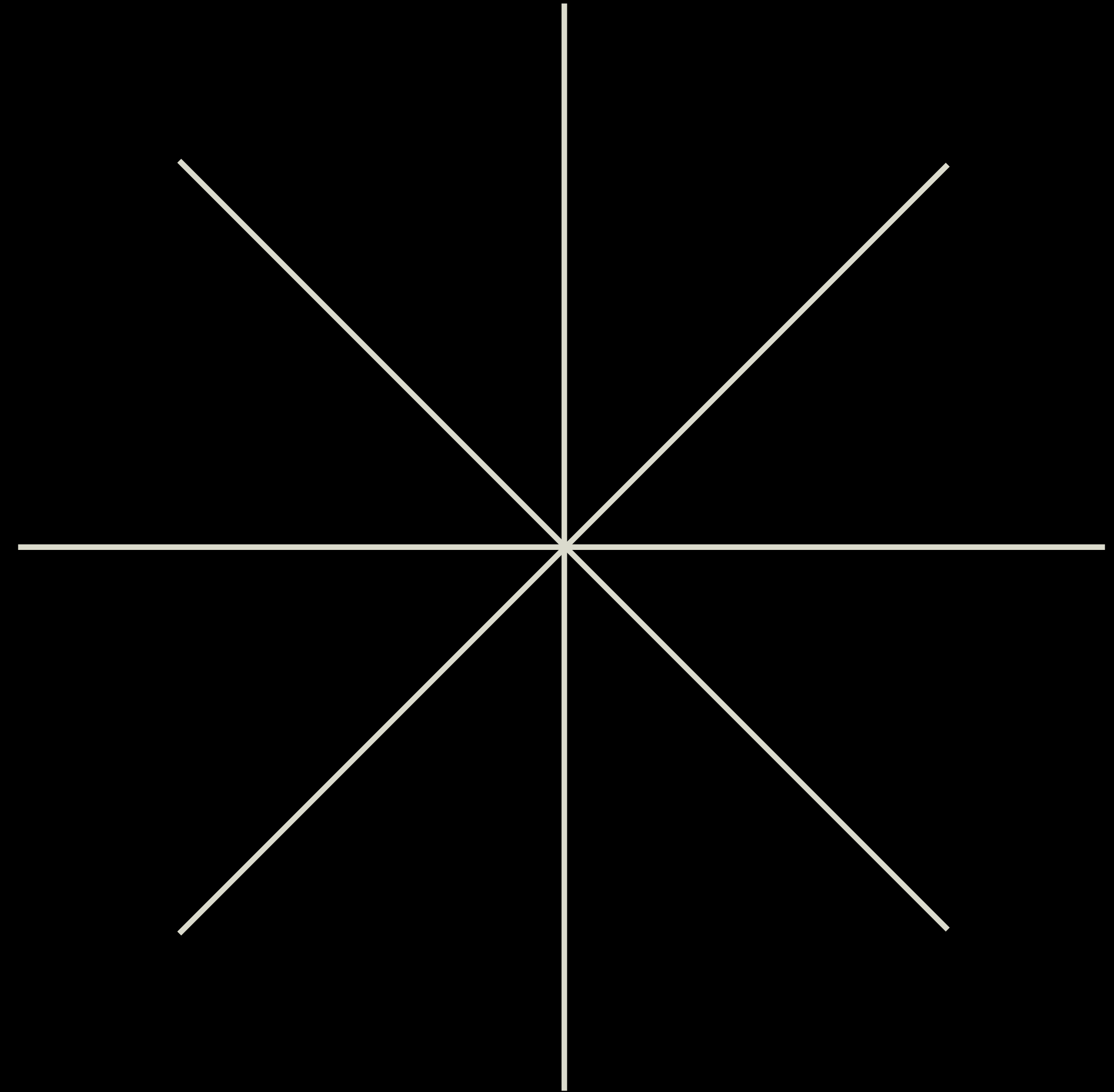
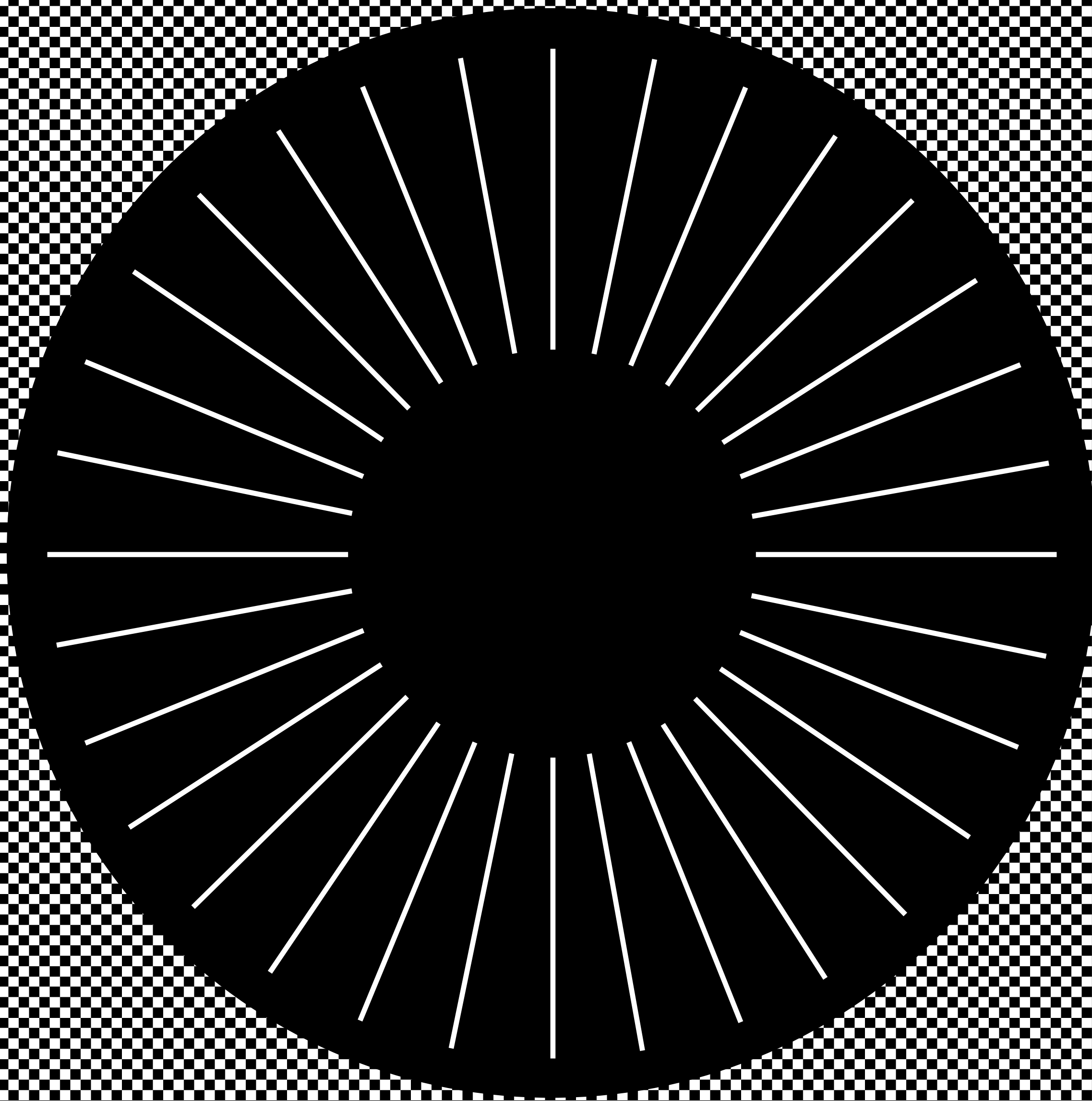


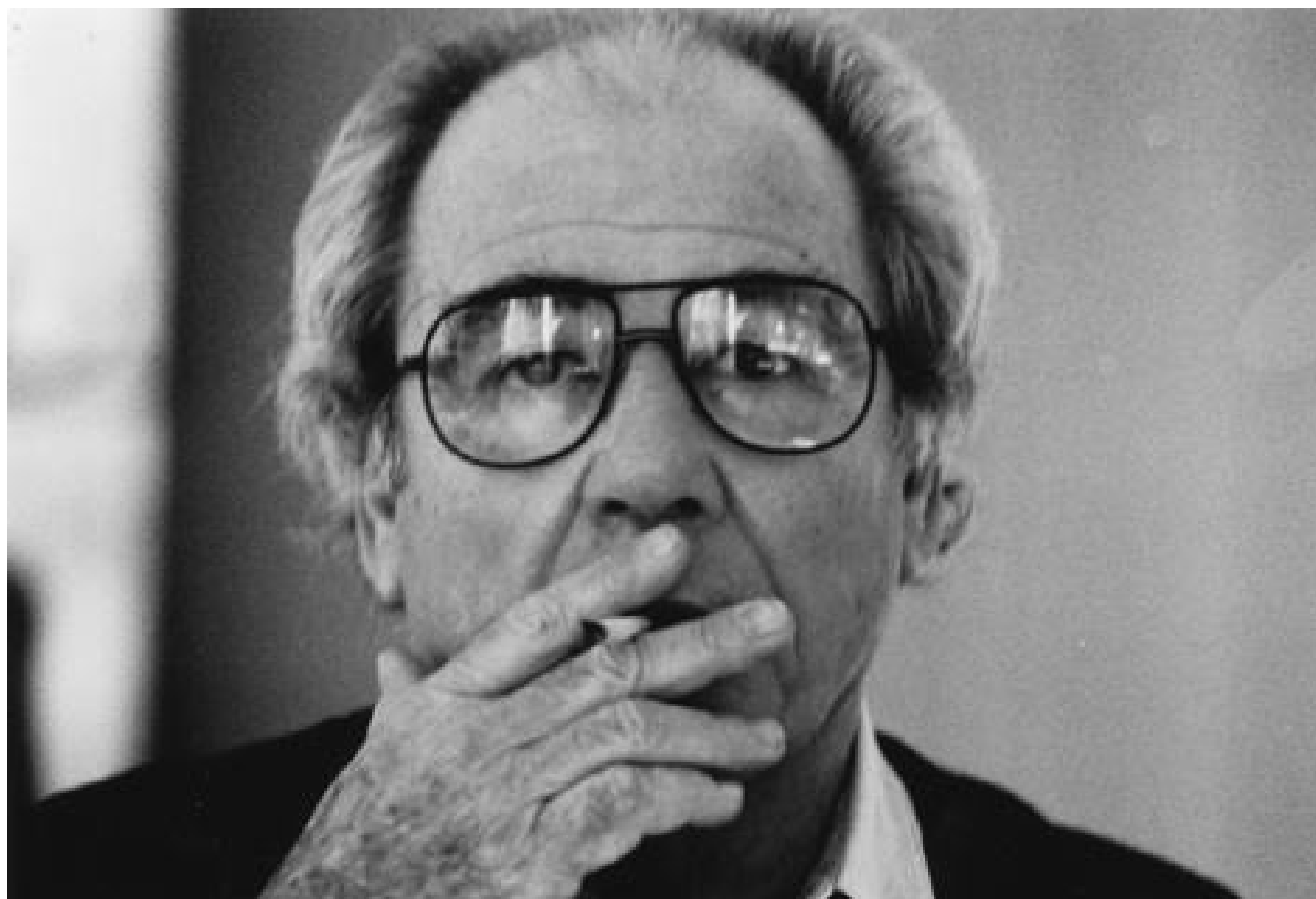
# E-Magazine

Pertemuan 9 - 16





**DIGITAL**



JEAN BAUDRILLAR.  
FILSUF PRACIS, 1981

# HIPERREALITAS

REALITAS KITA TELAH  
TERDISTORSI OLEH SIMULASI  
MEDIA DAN REPRESENTASI

Hiperrealitas dapat mengubah cara kita memandang dan memahami dunia, dengan **menciptakan persepsi** yang lebih kuat terhadap representasi daripada pengalaman langsung.

POSTMODERNITAS

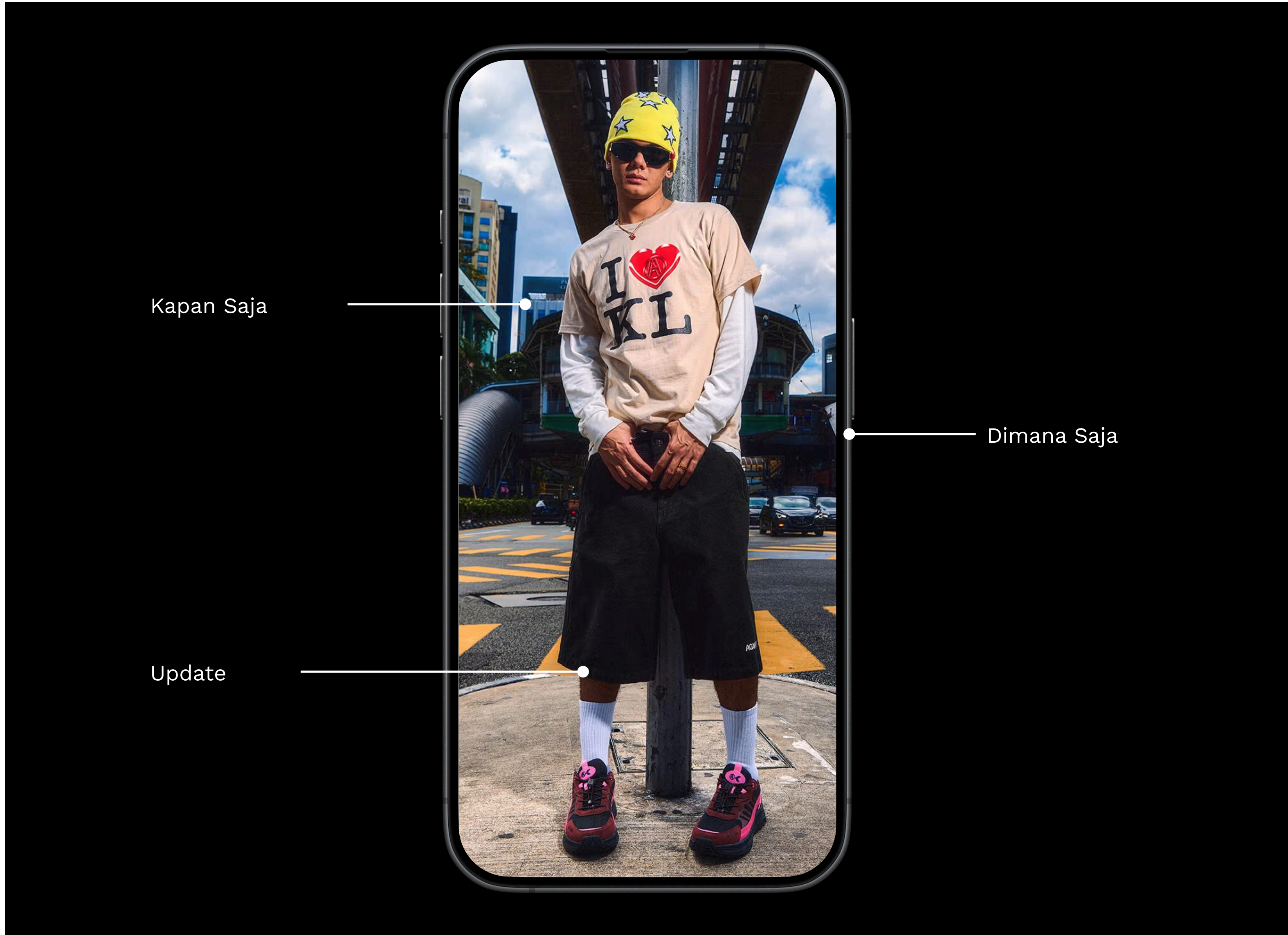
Konsep hiperrealitas sering dikaitkan dengan era postmodernitas, di mana batasan antara realitas dan simulasi semakin kabur.

# DINAMIS & INTERAKTIF

## FORMAT DIGITAL

menyampaikan informasi, hiburan, dan iklan kepada audiens secara online





Kapan Saja

Update

Dimana Saja

# SOFTWARE PENDUKUNG



# REFERENSI

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**HYPEBEAST**

HTTPS://HYPEBEAST.COM/MAGAZINE

<https://hypebeast.com/magazine>

01.  
Konsep Magazine



# PROSES PROJECT E-MAGAZINE



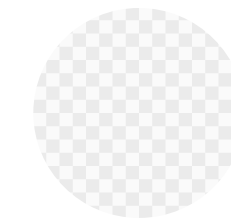
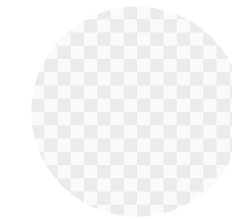
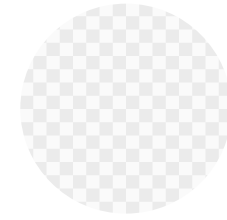
02.  
Data Konten



03.  
Design Layout

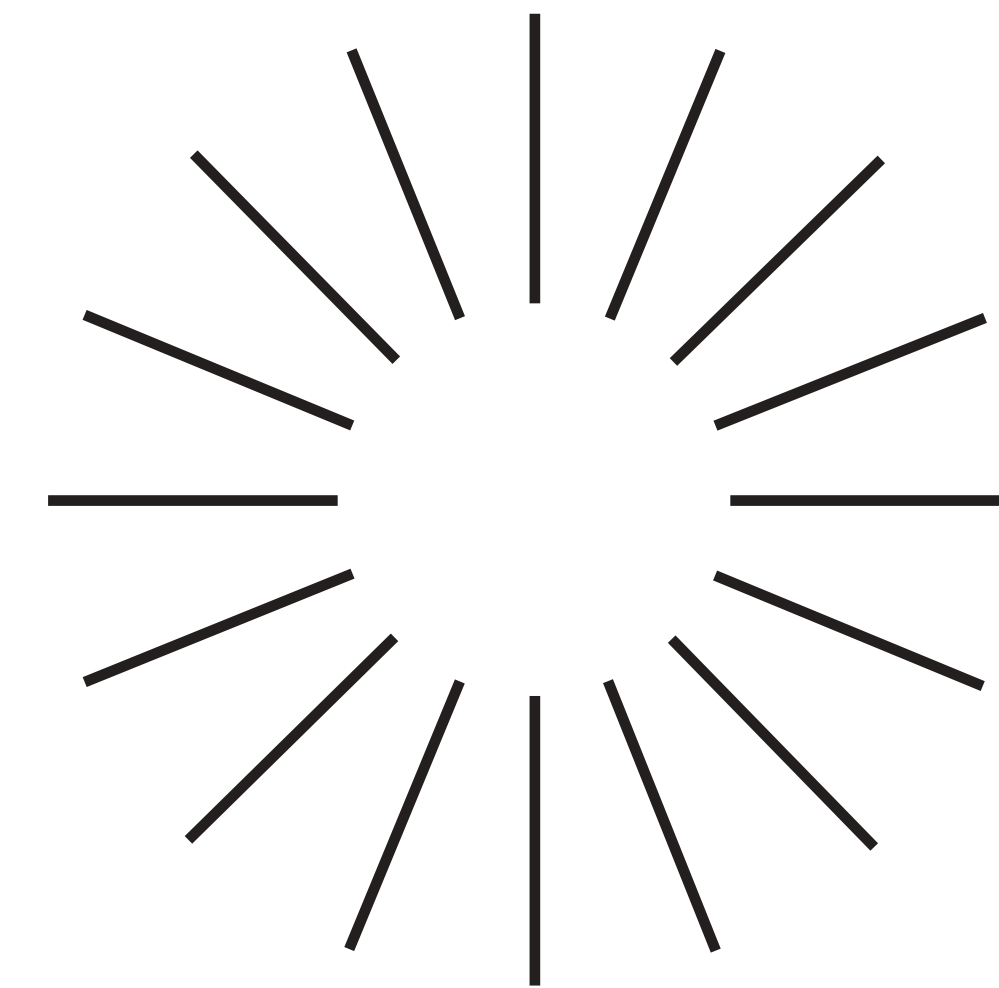


04.  
Final Digital



# JENIS MAJALAH

Lifestyle  
Music  
Trent  
sporty  
Art  
Design  
Dll





# TUGAS DIGITAL MAGAZINE

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**P9 - P10**

**ASISTENSI KONSEP MAGAZINE**

**P11 - P12**

**ASISTENSI KONTEN MAGAZINE**

**P13 - P14**

**ASISTENSI DESIGN**

**P15 - P16**

**PREVIEW & FINAL PROJECT**

**THANK YOU!**