



Designing Art Center in Medan with Metaphor Architecture Theme

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Abstract. *This thesis aims to design an Art Center in Medan City with a metaphor architectural approach. Medan City, as one of the cultural centers in North Sumatra, needs adequate facilities to support the rapid development of art and culture. The Art Center's design will integrate space needs for various arts and cultural activities such as art galleries, theaters, exhibition halls, workshops, and visitor-friendly public areas. The design approach used is Metaphor architecture which emphasizes the use of modern and innovative materials and design elements.*

Keywords: *Art Center, Art Gallery, Medan, Metaphors, Exhibitions*

1. INTRODUCTION

Art

Arts and culture play an important role in shaping identity and improving the quality of life of the community. In Medan, which is one of the largest cities in North Sumatra, adequate arts and cultural facilities are increasingly needed as the city develops rapidly. However, Medan still does not have a representative Art Center to become a center for art and cultural activities.

The Art Center serves as a venue for art exhibitions, theater performances, and other cultural events, as well as a forum for meetings, collaborations, and interactions between artists, cultural professionals, and the general public. With an adequate Art Center, it is hoped that an environment will be created that stimulates creativity, broadens cultural horizons, and increases community participation in art and cultural activities. Designing an Art Center in Medan with a contemporary architectural approach is an important step.

Contemporary architecture offers innovative and modern designs, paying attention to function, user needs, and integrating aesthetic values. This research explores the potential of Medan in developing art and culture through the design of the Art Center.

Centre

Centre can also be interpreted as central which means centering something at the middle point. While in general, the center is the center or focal point of an activity such as research centers and training. The term center can also refer to a center of activity or a place

that is a point in an area, for example, a city center or a shopping center. (Indra Rasyid and Annisa Hapsari; 2022)

Gallery

Gallery means a room or art building. Meanwhile, according to Amri Yahya, a gallery is a building that is used to accommodate visual communication activities between collectors and artists to show artworks to the wider community through exhibitions or similar events. With this, it can be concluded that a gallery is a place for artworks that can be sold and displayed for the general public. (Mulachela & Qomarun, 2021)

Metaphor Architecture

The meaning of metaphor in figurative architecture or expression of form, is manifested in buildings in the hope that it will elicit a response from people who enjoy or use their work.

Principles of Metaphor

- a. Trying or attempting to transfer information from one subject to another.
- b. Trying or trying to see a subject as if it were something else.
- c. Explaining in the form of a subject with a work that is being thought about in a new way.

Tabel 1. Categories Metaphors in Architecture

No.	Category	Definition	Application
1.	Intangible methaphors, (metaphors that cannot be felt)	Metaphors that depart from a concept, idea, human essence and values such as: individualism, naturalism, communication, tradition and culture.	Nagoya City Art Museum by Kisho Kurokawa
2.	Tangible methaphorsand certain	Metaphors that depart from visual things specifications / characters of an object such as a house is a castle or palace, then the form of the house resembles a palace.	Calatrava's TGV Station (the shape of a bird flying into a building)
3.	Combined methaphors	It is a combination of category 1 and category 2 by comparing a visual object with another that has the same conceptual value as the visual	EX Plaza Indonesia by Budiman Hendropurnomo

		object. Can be used as a reference for design creativity.	
4.	Gender Metaphor in Architecture	Architecture can be a mass communication medium, the messages conveyed also convey many social problems in community life. One of the social issues raised in architecture is gender. In addition to ordinary living things, architecture is also divided into two genders, namely male and female genders.	

2. METHOD

Qualitative research method is a research method based on the philosophy of postpositivism which is used to research objects with natural conditions (real state, not set or in an experimental state) where the researcher is the key instrument. This method is considered appropriate because the researcher conducts analysis related to literature studies and field observations.

3. RESULT AND DISCUSSION

Location

The project with the title Designing an Art Center in the city of Medan with a Metaphorical Architecture Approach is to provide a forum for art activities for the community in the city of Medan. The location of this project is located in West Medan, North Sumatra, precisely on Jalan H. Adam Malik, West Medan District, North Sumatra

The location of the area is bordered by:

1. North Side: Medan Deli Regency
2. South Side: Medan Maimun District
3. West Side: Medan Helvetia District

4. East Side: Medan Perjuangan District



Figure 1 Site Location

Regulation

Tabel 2 Limitation of Building Area based on Medan City Spatial and Regional Plan Regulation

No.	DESCRIPTION	DETAILS
1.	Project Case	Jl. H. Adam Malik Kota Medan Kecamatan Medan Barat
2.	Project Status	Fictitious
3.	Project Owner	Private
4.	Land Area	± 1.2 Ha
5.	Contours	Relatively Flat
6.	KDB	80%
7.	Outbreak	2.1
8.	GSB	7 m
9.	Road Width	12 m
10.	Max height	3 Floors / 14 m

Context and Connectivity

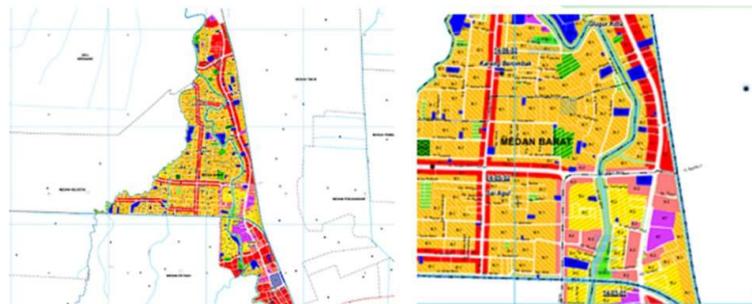


Figure 2. Medan Barat Field Zone

According to the Detailed Spatial Plan (RDTR) and Zoning Regulations of Medan City 2015-2035, the site is in the R2 (Medium Density Residential area.)

Design Analysis

ASite Access, Parking and Circulation Analysis

The site can be accessed from the main street (Jl. H. Adam Malik) and no access points exist in the North, East, and West.

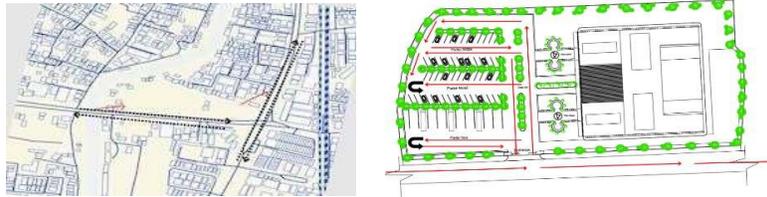


Figure 3. a. Analysis of Site; b. Parking and Circulation Plan

Noise & Sun Analysis

The site land is at the intersection of roads that include dense drivers so that the noise area around, the site is at the intersection of the traffic light and the bridge. The results of the solar analysis from the site show that sunrise from the right side of the building and directly. Regarding the site from the north and east because it is not, there is a barrier in the form of tall buildings so that the solution that can be done is to create vegetation in areas that refract direct sunlight or make a second skin on a building.

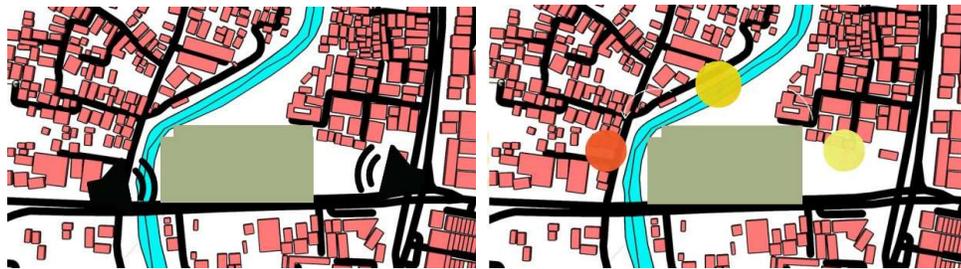


Figure 4. a. Noise Analysis; b. Sun Analysis

Area Program

Tabel 3. Total Area Design [6]

Room	WIDE
Parking	1320
Supporting Room	1.202,184
Art Space Room	8.131,2
Management Room	152,2
Service Room	280,368
Total	11.085,952

Design Result

Context

Circulation directors are made one-way with differentiated entrances and exits, to facilitate information on the parking area and to the lobby.

Theme Implementation

The building implements metaphorical architecture inspired by traditional looms. In this design, the second skin of the building is considered to represent the thread on the tool weaving like second skin buildings form a dynamic and attractive structure, creating a visual impression similar to the complexity of a loom. In addition, the three-dimensional shape of this building also imitates the shape and arrangement of the loom that is multi-tiered resembling the arrangement of the loom that orderly. Through the incorporation of these elements, the building not only serves as a space physical, but also as a work of art that depicts cultural heritage and traditional techniques in an Art Center design in the city of Medan.



Figure 5. Theme Implementation

Site Plan

The building is on the right side of the site, and the perimeter of the site is vegetated, minimizing noise.

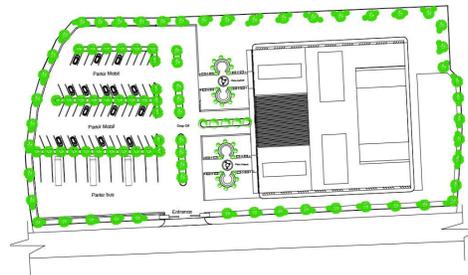


Figure 6 Site Plan

Design View

The appearance of the building is consistent in the shape of a square and stepped following the pattern of the shape of the traditional loom.

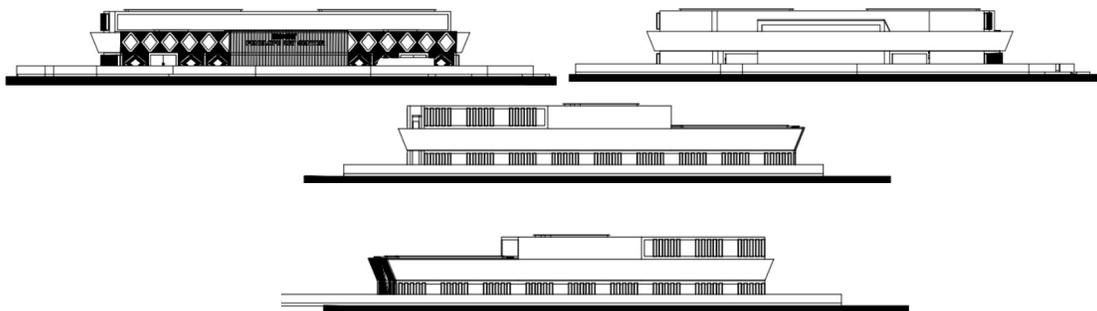


Figure 7 a. Behind View; b. Front View; c. Left View; d. Right View

Floor Plan

On the 1st and 2nd floor plans of the building are art exhibition areas both 2-dimensional and 3-dimensional, while the plan on the 3rd floor of the building is a management area.

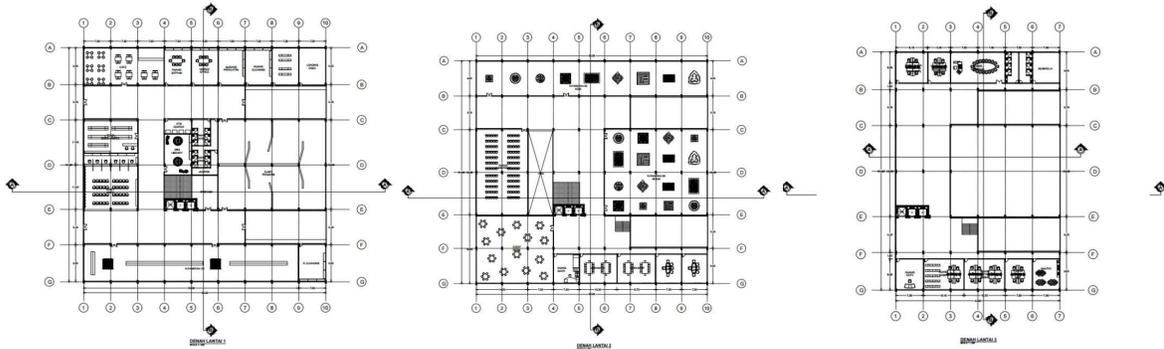


Figure 8 a. First Floor; b. Second Floor; c. Third Floor

Section

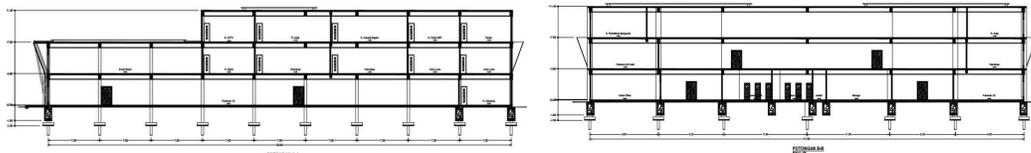


Figure 9 Section Plan

Structural Drawing

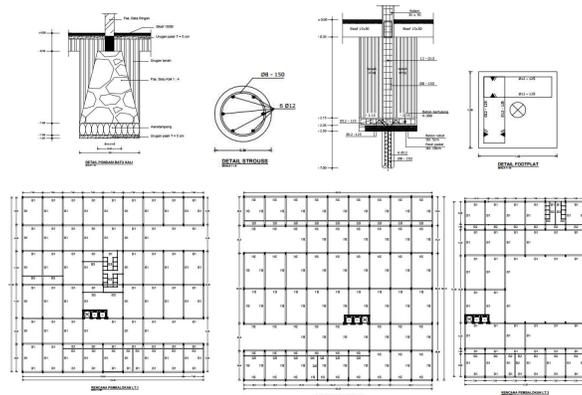


Figure 10 Pondation Detail; Block Plan

5. CONCLUSION

Designing an art center in Medan with a metaphor architecture theme offers a unique opportunity to create a space that resonates deeply with cultural and artistic significance. This approach transforms the building into an iconic landmark, embodying

Medan's heritage and artistic expressions. Metaphor architecture allows the design to tell a story, fostering a deeper connection between the community and the art center. It creates a dynamic environment that encourages exploration and interaction, making the center a vibrant hub of creativity and cultural exchange. In conclusion, the art center in Medan, with its metaphorical design, demonstrates how innovative architecture can enrich the urban landscape and enhance the cultural fabric of the community. This project sets a precedent for future developments, showing the power of thoughtful and symbolic design in creating meaningful and lasting impacts.

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