

ABSTRACT

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VISUALIZATION PROCESS IN COMMUNICATING ARCHITECTURE CONCEPT FOR CLIENTS AT ATELIER BAOU

Whilst I was working as an intern at Atelier BAOU, I worked under the wings of the principal architect. The intern was referred as Assistant Architect. During the internship at Atelier BAOU, the intern worked on various fields of work. The intern worked on three large projects as well as four other projects. For the main projects, including Interior Building D BPOM, Interior Building I BPOM, and SB home project. As for other projects, the Office Colony Sudirman Interior, Makaliwe Home Interior, Pak Andy's interior room and Talas Mall booth. The intern worked on creating existing 3D modelling, redesigning layouts, 3D modeling design, moodboard, floor plan revision, making facade alternatives, rendering visualization, meeting with clients, site surveys, and making building material specifications. During the internship, the intern uses a variety of software, and whilst doing so, the intern learns the right architecture software combinations for different needs. The required task during the internship are as follows: initial modeling, working drawings, interior modeling, interior and exterior rendering, retouching and creating moodboard. The software that can accommodate these needs are ArchiCAD and Sketchup for modeling and working drawings. Vray and Artlantis for rendering, Adobe Photoshop, Nik Viveza 2, and Topaz Adjust 5 for retouching needs

Keywords: software, modelling, visualization