





Prinsip Dasar Desain

Penyusun:

TIM BPPTIK

[Ringkasan Mata Pelatihan]

- Unit Kompetensi Acuan: M.74100.001.02
- Kode Unit Kompetensi Acuan: Mengaplikasikan prinsip dasar desain
- Deskripsi singkat: Mata Pelatihan ini memfasilitasi pembentukan kompetensi dalam melaksanakan teknis prinsip dasar desainTujuan Pembelajaran:
 - Hasil Belajar: Setelah mengikuti seluruh rangkaian pembelajaran pada mata pelatihan ini, peserta mampu memahami prinsip dasar desain
 - Indikator Hasil Belajar:
 - i. Menerapkan materi informasi yang berkaitan dengan pengetahuan dasar desain
 - ii. Menjelaskan pengetahuan dasar seni rupa
 - iii. Menjelaskan pengertian dasar desain sebagai bagian dari lingkup seni rupa
 - iv. Mengaplikasikan pengetahuan mengenai sejarah seni rupa dan desain





[Materi ke-1]

Indikator hasil belajar:

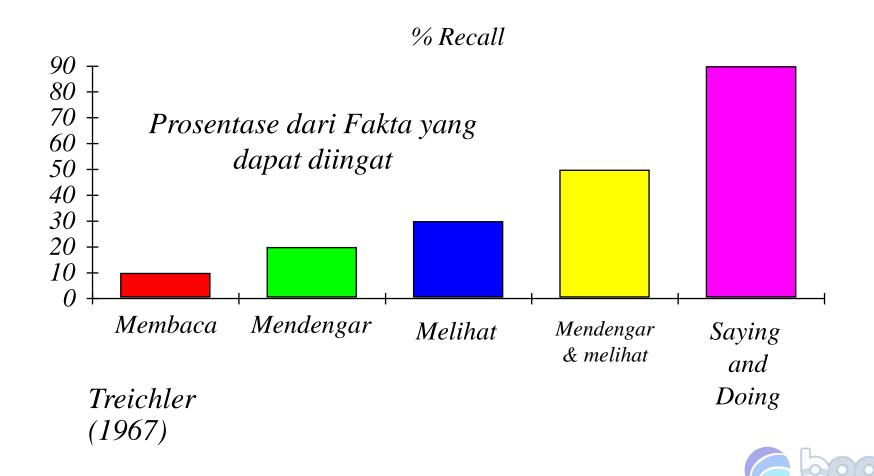
- L.
- 2.

Desain Grafis

- Suatu bentuk (proses) Seni dan profesi yang berfokus dalam komunikasi visual dan presentasi.
- Berbagai metode dilakukan/dikombinasikan dengan menggunakan symbol, foto,gambar teks untuk menciptakan mengkomunikasian ide/pesan.
- Graphic design lahir dari proses seni dan teknologi (printing&digital)



WHY WE LEARN GRAPHIC DESIGN...?



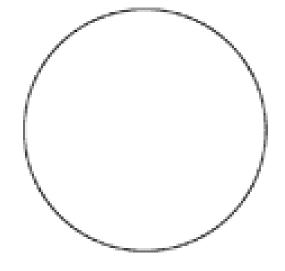
WHY?

- Kemampuan otak manusia lebih cepat melihat dibandingkan membaca
- Gambar yang baik memberikan attention kepada pemirsa/viewers
- Desain memberikan kesan / karakter atau identitas personalitas
- Desain yang baik akan mengantarkan/memberikan proses informasi secara efektif



Picture/Graphic Vs Text

Graphic Description

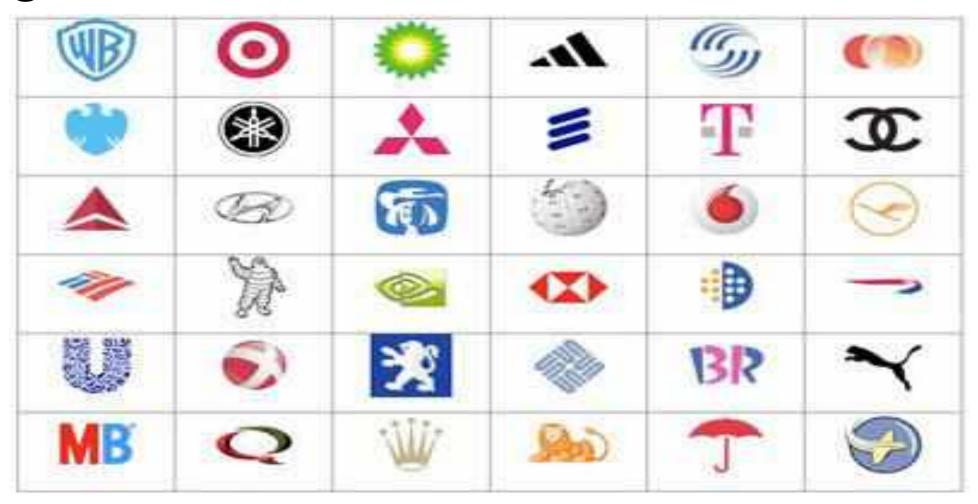


Textual Description

a curved line with every point equal distance from the center



Logos













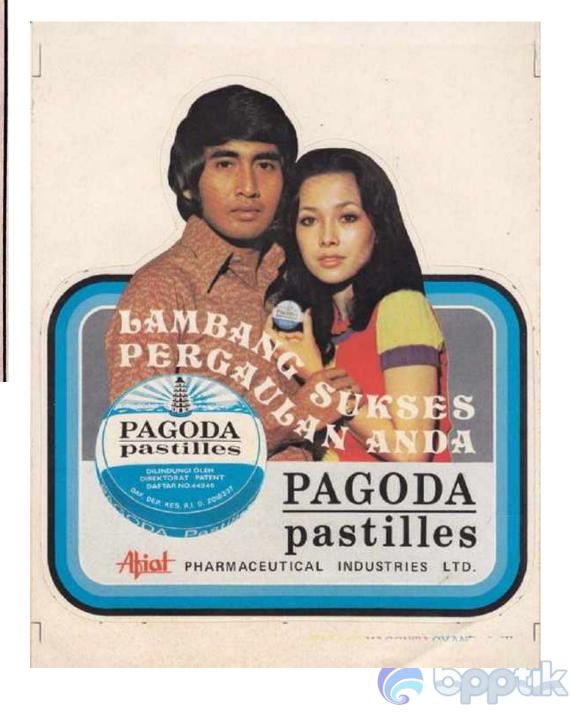
Air Kramas No. 1 Haroem dan Sedjoek dipakenja.

1 botol dari 350 cc. bisa dipake oentoek Ramboet Krul 10 kali dan Ramboet Konde 8 kali. Oentoek Toean-toean sanget iritnja. Boeat boektiken baek tidanja kita sediaken boeat ketengan 1 botol 350 cc. f 3.50 berikoet botol. Oentoek Kapsalons kita sediaken dalem botol besar dari 20 liter dengen harga ISTIMEWA.

Semoea toko-toko besar dan ketjil ada sedia.

P. W. 151





Graphic Design Software



The Usual Suspects





Perbedaan vector - bitmap

VEKTOR	BITMAP (RASTER)
Tersusun atas objek geometris yang didasarkan pada hitungan matematis	Tersusun oleh objek yang disebut pixel
Independent resolution	Dependent resolution (dipengaruhi resolusi)
Pembesaran (zoom) tidak akan berpengaruh	Pembesaran berpengaruh pada tampilan
(size file) penyimpanan relative kecil	Size file relative besar
Digunakan untuk ilustrasi dengan bentuk geometris sederhana dan tanpa variasi warna yang terlalu banyak	Digunakan untuk gambar yang kompleks, beragam warna dan bentuk. (foto)
Cocok untuk infografis presentasi	Cocok untuk fotografi
Format penyimpanan AI,CDR,FH dan EPS	Format penyimpanan PSD, TIFF, JPG, GIF, BMP



PERBEDAAN

Vector @100%



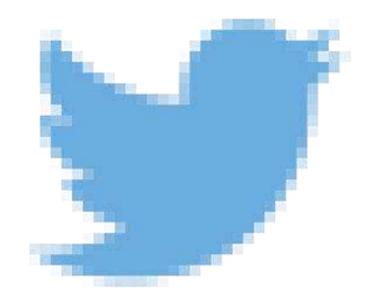
Bitmap @100%



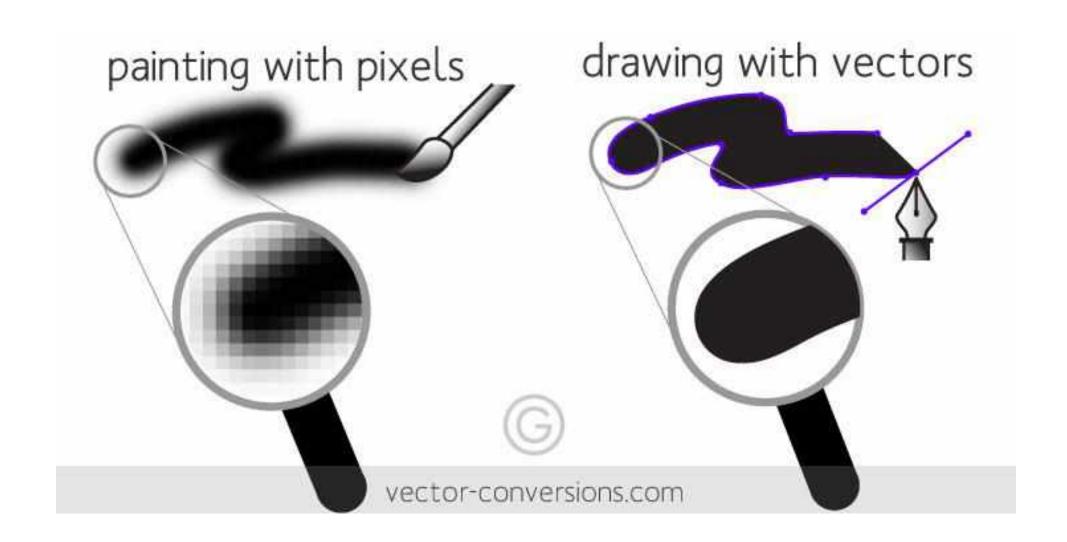
Vector @300%



Bitmap @300%

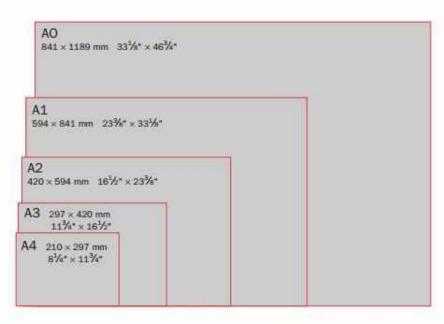








INTERNATIO NAL SIZE PAPER



The starting point for ISO sizes is the AO sheet, which measures 841×1189 mm ($33 \cdot 1/8^{\circ} \times 46 \cdot 3/4^{\circ}$) and has an area of 1 square meter. Each smaller size is a fraction of the AO size. For instance, the A1 size (594×841 mm) is half of AO, and the A2 (420×594 mm) is one quarter of AO. Sizes larger than AO retain the same proportions and a numeral prefix is added to the letter. For example, a 2AO sheet is twice the size (1189×1682 mm) of an AO sheet. The A series is used for general printed matter, including letterhead and publications.

ISO A SHEET SIZES AND INCH EQUIVALENTS

ISO Size	Size (millimeters)	Size (inches) approx.
4A0	1682×2378	66¼×93¾
2A0	1189×1682	25½×36%
A0	841 × 1189	331/6×463/4
A1	594×841	23% × 33%
A2	420 × 594	16½×23¾
A3	297 × 420	11¾×16½
A4	210×297	8¼×11¼
A5	148×210	57/6×81/4
A6	105 × 148	4%×5%
A7	74×105	21/8×41/4
A8	52×74	2×21/8



BASIC ELEMENT GRAPHIC DESIGN

- Line
- Shape/Form
- Texture
- Size/Scale
- Color
- Pattern
- Text/Font



LINE

- Garis (line) adalah salahsatu elemen yang terpenting dalam graphic design (design grafis). Garis mampu membimbing mata bergerak dari satu bagian ke bagian yang lain.
- Garis dapat menggambarkan suatu arah dan membagi ruang serta dapat menggambarkan/mendeskripsikan sebuah objek lewat kerangka yang terbentuk dari garis.
- Garis dapat panjang, pendek, lurus atau bergelombang serta dapat pula horizontal, vertical, menyilang (diagonal) dsb.

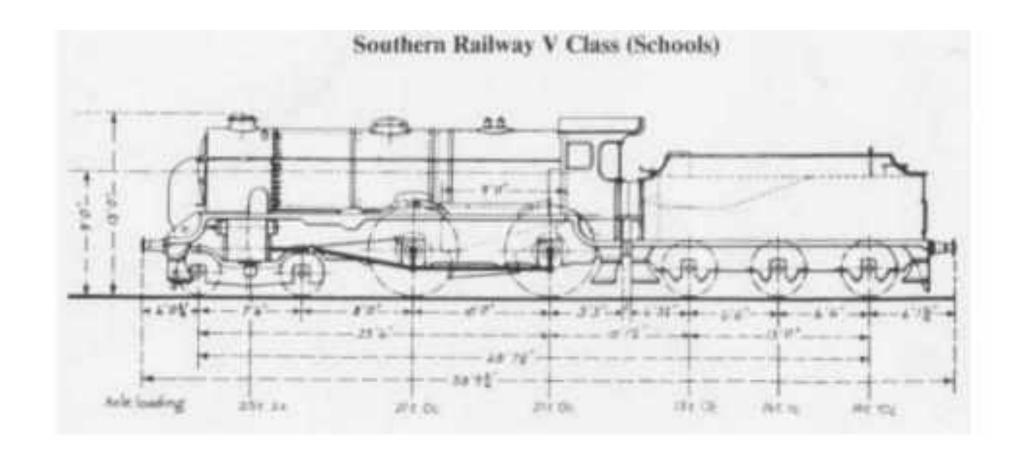


Uses of Lines

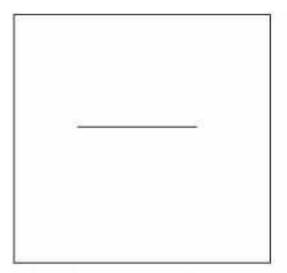
- Organize: untuk mengorganisir atau mengelompokkan text element
- Guide the eye: memandu mata pembaca (viewer)
- Provide movement: membuat gerakan atau seolah olah gerakan (illusion of shape/movement)
- Make A Statemen: membuat pernyataan dengan kreativitas bentuk garis dan kontras
- Penyampai bahasa universal: contoh tanda garis silang, tanda garis checklist dsb



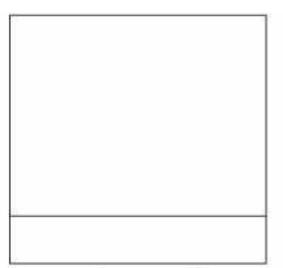
Contoh Lines



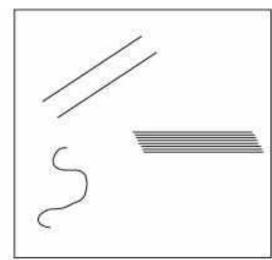




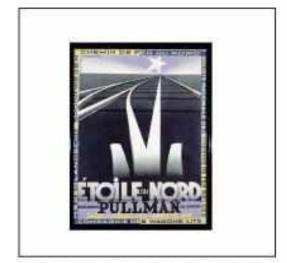
Calm, subtraction, state of rest.



Two parts of the page, one bigger, one smaller.



Lazy line, speed and active line



Acting as a compositional tool leading the eye to a point.



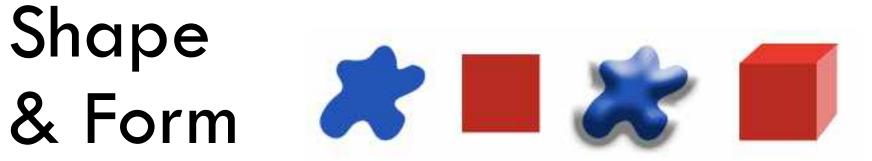
Criss cross lines create an impression of volume and light and shade.



Lines are used to organize information.





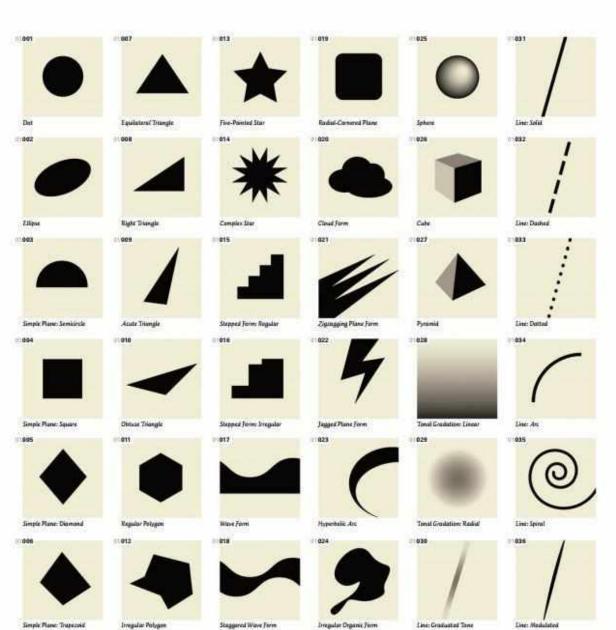


Shape implies form and is perceived as 2dimensional, while form implies depth, length, and width and is perceived as 3-dimensional (right, Michelangelo)

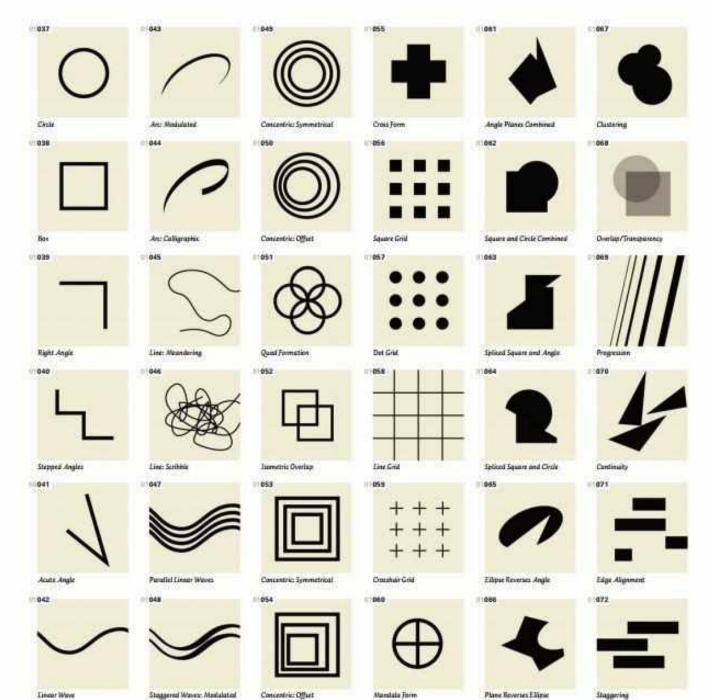




Basic Shap e



Basic Shap e



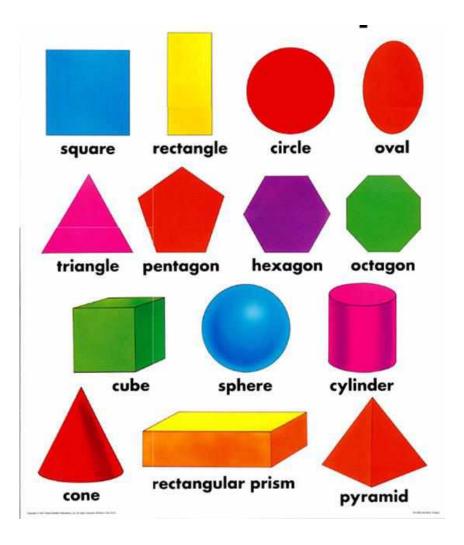


Types of shapes

Geometric: geometris adalah bentuk yang sudah dipikirkan banyak orang.bentuknya memiliki struktur yang konsisten. Contohnya hexagon, trapezium dsb

- Natural: Natural shapes. Umumnya tidak memiliki struktur yang konsisten dan biasanya terdapat di alam. Contohnya, batu, pohon, bulan, matahari dsb
- Abstract: bisa dikatakan gabungan atau bahkan melewati batasan natural dan geometric shape.

Geometric Shape



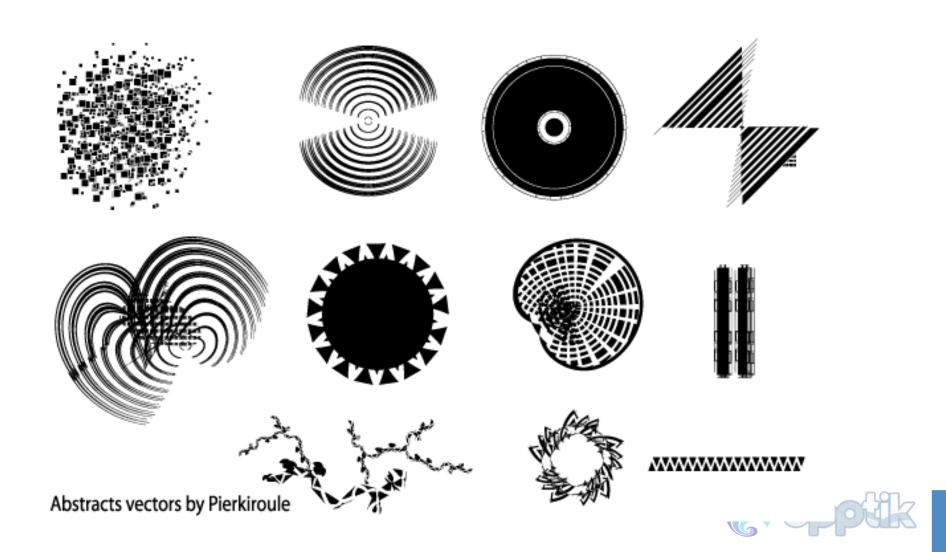


Natural/Organic Shape





Abstract Shape



TEXTURE

- Texture merujuk pada dua hal. Yaitu permukaan desain atau penampilan visual.
 - Pada texture permukaan desain, audiens dapat merasakan dan menyentuh texture (unsur) permukaan bahan yang membuat unik yang membedakan dari elemen desain lainnya. Hal tersebut bisa dimulai dari pemilihan kertas dan bahan yang digunakan dalam desain.
 - Pada texture visual merujuk pada gaya design (penampilan visual texture) yang dapat berasal dari gambar, graphic, layered (lapisan gambar).

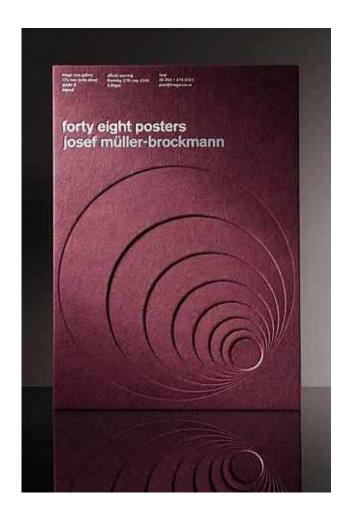


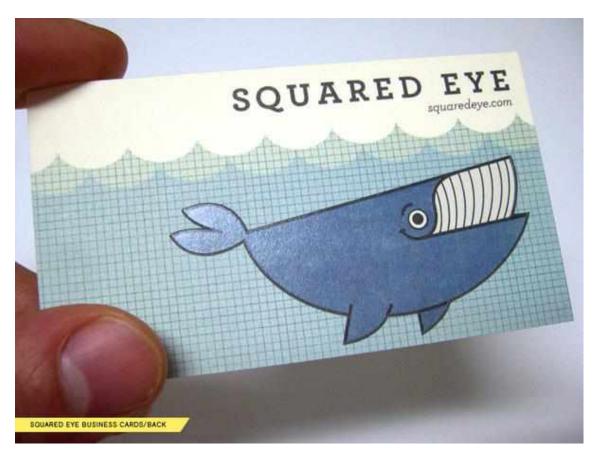
Texture





Texture







Texture



BASIC ELEMENT GRAPHIC DESIGN (II)

Size-Scale

Pattern

Color

Text

SIZE - SCALE





Size

You will read this

before you read this.



I met a Dig dog Hill

HE TEXT IN THIS CONTRAST IS INCREDIBLY





Pattern







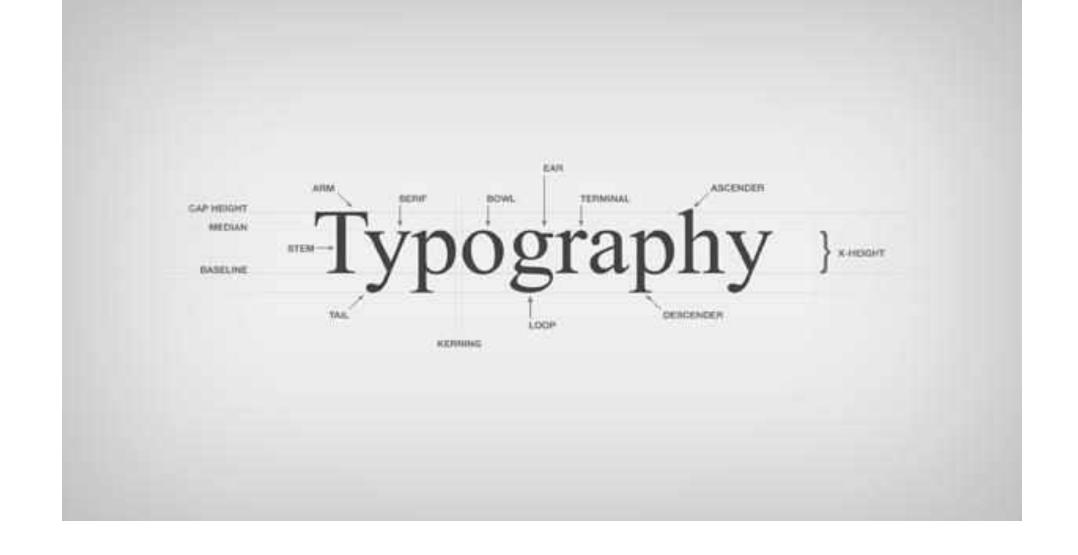






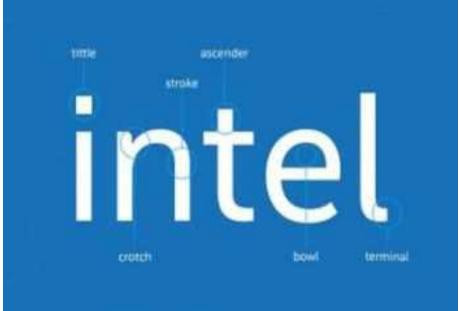
blue black green red NBC Google TRUST LOVE BOLD SOOTHING **SMART IMMEDIACY ECO-FREINDLY** RICH DIVERSITY CALM **ENERGY** NATURAL POWER CONFIDENCE amazon Sprint FAITH SALE MYSTERY ENVY NATURAL PASSION ELEGANCE **JEALOUSY** STABLE **ANGER** EVIL BALANCE Syfy. POWER HUNGER RESTFUL STRENGTH O_{JPMorgan} BEST STRENGTH DHL purple pink MALD WICE orange **EXPLYNX** ON Welch's CHEER HEALTH **TENDERNESS** ROYAL ATTENTION MYSTERIOUS ATTRACTION SENSITIVE ARROGANT CHILDISH STAND OUT CARING Oral B FRESH THIRST **EMOTIONAL** LUXURY Gulf TACO BELL WARMTH WEALTH SYMPATHETIC CHILDISH **ENERGY** YOUTHFUL LOVE CREATIVE 1 **OPTIMISM** HAPPINESS SEXUALITY SADNESS

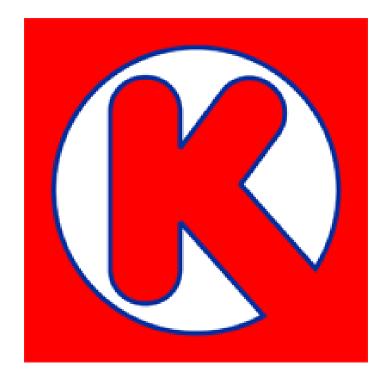
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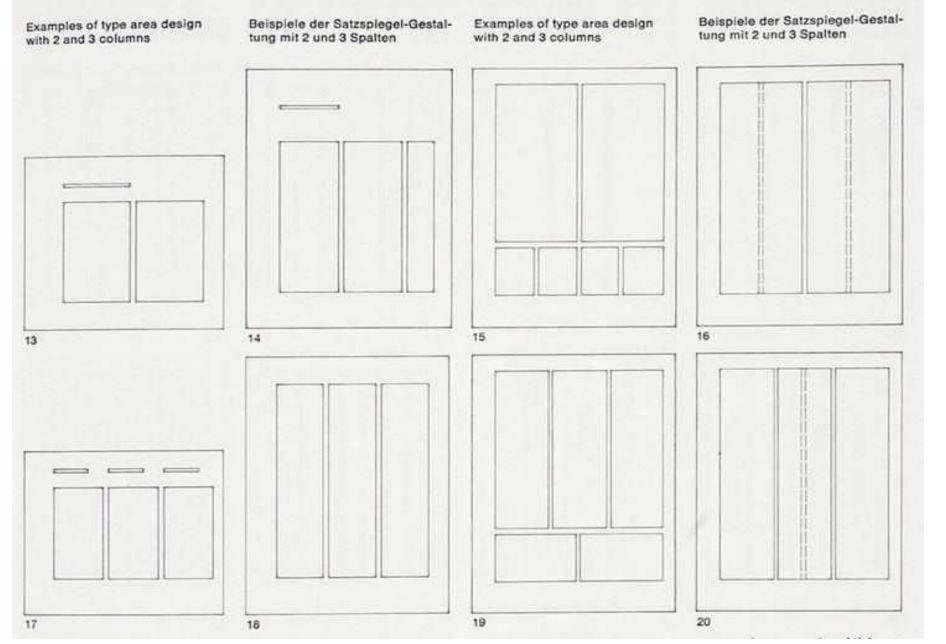
Text / Typography



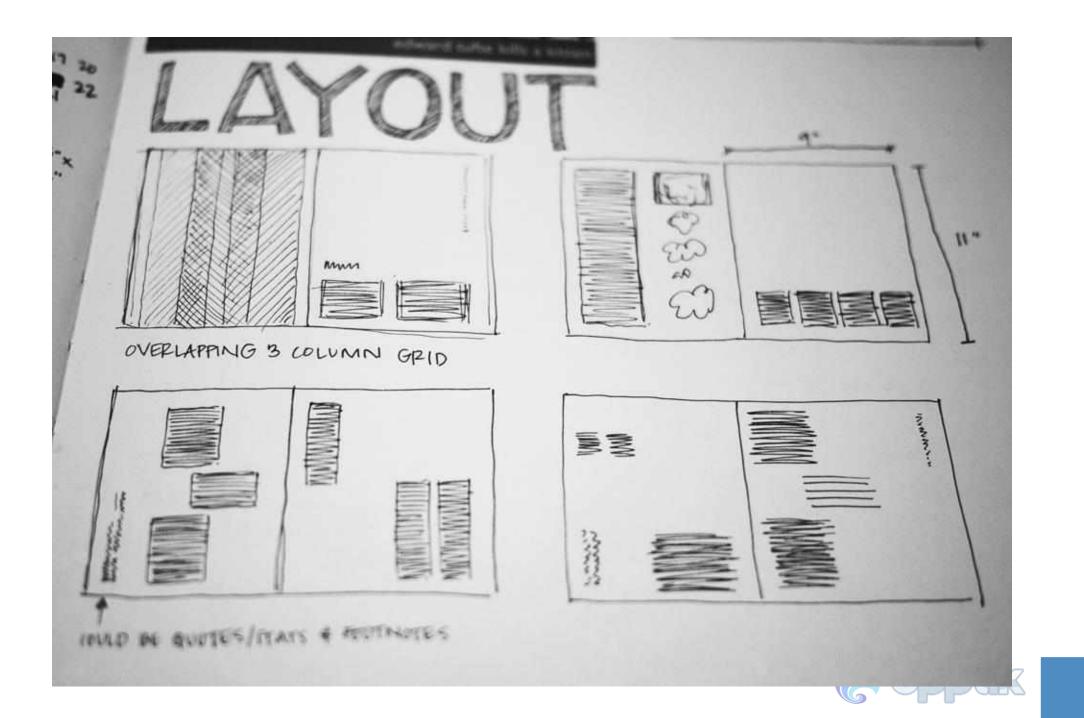




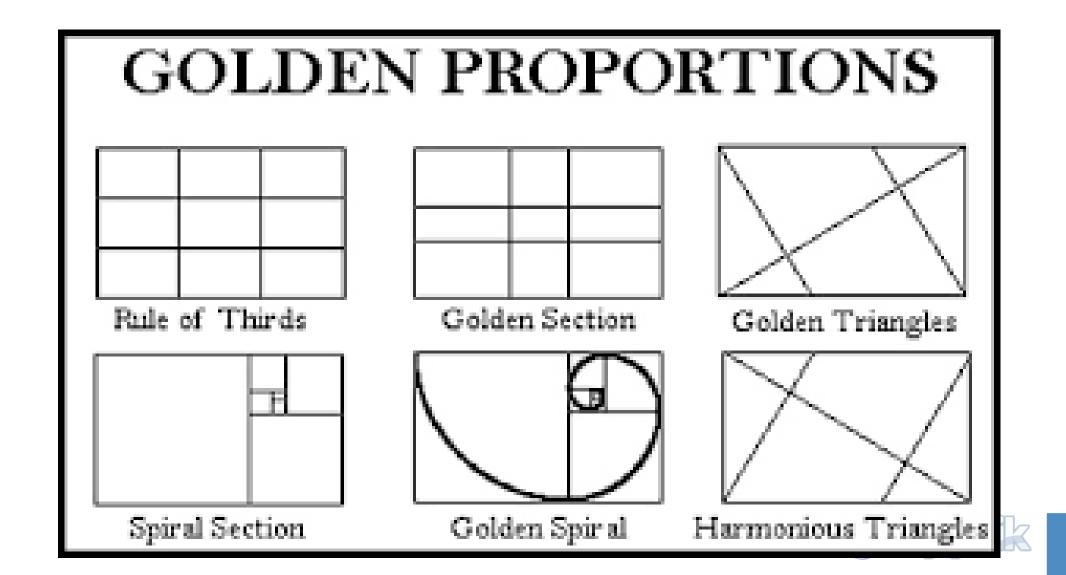








Golden Ratio/ Composition/Proportion



BASIC PRINCIPLES DESIGN

- · ALIGN
- · CONTRAST
- BALANCE
- REPETITION
- PROXIMITY

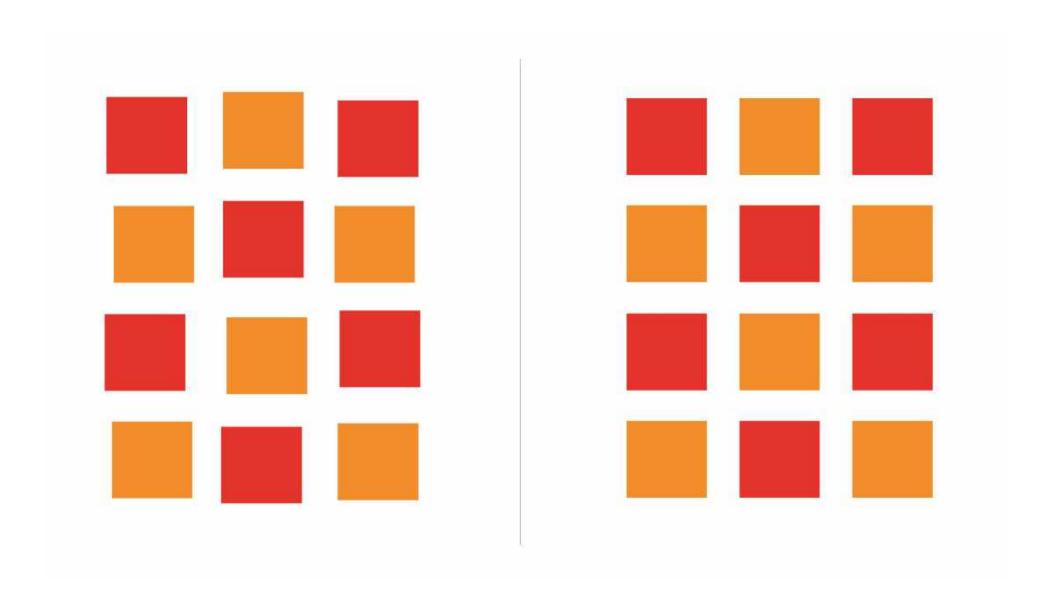


ALIGN (Selaras)

► Cara desainer untuk mengorganisasikan elemen elemen desain grafis

► Align (menyeleraskan) elemen atau aset aset desain grafis memungkin untuk membentuk keterhubungan visual (connection visual) antara elemen.







ALIGNED



NOT ALIGNED



Blagging Bookshelf com

ALIGNMENT

JUSTIFY JUSTIFY

Lorem (paum is simply dummy factor the printing and typesetting industry. Lorem (paum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only the centuries, but also the leap into electronic typesetting, remaining essentially unchanged, it was populatised in the 1990s with the release of Laterset sheets containing Lorem (paum passages, and more recently with decidop publishing and typesetting industry. Lorem (paum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book, it has survived not only tive centuries, but also the keep into electronic typesetting, remaining essentially unchanged, it was populatised in the 1960s with the retresse of Laterset sheets containing Lorem (paum passages, and more recently with desktop publishing software the Aldus PagaMaker including versions of Lorem (paum).

Lorem bourn is simply during text of the printing and types utting inclusive. Lorem bourn has been the inclusive standard during text ever since the 1500s, when an unknown printer took a galley of type and scrambled if in make a type spectron book. It is populational in the 1000s with the returned duri PagaMaker including various of Lorem town.

Lorem Ipsum is simply durreny test of the printing and hypesetting industry. Lorem ipsum has been the industry's standard durreny test ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type spectmen book. It is popularised in the 1000s with the release due PageMatter including various of Lorem issum.

Lower ipsum is simply during text of the printing and typesetting industry. Lower bount has been the industry's standard durinny text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type spectrum book. It is populationed in the 1000s with the release due PageAdalar including various of Lorent pours.



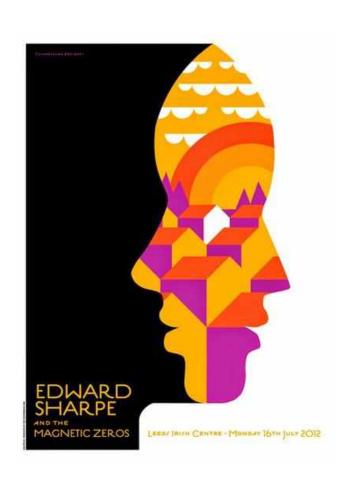
CONTRAST

▶ Pada dasarnya contrast membantu desainer memberikan penekanan serta memberikan kesan pembeda dalam elemen desain

► Contrast = juxtaxposition dari eemen yang berlawanan (bisa dilihat dari warna, intensitas, align, direction horizontal ataupun vertical dsb)



contrast









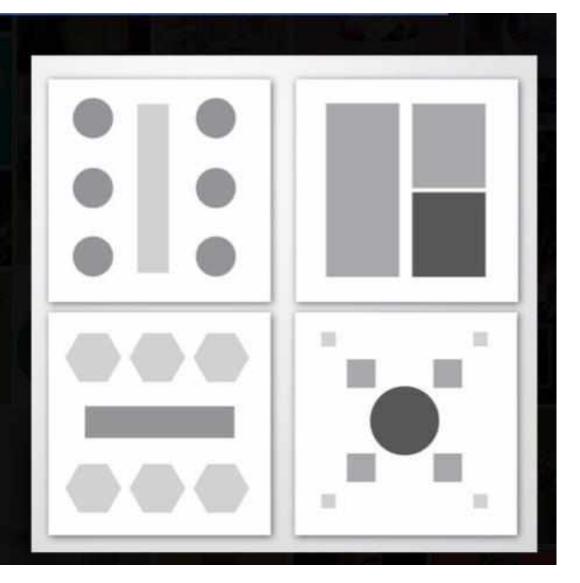
BALANCE

- Prinsip keseimbangan dalam desain grafis memberikan kesan kestabilan dan strukturisasi
- Distribusi komposisi berat akan lebih baik dan terkomunikasikan dengan jelas sehingga membantu komposisi dari elemen elemen serta ases/shape desain
- Konsep balance dapat memberikan desain lebih powerful dan tidak memberikan kesan kosong.



Balance

Balance in graphic design can be achieved by adjusting the visual weight of each element, in terms of scale, color, contrast, etc.





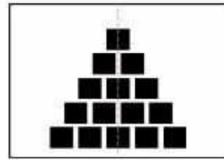
Principles of Design

BALANCE

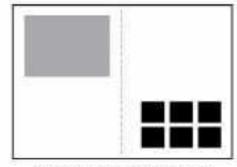
Balance Using Shapes



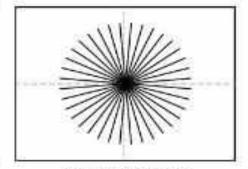








ASYMMETRICAL BALANCE



RADIAL BALANCE

















Proximity

Contrast

Alignment:

Repetition



REPETISI

- REPETISI (Pengulangan) membantu menguatkan pesan dan elemen desain
- Membentuk konsistensi pesan dan desain
- Repetisi bisa membantu membentuk "irama" desain (rhythm)



REPETISI







This helps Organize information and reduces clutter.



units

CONTRAST

COLOR



TONE/VALUE

SIZE/SHAPE

DIRECTION

Unique elements in a design should stand apart from one another. One way to do this is to use contrast. Good contrast in a design – which can be achieved using elements like color, tone, size, and more – allows the viewer's eye to flow naturally.

To the left, you can see 4 ways to create contrast in your design.

ZMENT

Proper alignment in a design means that every element in it is visually connected to another element. Alignment allows for cohesiveness; nothing feets out of place or disconnected when alignment has been handled well.



REPETITION

Repetition breeds cohesiveness in a design. Once a design pattern has been established - for example, a dotted border or a specific typographic styling - repeat this pattern to establish consistency.

The short version?

Establish a style for each element in a design and use it on similar elements.



PRINCIPLES DESIGN

quick reference poster





Proximity allows for visual unity in a design. If two elements are related to each other, they should be placed in close proximity to one another. Doing so minimizes visual clutter, emphasizes organization, and increases viewer comprehension.

Imagine how ridiculous it would be if the proximity icons on this graphic were located on the other side of this document.



a handy paper leat resource





Kesimpulan

Kesimpulan

 Desain yang baik adalah desain yang mampu mengakomodasi prinsip dasar komunikasi (makna dari pesan tersampaikan).







Kantor:

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Terima Kasih