

# Silvanus Prima's PORTFOLIO



“Study nature, love nature, stay close to nature. It will never fail you.”  
- Frank Lloyd Wright -





## *personal details*

Place of Birth : Surabaya, Indonesia  
Date of Birth : May 3, 1987  
Gender : Male  
Religion : Catholic  
Nationality : Indonesia

## *contact address*

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East Java, Indonesia, 61257  
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E-mail : silvanusprima@gmail.com

## *educational background*

University : Institut Teknologi Bandung  
(Architecture Department (2005-2010))  
Senior High School: SMAK St. Louis I, Surabaya (2002-2005)  
Junior High School: SLTPK St. Yosef, Surabaya (1999-2002)  
Elementary School : SDK St. Yosef, Surabaya (1998-1999)  
SDK St. Antonius, Mataram (1994-1998)  
SD Indriyasana VII, Surabaya (1993-1994)

## *work experiences*

May 2010 - June 2011 : Architectural Designer at  
DOT Workshop ([www.dot-workshop.com](http://www.dot-workshop.com))  
August 2010 - October 2010 : Junior Architect at  
PT. Urbane Indonesia ([www.urbane.co.id](http://www.urbane.co.id))  
April 2009 - June 2009 : Internship at  
PT. Hema Cipta Kreastika

## *competences*

free hand sketches  
AutoCad  
Sketch-Up  
V-ray for Sketch-Up  
Artlantis  
Vue  
Adobe Photoshop  
Adobe InDesign  
Microsoft Office

## *highlights*

creative and fast learner  
keen to design  
good in detail  
highly motivated  
fun and humorous  
able to work as a team  
on tight schedule / under pressure

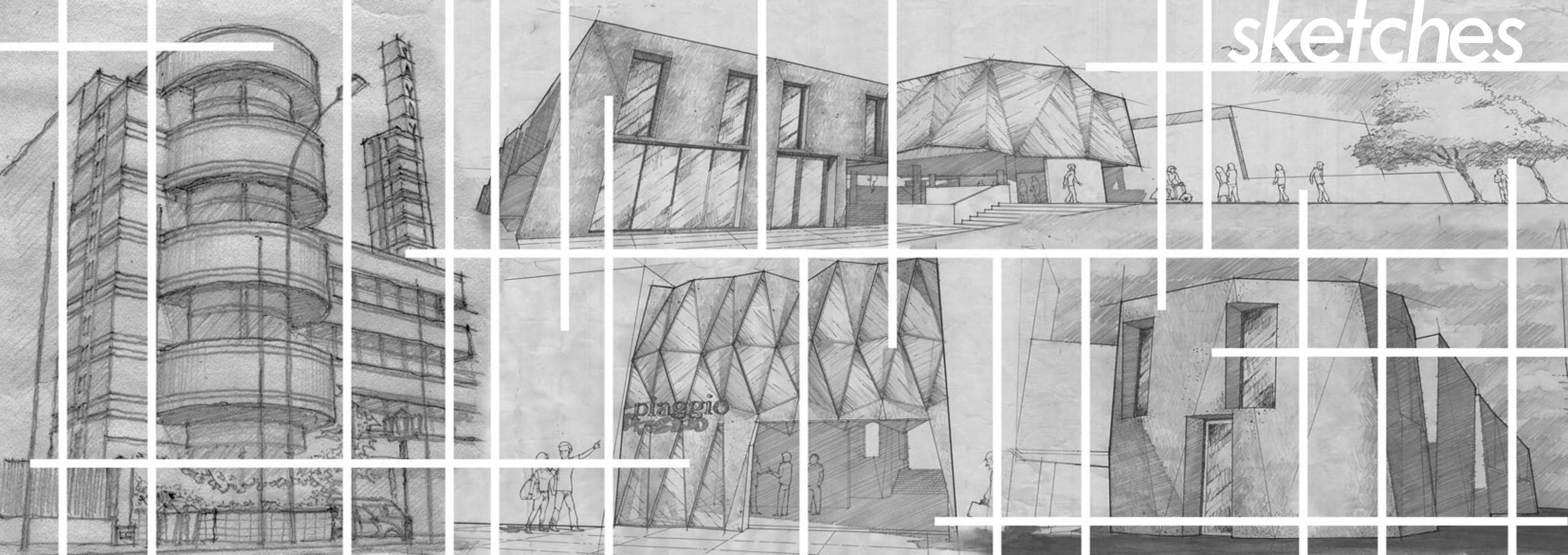
Silvanus Prima  
Widya Prayektianto





**Architectural  
Works**

sketches



# Bank of Indonesia's Gathering House

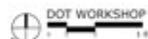


Located in one of city in Central Java which often be passed by commuter who will go home to their original place somewhere in Java, this house is built to provide some rest area to gathering family of Bank Indonesia's employers. The house only need a linier compact design for living but it should has a large parking area for family, big communal area, and also a big pool and big park around it. I used Vue Renderer for 3D image visual.

The site has only one entrance for come in. There's big area for car parking at the forecourt.



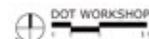
ground floor



Living area is located in the back of site because of some private reason for owner.



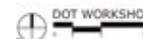
1st floor



This house has been designed optimally in order to be a gathering place that has clear zoning in its site.

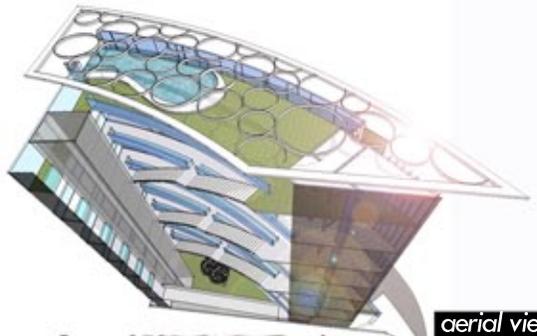


site plan



# residential





aerial view

## Tulodong Kindergarten

Children always play and play. Their sense of "want to know" is bigger than other. So, this project has to be a playing space for them, full of sequences, and also has to be safe and moveable. I used Cad and Photoshop for planning and SketchUp + Artlantis for 3D rendered visualisation.



There's more space for playing even on the highest level of the building

roof garden



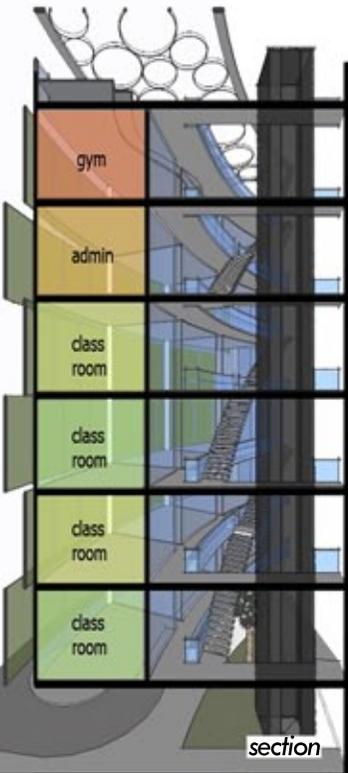
Trees is planted around the building. It will keep the air clean and make a better environment for people.

green lobby

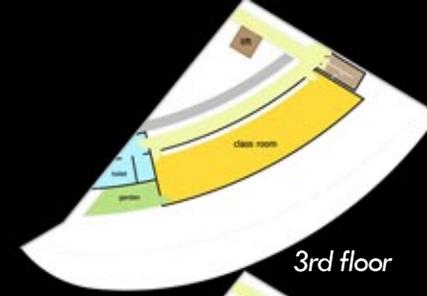


This well can supply the light from higher level to ground floor. It make GF get the light and cross air ventilation.

light well



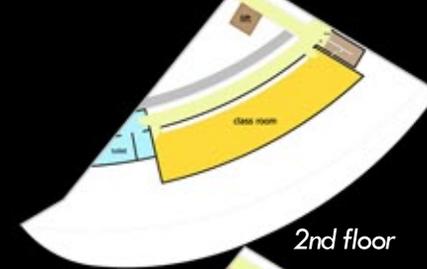
section



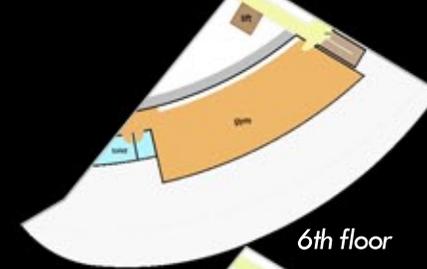
3rd floor



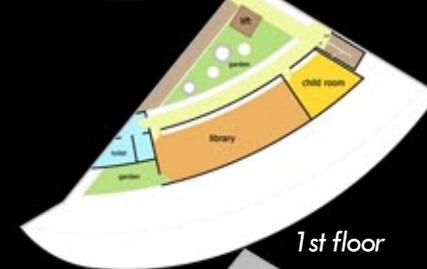
7th floor



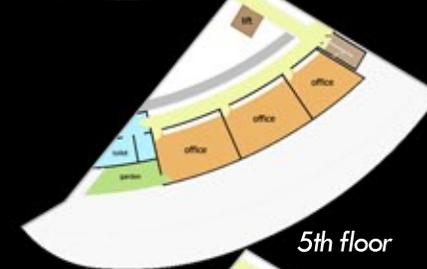
2nd floor



6th floor



1st floor



5th floor



ground floor



4th floor

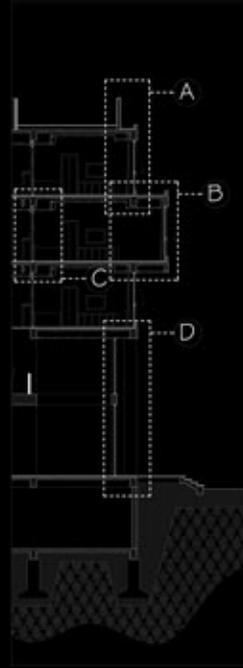
# educational



## The Chera

The Chera is a boutique hotel located in the center of Yogyakarta city. This is a semi high residence project that has 6 storeys which consists of rooms, conference, lobby, and management office. And also there are 3 storeys of basement for car park below them. Message of the design is creating a 'cheer' hotel for Jogja so it's called The Chera.

This project was more about to design a high residence building through the whole process step by step. It's start from conceptual stage, when I contributed some ideas, made sketches, massing, until explored facade alternatives. Then it continued to the next stage called design development, when I thought the detail, section, facade, until prepared documentation drawing for DED stage.



partial section



south elevation



north elevation



east elevation



west elevation



*boutique hotel*

## The Park Hotel

This project is located in Bandung. It consists of 12 storeys total, 3 basements for car parking, mechanical & electrical, and 9 storeys above them are used for lobby, meeting room, office, and rooms.

I did some important parts for the design, which are 3D modelling with Sketch Up, rendering with V-Ray for Sketch Up, and much of final retouching with Photoshop. I also used another app for iPhone to create better scene.



*boutique hotel*



### The Signum Tower

This project is located in Jakarta. It consists over 32 storeys, which are 4 storeys of podium, 27 storeys above them for office, meeting room, and also car park of the rests. I got some experiences of works in this project. The most is such as detail of facade, technical of double skin, curtain wall, mullions, spandrels, etc. I also did some important parts for making the model, which are 3D modelling with Sketch Up, rendering with V-Ray for Sketch Up, and much of final retouching with Photoshop.

# office tower

# Bukit Golf Resort at Cibubur

This project was a master plan design for public residential located at southern Jakarta. As many as another public residential in Indonesia, this site must consist a number of housing type related to needs and price. But there are things that distinguish this project with another. The connected backyard concept become essential thing that can connect each other of house. Split leveling inside the house makes residents feel be noted and have some orientation when they come home. And also, many of public facilities provide solutions of sports, refreshment, and entertainment. This was a conceptual design so I just made some sketches for this project during the process.

conceptual sketch



sketch of backyard environment

masterplan

# housing master plan



sketch of public facilities

aerial view

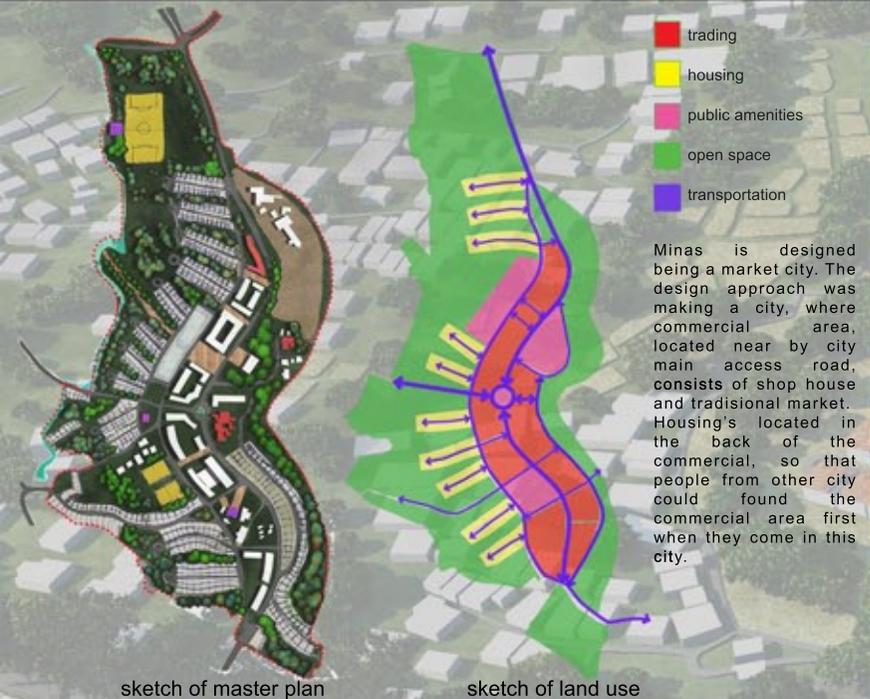


references

aerial view

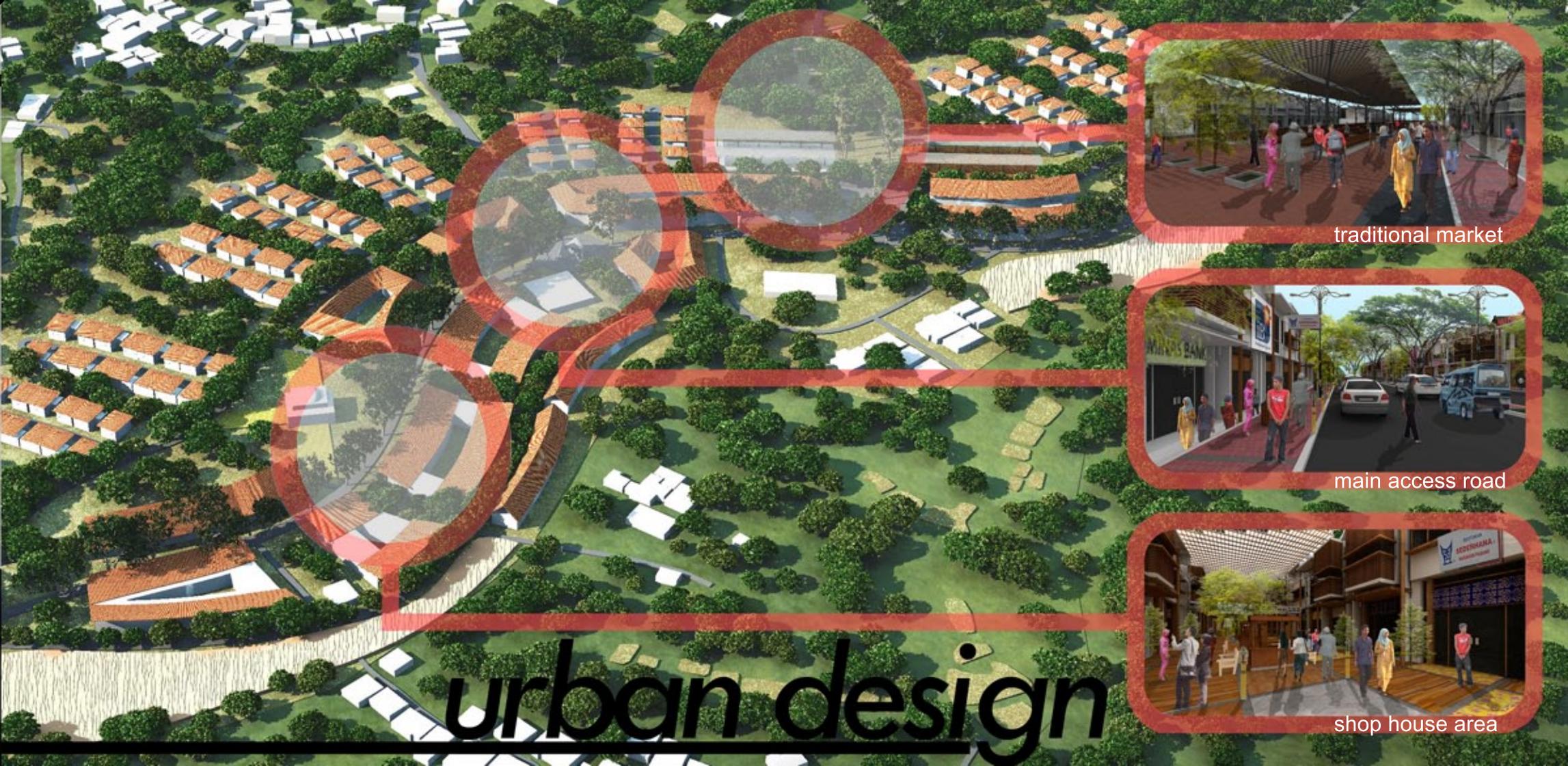


# MINAS CITY



Minas is designed being a market city. The design approach was making a city, where commercial area, located near by city main access road, consists of shop house and traditional market. Housing's located in the back of the commercial, so that people from other city could found the commercial area first when they come in this city.

Minas is one of city in Riau, Sumatera, which is best known as oil producer. After couple of years, under the power of PT. Chevron, Minas develop into advanced city with many people live there, and need to be redesigned well so that it could be better place for its people. This was a big project with big challenge, because we met a lot of government people who like to create many deal for making money. And some of my design parts are concepting, sketching, modelling with sketchup, until rendering with Vue.



traditional market



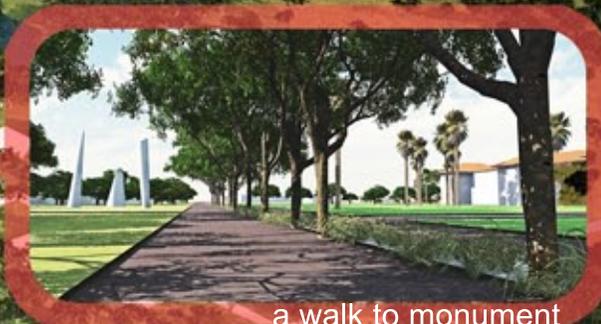
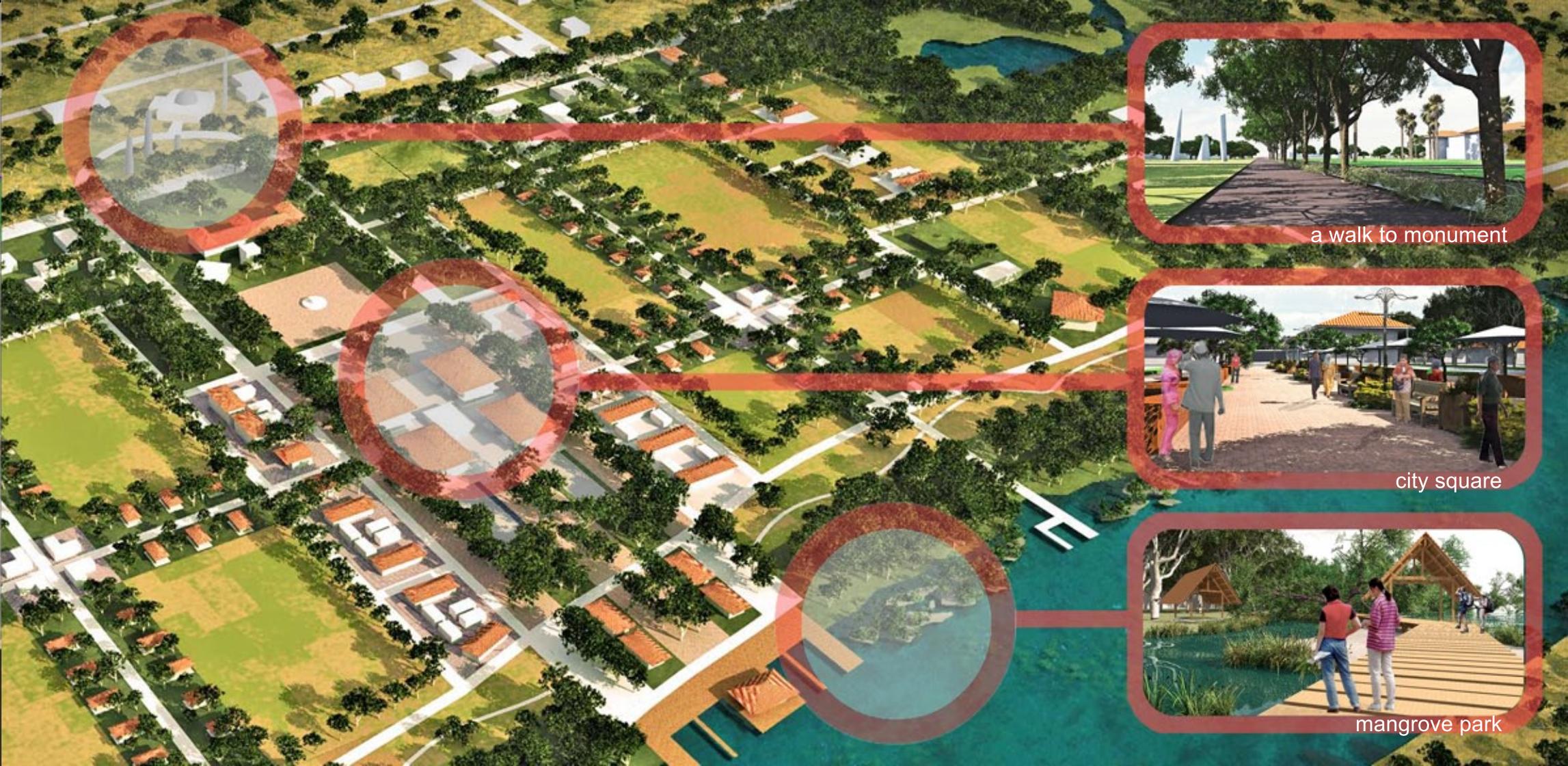
main access road



shop house area

# urban design

# BUNGA RAYA CITY



a walk to monument



city square



mangrove park

Bunga Raya is also located in Riau and it's Minas neighborhood city. Not like Minas, Bunga Raya doesn't have oil. But it's located on the edge of a river, so that place can be an interesting space for people there. Water front city become an approach design for this project.

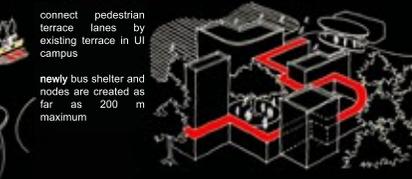
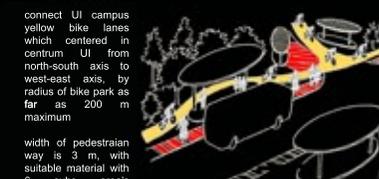
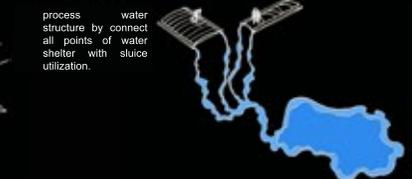
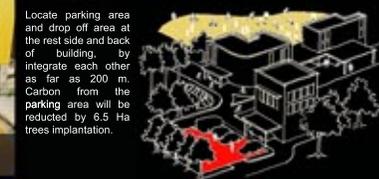
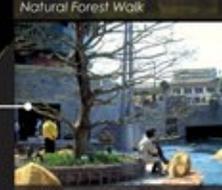
# University of Indonesia Landscape



## ECO CENTRUM as a continuum towards carbon zero campus

Centrum UI Landscape Design is based to target to be a pioneer of carbon zero campus with these following strategies :

1. Implantation of trees by conservation strategy of 6.5 Ha rubber forest that can reduce carbon as many as 650 cars
2. Building landscape that evoke potential of social activity through study of pedestrian connectivity, bike lane transportation way, river and lake potential, with minimal intervention against nature habitat
3. locate habitat which suitable with tropical weather, the temperature is about 27-33 celsius degree and 85 % humidity



Locate parking area and drop off area at the rest side and back of building by integrate each other as far as 200 m. Carbon from the parking area will be reduced by 6.5 Ha trees implantation.

process water structure by connect all points of water shelter with sluice utilization.

connect UI campus yellow bike lanes which centered in centrum UI from north-south axis to west-east axis, by radius of bike park as far as 200 m maximum

connect pedestrian terrace lanes by existing terrace in UI campus

width of pedestrian way is 3 m, with suitable material with 6 mbs area's character

# competition 5th prize winner

# CITY SQUARE

City Square in Indonesia is a large yard which is used for citizen and a front yard of keraton (government center). The concept was a trade way solution where keraton, places of worship, and center of crowd were located at one area. Semarang City Square, in 1935, was located in front of Kauman Mosque. Though the area had some problem, such as flood, rob, traffic, and a lot of merchant who trade arbitrarily and made some traffic, it was a big asset which will be kept and conserved. The Johar Market Design Concept is based to restoration of City Square function. It responds deficiency of green public space in Johar Market, which now is just about 6 %. So that Johar Market Square will become a heart of Semarang City.

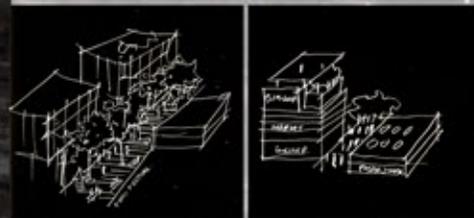


# JOHAR MARKET



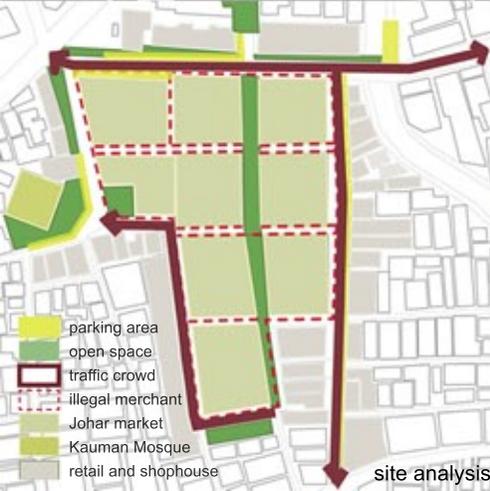
**1** Revitalising Johar Market to fully restore its first design by Thomas Karsten.

**2** Johar Market is designed to be heart of Semarang City, so that the open space on the ground floor can be a social culture place of local people. Old market will be a main



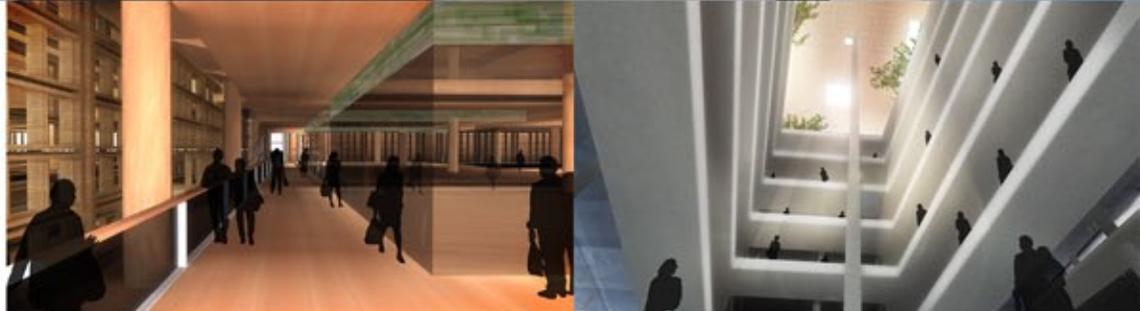
**3** Cultural Walk extends the site from north to south, and Sub Cultural Walk extends from west to east of site.

**4** Wet market is located above the ground floor, and dry market can be located on the ground, so that keeps clean.



The competition was very related to locality and culture, it's more about the traditional and revitalisation. And in this competition, our team successfully entered the finalist level, and then has got 4th prize winner after judging and presentation. The jurors came from different background each other, such as architect, lecture, practitioner, socialist, journalist, humanist, merchant, government until mayor of Semarang also became the jury.

- purple square: clothes
- green square: books
- brown square: handcraft
- light blue square: meats
- yellow square: playground
- orange square: culinary
- red square: theatre



competition **4<sup>th</sup>** prize winner



# PLACE TO BE SOCIAL

Design concept of this building based on 3 basic things.

First, to create a class room that based to interactive teaching process. It's developed to typical floor layout and whole of space configuration in the building.

Second, to respond tropical architecture by create sun shade area on the facade so that sun light come into the building as minimal as possible.

Third, to design a simply low cost building that can use phase of design. It also use a simple opening system with 15 cm width of bricks.

The competition was held by University of Indonesia. The juror are from academics, civil engineer, environment engineer, and also architect. They've held many architectural competition in order to redesign masterplan of UI campus.

**Efficiency**  
The form is hexagonal, with 64 sqm area, as representative of 60 people in the class module. This hexagonal module is more efficient and give an interactive

**Increasing Interaction**  
Students can see each other so that can maximize interaction in the class and create a conducive discussion atmosphere.

**Flexible Space**  
Rooms in the building are designed to accomodate some layout of spaces so that can support interactive teaching process.

**Cross Air Ventilation**  
Slits between modules are designed to be cross air ventilation system so that air in the building can still flowing.

**Facade System**  
Facade System use a simple construction, by finished bricks. Therefore, opening for each cardinal side will vary depend on sun position all year long, to maximize sunlight directly come into the building.



Ground Floor



Perspective

Nursing Study Faculty  
University of Indonesia **competition** 3<sup>rd</sup> prize winner



# ORANG UTAN RESEARCH CENTER

## NATURE SYMBIOSIS AND LOCALITY

The site of this project has a high construction difficulty level. It takes 1.5 hours from the nearest village, and that's the main issue. It only can use the long boat for material transportation. And that's the second issue. Site is also located on a hill slope so that it will be considered to choose the design site.

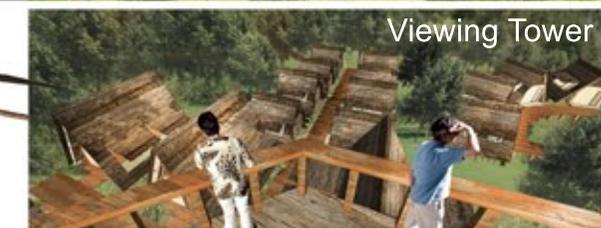
Therefore, the design concept for this Orang Utan Research center is based to 5 issues : Practice, modular (compact), low cost, prefabrication, and sustainable.



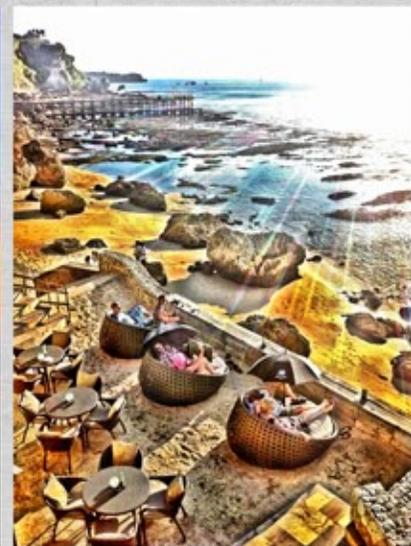
This competition was held in Kalimantan, where original Orang Utan comes from. It was related to locality and nature. We have to design a place for researcher to research Orang Utan in their habitat in the middle of Kalimantan jungle, which is a tropical forest. We also accommodate some places for visitor who wanna come and see Orang Utan.

reed = 45 sqm  
 reng 2x3 = 40 pcs  
 gording 6x12 = 8 pcs  
 length 3.5 m

wooden boards 20x3.5 = 15 sqm  
 beam 8x15 = 16 pcs  
 wooden sills with partition 5x7 = 15 pcs  
 concrete extolled 30x30 = 12 pcs  
 rattan webbing 0.6 m2 = 15 sqm



**competition 2<sup>nd</sup> prize winner**



Photography

Thank You





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