BAB VI. KESIMPULAN

Hasil penelitian ini menyimpulkan bahwa melalui simulasi aplikasi dialux evo dapat menunjukkan bahwa setting ruang pameran virtual dengan obyek 2 dimensi dengan perbedaan konfigurasi pencahayaan dan warna menghasilkan perbedaan dalam persepsi visual. Pada penelitian ini spesifikasi jenis lampu, ketepatan peletakan, kualitas tektur, warna dan jenis bahan dari elemen pembentuk ruang dan furniturnya dapat terukur melalui aplikasi sehingga bisa diterapkan untuk perancangan selanjutnya. Tulisan ini memberikan bukti lebih lanjut bahwa warna latar sangat berpengaruh terhadap impresi ketajaman visual dari pengamat. Untuk memperjelas detail obyek 2 dimensi yang disajikan secara virtual diperlukan warna latar akromatik hitam dan warna latar kromatik biru yang memberikan kontras yang tinggi dengan sistem pencahayaan horizontal-vertikal. Namun demikian secara keseluruhan warna latar tidak terlalu berpengaruh terhadap keruangan dengan kondisi level pencahayaan dan saturasi warna yang sama. Oleh karena itu variasi dari level pencahayaan dan saturasi warna tentunya menjadi pertimbangan dalam setting display obyek 2 dimensi secara virtual

Penelitian ini dapat digunakan sebagai acuan dalam penyajian pameran virtual khususnya untuk obyek 2 dimensi dan dapat dilanjutkan pengembangannya dalam penelitian selanjutnya.

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