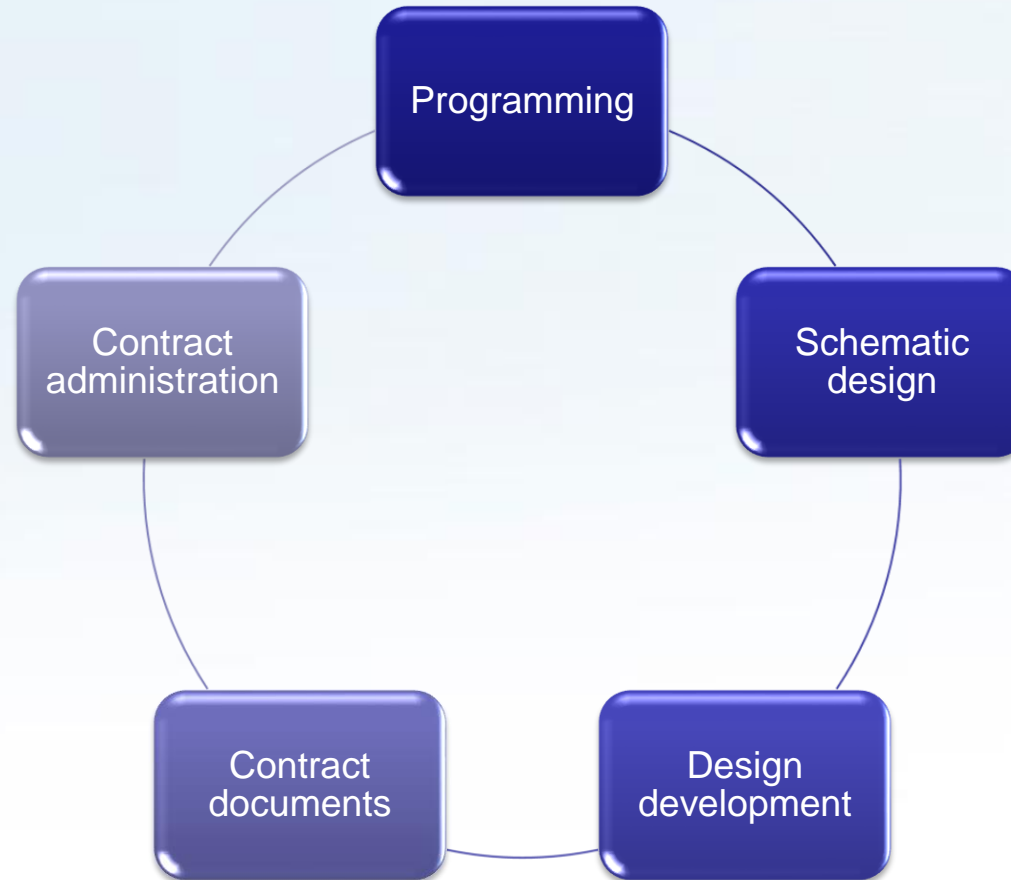




# ***PLANNING METHODOLOGY***

***Perancangan Ruang Dalam | Minggu ke-5***

# Design Process



Programming	Schematic design	Design development	Contract documents	Contract administration
<ul style="list-style-type: none"> <li>•Site</li> <li>•Code regulation</li> <li>•Environmental issues</li> <li>•Security issues</li> <li>•Economic impact</li> <li>•Output: concept, sketch graphic drawing</li> </ul>	<ul style="list-style-type: none"> <li>•Preliminary floor plans, elevation</li> <li>•Sketch drawing that seek to explore &amp; explain the design concepts</li> </ul>	<ul style="list-style-type: none"> <li>•Approval of schematic design</li> <li>•Furniture layout, system plans</li> <li>•Finalized drawing to show applicable building, life safety, accessibility codes &amp; regulations are developed</li> </ul>	<ul style="list-style-type: none"> <li>•Approval of design development</li> <li>•Specifications for all interior</li> <li>•Mechanical, electrical, lighting, and security system</li> <li>•Equipment installation drawing</li> </ul>	<ul style="list-style-type: none"> <li>•Can act as an agent</li> <li>•Hold a contractor to supervise installation</li> </ul>

# Tipe perancang

- Tidak berpengalaman vs profesional
- Profesional:
  - Mengorganisir
  - Menganalisis
  - Menginterpretasi

# Tipe klien

- Buta desain vs paham desain
- Buta desain
  - Kekurangan data, tidak mampu mengklasifikasikan data
- Paham desain
  - Sensitif & mengerti aturan dalam mendesain