

LAMPIRAN

Lampiran- 1 Surat Penelitian



UNIVERSITAS MUHAMMADIYAH PAREPARE LEMBAGA PENELITIAN DAN PENGABDIAN KEPADA MASYARAKAT (RESEARCH INSTITUTE AND COMMUNITY SERVICES)

Alamat : Gedung F3.19 Kampus II UMPAR, Jl. Jend. Ahmad Yani KM. 6 Kota Parepare, Kode Pos 91113, e-mail : ippm@umpar.ac.id

بسم الله الرحمن الرحيم

Nomor : 0291/LPPM/II.3.AU/IP/2024
Lampiran : -
Perihal : Permohonan Izin Penelitian

Kepada Yth
Kepala Dinas Bina Marga, Cipta Karya, Pertanahan dan Perumahan Kab. Sidrap
di-
Sidrap

Assalamu Alaikum Warahmatullahi Wabarakatuh.

Ketua Lembaga Penelitian dan Pengabdian kepada Masyarakat Universitas Muhammadiyah Parepare, menerangkan bahwa:

Nama : Muhammad Azhar Assiddiq
NIM : 220 190 005
Fakultas/Prodi : Teknik/Teknik Sipil

Adalah Mahasiswa Universitas Muhammadiyah Parepare yang bermaksud untuk melakukan penelitian dengan judul "Model Perancangan Geometrik Jalan Menggunakan Autocad Civil 3D (Studi Kasus Preservasi Jalan Pangkajene Sidrap - Anabanua)".

Sehubungan dengan hal tersebut, dimohon kepada Bapak/Ibu untuk memberikan izin penelitian kepada Mahasiswa tersebut selama 1 (satu) Bulan di Jalan Pangkajene Sidrap - Anabanua.

Atas Perhatian dan kerjasamanya, diucapkan terima kasih.

Wassalamu Alaikum Warahmatullahi Wabarakatuh.

Parepare, 07 Juni 2024

Ketua,

Dr. Iradhatullah Rahim, M.P.
NIDN. 0926117601

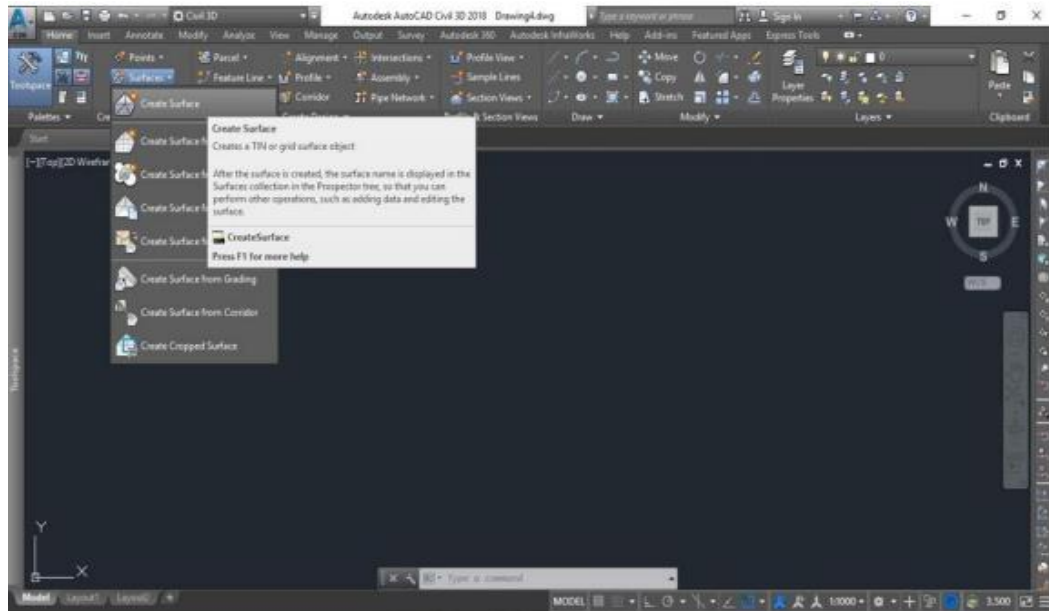
Tembusan Yth:

1. Ketua BPH UMPAR
2. Wakil Rektor I UMPAR
3. Wakil Rektor III UMPAR
4. Dekan Fakultas Teknik UMPAR
5. Sdr. Muhammad Azhar Assiddiq
6. Arsip

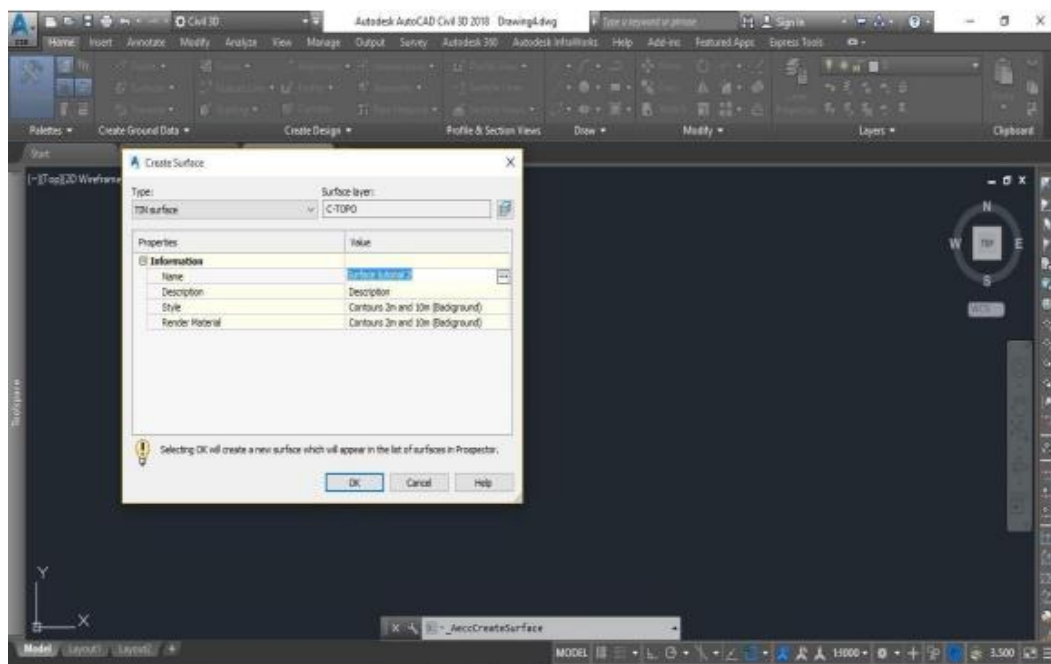
Lampiran- 2 Proses Dan Tahapan Program Autocad Civil 3d

1. Import Data Kontur

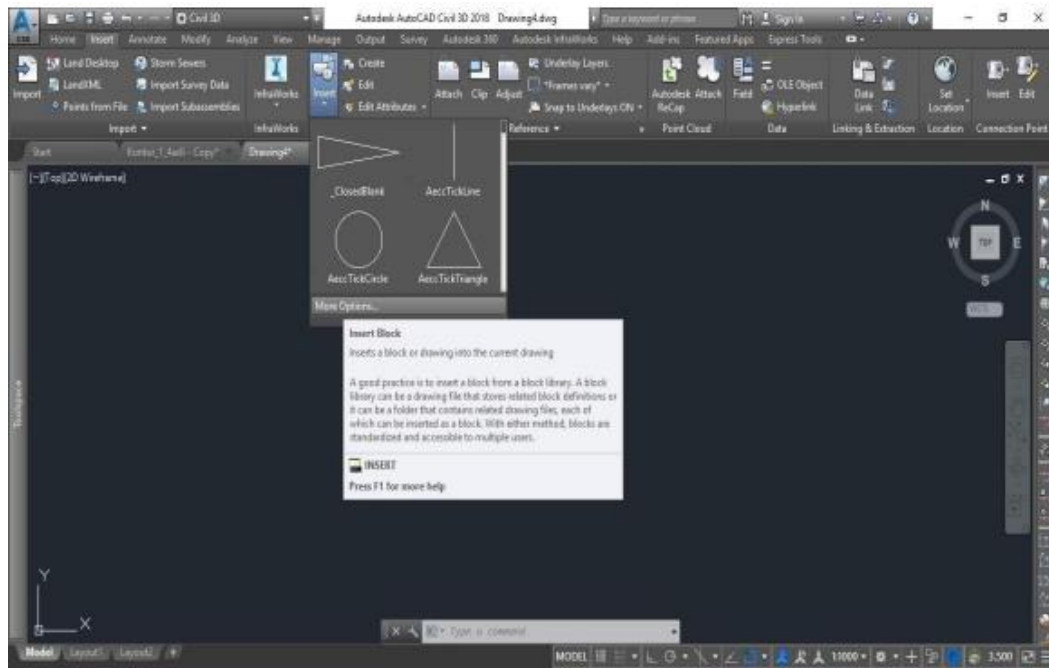
a. Buka new drawing → Klik Home → *Surface* → Create Surface



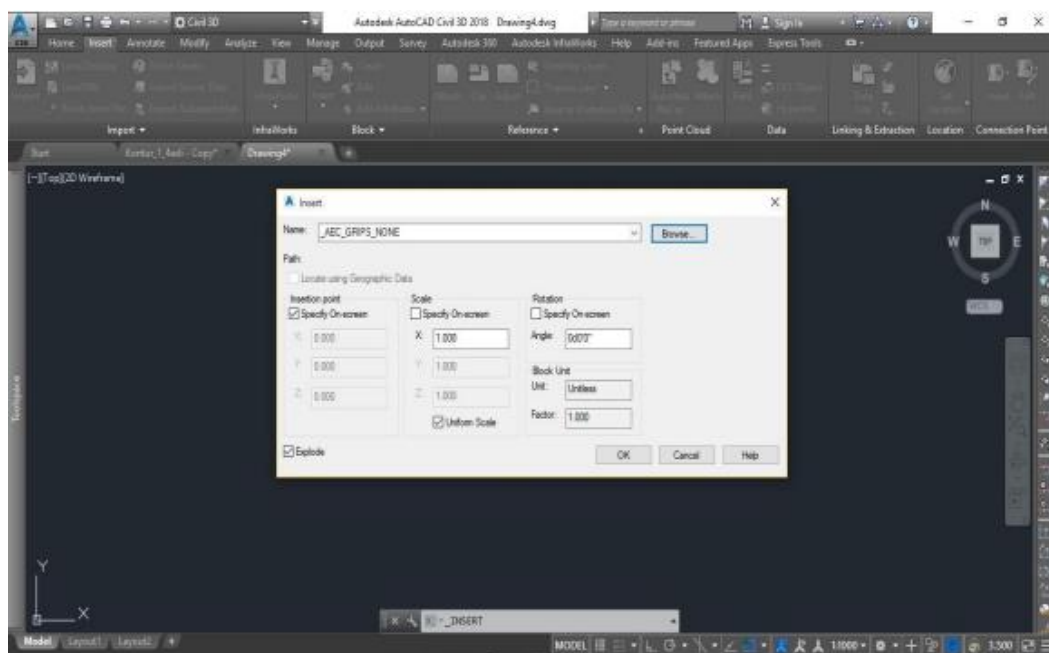
b. Kemudian beri nama *surface* → klik OK



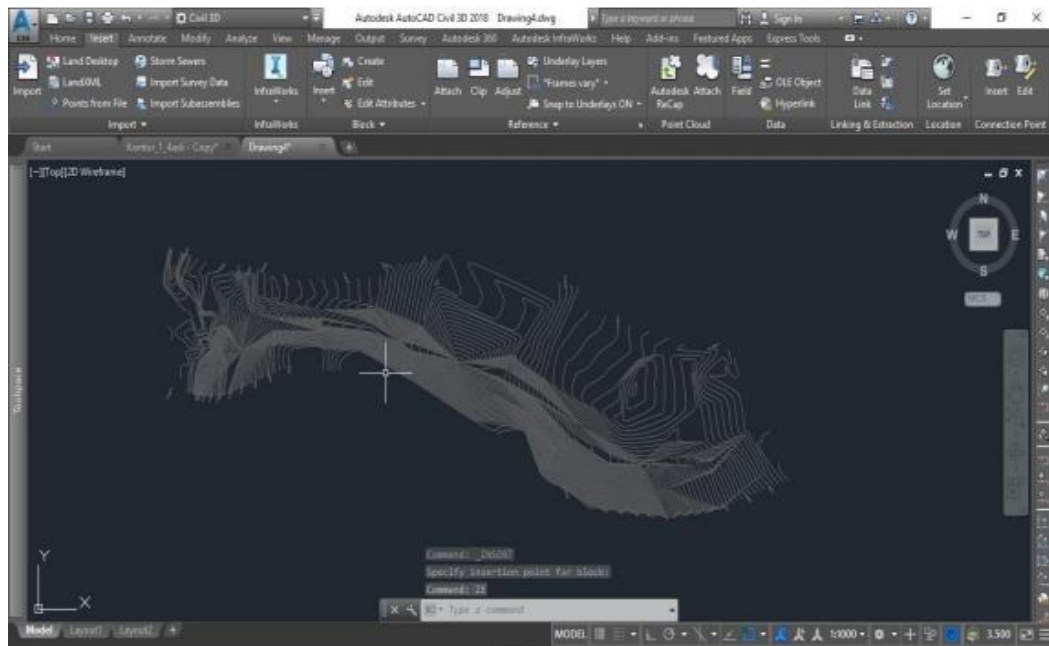
c. Klik *insert* → *more options* / *insert block*



d. Klik browse lalu pilih file yang ingin di *insert* kan (kontur) → *explocentang*
 → OK

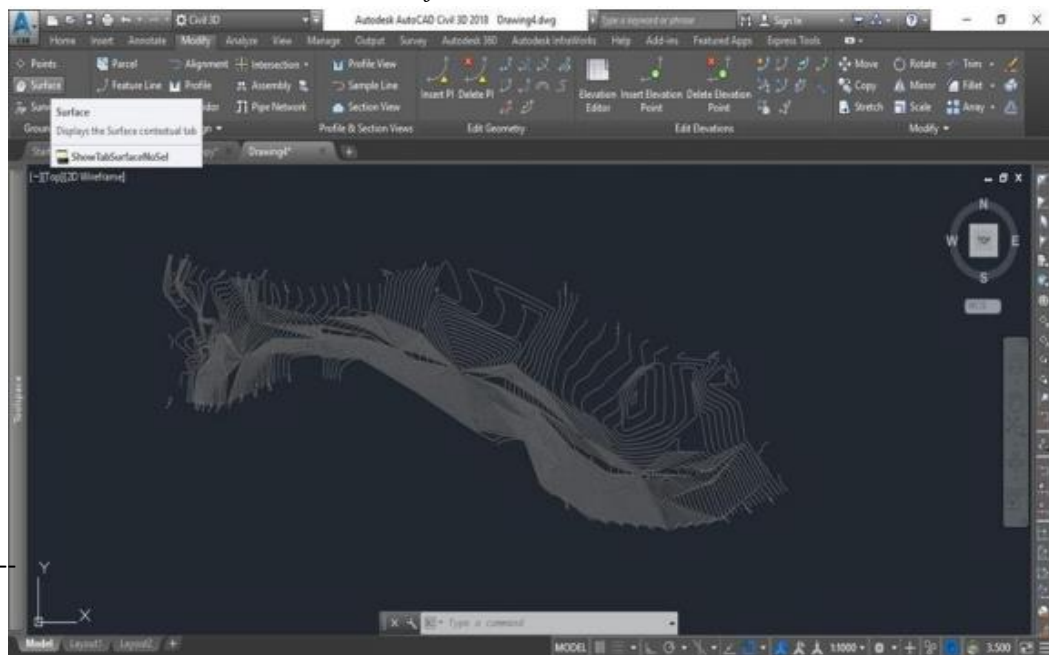


- e. Zoom file dengan menekan tombol ZE → enter, kemudian muncul file kontur seperti pada gambar.

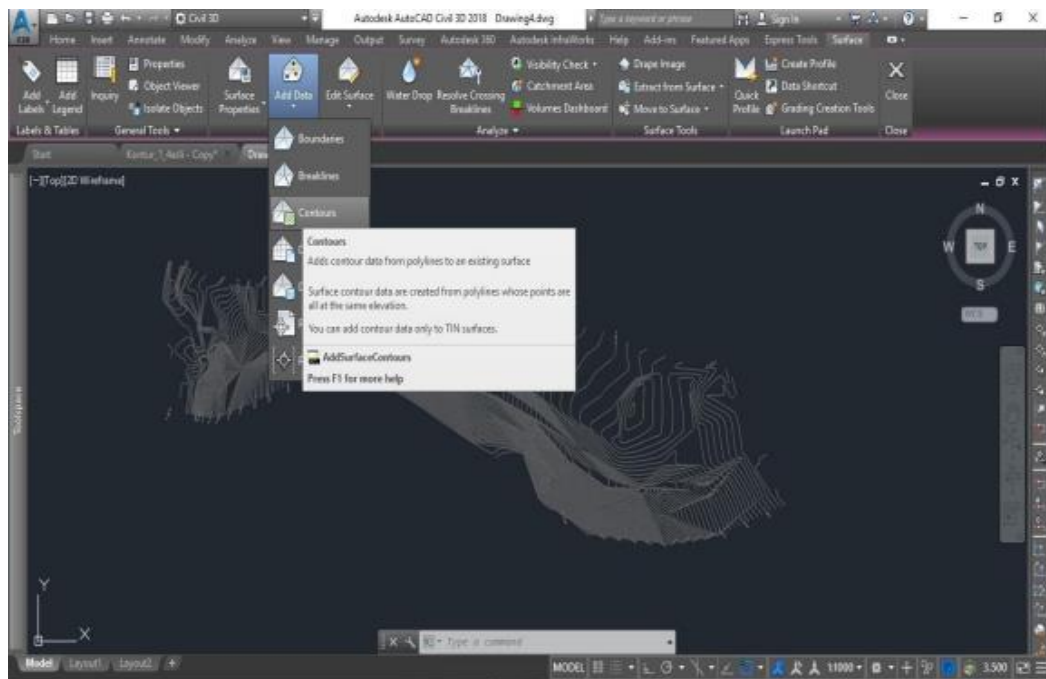


2. Membuat Surface Dengan Kontur

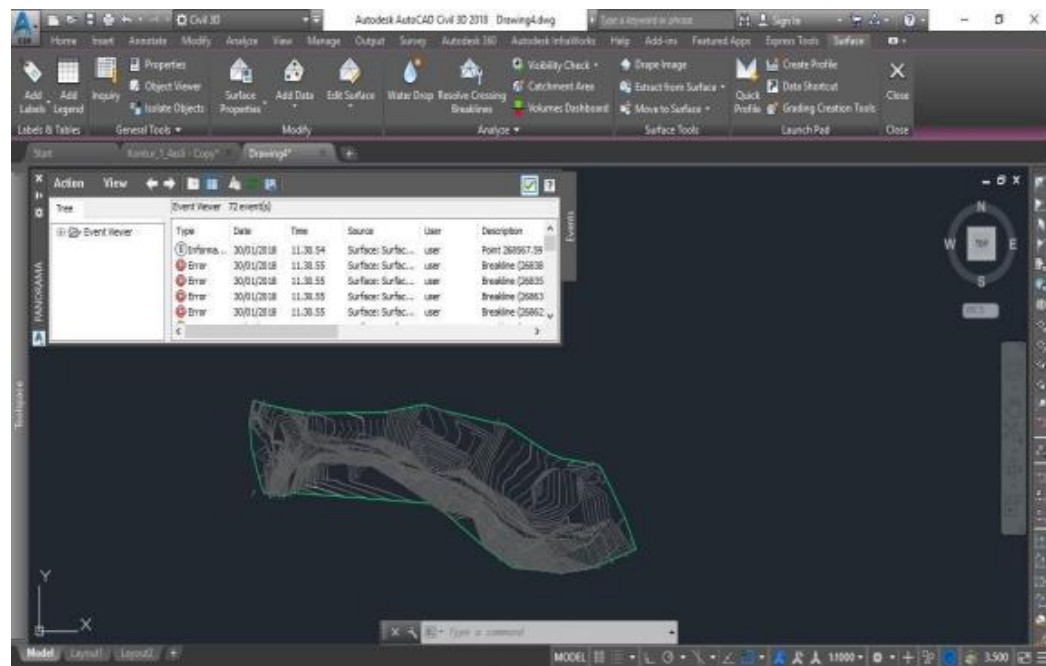
- a. Kemudian klik → *surface*



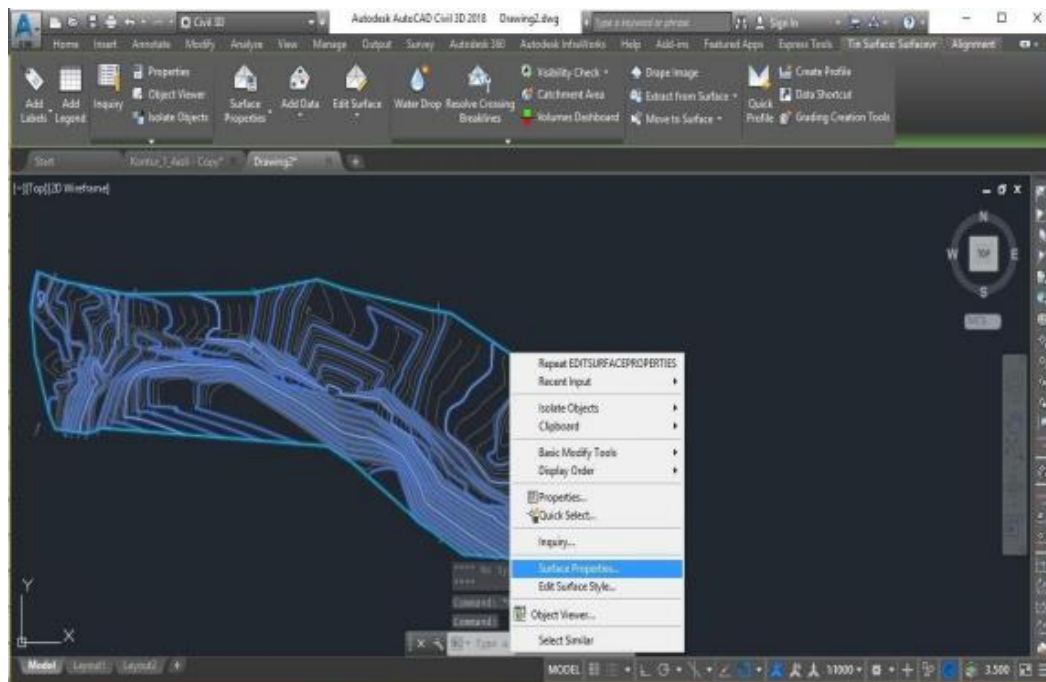
b. Selanjutnya klik add data → *add 64okasi64 data*



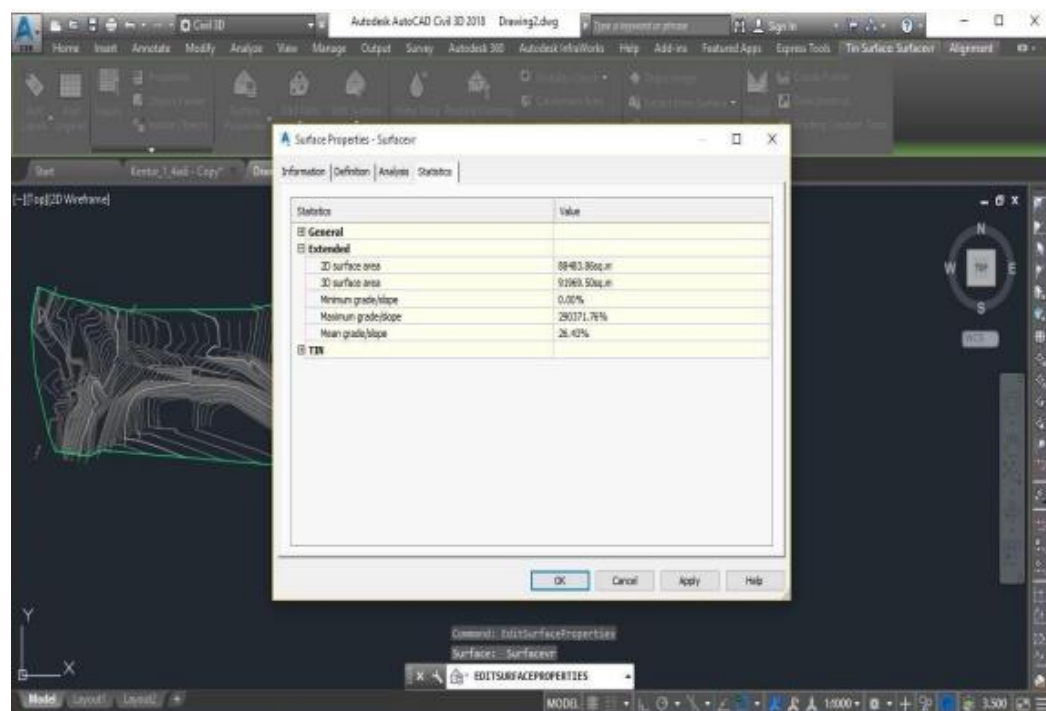
c. Blok seperti pada gambar grid mode (f7) & *snap mode* (f9) → klik *snap mode* → *snap settings grid x & y spacing : 1* (standar bina marga)



d. Klik *surface* warna hijau → klik kanan → *surface properties*

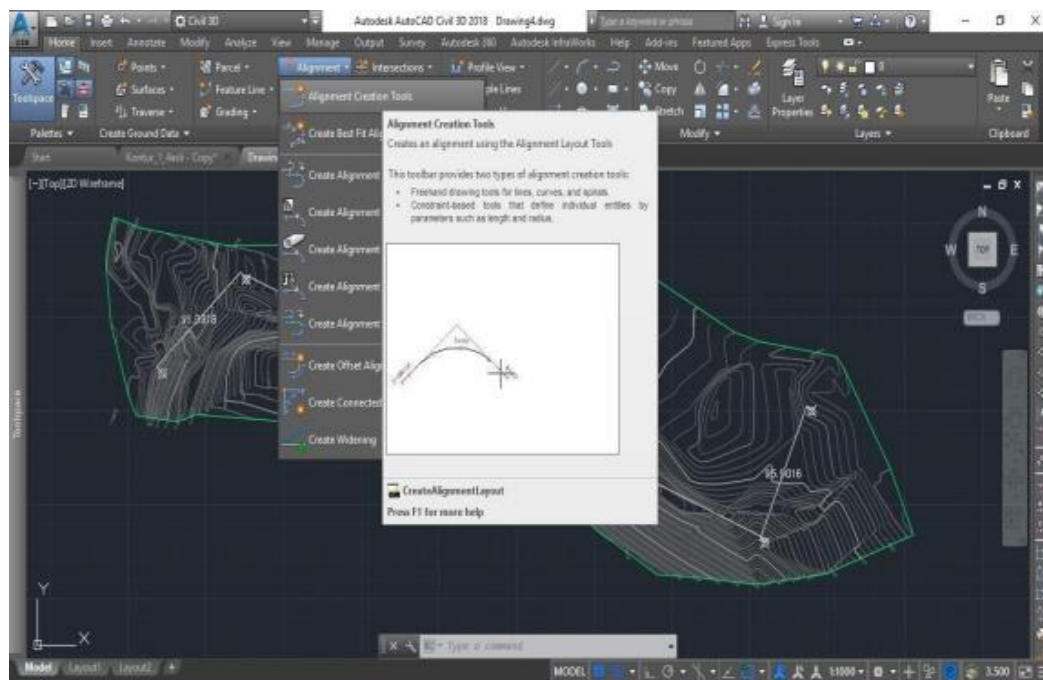


e. *Extended* → mean grade / slope

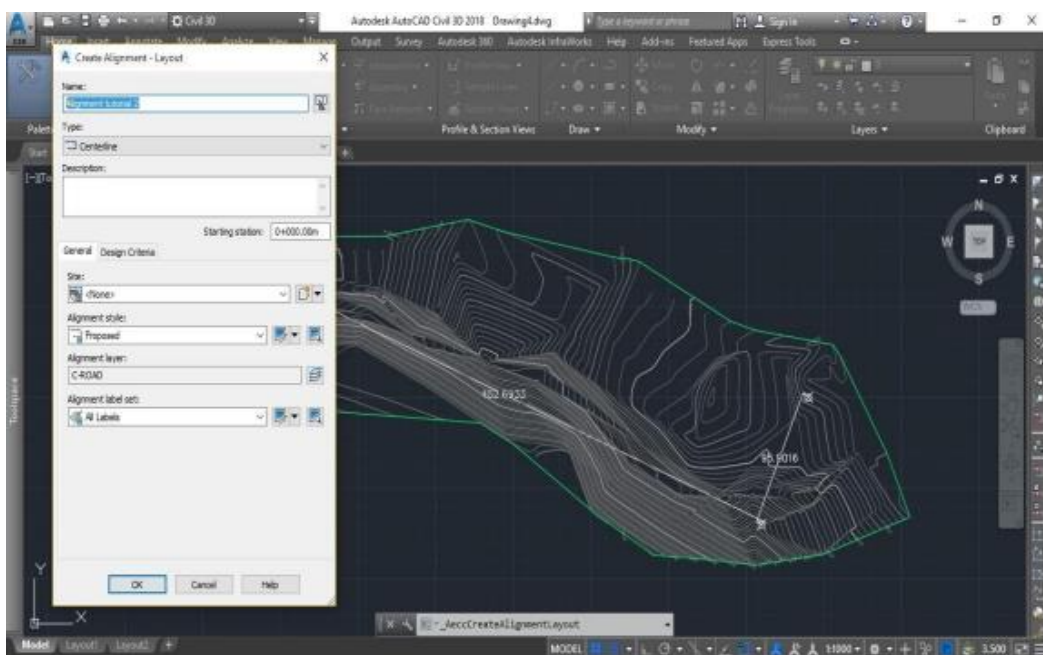


3. Membuat Alinyemen

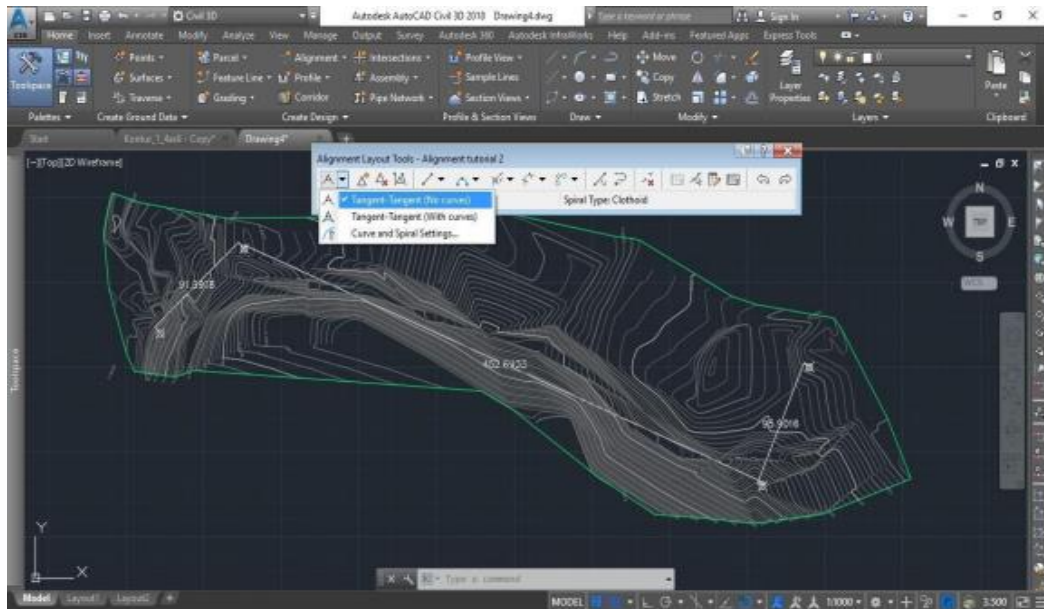
a. Klik *home* → *alinyemen* → *alinyemen creation tools*



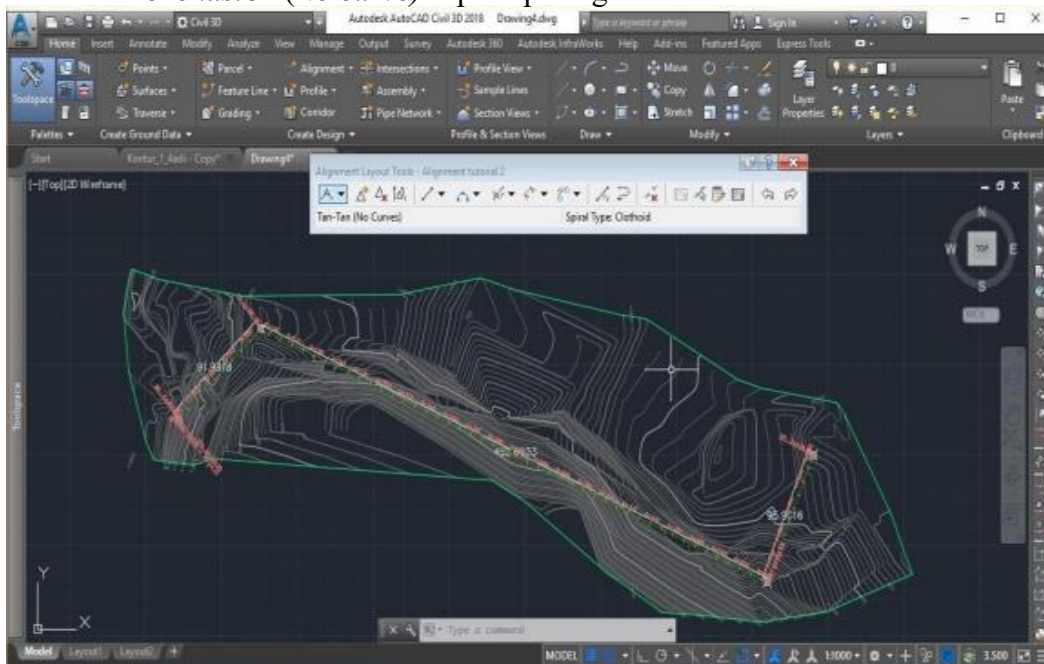
b. Tentukan beri nama pada *alinyemen layout*



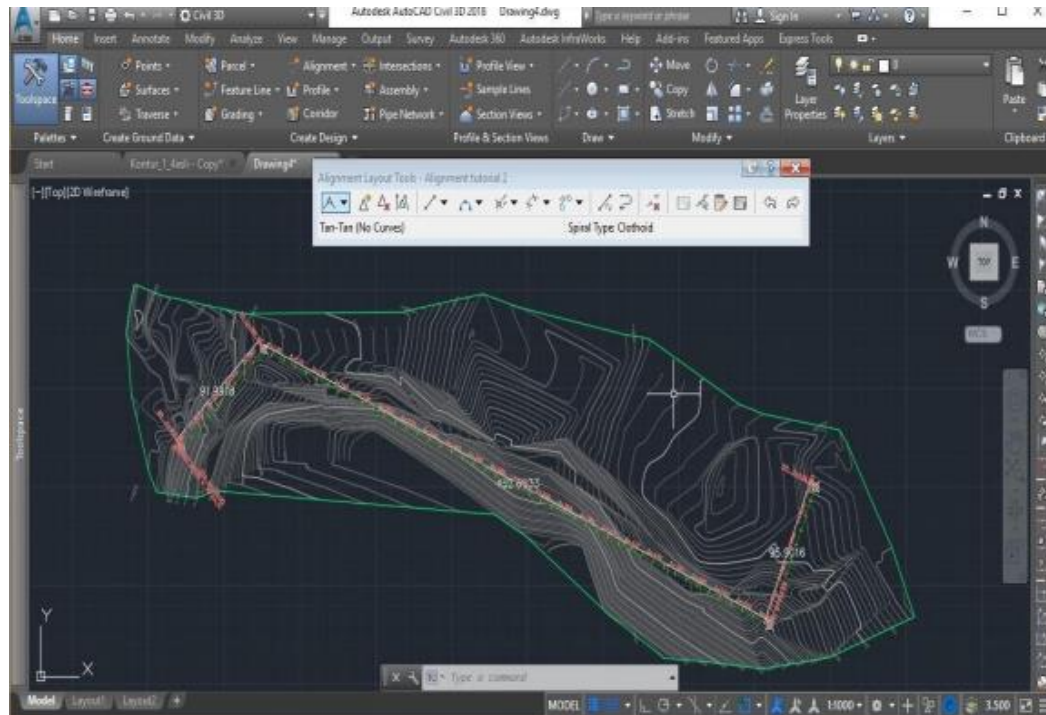
- c. Selanjutnya beri nama pada *alinyemen layout* → *centang use criteria* → *based design* → klik 67okasi67 radius table → klik *AASHTO 2011 metric e max* pilih 10% (standar bina marga)



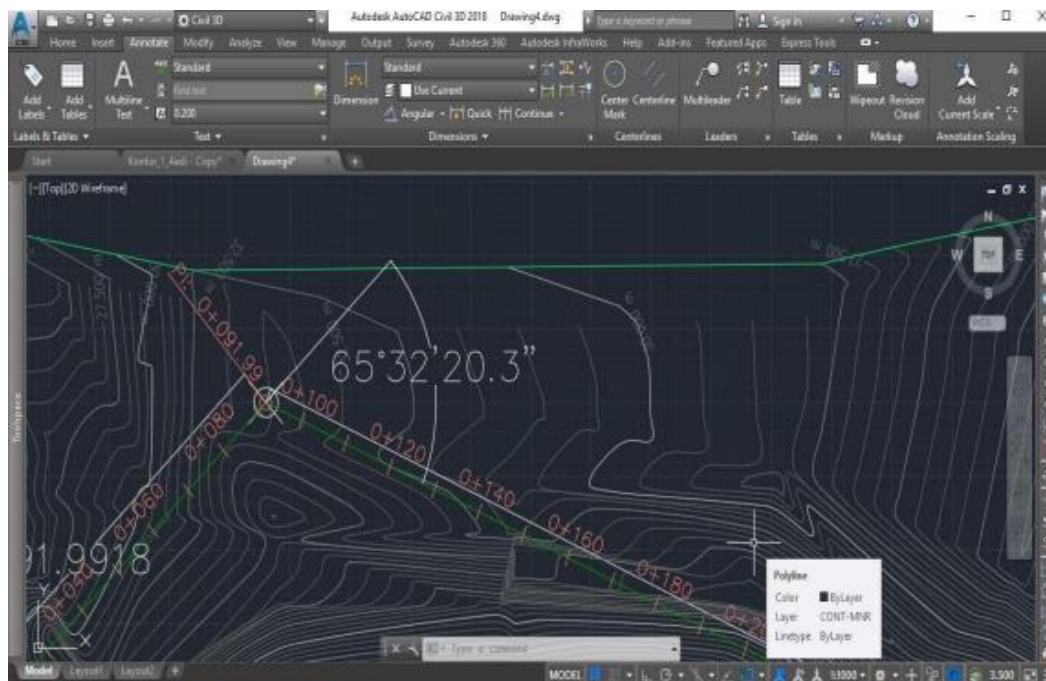
- d. Muncul tools seperti pada gambar, klik *draw tangent* → *tangent* – 67okasi67 (No curve) seperti pada gambar



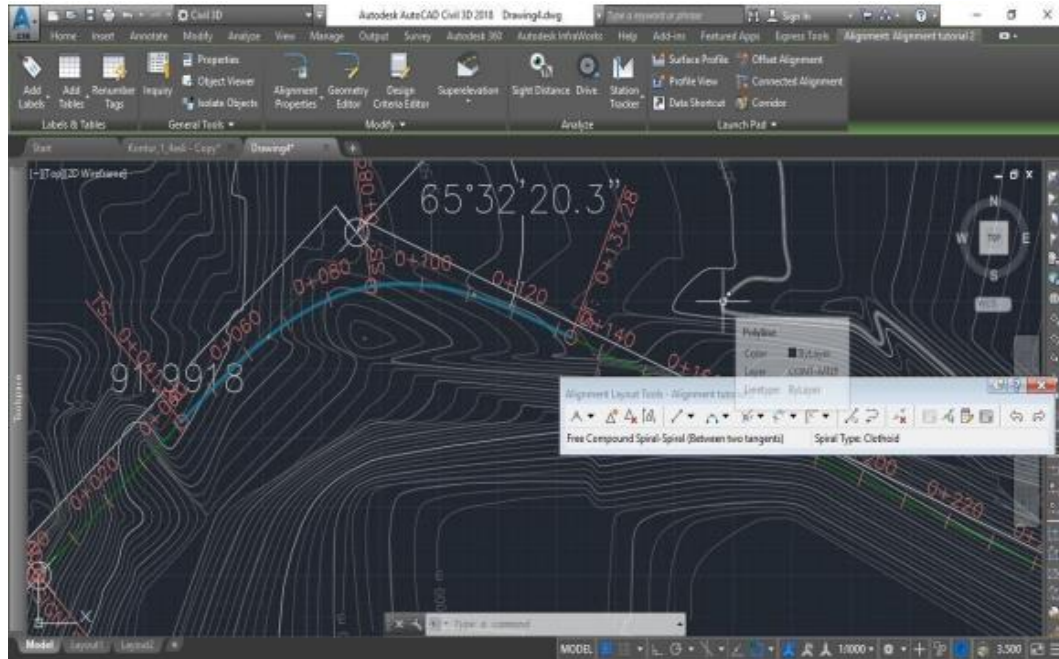
e. Buat garis sesuai desain yang diinginkan pada tata kontur



f. Buat sudut antar tikungan : klik annotate → angular → klik garis pertama & kedua → OK

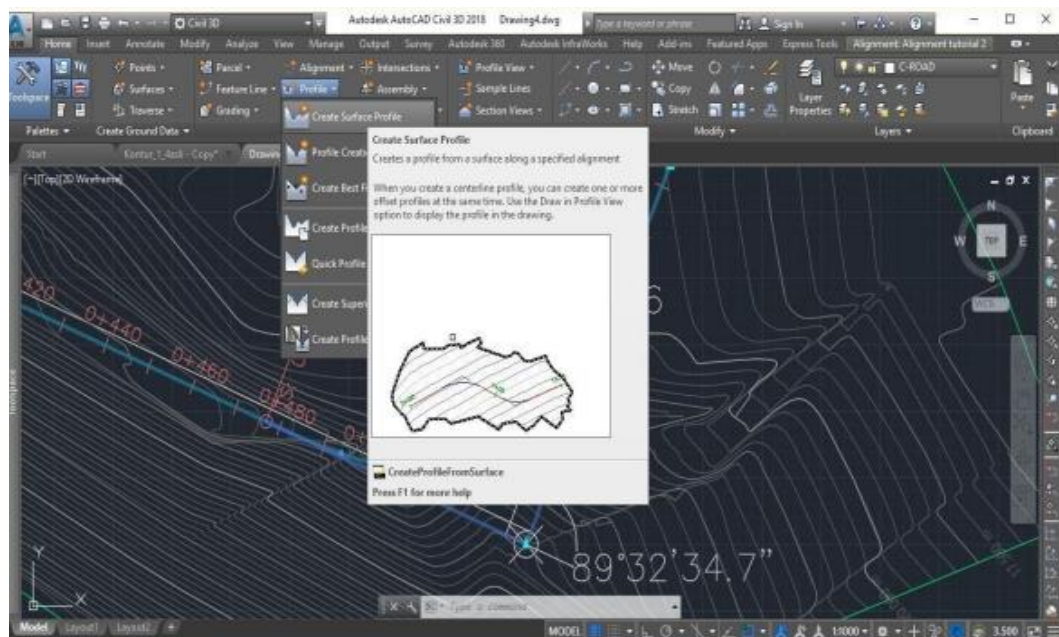


g. Selanjutnya melenkung & ukuran mengikuti tikungan seperti gambar

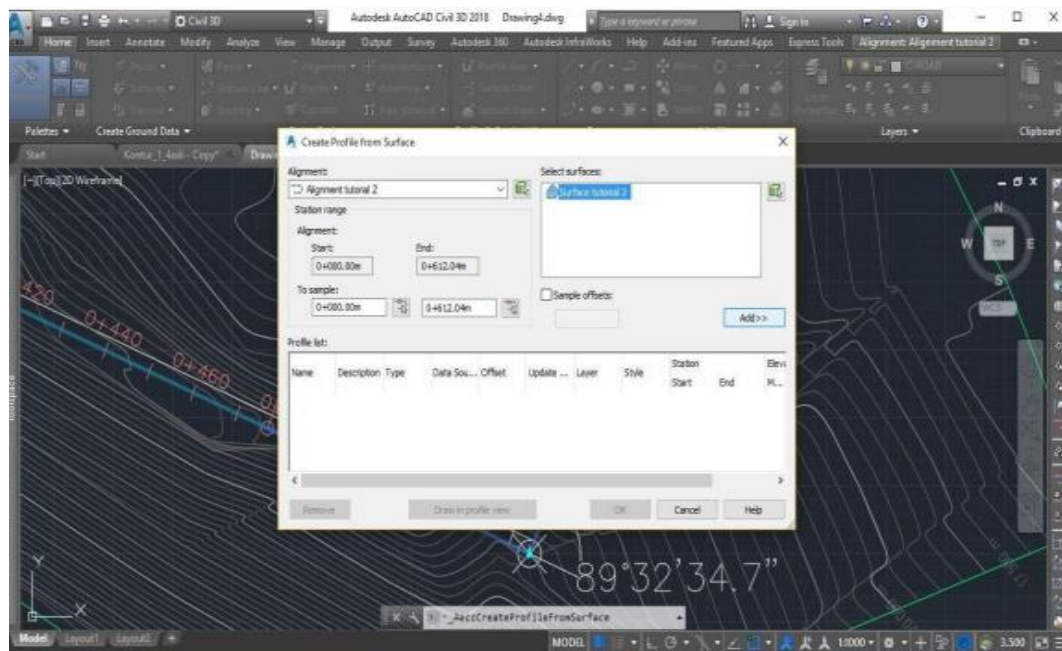


4. Membuat Profile Atau Long Section

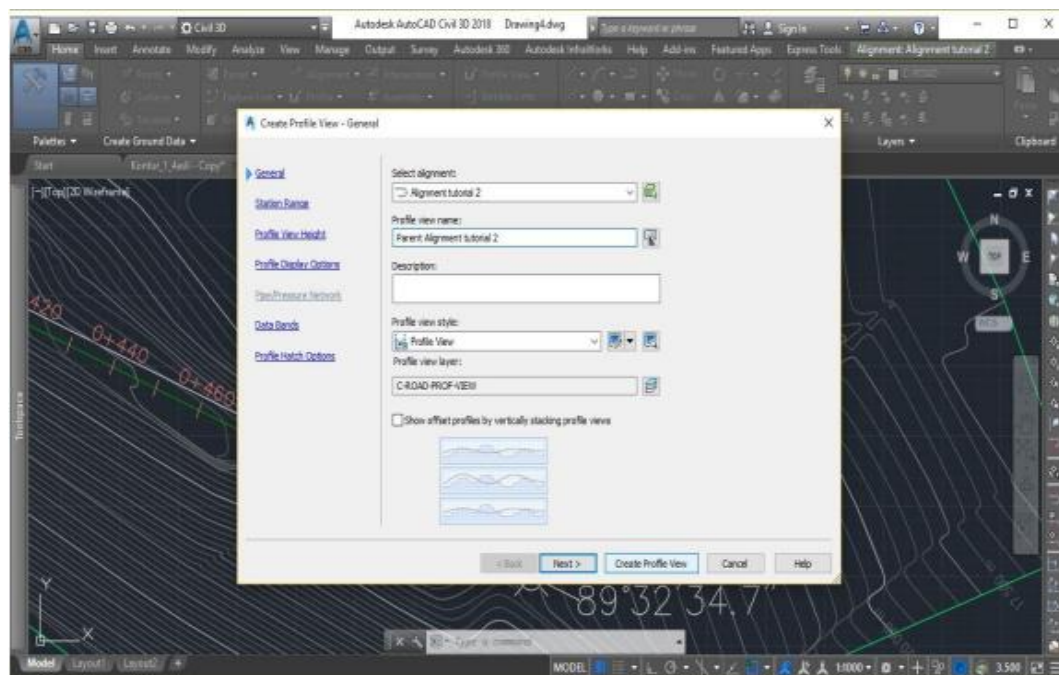
a. Selanjutnya *home* → klik *profile* → *create surface profile*



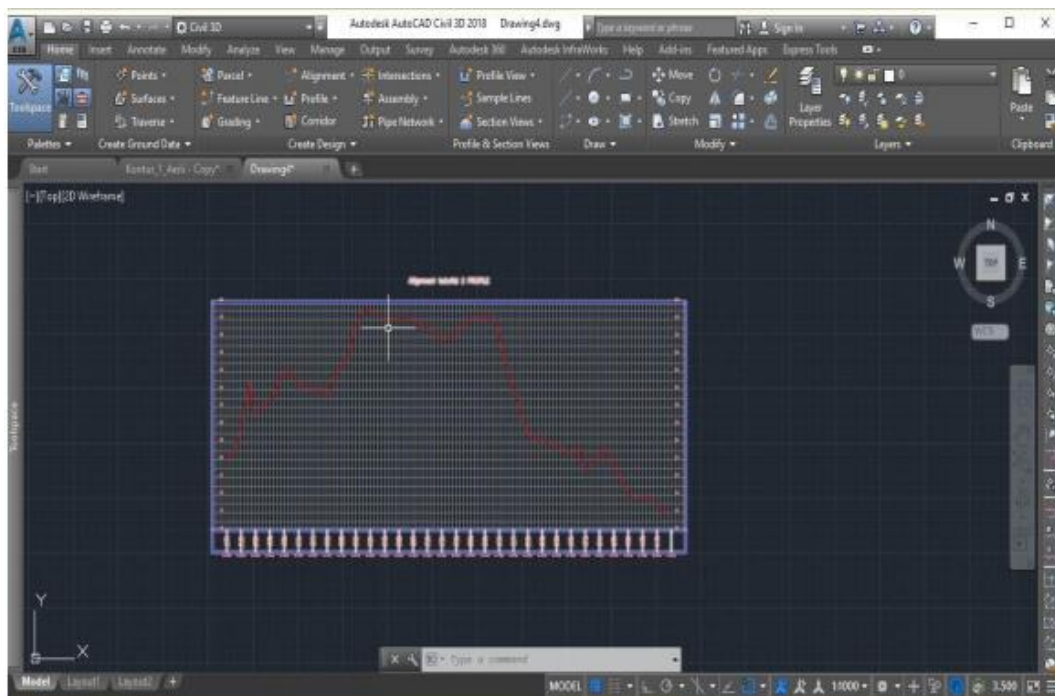
- b. Setelah muncul seperti pada gambar → klik *profile* → *create surface profile*



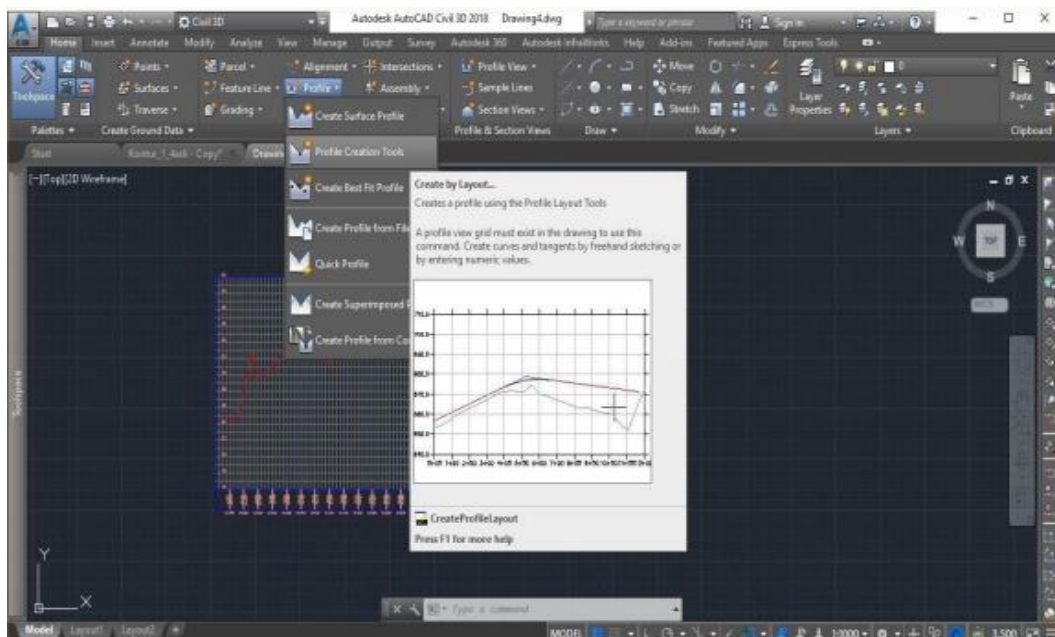
- c. Muncul seperti gambar → klik *create profile view*



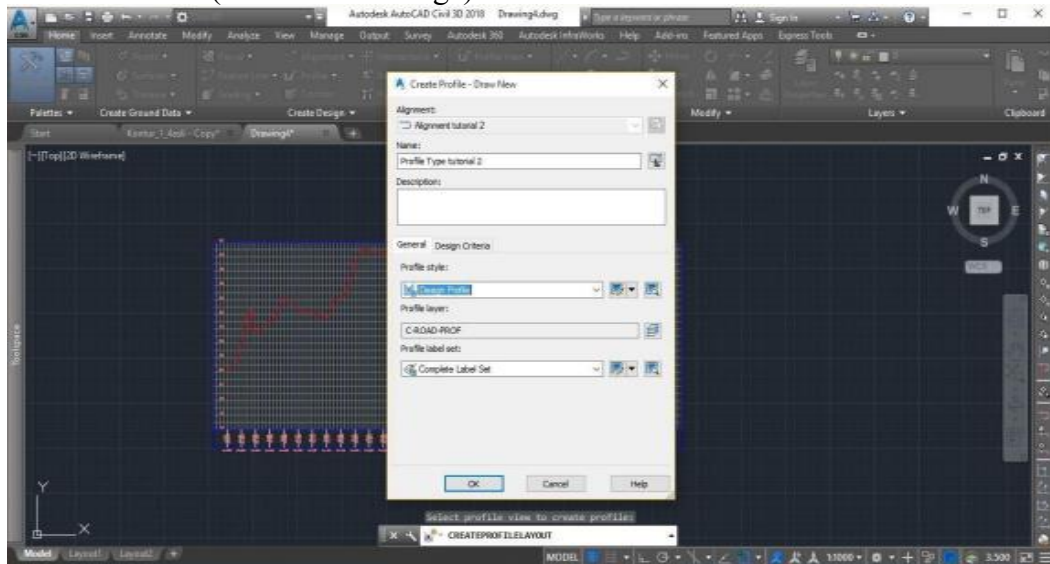
- d. Klik pada halaman akan muncul *profile memanjang kontur*



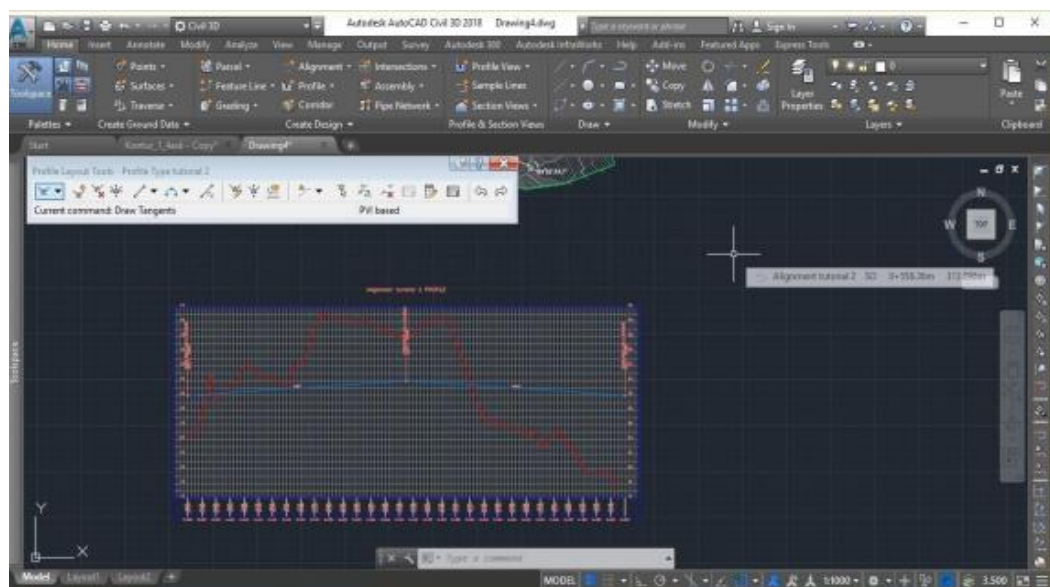
- e. Kemudian 71lokasi71 ke home → *profile* → *profile creation tools*



- f. Klik pada gambar profile kemudian muncul seperti pada gambar →
design kriteria centang use criteria-based design → klik 72okasi72 K
 table (standar bina marga) → OK

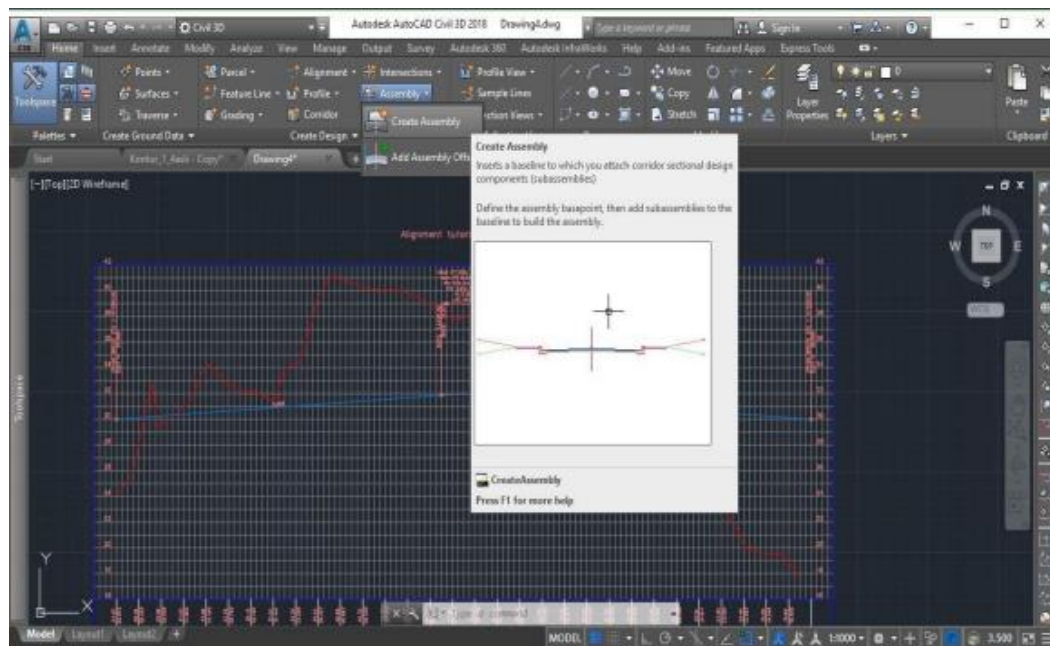


- g. Muncul tools seperti pada gambar → klik *draw tangent*, kemudian
 gambar garis memanjang kontur → seimbangkan antara galian dan
 timbunan → tekan ENTER

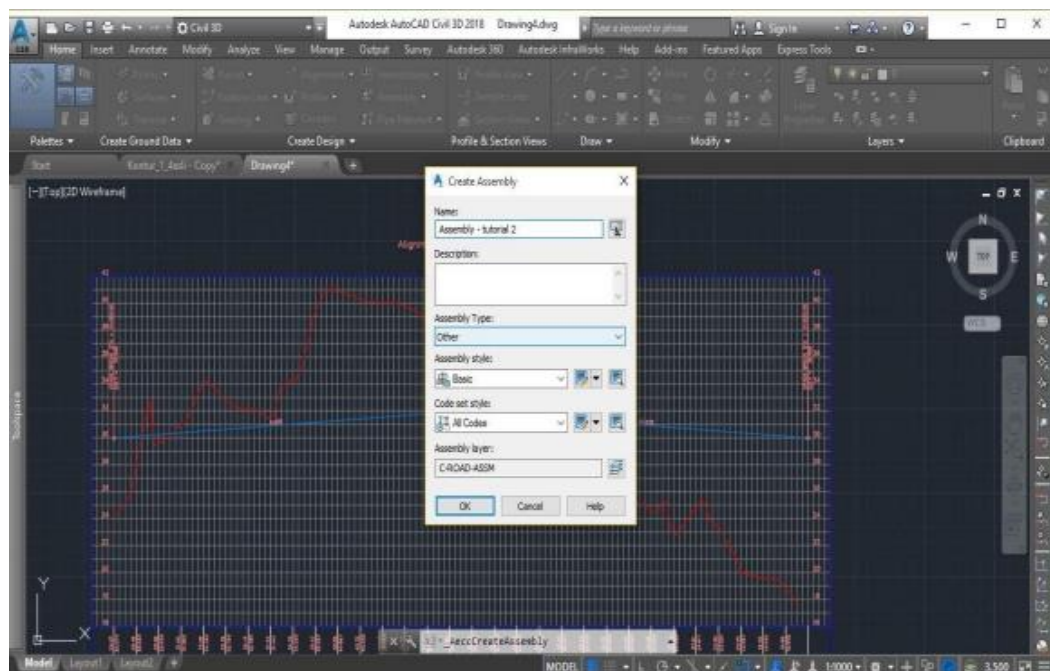


5. Membuat *Assembly* Atau Tipikal Jalan

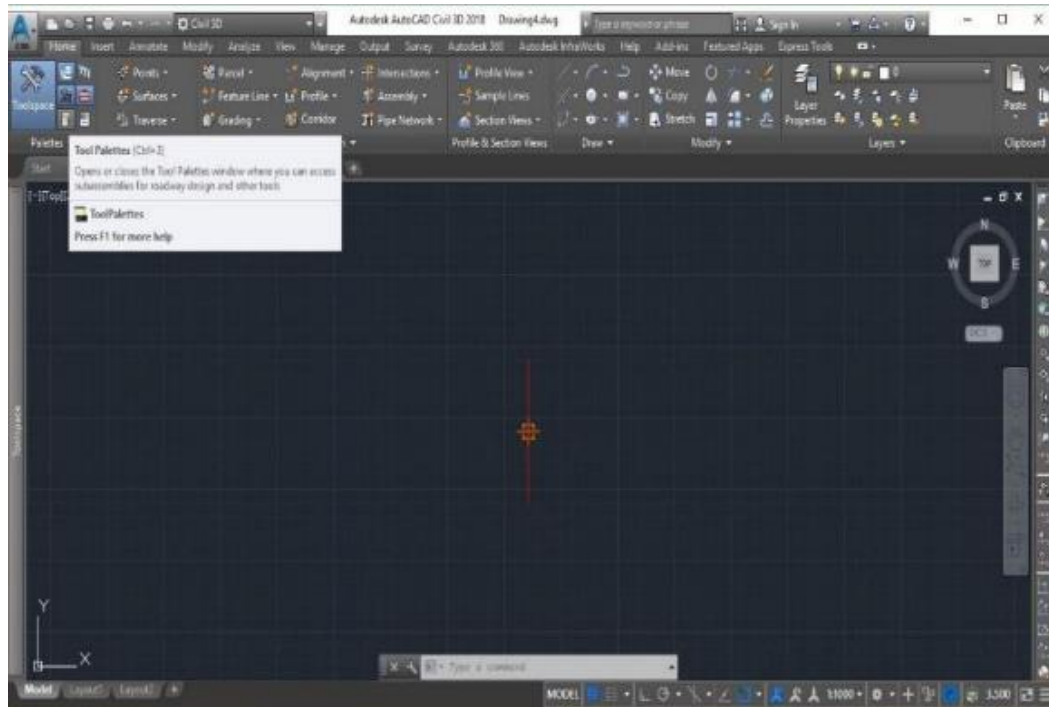
a. Home → *assembly* → *create assembly*



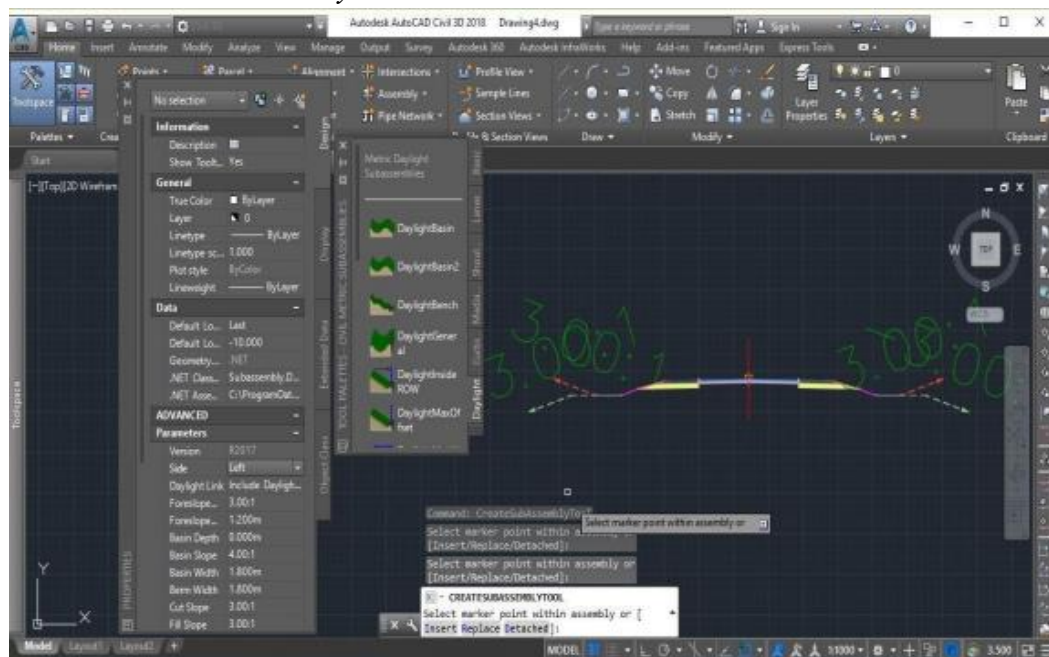
b. Beri nama *assembly* → OK



- c. Klik pada halaman gambar → akan muncul *assembly*, kemudian klik *palettes* → tool *pallates*

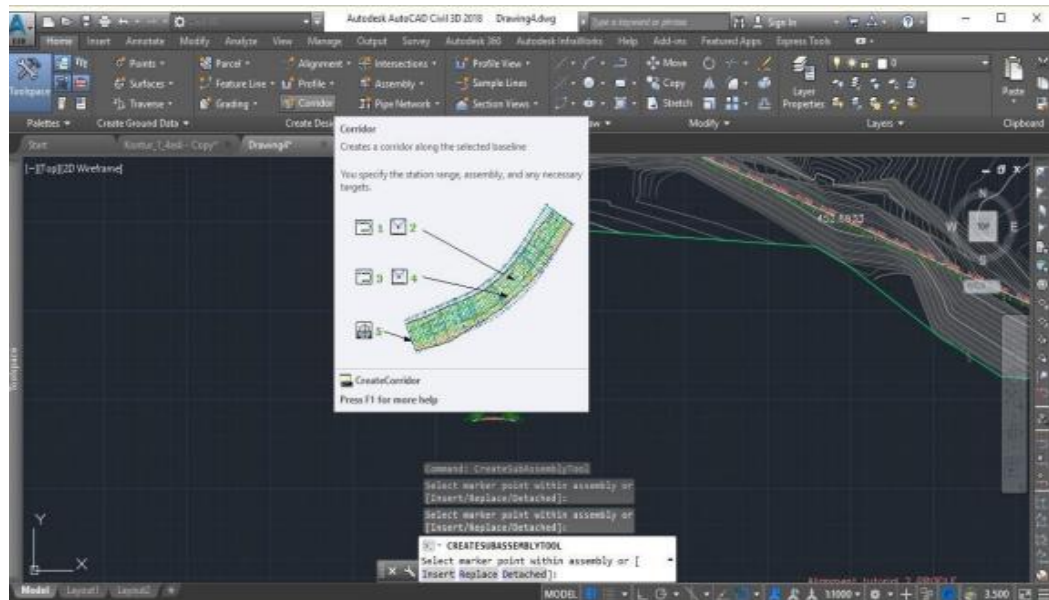


- d. Jadilah *assembly*

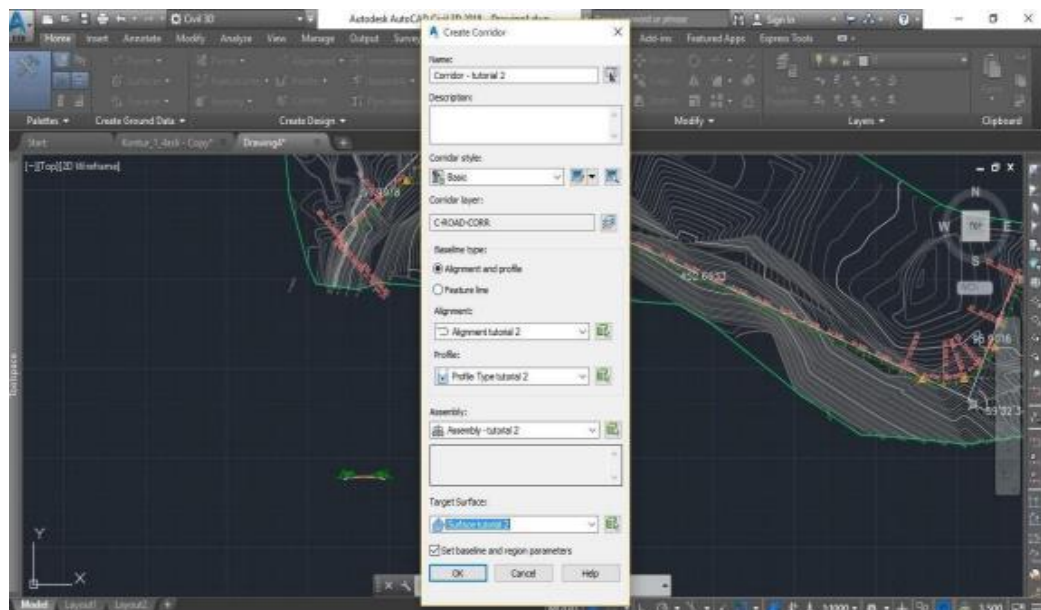


6. Membuat *Corridor* Atau Bentuk Jalan

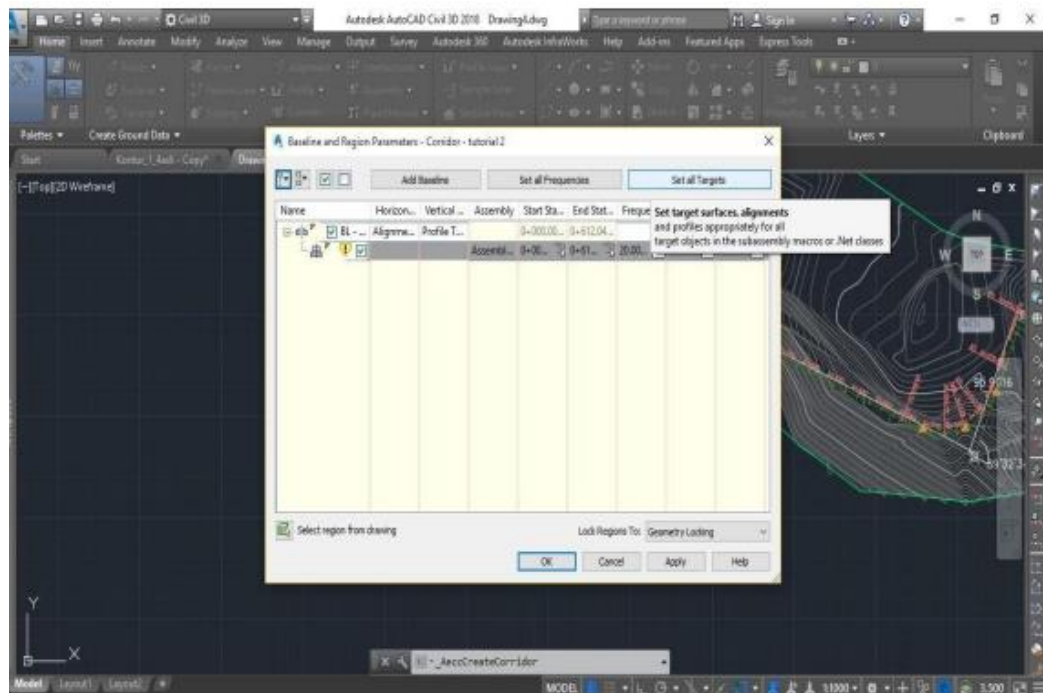
- a. Langkah selanjutnya membuat koridor jalan, klik *corridor* → beri nama



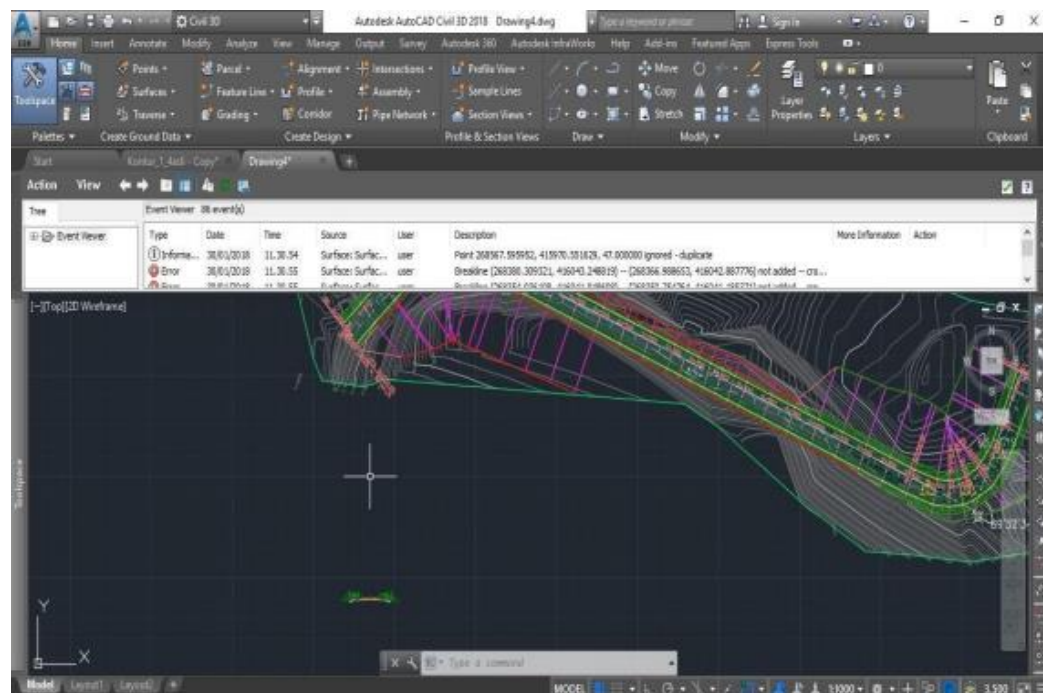
- b. Klik *alinyemen & profile & assembly & target surface* sesuai nama → OK



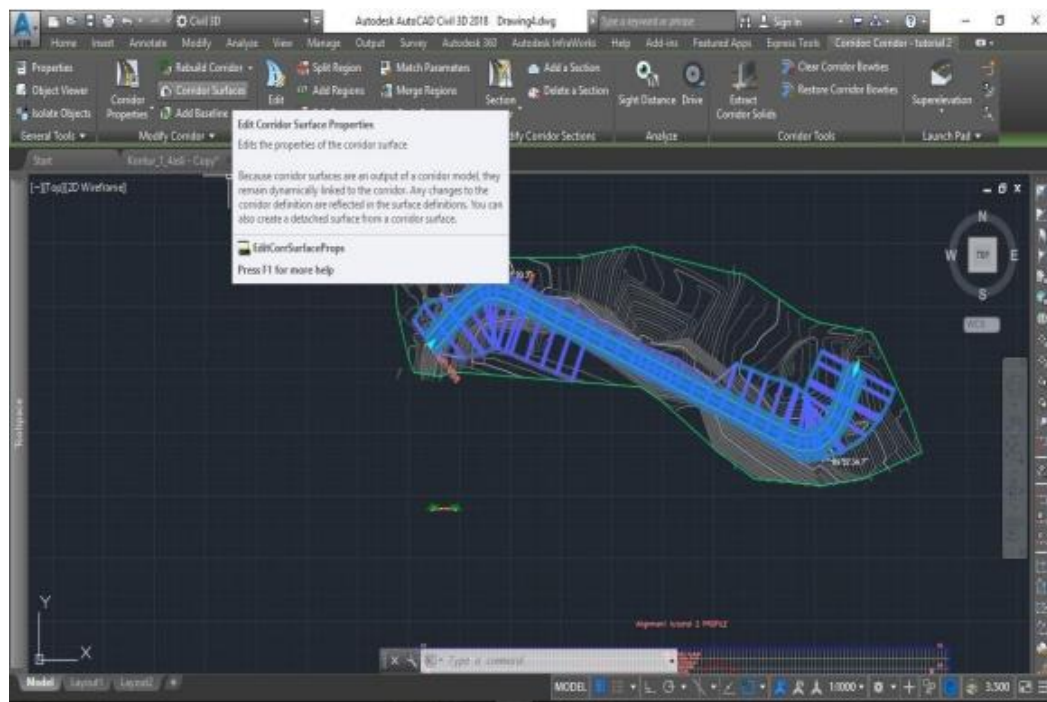
c. Muncul sesuai gambar → OK → klik *set all target* → OK → OK



d. Klik *rebuild the corridor* → klik centang / close



e. Jadilah *corridor surface*



Lampiran- 3 Dokumentasi Lokasi Penelitian

