

Daftar Isi

Halaman Judul	i
Halaman Lembar Nomor Persoalan	ii
Halaman Lembar Pengesahan	iii
Halaman Pernyataan.....	iv
Halaman Motto	v
Halaman Lembar Persembahan.....	vi
Kata Pengantar.....	vii
<i>Abstract</i>	ix
Intisari	x
Daftar Isi	xi
Daftar Gambar	xiv
Daftar Tabel	xxii
 BAB I PENDAHULUAN	 1
1.1 Latar Belakang.....	1
1.2 Perumusan Masalah.....	1
1.3 Tujuan.....	2
1.4 Metode Pengumpulan Data.....	2
1.5 Sistematika Penulisan.....	2
 BAB II LANDASAN TEORI	 4
2.1 Teori dasar desain mobil.....	4
2.2 Pengenalan <i>Creo Parametric 2.0</i>	7
2.3 Manfaat dan Keunggulan <i>Creo Parametric 2.0</i>	7
 BAB III <i>FEATURE</i> PADA <i>CREO PARAMETRIC 2.0</i>	 9
3.1 Mengenal tampilan awal <i>Creo Parametric 2.0</i>	9

3.2	Mengenal <i>Surface Modeling</i>	10
3.2.1	<i>Basic Surface</i>	11
3.2.2	<i>Contruction Geometry</i>	12
3.2.3	<i>Advanced Surfaces</i>	13
3.2.4	<i>Editing Surfaces</i>	15
3.2.5	<i>Copy, Paste, and Paste Special</i>	16
3.3	Mengenal <i>Interactive Surface Design</i>	16
3.3.1	Fitur <i>style</i>	17
3.3.1.1	Tampilan awal fitur <i>style</i>	17
3.3.1.2	Fitur <i>View</i> dan <i>Plane</i>	18
3.3.2	<i>Creating and Editing Curves</i>	20
3.3.3	<i>Creating Surfaces</i>	24
3.3.4	<i>Curve On Surface (COS)</i>	25
3.3.5	<i>Surface Command</i>	25
3.3.5.1	<i>Surface Trim</i>	26
3.3.5.2	<i>Surface Connection</i>	26
3.3.6	<i>Resolve Mode</i>	27
3.3.7	<i>Trace Sketch Images</i>	27
BAB IV	STUDI KASUS	29
4.1	Proses <i>Redrawing Body Mobil Aston Martin DB9</i>	29
4.1.1	<i>Trace Sketch Images</i>	31
4.1.2	<i>Redrawing Komponen Engine Hood Aston Martin DB9</i> ...	38
4.1.3	<i>Redrawing Komponen Side-Body dan Pintu Aston Martin DB9</i>	44
4.1.4	<i>Redrawing Komponen Front Bumper Aston Martin DB9</i> ..	91
4.1.5	<i>Redrawing Komponen Upper Rear Bumper Aston Martin DB9</i>	99

4.1.6	<i>Redrawing</i> Komponen <i>Lower Rear Bumper</i> Aston Martin DB9	113
4.1.7	<i>Redrawing</i> Komponen Bagasi Aston Martin DB9	119
4.1.8	<i>Redrawing</i> Komponen Atap Mobil Aston Martin DB9	122
4.2	<i>Assembly Process Part</i> Aston Martin DB9	126
4.3	<i>Rendering Model</i>	146
4.4	<i>Drawing Process</i>	147
4.4.1	<i>Front Bumper</i>	147
4.4.2	<i>Engine Hood</i> (Kap Mesin)	147
4.4.3	<i>Side Body</i> (Bodi Mobil)	148
4.4.4	Pintu Mobil	148
4.4.5	Atap Mobil	149
4.4.6	Bagasi Belakang	149
4.4.7	<i>Upper Rear Bumper</i>	150
4.4.8	<i>Lower Rear Bumper</i>	150
BAB V	PENUTUP	151
5.1	Kesimpulan	151
5.2	Saran	151
DAFTAR PUSTAKA		152
LAMPIRAN		153