

Poster Ilmiah

PI biasanya digunakan dalam ranah **ilmu pengetahuan dan edukasi**. Biasanya poster ini merangkum seluruh proses atau kegiatan dari hasil **penelitian atau kegiatan untuk sosial/masyarakat**.

Secara garis besar poster ini harus dapat menarik perhatian tanpa penjelasan langsung dari seorang presenter.

Oleh karenanya **kekuatan visual** menjadi komponen terpenting dalam penyajiannya.

Ciri umum dari poster ilmiah

Alur:

Latar belakang – Permasalahan –Metodologi- Proses – Hasil - Kesimpulan

Terdapat arahan atau brief sebelumnya mengenai teknis ukuran, jenis kertas, dll

Perbandingan antara teks dan gambar relatif seimbang sehingga informasi dapat tersampaikan secara maksimal.

Lay out yang baik adalah komponen paling penting dalam visualisasi poster

Faktor teknis utama dalam membuat poster ilmiah:

1. Kemampuan mengatur tata letak
2. Kemampuan merangkum informasi (baik gambar maupun teks)
3. Kemampuan desain grafis (warna harmoni, typo, icon, jenis kertas,dll)
4. Kemampuan sketsa-gambar desain
5. Kemampuan berkomunikasi secara efektif

1. Poster ilmiah konsep desain

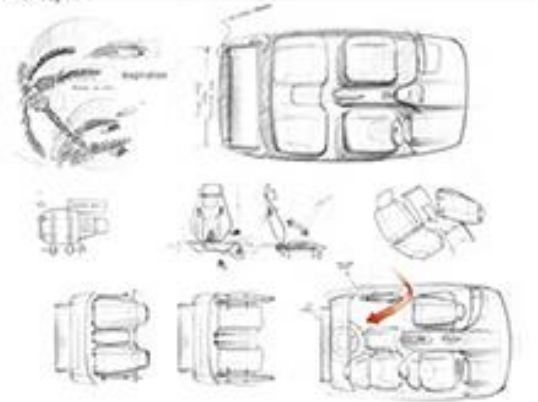
INTERIOR DESIGN

Interior Design for an A-Segment Vehicle to Maximize space

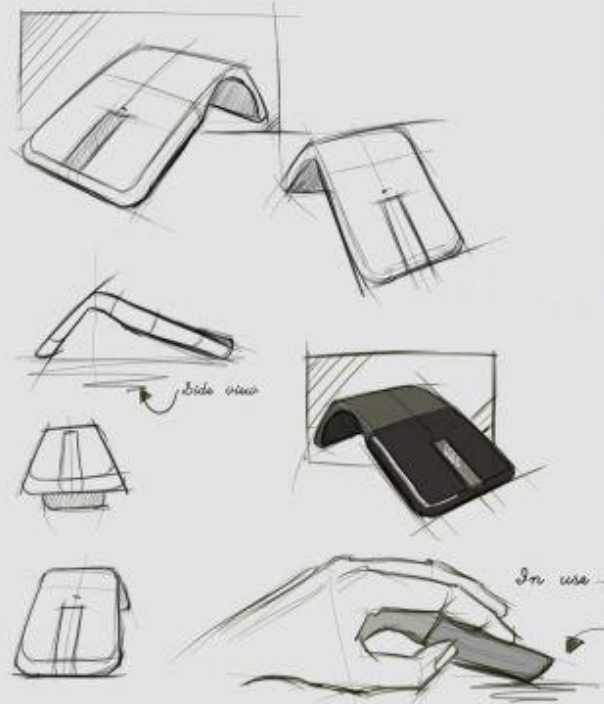
Concept I



Concept II



MOUSE[®]



POK-APART

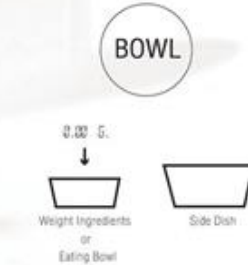
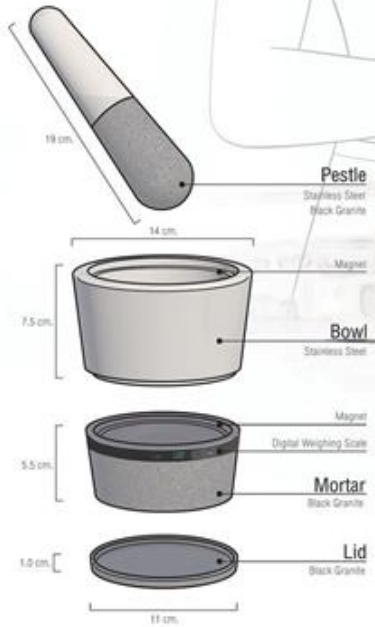
Multifunction Mortar

Pok-Apart is a mortar which can be separated to be a multi-used kitchenware. "Pok Pok" is a sound that comes from when pestle hits the mortar. Mortar and pestle is an important tool for Thai cooking. Mortar is quite a heavy tool to move and clean up, so we designed a lightweight mortar that can be separated and more convenient to use.

Main function is to cook a salad by mixing while it can weigh vegetables and ingredient, also mashing the spices which is an important ingredient of Thai food.

If you don't want to eat soon, you can store it by invert a bowl and cover a mortar to prevent a loss of flavor and prevent an insect which can disrupt your meals.

Bowl can be separated to be a vegetable dish or side dish, while mortar can use as a plate to serve the meal.



Entry ID:
323-211395
Haier Design

Concept:
Pok-Apart

Designers:
Pachara Sovannadabha
Irene Tangereesuksan

University:
Thammasat University
Pathum thani, Thailand

2. Poster ilmiah hasil penelitian

Project Abstract

Ants are insects that mainly lives in colonies. They are attracted to substances that are sweet, this is because ants needs a source of glucose for their nourishment. Glucose are mainly found in food that are sugar based, this attracts ants to our food. One of the way that is used to fend off ants is by placing water around the food. But this is not effective. Another way is by using chemical ant repellent chalk, but these chalks contains chemicals and is not human friendly. Therefore there is a need to innovate a product that can repel the ants, but is also environmentally friendly.



One approach that is practical and environmentally friendly is by using natural material that is harmless to people and can repel the ants from going near the sugary foods are:

- Clove, this natural herb contains Eugenol which has a distinct aroma that repels the Ants.
- Cinnamon, it contains Atsiri oil, Sinamaldehyde and Eugenol, which are substances that are not liked by Ants.

By combining these two natural material into a composite powder form it can produce an aroma that can last longer and more pronounced. Which can then be applied into a product.



Cinnamon

- Cinnamon, it contains Atsiri oil, Sinamaldehyde and Eugenol, which are substances that are not liked by Ants.



Clove

- Clove, this natural herb contains Eugenol which has a distinct aroma that repels the Ants.



kimon (Keramik cinnamon)

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Problem Statement

A lot of Indonesians enjoy sugary and sweet food and beverages, and while doing many activities is also accompanied by snacks and drinks, that is why we can find many ants surrounding our activities, because we are surrounded by food. That is where the idea of KIMON came up. This product can be used as a food and drinking utensil, but it can also repel the ants that are approaching our food. Besides design innovation, the materials used are also easily obtained, environmentally friendly, and has a pleasant aroma.

Methodology



Reserch

1. Data Collect
2. Analysis opportunities



Visualize

1. Brainstorming
2. 2D Concept



Medium Exploration

1. Ceramic form
2. Composite



Execute

1. Joining material
2. Aesthetic Value



optimize

1. User Experience
2. Evaluation

Novelty

KIMON (Ceramic Cinnamon) is an innovation that combines ceramic material and natural composite. It will be applied to a design of tea sets that will follow the Indonesia Trend Forecasting of 2017-2018 which is Arcean, besides aesthetics consideration and the ant repellent function, it is hoped that the aroma of cinnamon will also enhance the tea drinking experience.



Commercial Potential and Project Target

The potential to realise this product is big, Geographically Indonesia has plenty of clay for production, and the human resource needed to produce it is also available in the form of Small Medium Enterprises (SME's) which can use the simple combining process for this product.





Universitas
Pembangunan Jaya

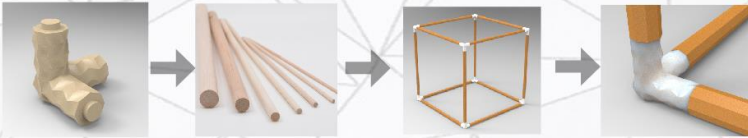
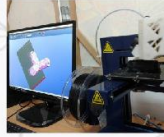
SINERGIZE (Hybrid Ceramic Joint)

Ismail Alif Siregar
Teddy Mohamad Darajat - Taufiq Panji Wisesa - Dini Cinda Kirana



Project Abstract

Ceramics are generally used for potteries, tiles, and decorative elements, there are advanced products that uses ceramics too such as ceramics brakes for performance cars and heat shielding for space shuttles. But ceramics are rarely used for structural parts. This project is a ongoing research about the use of ceramics for joints in interior products. The approach is by combining 3D printed master part that is then casted using gypsum and then clay is than moulded using the gypsum



Problem Statement

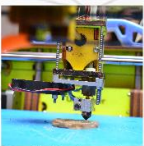
Many interior products uses bamboo or wood for construction, such as chairs, tables. But they all use the same material. Some joint uses metal to strengthen the parts. But these are barely exposed. This is where the idea of using ceramics came up, because ceramics is a material that is beautiful when exposed and finished with a glaze. Besides glazing there are many different way ceramics can be treated, such as marbling. Besides this, clay as the main material of ceramics can be found abundantly and is enviromentally friendly and is relatively easy to work on.

Methodology



Novelty

This innovation of using ceramics as joint uses 3D printing to produce the masters. Why 3D printing? Because by using 3D aided design, there are plenty of shapes that is usually hard to make by hand can be designed using Rhinoceros 3D software and then 3D printed as a master for duplication. When applied to a product it will follow the Indonesia Trend Forecasting of 2017-2018 . The design style will be a blend of Numericraft and Expose, because the design of the joints are designed with a precise geometric pattern and will be joined fixed to the structure of the product in an exposed manner.



Source: <http://www.3dprinters-lab.com>



Source: <https://www.pottery-magic.com>



Source: <https://www.tennants.co.uk>



Commercial Potential and Project Target

There is a large untapped potential for this product, as the cost of 3D printing is steadily going down, more local Furniture Small Medium Enterprise's (SME) can experiment with this type of technic. Also geographically Indonesia has plenty of wood and clay for production, and the human resources needed to produce it. The cost of this technic is also relatively low cost to implement.





ART & DESIGN EXHIBITION

INDDEX
INTERNATIONAL DEGREE DESIGN EXCHANGE
DEGREE SHOWCASE • SYMPOSIUM • ACADEMIC ACTIVITIES

1-3 AUGUST 2019

NAME : MEGA SINTIA
UNIVERSITY : PEMBANGUNAN JAYA UNIVERSITY
DEPARTMENT : VISUAL COMMUNICATION DESIGN
THEME : REDESIGNING VISUAL IDENTITY OF SOEDJA CORN MILK



BACKGROUND

This Soedja brand corn milk is milk that contains no less important than cow's milk. This new corn milk many offered in Malaysia, but Malaysia just using this corn without any treatment on its products. In addition, in the area of Jakarta or Tangerang is still very little that produce and sell milk in corn, therefore only a few communities that know it.

Milk corn has a main ingredient, namely sweet corn that has a variety of benefits for health. Corn milk has a rich content of fiber so the corn milk is suitable for consumption by those who have undigested the because corn milk is a twin calcium and 100 calories. In addition, the corn milk also have content such as carbohydrates, vitamin A, and phosphorus is higher compared to cow's milk.

METHODOLOGY

The methods used for data collection by the designer in this study is a qualitative method, with collecting data by interviewing the owner of Soedja corn milk, and some of consumers, analyzing document holder and observing the competitors Soedja corn milk to get the data, the data that have already collected and summed up will be described in the descriptive.

PURPOSE

The purpose of this design are to build brand awareness from make Soedja dairy products in accordance with the value of the product, so that messages from the colour can deliver to consumer.

Designing the visual identity of the dairy products of corn Soedja milk in order for it to have its own visual and easy to remember by consumers.

DESIGN CONCEPT

This project is targeted to all of people in every group who love corn milk. From the high class people to the low class people is the target from this project. Because, this product have a high quality corn milk with low price.

People nowadays usually like to the warm colour with some shape. Soedja designed by many of warm colour and many shape in every Soedja communication media to attract the people which live in every class. Soedja have a simple design because many people think if some product have some elegant design, people think that product absolutely have a high price. Soedja have a simple design to communicate people that soedja is a high quality dairy milk with low price.

DESIGN

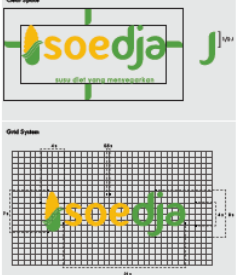
SKETCH



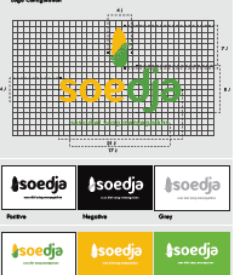
THUMBNAIL



DESIGN



DESIGN



DESIGN



DESIGN



DESIGN



MOCKUPS



ORGANIZED BY:



SUPPORTED BY:



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1-3 AUGUST 2019

NAME : RIZKAL MAULANA
UNIVERSITY : PEMBANGUNAN JAYA UNIVERSITY
DEPARTEMENT : PRODUCT DESIGN
THEME : DESIGNING PEATLAND FOREST FIRE VEHICLE



BACKGROUND

Indonesia is a country rich in natural resources, one of which is the peat forest area. Peat forest itself is the most important element in the ecological cycle. Aside from being a habitat for various fauna and flora, it also acts as a water reservoir and has an important role to regulate the surrounding water, which has a role as an area of water absorption because it has a high absorption capacity. But recently the problem of forest fires has become a big problem for Indonesia, especially peat forest fires, the impact of the fire itself is very large ranging from material environment to health problems. The main factors causing forest fires in Indonesia are: 1. burning uncontrolled, causing fires to be difficult to handle. In addition, another factor that is a hindrance to the fire control system is that the fire vehicle used by the manggala agni team in handling the vehicle is not in accordance with its designation, based on the land, geographical conditions and capacity of the vehicle. Hence from this situation the manggala agni team requested to develop vehicles capable of serving in the peat forest area through PT. Pindad (Persero) which is expected to

METHODOLOGY

The research of this design based on President Instruktion in 2010 about the priorities of the Ministry of Environment and Forestry regarding forest fire in Sumatera and Borneo, the user of this research are Manggala Agni Team (Indonesian Forest Firefighter). Then research of this project done by technique of observation, literature, and requirement from Manggala Agni Team. 1. Observation how to designing Special Vehicle for Peatland Forest with PT. PINDAD (Indonesian Special Vehicle and Defense Industry). 2. Literature seri books and journal Ergonomics, color scheme for fire fire vehicle, peatland characteristics and etc. 3. Manggala Agni Team fire vehicle requirement

PURPOSE

- This design is aims to make fire vehicles suitable for use in all-terrain (open or fern, mirang, etc) especially peatland forest fire
- replace slip on unit (manggala agni predecessor fire vehicle)
- Helping the manggala agni team in carrying out their duties.
- Developing basic multipurpose vehicle (military use, all-terrain ambulance, search and rescue vehicle)

DESIGN CONCEPT

In designing vehicles specifically for forests and peatlands, of course, having a concept as a guide to design. Aimed at the manggala agni forest fire team. The vehicle designed is a type of vehicle that extinguishes the fire directly. In addition to being used for handling when a vehicle fire can also be used as a means of evacuation when natural disasters such as floods and landslides occur because it has high mobility using the Rubber Track System which can cross even very terrain. For a forest fire suppression system that is using a hit and run method when the vehicle is reaching the point of fire, the vehicle drop off 5 passengers to find the nearest water source, while the other two remain in the car to operate the vehicle.

DESIGN



APPLICATION



ORGANIZED BY:



SUPPORTED BY:



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1-3 AUGUST 2019



NAME : NURUL SYAFIQAH BINTI RIZUAN
UNIVERSITY : UNIVERSITI TEKNOLOGI MARA KAMPUS SHAH ALAM
DEPARTMENT : FINE ART
MAJORING : FIBRE/TEXTILE



INTRODUCTION

In the artwork, I want to inspire Tiger's character in printmaking media. I want to examine the nature of the tiger because her interested in the tiger character itself. Tigers symbolize courage and are predators of animals. In my view, tiger courage can be seen if the tiger gets its prey. At the same time, tiger ferocity can be seen through the face of a tiger. Therefore, I would like to examine the special features of tigers through the display of tigers on the face of a tiger.

OBJECTIVE

Create an artwork based on the character of the tiger with multi-materials into printmaking.
Creating an artwork based on the character of the tiger on focus to camouflage technique into printmaking media.

MEDIA PLANNING

To produce artwork through printing methods, I use conventional / relief print. I produce conventional print because to produce a better quality work with a process test print and from the test print will be chosen as an edition. In my final artwork, I use drippoint techniques, linocut, woodcut and silkscreen and mixed media, which is a combination of woodcut, silkscreen and stencils. I use a variety of materials to see the results of different material usage differences.

DESIGN PROCESS

To produce the design, I see many references from the previous artists who made about tigers. Through that, I gained inspiration to produce works. I created a lot of designs through adobe photoshop.

DESIGN



Title: Camouflage series I
Size: 29.7 x 42.0 cm
Medium: Drippoint on paper
Year: 2019



Title: Camouflage series II
Size: 29.7 x 42.0 cm
Medium: Linocut on paper
Year: 2019



Title: Camouflage series III
Size: 42.0 x 59.4 cm
Medium: Silkscreen on paper
Year: 2019



Title: Camouflage series IV
Size: 42.0 x 59.4 cm
Medium: Woodcut on paper
Year: 2019



Title: Camouflage series V
Size: 59.4 x 84.1 cm
Medium: Mixed media on paper
Year: 2019

ORGANIZED BY:



SUPPORTED BY:



ART & DESIGN EXHIBITION

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INTERNATIONAL DEGREE DESIGN EXCHANGE
DEGREE SHOWCASE • SYMPOSIUM • ACADEMIC ACTIVITIES
1-3 AUGUST 2019



NAME : NURUL SYAFIQAH BINTI RIZUAN
UNIVERSITY : UNIVERSITI TEKNOLOGI MARA KAMPUS SHAH ALAM
DEPARTMENT : INDUSTRIAL CERAMIC
MAJORING : STUDIO AND INDUSTRY



INTRODUCTION

Experience of the mysterious.
Art provides a way to experience one's self in relation to universe. This experience may often come unmotivated, as one appreciates art.
Expression of the Imagination.
Art provides a means to express imagination in nongrammatic ways that are not tied to the formality of spoken or written language.
Unlike words, which come in sequences and each of which have a definite meaning, art provides a range of forms, symbols and ideas with meanings that are malleable.

OBJECTIVE

Giving Imagination on Inositive to spread the ideation kindred represented by expression in a concept determined by BeeGeo Artform.
Furnish an aesthetic idea from the beehive as the subject matter to serve the rational idea as a substitute.

MEDIA PLANNING

The media that I using is Stoneware clay. The pattern on the body of artworks, I mixed it with egg tray as the model mold to compress it.
I also using the colored glass to give the difference affect on the texture body. Glazing process im using combination of green amereid, red iron oxide and cobalt oxide.

DESIGN PROCESS

Ideation for the BeeGeo starting with the collecting the existing artform products. Next, the idea development I develop the basic form which are circle, triangle, square and so on. Then, I develop the form with some texture and combined it into one artform.
Finally, the design was choosen and come out with 3products in one series.

DESIGN



TITLE: BeeGeo ARTFORM 3
SIZE: 34CM X 17CM (A)
25 CM X 17CM (B)
21CM X 20CM (C)
MATERIAL: STONWARE + EGGTRAY



TITLE: BeeGeo ARTFORM 2
SIZE: 12CM X 30CM (A)
19CM X 18CM (B)
MATERIAL: STONWARE + EGGTRAY + GLASSES



ORGANIZED BY:



SUPPORTED BY:



Software yang seringkali digunakan:

- Adobe Photoshop
- Adobe Illustrator
- Corel Draw
- Powerpoint (template)
- Adobe Indesign, dll

TUGAS 3

Buatlah sebuah poster konsep desain produk dengan tema pilihan anda seperti teknologi, craft, fashion, otomotif, dsb

Ketentuan isi poster;

1. Sketsa ide
2. Pengembangan sketsa
3. Sistem kerja atau Cara pakai (ergonomis sederhana)
4. Hasil Desain

Save dalam format JPEG tidak lebih dari 1500 px

Note: Pelajari cara membuat layout digital dari sumber lain.