

# Designing Art Center in Medan with Metaphor Architecture Theme

*by* Maureen Nisha Alifia

---

**Submission date:** 30-Aug-2024 01:06PM (UTC+0700)

**Submission ID:** 2441038384

**File name:** Arsitektur\_Non\_Sinta-Maureen\_Nisha\_Alifia\_TURNITIN.docx (2M)

**Word count:** 1653

**Character count:** 8642

# Designing Art Center in Medan with Metaphor Architecture Theme

Maureen Nisha Alifia\*<sup>1</sup>, Dwira Nirfalini Aulia<sup>2</sup> <sup>3</sup>

<sup>1,2</sup>Department of Architecture, Faculty of Engineering, University of Sumatera Utara

Alamat: Jl. Dr. T. Mansyur No. 9, Kel. Padang Bulan, Kec. Medan Baru,  
Kota Medan, Sumatera Utara, Indonesia

Korespondensi penulis: manishabr27@gmail.com

**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

## 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	Calatrava's TGV Station (the shape of a bird flying into a building)

		or palace, then the form of the house resembles a palace.	
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 object. Can be used as a reference for design creativity.	EX Plaza Indonesia by Budiman Hendropurnomo
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.	

## METHOD

<sup>1</sup> 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.

## 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. <sup>4</sup> 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

#### A. 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

#### B. Context and Connectivity



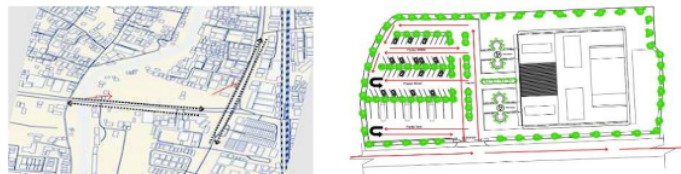
**Figure 2.** Medan Barat Field Zone

7  
 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

#### C. 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

### A. Context

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

### B. Theme Implementation

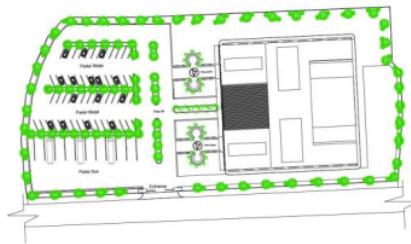
The building implements metaphorical architecture inspired by traditional looms. In this design, the second skin of the building is considered to represent the thread on the tool weaving like second skin buildings form a dynamic and attractive structure, creating a visual impression similar to the complexity 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

C. Site Plan

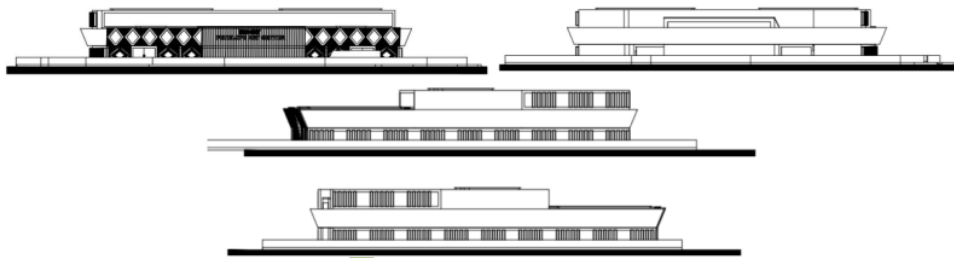
The building is on the right side of the site, and the perimeter of the site is vegetated, minimizing noise.



**Figure 6** Site Plan

D. 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.



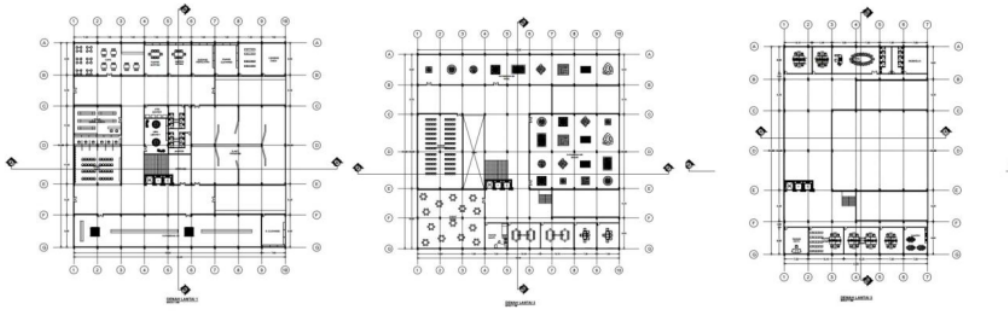
**Figure 7** a. Behind View; b. Front View; c. Left View; d. Right View

E. 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



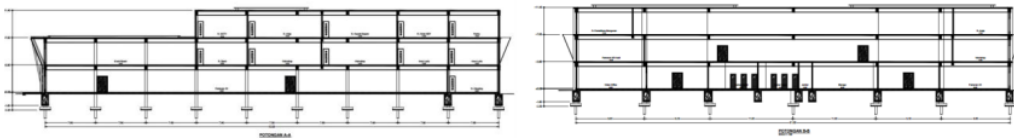
management area.



11

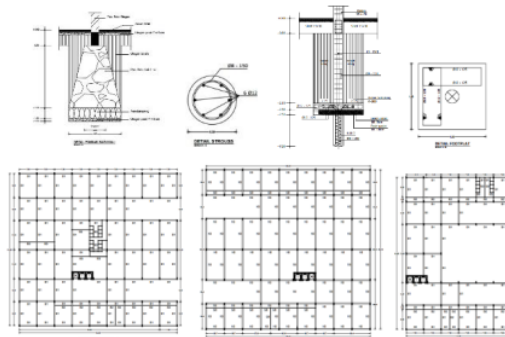
**Figure 8** a. First Floor; b. Second Floor; c. Third Floor

F. Section



**Figure 9** Section Plan

G. Structural Drawing



**Figure 10** Pondation Detail; Block Plan

## 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.

#### **REFERENCE**

- [1] Neufert, E. (1996). *Data Arsitek* JI. 33. Erlangga
- [2] Aisyah Risti Amini, 2019, Penerapan Prinsip Arsitektur Industrial Dalam Produktifitas Ruang Pada Solo Creative Design Center Wahab, M. H. A., & Zuhardi, A. F. A. (2013)
- [3] Human visual quality: art gallery exhibition. *Procedia-Social and Behavioral Sciences*, 101, 476-487.
- [4] De Chiara, Joseph & Callendar, John Hancock. 1973
- [5] *Time Saver Standard for Building Types*. New York: Mc Graw Hill.

# Designing Art Center in Medan with Metaphor Architecture Theme

## ORIGINALITY REPORT

11%

SIMILARITY INDEX

11%

INTERNET SOURCES

5%

PUBLICATIONS

6%

STUDENT PAPERS

## PRIMARY SOURCES

1	<a href="http://www.ajhssr.com">www.ajhssr.com</a> Internet Source	2%
2	<a href="http://www.researchgate.net">www.researchgate.net</a> Internet Source	1%
3	<a href="http://ejournal2.undip.ac.id">ejournal2.undip.ac.id</a> Internet Source	1%
4	<a href="http://talenta.usu.ac.id">talenta.usu.ac.id</a> Internet Source	1%
5	<a href="http://ejournal-s1.undip.ac.id">ejournal-s1.undip.ac.id</a> Internet Source	1%
6	<a href="http://repository.uki.ac.id">repository.uki.ac.id</a> Internet Source	1%
7	<a href="http://en.wikipedia.org">en.wikipedia.org</a> Internet Source	1%
8	Submitted to Universitas Sebelas Maret Student Paper	1%
9	<a href="http://digitalcommons.unl.edu">digitalcommons.unl.edu</a> Internet Source	1%

10

docplayer.net

Internet Source

1 %

---

11

www.coursehero.com

Internet Source

1 %

---

Exclude quotes Off

Exclude matches Off

Exclude bibliography Off