



## DAFTAR ISI

KATA PENGANTAR .....	iii
DAFTAR ISI.....	iv
DAFTAR TABEL.....	viii
DAFTAR GAMBAR .....	ix
DAFTAR LAMPIRAN.....	xiv
INTISARI .....	xv
ABSTRACT.....	xvi
BAB I PENDAHULUAN.....	1
1.1 Latar Belakang .....	1
1.2 Rumusan Masalah .....	2
1.3 Tujuan Penelitian .....	2
1.4 Batasan Penelitian .....	3
1.5 Manfaat Penelitian .....	3
1.6 Keaslian Penelitian.....	5
BAB II TINJAUAN PUSTAKA .....	10
2.1 Pemindaian Laser / LiDAR <i>Scanner</i> .....	10
2.2 <i>Data Point Cloud</i> .....	10
2.3 BIM ( <i>Building Information Modelling</i> ) .....	10
2.4 Perbandingan Topometri, Fotogeometri Dan Laser Scanner.....	11
2.5 <i>Point Cloud Filtering</i> .....	11
2.6 <i>Point Cloud Mobile Laser Scanner</i> .....	12
2.7 Persepsi pengambilan objek berbasis LiDAR.....	12
2.8 Penyatuan <i>Point Cloud</i> Setelah Pemindaian .....	13
2.9 <i>Data Processing Point Cloud</i> .....	13



2.10	Pemodelan Objek BIM dari <i>Point Cloud</i> .....	14
2.11	Pemodelan BIM Manual & BIM Otomatis.....	14
<b>BAB III LANDASAN TEORI .....</b>		<b>16</b>
3.1	Building Information Modelling (BIM).....	16
3.2	LiDAR Scanner.....	16
3.3	As Built Drawing .....	16
3.4	Bahasa Python.....	17
3.5	Library Open3D .....	17
3.6	Library Trimesh .....	17
3.7	Library PyMeshlab.....	18
3.8	Voxel Downsampling.....	18
3.9	Data Outlier/ Noise Reduction .....	19
3.10	Normalize.....	20
3.11	Ball Pivoting.....	21
3.12	Poisson Surface .....	23
3.13	Reduce Triangle mesh.....	24
3.14	Center Coordinate .....	26
3.15	Rotate .....	26
3.16	Scale .....	27
3.17	Slice Mesh.....	27
<b>BAB IV METODE PENELITIAN .....</b>		<b>30</b>
4.1	Bagan Alir Penelitian .....	30
4.2	Prosedur Penelitian.....	31
4.2.1	Persiapan Data dan Software yang Digunakan.....	31
4.2.2	Pembuatan Software Point Cloud Editor .....	31
4.2.3	Data <i>Point Cloud</i> Lapangan.....	40



4.2.4	<i>Software Point Cloud Editor</i> .....	40
4.2.5	Pengolahan Data Lapangan Menggunakan <i>Software Point Cloud Editor</i>	41
4.2.6	<i>Setting</i> Data 3D Untuk BIM dan Data 2D Untuk <i>As Built</i> .....	41
4.3	Data Penelitian .....	42
4.4	Parameter yang Digunakan Dalam Pemograman .....	42
BAB V HASIL DAN PEMBAHASAN .....		43
5.1	Proses Perubahan Data <i>Point Cloud</i> Menjadi 3D dan 2D.....	43
5.2	Proses Jalannya <i>Software Point Cloud Editor</i> .....	45
5.2.1	<i>Voxel Downsampling Point Cloud</i> .....	46
5.2.2	<i>Outlier Reduction Point Cloud</i> .....	46
5.2.3	<i>Vertex Normal Point Cloud</i> .....	49
5.2.4	<i>Poisson Surface Object 3D</i> .....	50
5.2.5	<i>Ball Pivoting Object 3D</i> .....	50
5.2.6	<i>Reduction Vertex Triangle Mesh</i> .....	51
5.2.7	<i>Transform Mesh</i> .....	52
5.2.8	<i>Slice Mesh</i> .....	54
5.3	Pengujian <i>Software</i> Dengan Data Sample.....	55
5.3.1	Data Sampel Pengujian <i>Software</i> .....	56
5.3.2	<i>Voxel Downsampling Point Cloud</i> .....	58
5.3.3	<i>Outlier Reduction Point Cloud</i> .....	60
5.3.4	<i>Vertex Normal Point Cloud</i> .....	67
5.3.5	<i>Poisson Surface Object 3D</i> .....	68
5.3.6	<i>Ball Pivoting Object 3D</i> .....	70
5.3.7	<i>Reduction Vertex Triangle Mesh</i> .....	71
5.3.8	<i>Transform Mesh</i> .....	74
5.3.9	<i>Slice Mesh</i> .....	75



5.4	Pembahasan Hasil Pengolahan Data Sampel .....	79
5.5	Penerapan <i>Software</i> Dengan Data Lapangan .....	90
5.4.1	Data Survey Lapangan.....	90
5.4.2	<i>Voxel Downsampling Point Cloud</i> .....	90
5.4.3	<i>Outlier Reduction Point Cloud</i> .....	91
5.4.4	<i>Vertex Normal Point Cloud</i> .....	93
5.4.5	<i>Poisson Surface Object 3D</i> .....	94
5.4.6	<i>Ball Pivoting Object 3D</i> .....	95
5.4.7	<i>Reduction Vertex Triangle Mesh</i> .....	96
5.4.8	<i>Transform Mesh</i> .....	97
5.4.9	<i>Slice Mesh</i> .....	97
5.6	Perbandingan Data .....	99
5.5.1	Data <i>Point Cloud</i> Sampel .....	99
5.5.2	Data Point Cloud Lapangan .....	112
5.5.3	Pembahasan Hasil Perbandingan .....	117
5.5.4	Perbandingan Hasil Secara manual.....	118
<b>BAB VI KESIMPULAN DAN SARAN .....</b>		<b>127</b>
6.1	Kesimpulan .....	127
6.2	Saran.....	127

DAFTAR PUSTAKA

LAMPIRAN