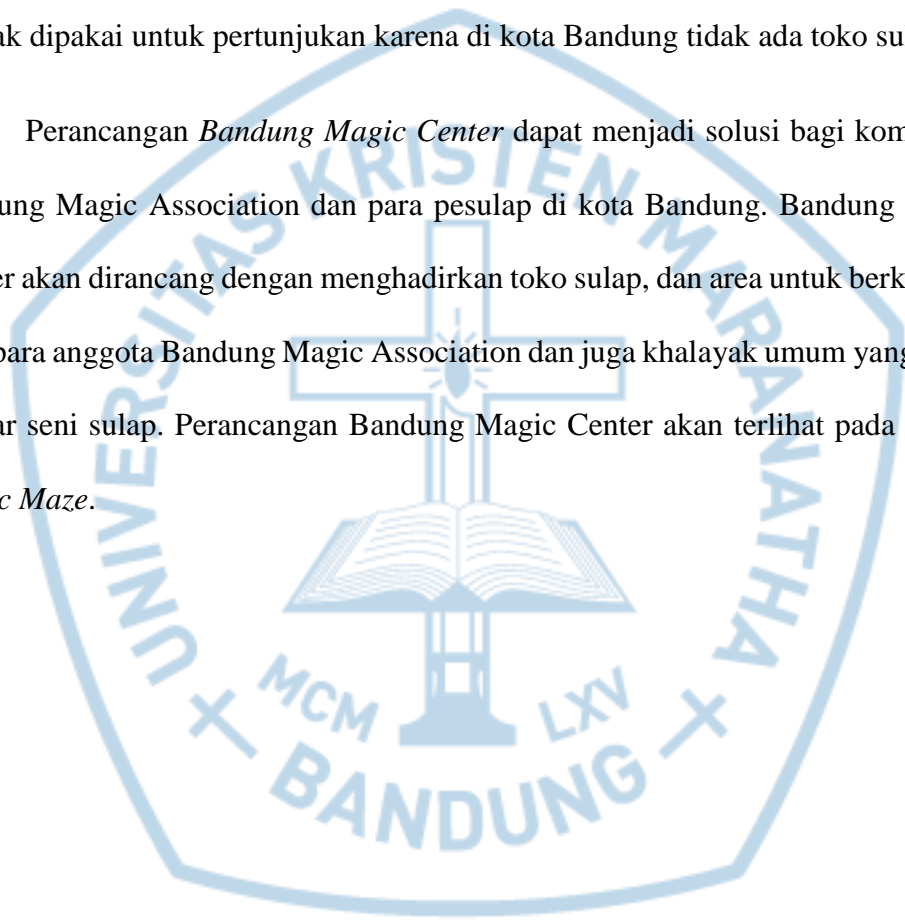


Abstrak

Dasar pemikiran dalam perancangan *Bandung Magic Center* dengan konsep *Magic City* ini muncul karena adanya fenomena nyata bahwa sebuah komunitas sulap di kota Bandung, yaitu *Bandung Magic Association* tidak memiliki wadah yang cukup memadai para anggotanya saat sedang melakukan kegiatan rutin. Selain itu sulitnya bagi para pesulap di kota Bandung untuk mencari alat sulap yang hendak dipakai untuk pertunjukan karena di kota Bandung tidak ada toko sulap.

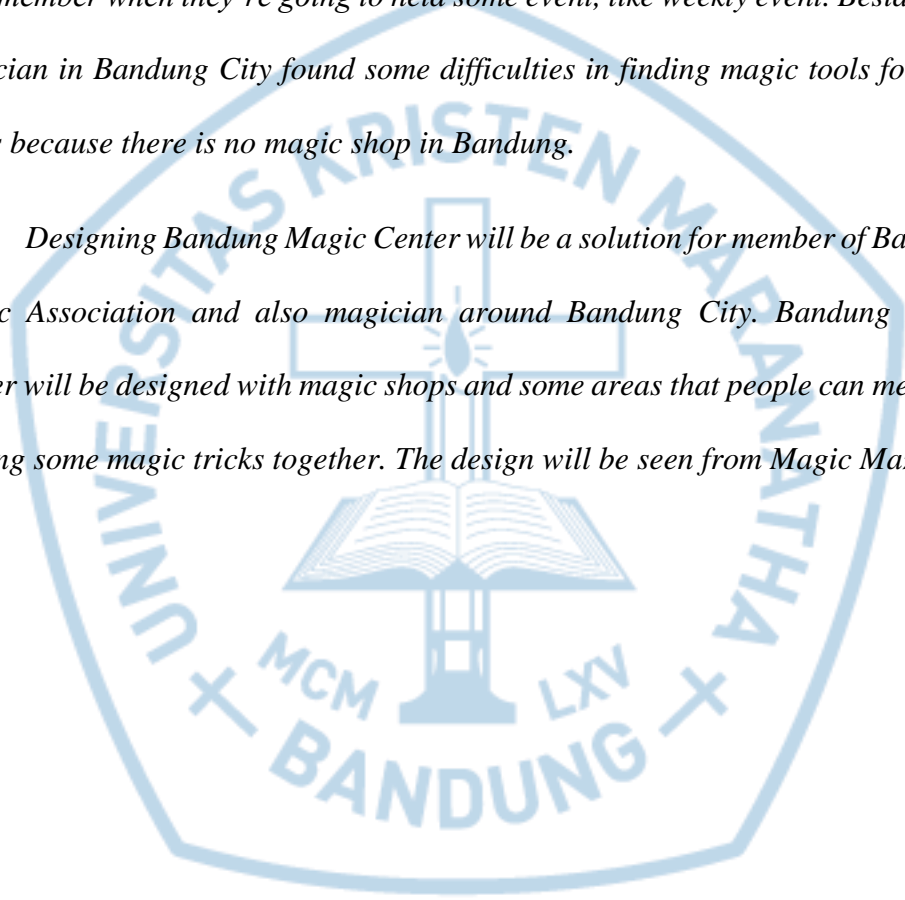
Perancangan *Bandung Magic Center* dapat menjadi solusi bagi komunitas Bandung Magic Association dan para pesulap di kota Bandung. Bandung Magic Center akan dirancang dengan menghadirkan toko sulap, dan area untuk berkumpul bagi para anggota Bandung Magic Association dan juga khalayak umum yang ingin belajar seni sulap. Perancangan Bandung Magic Center akan terlihat pada desain *Magic Maze*.



Abstract

The rationale in designing this Bandung Magic Center with Magic City concept arises because of base on real phenomenon that a magic community in Bandung city, that is Bandung Magic Association, doesn't have proper place for their member when they're going to held some event, like weekly event. Beside that, magician in Bandung City found some difficulties in finding magic tools for their needs because there is no magic shop in Bandung.

Designing Bandung Magic Center will be a solution for member of Bandung Magic Association and also magician around Bandung City. Bandung Magic Center will be designed with magic shops and some areas that people can meet and playing some magic tricks together. The design will be seen from Magic Maze.



DAFTAR ISI

Abstrak	i
Abstract	ii
DAFTAR ISI	iii
DAFTAR GAMBAR	iv
DAFTAR TABEL	viii
DAFTAR LAMPIRAN	viii
Bab I Pendahuluan	1
1.1 Latar Belakang	2
1.2 Identifikasi Masalah	3
1.3 Gagasan atau Ide Perancangan	3
1.4 Rumusan Masalah	4
1.5 Tujuan Perancangan	4
1.6 Manfaat Perancangan	4
1.7 Sistematika Penulisan.....	5
1.8 Kerangka Pemikiran.....	5
Bab II Bandung Magic Center.....	6
2.1 <i>Café</i>	7
2.2 Ergonomi <i>Café</i>	7
2.2.1 Ergonomi <i>Café</i>	7
2.2.2 Pencahayaan <i>Café</i>	9
2.2.3 Sirkulasi <i>Café</i>	11
2.3 Panggung Pementasa atau <i>Performance Stage</i>	12
2.3.1 Standar Panggung Pementasan	13
2.3.2 Tipe – Tipe Panggung	14
2.3.2 Pencahayaan pada Panggung	16
2.4 Ruang Pelatihan.....	17
2.4.1 Ergonomi Ruang Pelatihan	17
2.4.2 Penghawaan Pada Ruang Pelatihan	18
2.4.3 Pencahayaan Pada Ruang Pelatihan.....	18
2.5 Ruang Rapat	19
2.5.1 Ergonomi Ruang Rapat.....	19
2.5.2 Kenyamanan Audiovisual Ruang Rapat	20
2.6 Toko.....	20
2.6.1 Aspek Penting Dalam Sebuah Toko	21
2.6.2 Ergonomi Toko	24
2.6.3 Sirkulasi Toko.....	26
2.6.4 Pencahayaan Toko	27
2.7 Bandung <i>Magic Association</i> (BMA).....	28
2.7.1 Sejarah Bandung Magic Association (BMA)	29
2.7.2 Kegiatan Bandung Magic Association.....	30
2.8 Konsep	32
2.8.1 Seni Sulap atau <i>Magic</i>	32
2.8.2 Aliran Dalam Seni Sulap	36
2.8.2 <i>Bandung City / City</i>	40

2.9 Studi Banding : <i>The Magic Castle</i>	44
2.10 Studi Banding : <i>World of Magic Bali</i>	47
Bab III DESKRIPSI DAN PROGRAM PROYEK BANDUNG MAGIC CENTER	51
3.1 Deskripsi Proyek	51
3.2 Deskripsi Site	52
3.2.1 Analisa Site	52
3.2.2 Analisa Bangunan	53
3.2.2.1 Bentuk Bangunan	53
3.2.2.2 Kolom	55
3.2.2.3 Sirkulasi	57
3.2.2.3 Zoning & Blocking Ruang	58
3.3 Identifikasi <i>User</i>	61
3.4 Flow Activity	61
3.5 Programming	63
3.5.1 Kebutuhan Ruang	63
3.5.2 Bubble Diagram	65
3.6 Analisa Fungsi	65
3.7 Studi Image	66
Bab IV PENERAPAN KONSEP MAGIC CITY PADA PERANCANGAN BANDUNG MAGIC CENTER	70
4.1 Implementasi Konsep Magic City dalam Perancangan Bandung Magic Center	70
4.2 Perancangan Desain	70
4.2.1 Perancangan Denah General	70
4.2.2 Perancangan Denah Khusus	72
4.2.2.1 Perancangan <i>Magic Maze</i>	72
4.2.2.2 Perancangan <i>Magic Shop Type A-02</i>	75
4.2.2.3 <i>Inteior Detail</i>	78
4.2.2.4 <i>Furniture Detail</i>	81
4.2.2.5 Perancangan <i>Magic Shop Type A-02</i>	85
Bab V SIMPULAN	92
5.1 Simpulan	92
5.2 Saran	92
DAFTAR PUSTAKA	94
LAMPIRAN	95

DAFTAR GAMBAR

Gambar 2.1. Ergonomi <i>café</i>	7
Gambar 2.2. Ergonomi meja <i>café</i>	8
Gambar 2.3. Ergonomi pengguna kursi roda	9
Gambar 2.4. Sirkulasi <i>café</i>	11

Gambar 2.5. Sirkulasi <i>café 2</i>	12
Gambar 2.6. <i>Proscenium stage</i>	15
Gambar 2.7. <i>Thrust stage</i>	15
Gambar 2.8. <i>Theatre in the round stage</i>	16
Gambar 2.9. Sirkulasi ruang pelatihan	17
Gambar 2.10. Ergonomi ruang rapat	19
Gambar 2.11. Ergonomi meja rapat	20
Gambar 2.12. Ergonomi toko	24
Gambar 2.13. Ergonomi toko 2	25
Gambar 2.14. Ergonomi konter <i>display</i> berdiri	26
Gambar 2.15. Logo Bandung Magic Association	28
Gambar 2.16. <i>Papyrus paper</i>	33
Gambar 2.17. Ancient Rome's Cups and Balls	34
Gambar 2.18. <i>Jean Eugene Robert-Houdin</i>	35
Gambar 2.19. Pakaian Pesulap	36
Gambar 2.20. <i>Audience close-up table</i>	38
Gambar 2.21. Tangkuban Perahu	41
Gambar 2.22. Taman Film Bandung	42
Gambar 2.23. Jalan Braga	43
Gambar 2.24. Logo <i>The Academy of Magical Arts (The Magic Castle)</i>	44
Gambar 2.25. <i>Interior The Magic Castle</i>	45
Gambar 2.26. <i>Dining Area The Magic Castle</i>	45
Gambar 2.27. Koridor <i>The Magic Castle</i>	46
Gambar 2.28. <i>Club The Magic Castle</i>	46

Gambar 2.29. Logo <i>World of Magic Bali</i>	47
Gambar 2.30. Wahana <i>WoM Bali</i> 1	48
Gambar 2.31. Wahana <i>WoM Bali</i> 2	48
Gambar 2.32. Wahana <i>WoM Bali</i> 3	49
Gambar 2.33. Wahana <i>WoM Bali</i> 4	49
Gambar 2.34. Wahana <i>WoM Bali</i> 5	50
Gambar 2.35. Wahana <i>WoM Bali</i> 6	50
Gambar 3.1. <i>The Secret</i>	51
Gambar 3.2. Denah lantai 1	54
Gambar 3.3. Denah lantai 2	54
Gambar 3.4. Kolom lantai 1	55
Gambar 3.5. Kolom lantai 2	55
Gambar 3.6. Kolom eksisting 1	56
Gambar 3.7. Kolom eksisting 2	56
Gambar 3.8. Kolom eksisting 3	57
Gambar 3.9. Sirkulasi lantai 1	58
Gambar 3.10. Sirkulasi lantai 2	58
Gambar 3.11. <i>Zoning & blocking</i> lantai 1	59
Gambar 3.12. <i>Zoning & blocking</i> lantai 2	60
Gambar 3.13. <i>Bubble diagram Bandung Magic Center</i>	65
Gambar 3.14. <i>Studi image</i> retail booth 1	67
Gambar 3.15. <i>Studi image</i> retail booth 2	67
Gambar 3.16. <i>Studi image Café & Performance</i> 1	68
Gambar 3.17. <i>Studi image Café & Performance</i> 2	68
Gambar 3.18. <i>Lecture Room</i>	69
Gambar 3.19. <i>Studi image lecture room</i>	69
Gambar 4.1. Denah General Lantai 1	70
Gambar 4.2. Denah General Lantai 2	71
Gambar 4.3. Potongan General A-A'	71

Gambar 4.4. Potongan General B-B'	71
Gambar 4.5. <i>Magic Maze Ceiling Plan</i>	72
Gambar 4.6. <i>Magic Maze Floor Plan</i>	73
Gambar 4.7. <i>Magic Maze Plan</i>	73
Gambar 4.8. Potongan C-C'	74
Gambar 4.9. Potongan D-D'	74
Gambar 4.10. <i>Magic Shop Type A-02 Ceiling Plan</i>	75
Gambar 4.11. <i>Magic Shop Type A-02 Plan</i>	75
Gambar 4.12. <i>Magic Shop Type A-02 Floor Plan</i>	76
Gambar 4.13. <i>Section E-E'</i>	76
Gambar 4.14. <i>Section F-F'</i>	77
Gambar 4.15. <i>Interior Detail I</i>	78
Gambar 4.16. <i>Interior Detail II</i>	78
Gambar 4.17. <i>Interior Detail III</i>	79
Gambar 4.18. <i>Interior Detail IV</i>	79
Gambar 4.19. <i>Interior Detail V</i>	80
Gambar 4.20. <i>Interior Detail VI</i>	80
Gambar 4.21. <i>Furniture Detail I</i>	81
Gambar 4.22. <i>Furniture Detail II</i>	82
Gambar 4.23. <i>Furniture Detail III</i>	83
Gambar 4.24. <i>Furniture Detail IV</i>	83
Gambar 4.25. <i>Furniture Detail V</i>	84
Gambar 4.26. <i>Furniture Detail VI</i>	85
Gambar 4.27. Perspektif I	85
Gambar 4.28. Perspektif II	86
Gambar 4.29. Perspektif III	86
Gambar 4.30. Perspektif IV	87
Gambar 4.31. Perspektif V	87
Gambar 4.32. Perspektif VI	88

Gambar 4.33. Perspektif VII	88
Gambar 4.34. Perspektif VIII	89
Gambar 4.35. Perspektif IX	89
Gambar 4.27. Perspektif X	90
Gambar 4.27. Perspektif XI	90

DAFTAR TABEL

Tabel 2.1. Pencahayaan Pada Ruang Pelatihan	18
Tabel 3.1. Tabel Analisa Site	53
Tabel 3.2. Tabel Kebutuhan Ruang	64

DAFTAR LAMPIRAN

Lampiran 1. Daftar gambar	95
Lampiran 2. <i>Site plan</i>	95
Lampiran 3. <i>First floor general plan</i>	96
Lampiran 4. <i>Second floor general plan</i>	96
Lampiran 5. <i>General Section</i>	97
Lampiran 6. <i>Magic Maze Ceiling Plan</i>	97
Lampiran 7. <i>Magic Maze Floor Plan</i>	98
Lampiran 8. <i>Magic Maze Plan</i>	98
Lampiran 9. <i>Magic Sections</i>	99
Lampiran 10. <i>Magic shop ceiling plan</i>	99
Lampiran 11. <i>Magic shop floor plan</i>	100
Lampiran 12. <i>Magic shop plan</i>	100
Lampiran 13. <i>Magic shop section E-E'</i>	101
Lampiran 14. <i>Magic shop section F-F'</i>	101
Lampiran 15. <i>Detail furniture 1</i>	102
Lampiran 16. <i>Detail furniture 1'</i>	102

Lampiran 17. <i>Detail furniture 2</i>	103
Lampiran 18. <i>Detail furniture 2'</i>	103
Lampiran 19. <i>Detail furniture 3</i>	104
Lampiran 20. <i>Detail furniture 3'</i>	104
Lampiran 21. <i>Detail furniture 4</i>	105
Lampiran 22. <i>Detail furniture 5</i>	105
Lampiran 23. <i>Detail furniture 6</i>	106
Lampiran 24. <i>Detail interior 1</i>	106
Lampiran 25. <i>Detail interior 2</i>	107
Lampiran 26. <i>Detail interior 3</i>	107
Lampiran 27. <i>Detail interior 4</i>	108
Lampiran 28. <i>Detail interior 5</i>	108
Lampiran 29. <i>Detail interior 6</i>	109
Lampiran 30. <i>Perspectives 1&2</i>	109
Lampiran 31. <i>Perspectives 3&4</i>	110
Lampiran 32. <i>Perspectives 5&6</i>	110
Lampiran 33. <i>Perspectives 7&8</i>	111
Lampiran 34. <i>Perspectives 9&10</i>	111
Lampiran 35. <i>Perspectives 11</i>	112
Lampiran 36. <i>Material scheme</i>	112

