

BAGIAN V KONSEP

5.1. Konsep Dasar

5.1.1. Konsep *Narrative Architecture*

Narasi yang ingin dibawakan terbagi menjadi 3 cluster/bagian, yaitu 1). Cluster 1 (Siwa Plateau), 2). Plains (candi-candi di dataran rendah), dan 3). Prambanan Compound (candi-candi di Kawasan Prambanan). Candi-candi diurutkan berdasarkan lokasi dan kedekatan antar candi. Hal ini karena tahun ditemukannya candi-candi belum dapat dipastikan sehingga akan menyebabkan kerancuan pada informasi.

Cluster Siwa Plateau terdiri atas Candi Miri, berupa reruntuhan (Hindu), Candi Ijo (Hindu), Candi Barong (Budha), Candi Banyunibo (Budha), dan Kompleks Candi Ratu Boko (Campuran Hindu-Budha). Sedangkan, Cluster Plains terdiri atas Candi Sambisari (Budha), Candi Kalasan (Budha), Candi Sari (Budha), Candi Kedulan (Budha), Candi Sojiwon (Budha), dan Candi Plaosan Lor dan Kidul (Campuran Hindu-Budha). Terakhir, *Prambanan Compound* terdiri atas Candi Sewu (Budha), Candi Gana/Asu (Budha), Candi Lumbung (Budha), Candi Bubrah (Budha), dan Candi Prambanan (Hindu).

Susunan isi dari setiap candi berupa 1). Lokasi, 2). Sejarah, dan 3). Bangunan Candi. Point-point seperti penemuan candi dan pemugaran hanya dibahas pada beberapa candi saja. Untuk candi-candi yang mempunyai cerita tersendiri di dalamnya membuatnya semakin menarik, seperti Cerita Roro Jonggrang serta Ramayana dan Krishnayana di Candi Prambanan, keterkaitan antara Candi Kalasan dan Sari, Sejarah bendungan di Candi Kedulan dan cerita-cerita fable pada Candi Sojiwon.



Gambar 29. Konsep Narrative Architecture
Sumber: Pribadi

5.2. Konsep Penekanan Desain

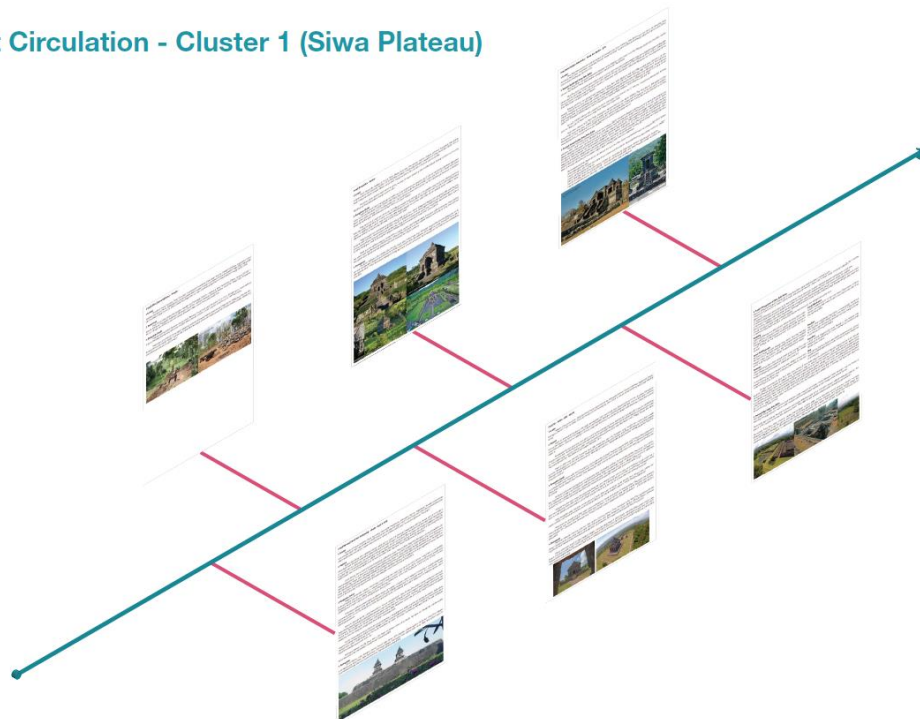
5.2.1. Konsep Interior yang Interaktif Berbasis Digital

5.2.1.1. Konsep Alur yang Digunakan

Konsep alur menggunakan “*Suggested Approach*”, di mana tidak ada *barrier* sehingga memungkinkan pengunjung untuk bebas bereksplorasi sambil mempertahankan kontinuitas narasi. Alur berupa linear satu arah, dan di sepanjang alur tersebut terdapat pameran-pameran yang dapat dipilih oleh pengunjung. Menggunakan alur “*Suggested Approach*” karena jika pengunjung melewati satu candi maka ia tidak akan ketinggalan informasi.

Konsep alur pada museum candi ini terbagi menjadi 3 Cluster sesuai konsep *Narrative* yang dibawakan. Konsep alur 1, berisikan candi-candi yang terdapat di Pegunungan Siwa Plateau, konsep alur 2, berisikan candi-candi di dataran rendah, dan konsep alur 3 berisikan candi-candi di *Prambanan Compound*.

Concept Circulation - Cluster 1 (Siwa Plateau)



Gambar 30. Concept Circulation - Cluster 1
Sumber: Pribadi

Concept Circulation - Cluster 2 (Plains)



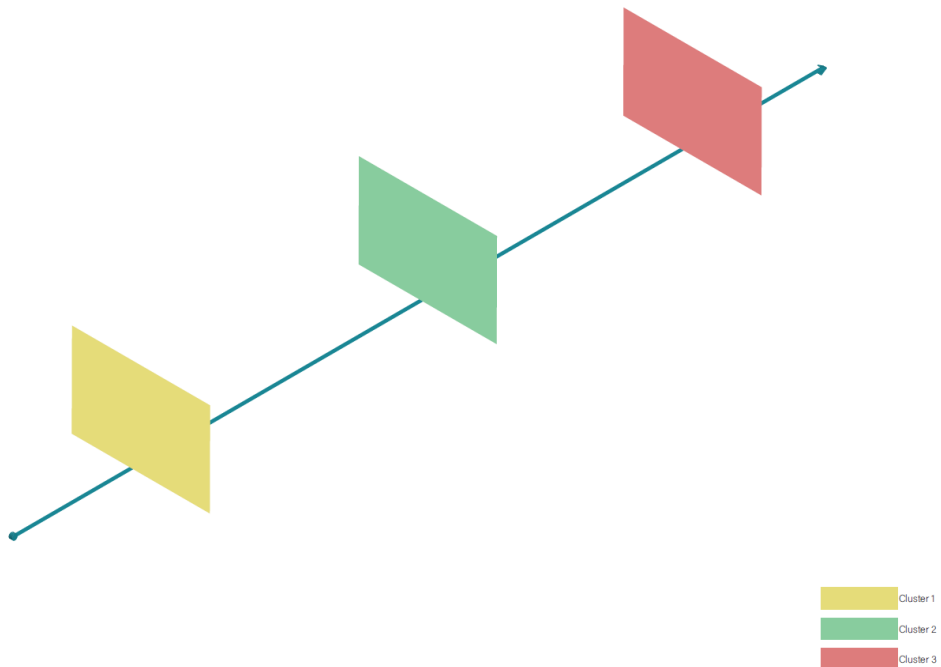
Gambar 31. Concept Circulation - Cluster 2
Sumber: Pribadi

Concept Circulation - Cluster 3 (Prambanan Compound)



Gambar 32. Concept Circulation - Cluster 3
Sumber: Pribadi

Concept Circulation - All Cluster



Gambar 33. Concept Circulation - All Cluster
Sumber: Pribadi

5.2.1.2. Konsep Penyajian yang Digunakan

Pengunjung mendapatkan pengalaman lebih dari berbagai indra yang terlibat, semakin banyak indra yang terlibat maka semakin mudah orang tersebut mengingat [102]. Teknik penyajian yang digunakan adalah campuran antara *Cinematic Technique* dan *Interactivity*. antara *Cinematic Technique* terkait audio-visual, melibatkan indera pendengaran dan penglihatan. *Interactivity*, terkait elemen permainan seperti *games* dan *puzzles*, melibatkan indera pendengaran, penglihatan dan peraba.

5.2.1.3. Konsep Teknologi yang Digunakan

Teknologi yang digunakan antara lain *Augmented Reality (AR)*, *Smart Wall*, *Interactive Monitor Display*, *Digital Table*, *Audio Guides*, *Motion Tracking*, *Sound Shower*. *Augmented Reality (AR)*, dapat digunakan bersamaan dengan *smart wall*, *monitor display*, dan *digital table*.

Smart Wall diaplikasikan pada ruang-ruang pameran, menampilkan informasi pada layer besar dan bisa dioperasikan oleh beberapa orang. Untuk yang kecil menggunakan *Interactive Monitor Display*, penempatannya di depan objek yang masih ada. *Digital Table* juga berfungsi seperti *Smart Wall*, menampilkan informasi, namun juga bisa sebagai area bermain bagi anak-anak.

Audio Guide dipasang di ruang-ruang yang berhubungan dengan koleksi, seperti di sepanjang selasar menuju ruang pameran, auditorium, dan lobby. *Motion Tracking* digunakan bersamaan dengan *smart wall* atau bisa juga dengan *monitor display*. *Sound Shower* diletakkan pada ruang-ruang pameran, digunakan bersamaan dengan *smart wall* atau *interactive monitor display*.

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