PERIODE : BULAN
DESEMBER 2021

Perpustakaan Pusat Universitas Esa Unggul

Architects' Data

Author : Ernst Neufert, Peter Neufert
No. Class : 721 NEU a
Location : Jakarta & Bekasi

This new edition of a classic, bestselling text provides, in one concise volume, the essential information needed to form the framework for the more detailed design and development of any building project. Organized largely by building type, it covers planning criteria and considerations of function and siting—and with over 6200 diagrams, it provides a mass of data on spatial requirements. Most of the featured illustrations are dimensioned and each building type includes plans, sections, site layouts, and design details. The book also includes an extensive bibliography and a detailed set of metric/imperial conversion tables. *Architects' Data* starts with the basics of designing for a

Description:

An indispensable tool for the beginning stages of designing and planning a building project
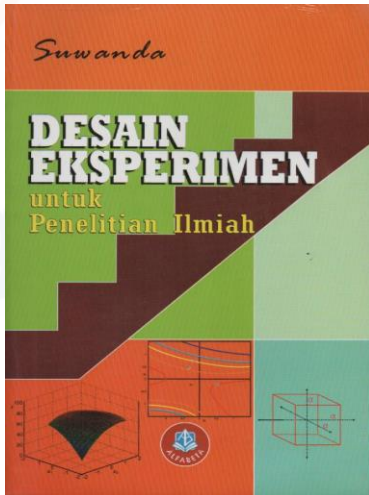
AutoCAD untuk Desain dan Finishing Rancang Bangun 3D

Author : Suparno Sastra
No. Class : 006.68 SAS a
Location : Jakarta, Tangerang, dan Bekasi

Description:

Buku "AutoCAD untuk Desain dan Finishing Rancang Bangun 3D" merupakan penyempurnaan dari buku sebelumnya, yaitu Aplikasi AutoCAD untuk Desain Rancang Bangun 3D. Buku ini merupakan panduan membuat desain rancang bangun 3D beserta teknik finishing dan rendering desain yang disajikan dengan metode yang simpel dan praktis, namun profesional. Pembahasan dan contoh aplikasi kasus yang disajikan dalam buku ini sangat kompatibel dengan inovasi pengembangan teknologi rancang bangun, khususnya teknologi desain dengan bantuan perangkat komputer (Computer Aided Design). Selain berisi referensi dan tutorial desain rancang bangun 3D, buku ini dilengkapi juga dengan teknik presentasi interaktif, teknik finishing, serta rendering rancang bangun 3D yang sangat berguna bagi para drafter, desainer, dan berbagai kalangan yang tertarik dengan desain rancang bangun 3D.
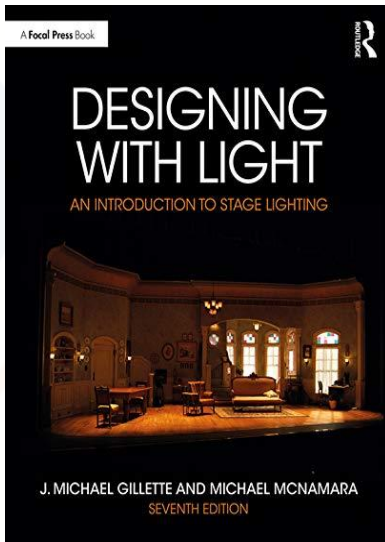
Desain Eksperimen untuk Penelitian Ilmiah

Author : Suwanda
No. Class : 001.42 SUW d
Location : Bekasi

Description:

Desain Eksperimen untuk Penelitian Ilmiah Adalah buku yang ditulis atau disusun oleh Dr. Suwanda dan diterbitkan oleh Penerbit Alfabeta. Buku ini membahas Pengertian Desain dan Analisis, Konsep Statistik Dasar, Tinjauan Ulang Analisis Regresi, Desain Acak Lengkap, Desain-Desain Blok, Desain Faktorial, Desain Faktorial 2k, Optimasi Respon, Desain Tersarang dan Split-Plot, dan Analisis Kovariansi.

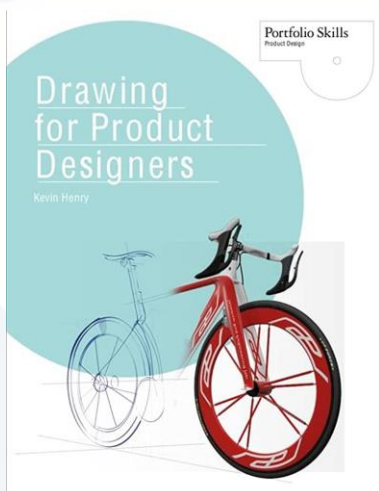## Designing With Light: An Introduction To Stage Lighting

Author : J. Michael Gillette, Michael McNamara
No. Class : 621.32 GIL d
Location : Jakarta

Description:

Now in its seventh edition, Designing with Light#12288 introduces readers to the art, craft, and technology of stage lighting and media projection.
The new edition is fully updated to include current information on the technology of stage lighting: lighting fixtures, lamps, cabling, dimmers, control boards, as well as electrical theory. Readers will learn how designed light is used to enhance the audiences' understanding and enjoyment of a production. The book includes specific information on drafting the light plot, explores the challenges of designing for different stage configurations, and provides examples of lighting designs for dramas, musicals, and dance. It also features comments and thoughts from active designers from both mainstream theatrical productions and related industries.
Written for students of Lighting Design and Technology as well as professional technicians and designers, Designing with Light#12288 offers a comprehensive survey of the practical and aesthetic aspects of stage lighting design.
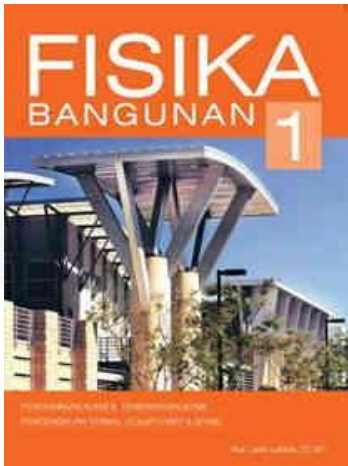
Drawing for Product Designers

Author : Kevin Henry
No. Class : 745.2 HEN d
Location : Jakarta, Tangerang & Bekasi
Description:

This is both a practical and theoretical guide to the visualization techniques used by contemporary product designers, including freehand sketching, digital rendering, information graphics, and presentation skills. Hundreds of hand-drawn sketches and computer models have been specially created to demonstrate critical geometry and show how to develop sketches into finished illustrations. Practical tutorials give guidance in creating simple and complex forms, as well as rendering and providing context using scenarios and storyboards. Insightful case studies of leading designers illustrate the full range of different visualization options available.
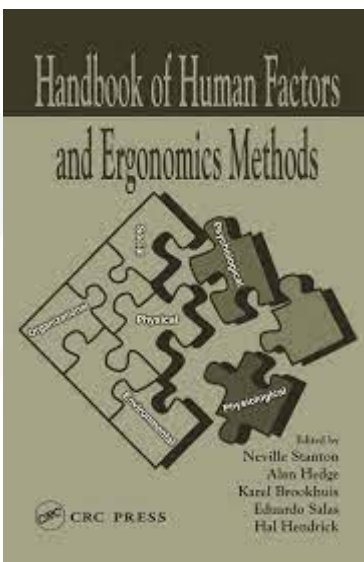
Fisika Bangunan 1

Author   : **Nur Laela Latifah**
No. Class   : **530 LAT f**
Location   : **Jakarta**

Description:

Terkait Fisika Bangunan, desain arsitektur berkaitan erat dengan kenyamanan termal, visual, dan audial. Buku Fisika Bangunan 1 ini menyajikan pembahasan yang berhubungan dengan pengendalian termal serta solar chart sirip penangkal sinar matahari (SPSM) untuk mendukung kenyamanan termal, yang dibuka oleh pembahasan iklim, cuaca, dan arsitektur. Selain itu, dibahas penghawaan alami untuk mendukung kenyamanan termal dan penerangan alami untuk mendukung kenyamanan visual.
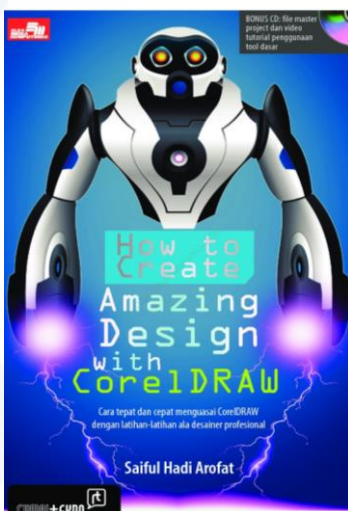
Handbook of Human Factors and Ergonomics Methods

Author   : **Neville Stanton**
No. Class   : **620.82 STA h**
Location   : **Jakarta**

Description:

Research suggests that ergonomists tend to restrict themselves to two or three of their favorite methods in the design of systems, despite a multitude of variations in the problems that they face. Human Factors and Ergonomics Methods delivers an authoritative and practical account of methods that incorporate human capabilities and limitations, environmental factors, human-machine interaction, and other factors into system design. The Handbook describes 83 methods in a standardized format, promoting the use of methods that may have formerly been unfamiliar to designers.

The handbook comprises six sections, each representing a specialized field of ergonomics with a representative selection of associated methods. The sections highlight facets of human factors and ergonomics in systems analysis, design,
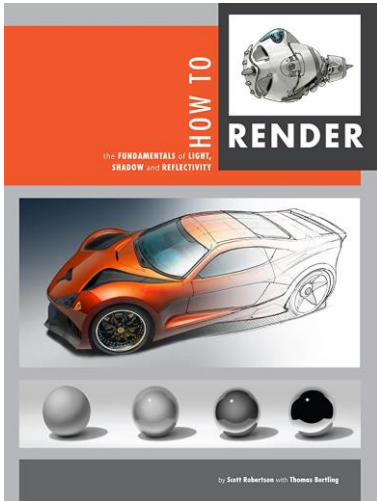
How to Create Amazing Design with CorelDRAW

Author   : **Saiful Hadi Arofat**
No. Class   : **006.68 ARO h**
Location   : **Jakarta**

Description:

Begitu banyak tutorial tentang CorelDRAW, baik di internet maupun di buku-buku, namun masih sedikit dijumpai tutorial yang membahas tentang pembuatan desain artistik dan yang mempunyai detail yang tinggi. Padahal tutorial yang seperti itulah yang banyak dicari oleh para pengguna CorelDRAW, baik pemula maupun profesional, tentunya supaya mereka bisa meningkatkan kualitas serta skill dalam membuat desain vector dengan cara yang cepat dan tepat. Tepat karena project-project dipilih khusus untuk bisa meng-cover semua.
Buku ini sengaja menggunakan latihan-latihan dengan kerumitan dan detail yang tinggi. Ini dimaksudkan agar para pembaca bisa memperoleh manfaat yang benar-benar maksimal. Dan mereka juga bisa melejitkan skill dalam membuat desain vector secara profesional dengan cara Cepat dan Tepat. Walaupun begitu, tutorial yang ada disajikan secara step by step dengan cara yang mudah dipahami.

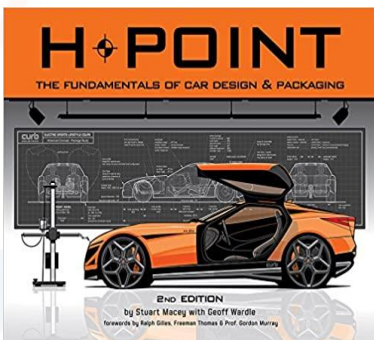## How to Render The Fundamentals of Light, Shadow and Reflectivity

Author   : Scott Robertson, Thomas Bertling
No. Class   : 742 ROB h
Location   : Jakarta
Description:

This book is about the fundamentals of light, shadow and reflectivity; the focus is firmly on helping to improve visual understanding of the world around and on techniques for representing that world. Rendering is the next step after drawing to communicate ideas more clearly. Building on what Scott Robertson and Thomas Bertling wrote about in How To Draw: Drawing and Sketching Objects and Environments from Your Imagination, this book shares everything the two experts know about how to render light, shadow and reflective surfaces. This book is divided into two major sections: the first explains the physics of light and shadow. One will learn how to construct proper shadows in perspective and how to apply the correct values to those surfaces. The second section focuses on the physics of reflectivity and how to render a wide range of materials utilizing this knowledge. Throughout the book, two icons appear that indicate either "observation" or "action." This means the page or section is about observing reality or taking action by applying the knowledge and following the steps in creating your own work. Similar to our previous book, How To Draw, this book contains links to free online rendering tutorials that can be accessed via the URL list or through the H2Re app.

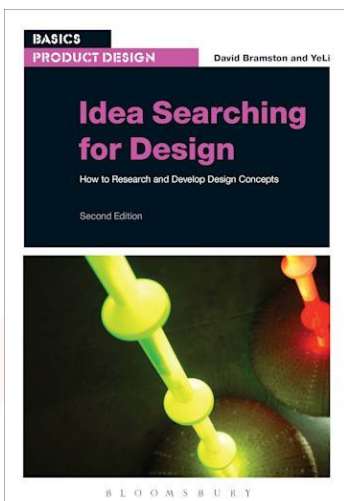## H-point : The Fundamentals of Car Design & Packaging

Author   : Stuart Macey
No. Class   : 629.2 MAC h
Location   : Jakarta & Bekasi
Description :

The 2nd edition is completely revised with an additional 68 pages of indispensable material. Currently used as the educational handout for the transportation design students at Art Center as well as institutions around the world, H-Point is now available to aspiring car creators everywhere, clearly organizing the packaging standards that apply to car and truck design; along with insightful graphic explanations, this book demystifies the automotive design process and allows designers access to illustrious careers' worth of knowledge.

Idea Searching for Design

Author   : David Bramston, YeLi
No. Class   : 745.2 BRA i
Location   : Jakarta & Bekasi
Description:

The second edition of Idea Searching examines methods of generating and identifying ideas, and teaches you to understand what is being observed and recorded. Using lavish illustrations, concise case studies and practical examples, it explores how different experiences, contexts and references are important in identifying an idea that is appropriate for a particular individual, target audience or culture. Advocating a step-by-step approach to generating ideas and brainstorming, it encourages an open mind in the development of ideas and teaches you to always question convention.

Ilustrasi Konstruksi Bangunan

Author	: Francis D.k. Ching
No. Class	: 692.1 CHI i
Location	: Jakarta

Description:

Ilustrasi Konstruksi Bangunan Edisi Kelima

Kelas Skenario Wujudkan Ide Menjadi Naskah Film

Author	: Salman Aristo, Arief Ash Shiddiq
No. Class	: 792.025 ARI k
Location	: Jakarta & Bekasi

Description:

Bagi para pemula yang ingin menulis skenario, kurangnya sumber lengkap dan terpadu mengenai seluk beluk dunia penulisan skenario tentu akan menjadi penghambat kreativitas. Tapi, jangan takut! Buku Kelas Skenario lahir dari pengembangan workshop PlotPoint selama bertahun-tahun. Buku ini ditulis agar para pembaca dapat belajar dan membuat cerita berupa webseries, dokumenter, film pendek, film panjang, komik, dan lain-lain apa pun yang berawal dari skenario. Kelas Skenario akan membahas dari pengembangan ide, perwujudan karakter, dan penyusunan plot dengan metode sekuen hingga menjadi skenario. Selamat bercerita dan berkarya! Keunggulan Produk: Ditulis oleh penulis skenario dan sutradara berpengalaman dan ternama. Cocok sebagai buku Gerakan Literasi (lintas jenjang). Berisi kata sambutan dari ketua Bekraf dan kepala PFN, serta testimoni dari berbagai insan perfilman. Berisi teknik dan aturan penulisan skenario. Berisi penjelasan mengenai sejarah singkat perfilman. Menjelaskan penulisan dengan teknik sekuen. Menjelaskan teknik pengembangan ide untuk jalan cerita dan penokohan. Menjelaskan struktur cerita pada film. Memaparkan berbagai istilah dalam penulisan skenario dan perfilman. Menyediakan berbagai form untuk praktik penulisan skenario. Berisi informasi mengenai profesi penulis skenario.

Kreasi Manipulasi Foto Digital dengan Photoshop untuk Pemula

Author : Creative Imagination Art
No. Class : 006.68 CRE k
Location : Bekasi

Description:

Adobe photoshop merupakan software oleh digital yang paling populer dan banyak digunakan oleh para desainer komputer. Kelengkapan fasilitas dalam mengolah foto menjadi software ini menjadi Buku ini berjudul kreasi manipulasi foto digital dengan Adobe Photoshop untuk pemula dengan tema creative digital fantasy. Didalam buku ini membahas secara detail bagaimana membuat kerasi manipulasi foto digital dengan pembahasan langkah demi langkah dan mudah tentang bagaimana mengolah sebuah foto yang semula biasa menjadi menarik dan memilih nilai seni dengan cara yang singkat. Buku ini cocok untuk tingkat pemula yang baru saja mulai belajar tentang Adobe Photoshop. Buku ini dilengkap dengan CD yang berisi file bahan latihan dan file hasil akhir projek.
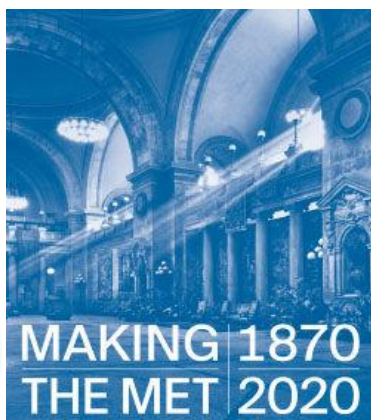
Kupas Tuntas CorelDRAW X6

Author : Madcoms
No. Class : 006.68 MAD k
Location : Jakarta
Description:

Program CorelDRAW X6 merupakan software untuk membuat desain grafis yang sangat populer dan sudah diakui kecanggihannya. Kelengkapan fasilitas dan kemampuannya yang luar biasa dalam membuat suatu desain, menjadikan software ini banyak dipakai oleh para Desainer Grafis, karena keberadaannya benar-benar mampu membantu dan memudahkan pemakai dalam menyelesaikan berbagai jenis pekerjaan grafis. Buku panduan ini mengupas tuntas fasilitas yang dimiliki CorelDRAW X6. Dalam setiap pokok bahasan, penulis berusaha mengulas berbagai fasilitas yang hanya dapat dijumpai dalam CorelDRAW X6, dan membahas tentang pembuatan objek, memodifikasi, sampai mewarnai objek. Selain itu, buku ini menyajikan beberapa contoh aplikasi yang dapat digunakan sebagai bahan latihan untuk lebih memudahkan pembaca dalam memahami isi dari setiap pokok bahasannya, sehingga buku ini sangat cocok dipakai dan dimiliki sebagai buku panduan belajar CorelDRAW X6.

Making The Met, 1870-2020

Author : Andrea Bayer
No. Class : 069.5 BAY m
Location : Jakarta

Description:

Published to celebrate The Metropolitan Museum of Art's 150th anniversary, Making The Met, 1870–2020 examines the institution's evolution from an idea—that art can inspire anyone who has access to it—to one of the most beloved global collections in the world. Focusing on key transformational moments, this richly illustrated book provides insight into the visionary figures and events that led The Met in new directions. Among the many topics explored are the impact of momentous acquisitions, the central importance of education and accessibility, the collaboration that resulted from international excavations, the Museum's role in preserving cultural heritage, and its interaction with contemporary art and artists.
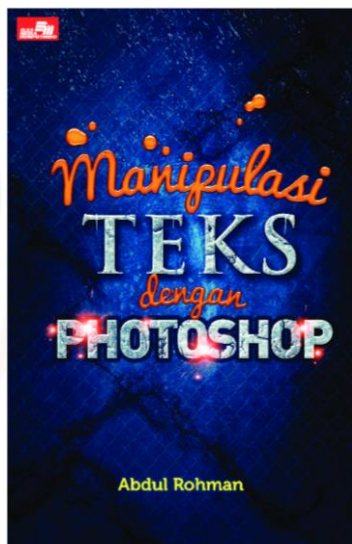
Manajemen Warna dan Desain

Author : Sarwo Nugroho
No. Class : 006.68 NUG m
Location : Jakarta, Tangerang, dan Bekasi

Description:

Manajemen Warna Adalah Proses yang mengatur bagaimana warna diterjemahkan dari salah satu peralatan dalam proses pencetakkan. Manajemen Warna dperlukan untuk menjamin reproduksi warna yang akurat dan dapat diprediksi karena setiap perangkat merespon atau menghasilkan warna yang berbeda. Tujuan dari adanya manajemen warna adalah unutk mendapatkan warna yang konsisten dan dapat diprediksi antara original, monitor dan hasil output/cetak, baik berupa hasil cetakkan ataupun hasil digital proofer.
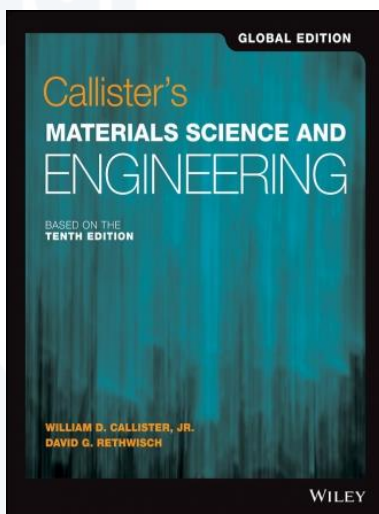
Manipulasi Teks dengan Photoshop

Author : Abdul Rohman
No. Class : 006.66 ROH m
Location : Bekasi

Description:

Photoshop sangat populer untuk mengolah gambar, baik untuk keperluan pribadi maupun bisnis. Photoshop juga memiliki fitur untuk mengolah teks yang menarik, seperti efek teks berapi, efek tulisan es, dan lain-lain. Buku ini memberikan panduan yang mudah untuk membuat berbagai efek teks dengan Photoshop. Selengkapnya, buku ini membahas tentang: Setting tool dan tab pengolahan teks; Membuat teks dengan efek background; Membuat teks dengan efek menyerupai benda; Membuat teks dengan efek cahaya; Membuat teks dengan efek 3D; Cara menambah font, brush, dan pattern ke dalam photoshop. Pembahasan dilakukan secara step by step yang dilengkapi dengan gambar sehingga Anda akan mudah memahami dan mempraktikkannya. Buku ini cocok untuk Anda yang hobi mengolah gambar/teks, siswa desain grafis, dan para desainer.
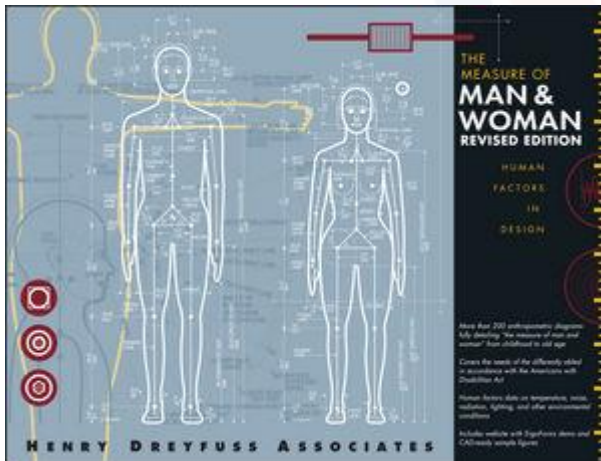
Materials Science and Engineering 10th Edition

Author : William D. Callister, David G. Rethwisch
No. Class : 620.11 CAL m
Location : Jakarta & Bekasi

Description:

Callister s Materials Science and Engineering: An Introduction, 10th Edition promotes student understanding of the three primary types of materials (metals, ceramics, and polymers) and composites, as well as the relationships that exist between the structural elements of materials and their properties.
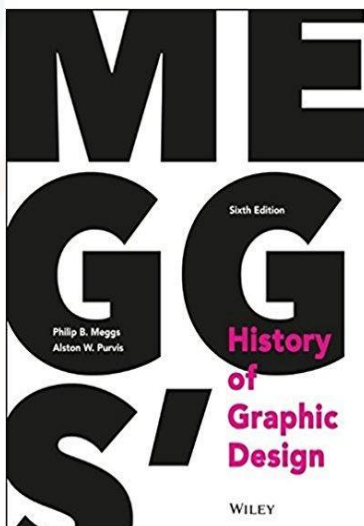
The Measure of Man and Women

Author : Alvin R. Tilley
No. Class : 620.82 TIL m
Location : Jakarta & Bekasi

Description:

Human factors research impacts everything from the height of kitchen counters to the placement of automobile pedals to a book's type size. And in this updated and expanded version of the original landmark work, you'll find the research information necessary to create designs that better accommodate human need. Featuring more than 200 anthropometric drawings, this handbook is filled with all of the essential measurements of the human body and its relationship to the designed environment. You'll also discover guidelines for designing for children and the elderly, for the digital workplace, and for ADA compliance. Measurements are in both English and metric units.
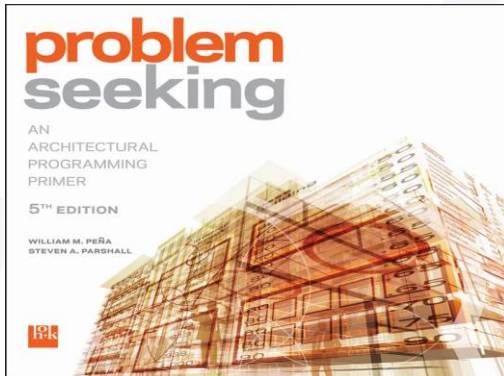
MEGGS : History of Graphic Design

Author : Philip B. Meggs, Alston W. Purvis
No. Class : 686.22 MEG m
Location : Jakarta, Tangerang, dan Bekasi

Description:

Meggs' History of Graphic Design is the industry's unparalleled, award-winning reference. With over 1,400 high-quality images throughout, this visually stunning text guides you through a saga of artistic innovators, breakthrough technologies, and groundbreaking developments that define the graphic design field. The initial publication of this book was heralded as a publishing landmark, and author Philip B. Meggs is credited with significantly shaping the academic field of graphic design.

Meggs presents compelling, comprehensive information enclosed in an exquisite visual format. The text includes classic topics such as the invention of writing and alphabets, the origins of printing and typography, and the advent of postmodern design. This new sixth edition has also been updated to provide

- The latest key developments in web, multimedia, and interactive design
- Expanded coverage of design in Asia and the Middle East
- Emerging design trends and technologies
- Timelines framed in a broader historical context to help you better understand the evolution of contemporary graphic design
- Extensive ancillary materials including an instructor's manual, expanded image identification banks, flashcards, and quizzes

You can't master a field without knowing its history. Meggs' History of Graphic Design presents an all-inclusive, visually spectacular arrangement of graphic design knowledge for students and professionals. Learn the milestones, developments, and pioneers of the trade so that you can shape the future.

Problem Seeking: An Architectural Programming Primer

Author : William M. Pena, Steven A. Parshall
No. Class : 720.285 536 PEN p
Location : Jakarta & Bekasi

This *Fifth Edition* of the only programming guide appropriate for both architect and client features new information related to BIM, integrated practice, and sustainable design when programming. Supplemented with more than 120 illustrations and diagrams updated for this edition, this indispensable resource provides revised technical information and faster, easier access to explanations, examples, and tools, including:

- Guidance on incorporating the latest technological tools when programming
- A primer on discounted cash flow analysis and net present value analysis
- Project statement examples organized by project phase and building type
- Useful techniques for data management, functional relationship analysis, and more

Description:

The classic programming guide for architects and client. Architectural programming is a team effort that requires close cooperation between architects and their clients. P*roblem Seeking, Fifth Edition* lays out a five-step procedure that teams can follow when programming any building or series of buildings, from a small house to a hospital complex. This simple yet comprehensive process encompasses the entire range of factors that influence the design of buildings.

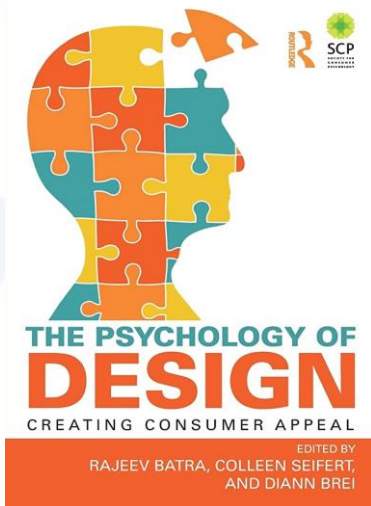## Prototyping and Modelmaking for Product Design

Author : Bjarki Hallgrimsson
No. Class : 720.22 HAL p
Location : Jakarta & Bekasi

Description:

Building prototypes and models is an essential component of any design activity. Prototyping and Modelmaking for Product Design illustrates how prototypes are used to help designers understand problems better, explore more imaginative solutions, investigate human interaction more fully and test functionality so as to de-risk the design process. Following an introduction on the purpose of prototyping, specific materials, tools and techniques are examined in detail, with step-by-step tutorials and industry examples of real and successful products illustrating how prototypes are used to help solve design problems. Workflow is also discussed, using a mixture of hands-on and digital tools. A comprehensive modern prototyping approach is crucial to making informed design decisions, and forms a strategic part of a successful designer s toolkit.

Psychology of Design: Creating Consumer Appeal

Author : Rajeev Batra
No. Class : 745.2 BAT p
Location : Jakarta, Tangerang, dan Bekasi

Description:

Design plays an increasingly larger role today in creating consumer desire for products and liking for commercial messages. However, the psychological processes involved are only partially understood. In addition, design is inherently interdisciplinary, involving (among others) important elements of aesthetics, anthropology, brand strategy, creativity, design science, engineering, graphic design, industrial design, marketing, material science, product design, and several areas within psychology. While researchers and practitioners in all of these fields seek to learn more about how and why good design works its magic, they may benefit from each others work. The chapters in this edited book bring together organizing frameworks and reviews of the relevant literatures from many of these contributing disciplines, along with recent empirical work. They cover relevant areas such as embodied cognition, processing fluency, experiential marketing, sensory marketing, visual aesthetics, and other research streams related to the impact of design on consumers. Importantly, the primary focus of these chapters is not on product design that creates functional value for the targeted consumer, but rather on how design can create the kind of emotional, experiential, hedonic, and sensory appeal that results in attracting consumers. Each chapter concludes with Implications for a theory of design as well as for designers.

Research Methods for Product Design

Author : Alex Milton, Paul Rodgers
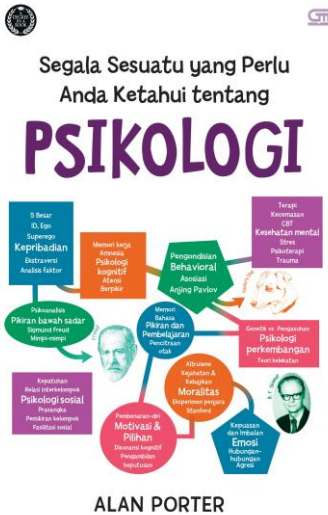**No. Class** : 745.2 MIL r
Location : Jakarta

Description:

This book provides the reader with a comprehensive, relevant, and visually rich insight into the world of research methods specifically aimed at product designers. It includes practical case studies and tutorials that will inform, inspire, and help you to conduct product design research better.

Product designers need a comprehensive understanding of research methods as their day-to-day work routinely involves them observing people, asking questions, searching for information, making and testing ideas, and ultimately generating 'solutions' to 'problems'. Manifest in the design process is the act of research. Huge technological advances in information, computing, and manufacturing processes also offer enormous opportunities to product designers such as the development of "intelligent" products and services, but at the same time raise important research questions that need to be dealt with. Product designers are, in many ways, best placed to address these challenges because of the manner in which they apply their design thinking to problems.

Segala Sesuatu yang Perlu Anda Ketahui Tentang Psikologi

Author	: Alan Porter
No. Class	: 150 POR s
Location	: Jakarta & Bekasi

Description:

Psikologi merupakan subjek yang menantang, menyebalkan, sekaligus menyenangkan. Belajar psikologi merupakan tugas seumur hidup. Buku in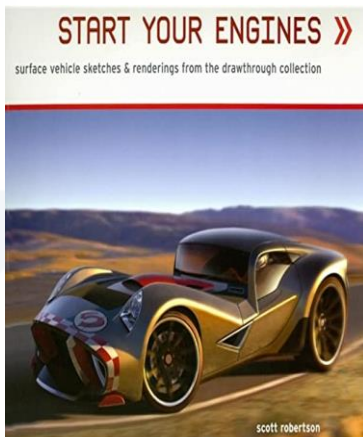i adalah pengantar yang sempurna untuk mahasiswa dan orang awam, menyajikan konsep-konsep yang dibutuhkan untuk memahami masalah mendasar, dan dapat mengarahkan kita ke beberapa bidang dan topik yang mungkin menginspirasi untuk mempelajari psikologi secara lebih mendalam ke depannya.

Dilengkapi dengan diagram dan ilustrasi yang bermanfaat, saran untuk dibaca lebih lanjut, dan fitur yang mudah dicerna tentang sejarah psikologi, buku ini membantu kita memahami pikiran manusia dengan lebih mudah daripada yang pernah kita lakukan. Termasuk teori-teori Francis Galton, Sigmund Freud, Ivan Pavlov, dan lebih banyak lagi, juga penelitian-penelitian penting dalam bidang psikologi.

Selesai membaca buku ini, kita akan bisa jawab pertanyaan seperti:
- Bagaimana kita belajar?
- Bagaimana kita mempelajari otak?
- Apa saja komponen kepribadian?
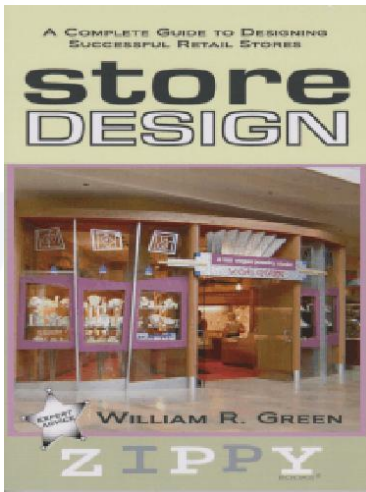- Apakah kelompok membuat keputusan yang lebih baik daripada individu?

Start Your Engines: Surface Vehicle Vehicle Sketches Renderings from The Drawthrough Collection

Author	: Scott Robertson
No. Class	: 742 ROB s
Location	: Jakarta & Bekasi

Description:

Start Your Engines compiles works from Scott Robertson's vast archives of ground vehicle drawings and renderings, and features the following chapters: Cars, Bicycles, Snowcraft Mechanicals and selected work from the conceptual design of vehicles for the video games Field Commander and Spy Hunter 2. The Cars chapter comprises about half of this book and features original designs both futuristic and retrospective.

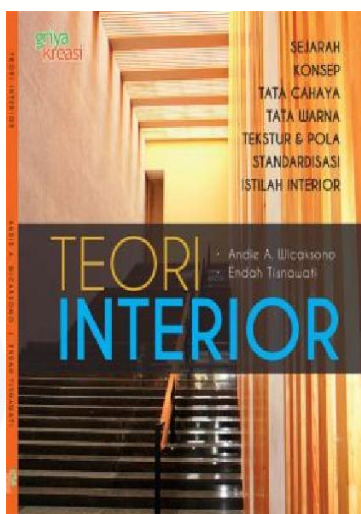## Store Design: A Complete Guide To Designing Successful Retail Stores

Author   : William R. Green
No. Class   : 729 GRE s
Location   : Jakarta

Description:

Retail design is different. It's a specialty. When done well, it works like magic. You want to build successful stores that are magnets for attracting customers, intriguing them, and selling products and services. The ideas in store design will help you design great retail experiences. Analyze your client's design needs according to type of store, location, the product, price-point, and budget. Systematically design and organize a store that reinforces a desired image, attracts shoppers and motivates them to buy. Create flexible, timeless and tasteful stores. Entice customers to enter the store, shop, buy and return again and again. The main components of store design are revealed brChapter by brChapter each axiomatic component leads to a selection process of either- or Design subsets: open or closed front strong or neutral design accessible or inaccessible product display and so on. This is the core of the retail design process. Use these design principles to build a store design that meets every concern of the retailer. Create a correct and memorable store image, a sensible floor plan, effective product presentation, an arresting storefront design, and vibrant, energy-efficient lighting. When done, you will know that your store design works: functional, aesthetically, and psychologically. You will have created the right store for your product, your location, and your retailer, because You will have used sound design principles to make every decision along the way. Loaded with many photos and illustrations, store design explains everything in five chapters. Also, there is a useful glossary of retail architecture terms, and a step-by-step checklist to take you through the design process. Store design is a guided, logical approach for designing a retail store. It will provide a simple, easy-to-follow design template. It will reinforce your existing skills and experience. And it will also serve as a knowledge base for the entire team so everyone can understand and follow the design process. Anyone can gain the equivalent of years of retail design experience simply by reading and adopting its ideas. Why wait? Get store design now and get going on your next retail store. Store design is a complete guide to designing successful retail stores. Includes 42 photos illustrations plus design checklist.
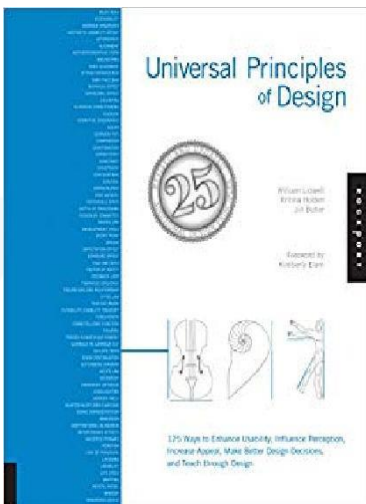
Teori Interior

Author   : Andie A. Wicaksono, Endah Tisnawati
No. Class   : 729 WIC t
Location   : Jakarta

Description:

Buku ini adalah kumpulan dari berbagai teori-teori perancangan interior yang sampai saat ini masih dipergunakan. Beberapa di antaranya telah diperbarui agar sesuai dengan kondisi riil dan kebutuhan perancangan interior masyarakat modern saat ini. Bagi praktisi arsitek, desainer interior, desainer grafis, mahasiswa kelas arsitektur dan interior, pengajar, dan penikmat karya-karya interior, buku ini dapat digunakan sebagai bahan panduan bahkan sebagai kitab suci.

Universal Principles of Design

Author : William Lidwell, Kritina Holden, Jill Butler
No. Class : 745.403 LID u
Location : Jakarta

Description:

Universal Principles of Design is the first cross-disciplinary reference of design. Richly illustrated and easy to navigate, this book pairs clear explanations of the design concepts featured with visual examples of the concepts applied in practice. From the "80/20 Rule" to "Chunking," from "Baby-Face Bias" to "Ockham's Razor," and from "Self-Similarity" to "Storytelling," readers will expand their knowledge of 125 important and thought-provoking design concepts.

This landmark reference has become the standard for designers, engineers, architects, and students who seek to broaden and improve their design expertise. This second edition includes revisions, updates, and twenty-five new principles.