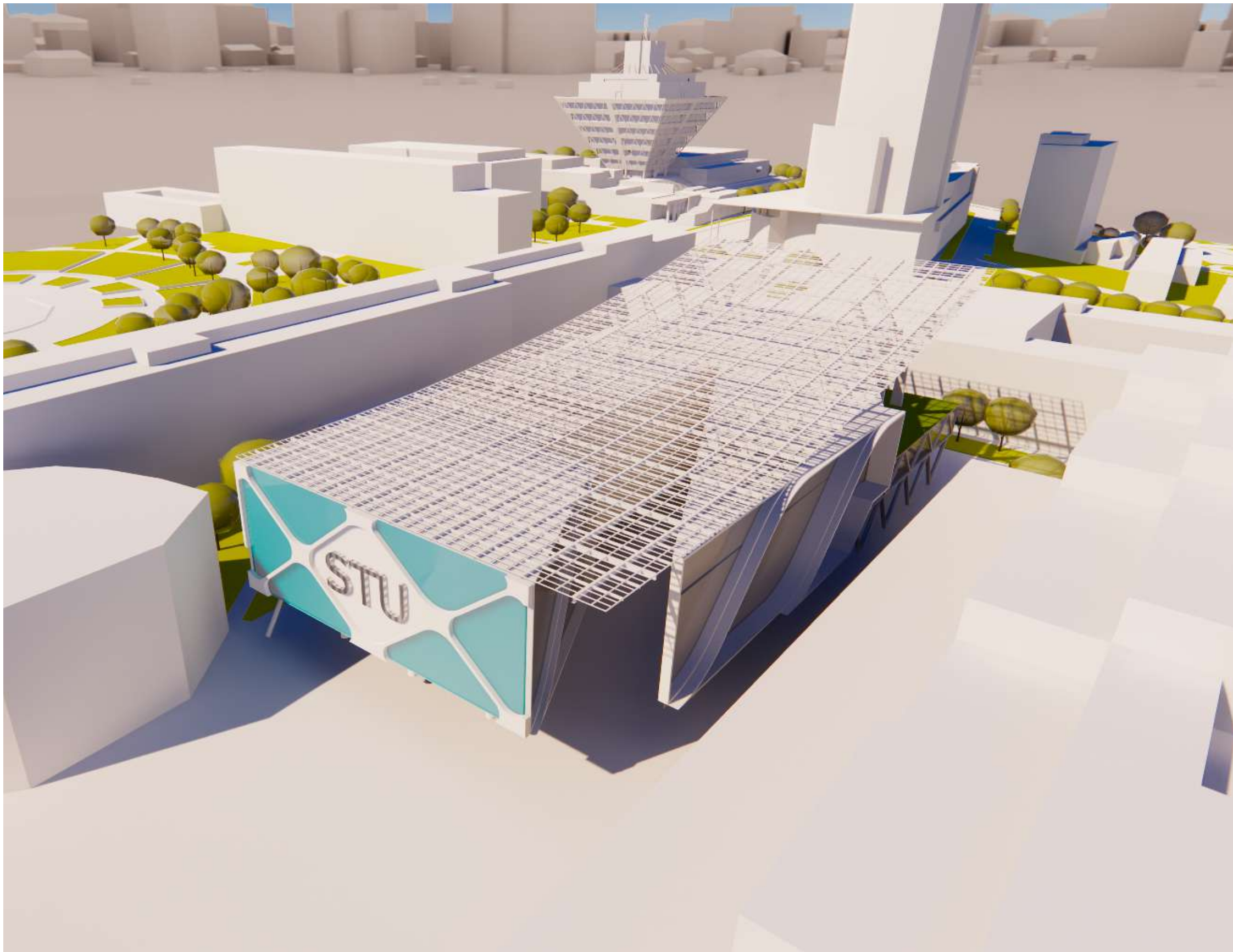
SECTION B
SCALE 1 : 500



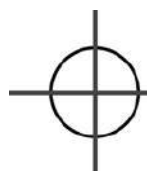
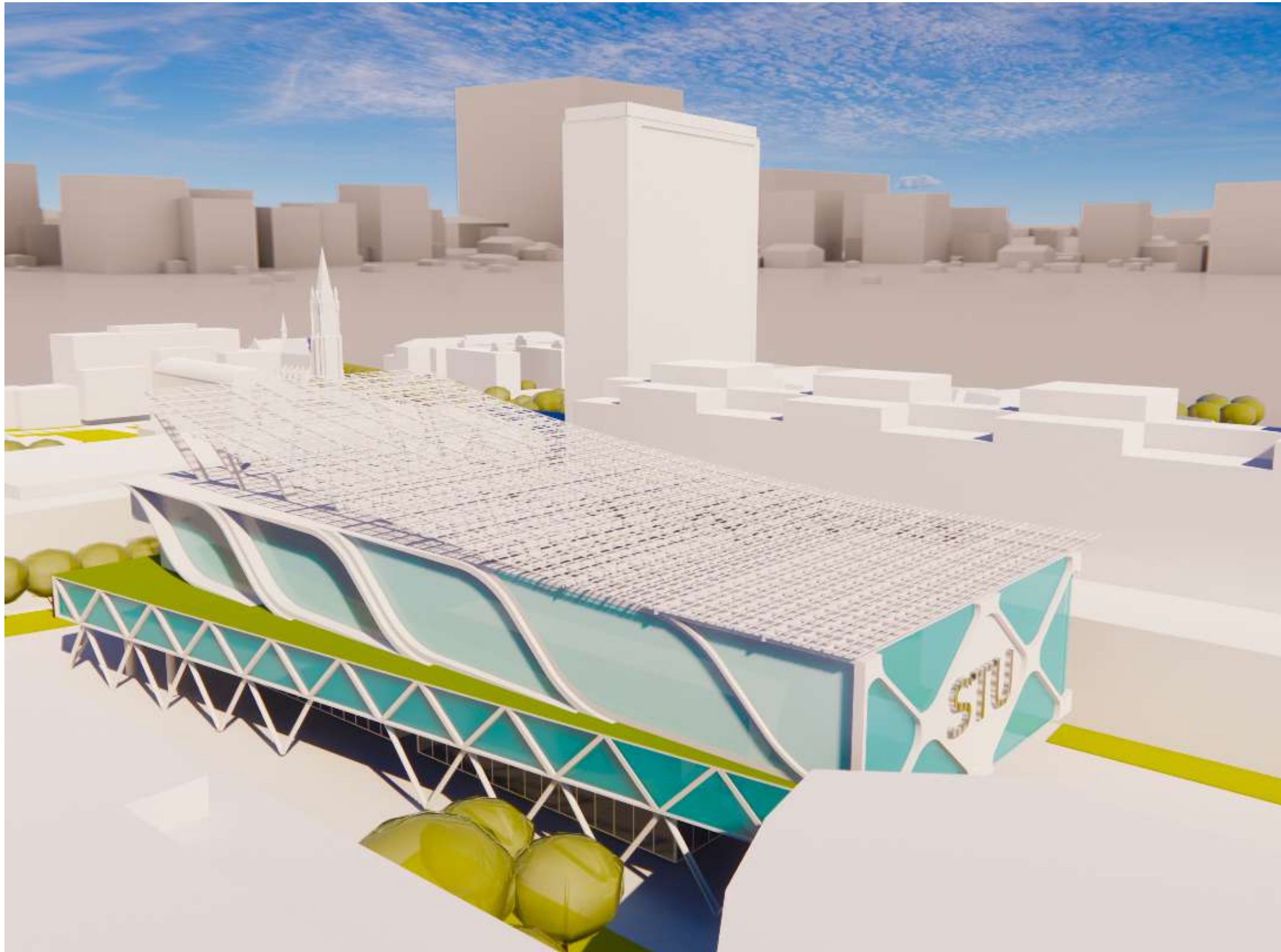
 SECTION C
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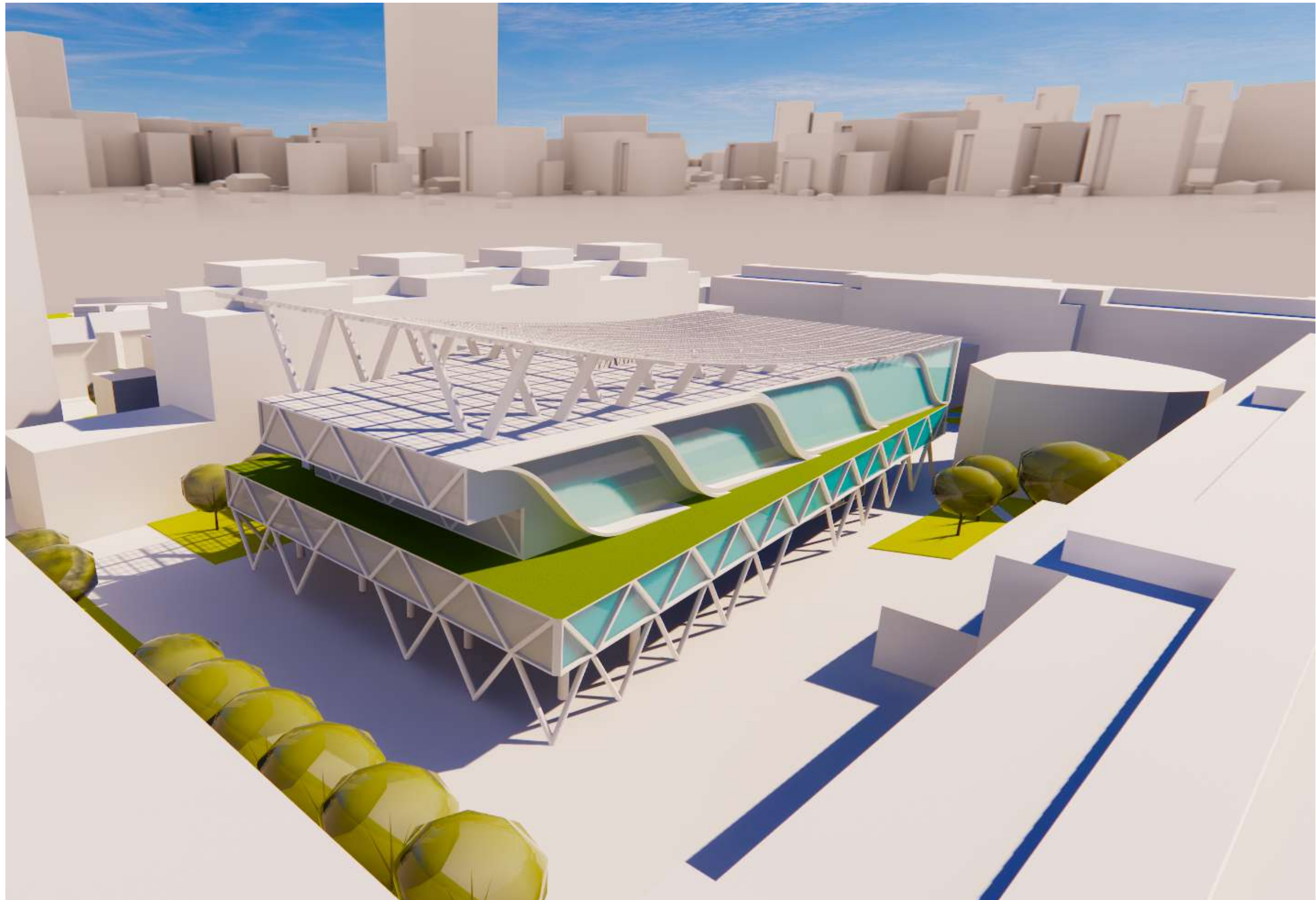
SECTION D
SCALE 1 : 500



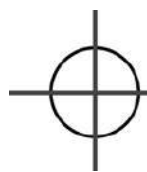
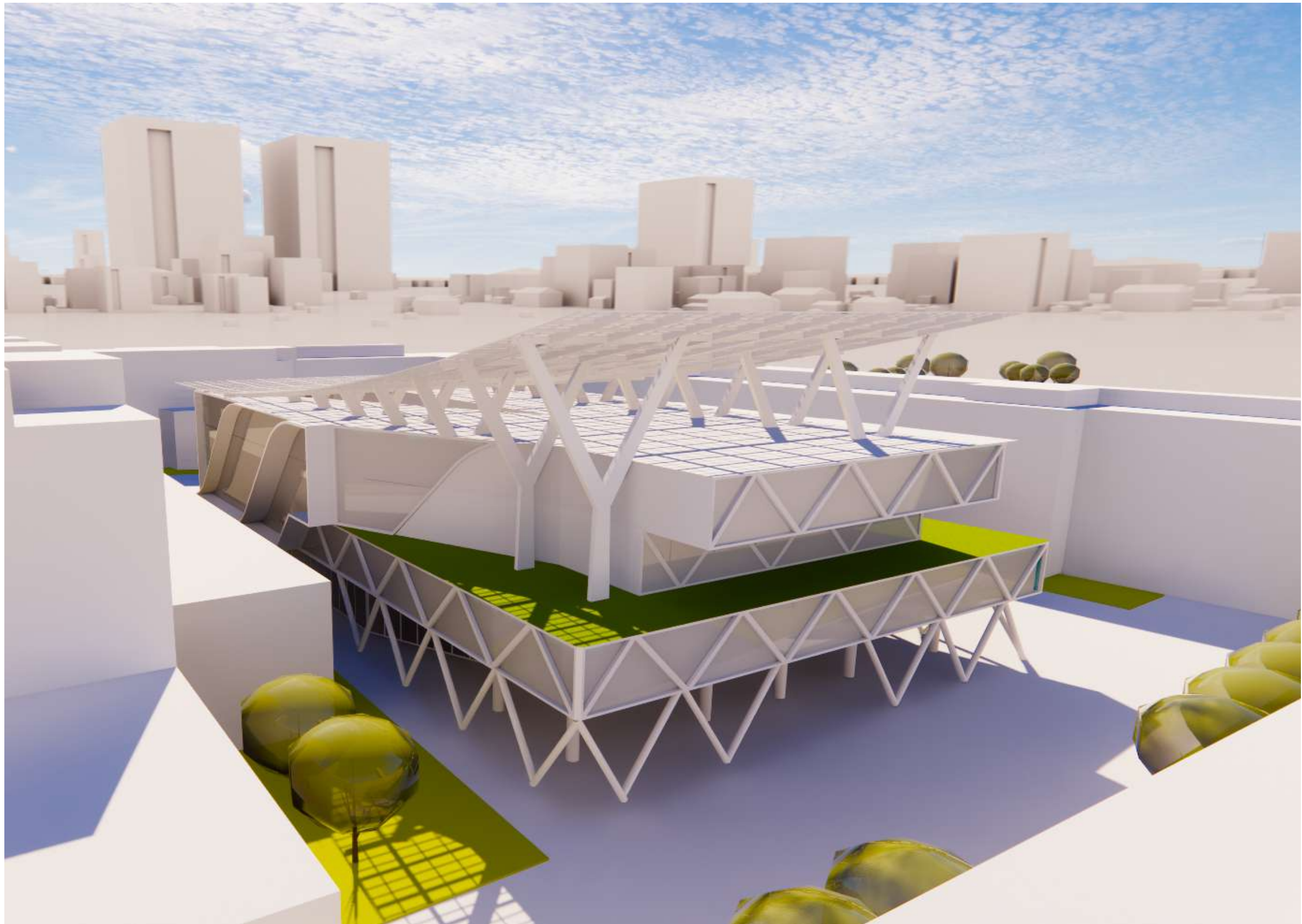
 PERSPECTIVE EKSTERIOR



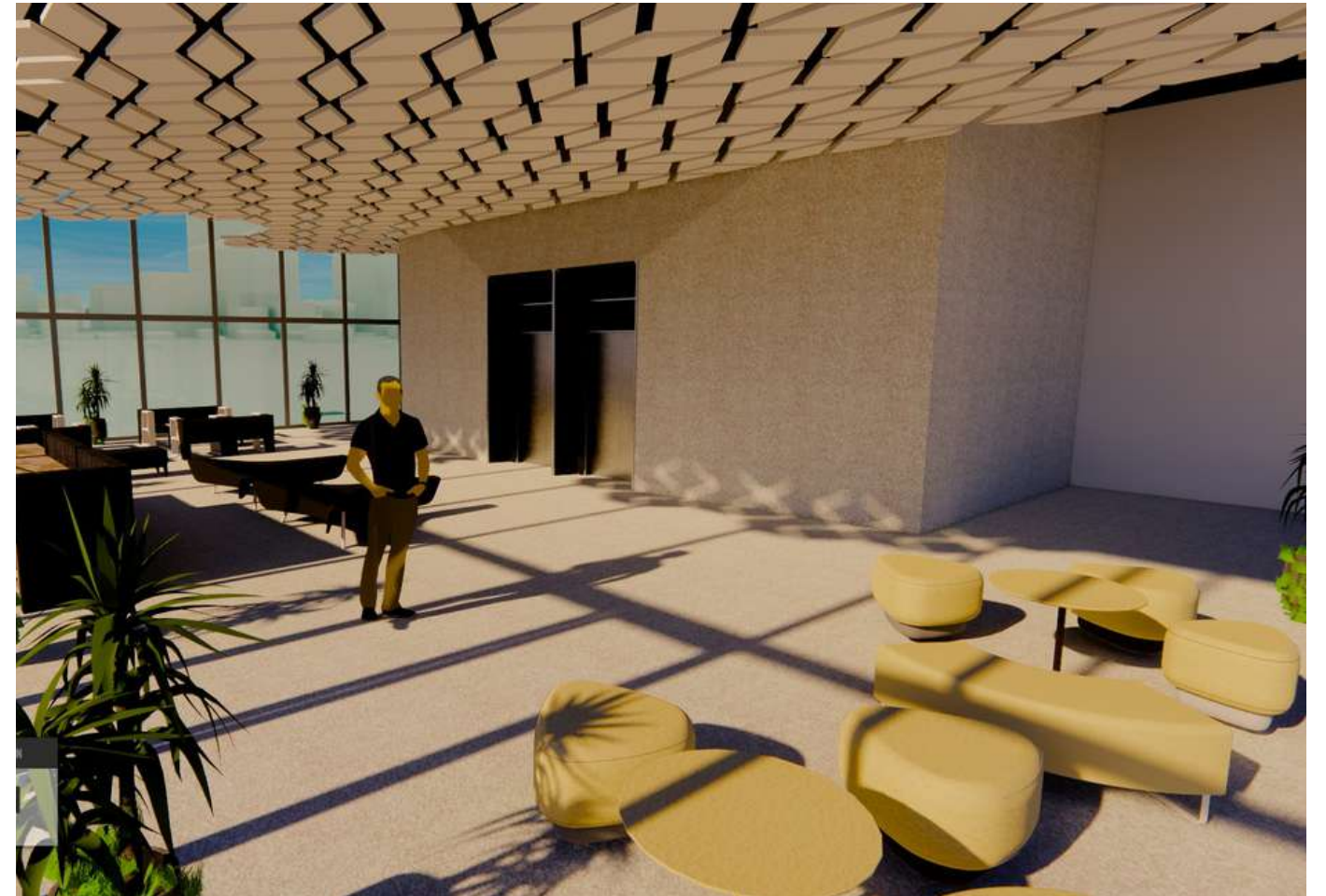
PERSPECTIVE EKSTERIOR



 PERSPECTIVE EKSTERIOR



PERSPECTIVE EKSTERIOR



 PERSPECTIVE LOBBY



 PERSPECTIVE CAFETERIA



 PERSPECTIVE CLASSROOM



 **PERSPECTIVE MEETING ROOM**