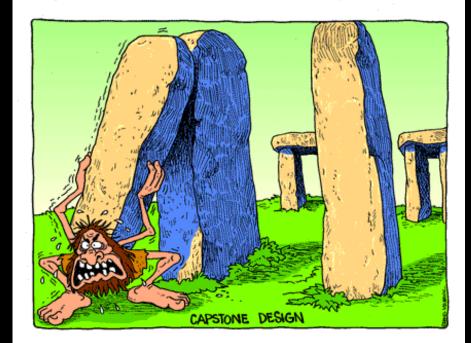
Architectural Structures: Form, Behavior, and Design Arch 331 Dr. Anne Nichols Fall 2013 Iecture



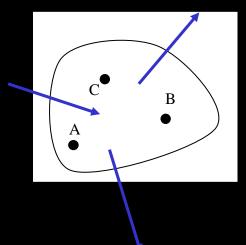
# rigid body equilibrium



# Equilibrium

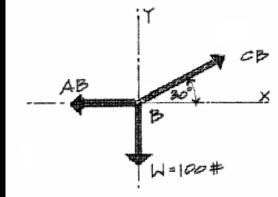
- rigid body

   doesn't deform
   coplanar force systems
- static:  $R_{x} = \sum F_{x} = 0$   $R_{y} = \sum F_{y} = 0$   $M = \sum M = 0$



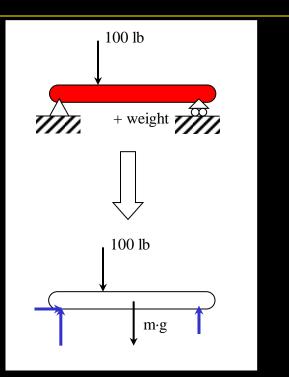


- FBD (sketch)
- tool to see all forces on a body or a point including
  - external forces
  - weights
  - force reactions
  - external moments
  - moment reactions
  - internal forces





- determine body
- FREE it from:
  - ground
  - supports & connections
- draw all external forces acting ON the body
  - reactions
  - applied forces
  - gravity





- sketch FBD with relevant geometry
- resolve each force into components
  - known & unknown <u>angles</u> name them
  - known & unknown forces name them
  - known & unknown moments name them
- are any forces related to other forces?
- for the unknowns
- write only as many equilibrium equations as needed
- solve up to 3 equations

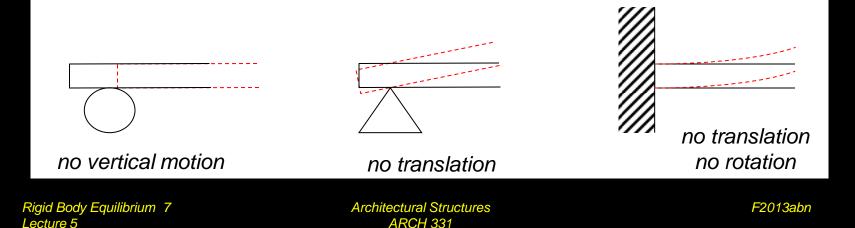


- solve equations
  - most times 1 unknown easily solved
  - plug into other equation(s)
- common to have unknowns of
  - force magnitudes
  - force angles
  - moment magnitudes

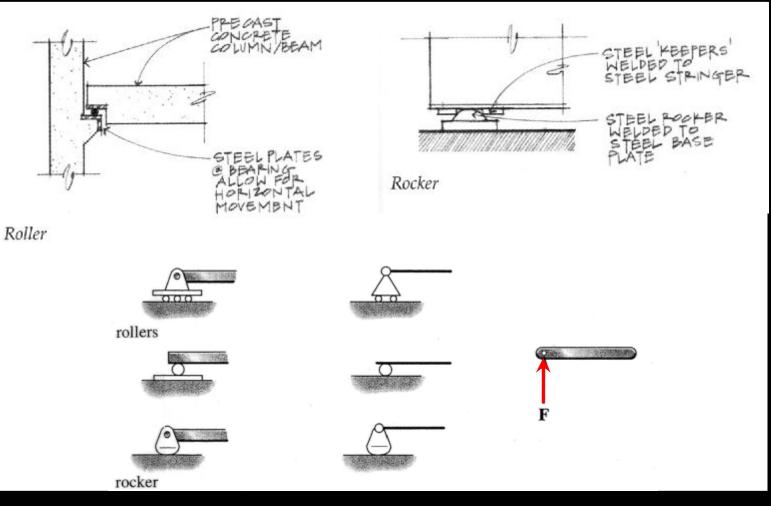


# **Reactions on Rigid Bodies**

- result of applying force
- unknown size
- connection or support type
  - known direction
  - related to motion prevented

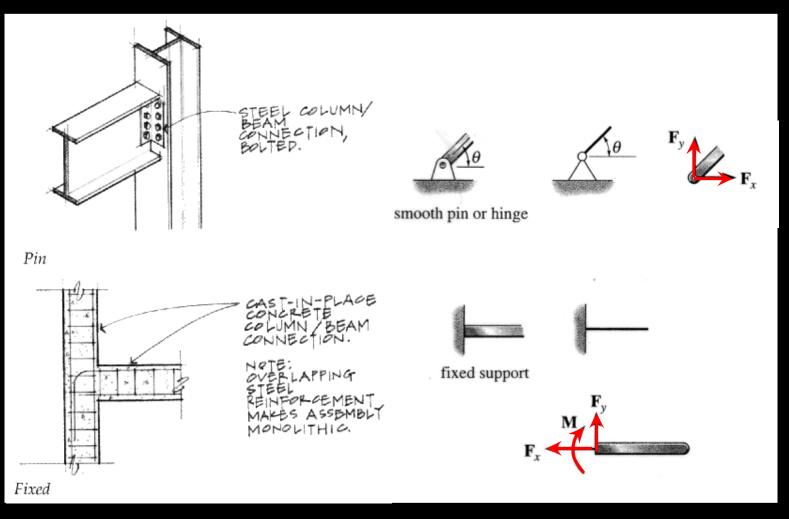


## Supports and Connections



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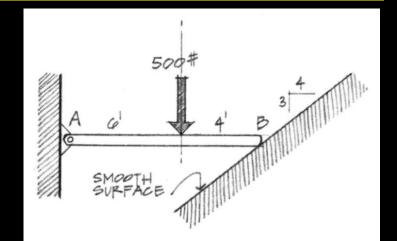
### Supports and Connections

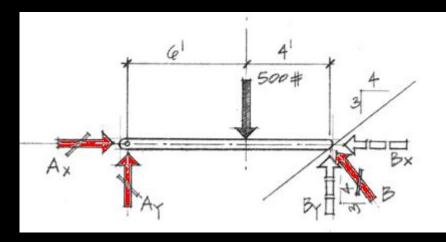


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# FBD Example

- 500 lb known
- $pin A_x, A_y$
- smooth surface B at 4:3
- 3 equations
- sum moments at
   A?
   B? (B<sub>x</sub>)



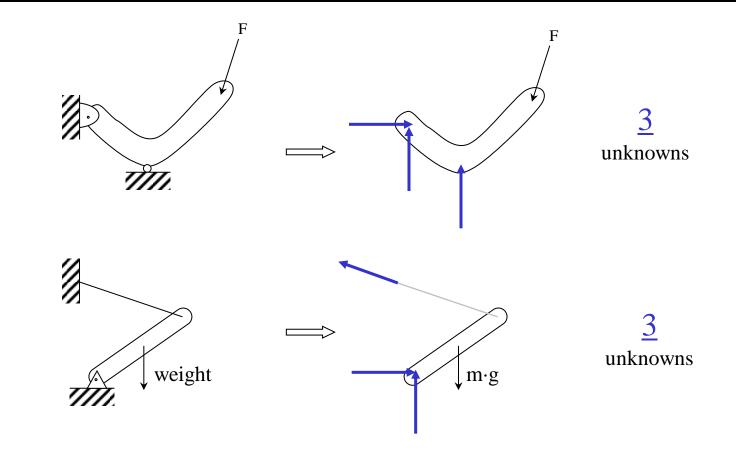


# Moment Equations

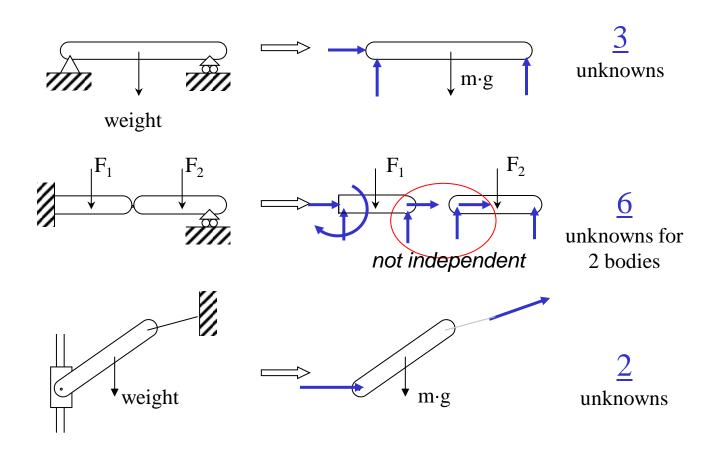
- sum moments at intersection where the most forces intersect
- multiple moment equations may not be useful
- combos:

$$\sum F_{x} = 0 \qquad \sum F = 0 \qquad \sum M_{1} = 0$$
  
$$\sum F_{y} = 0 \qquad \sum M_{1} = 0 \qquad \sum M_{2} = 0$$
  
$$\sum M_{1} = 0 \qquad \sum M_{2} = 0 \qquad \sum M_{3} = 0$$

# **Recognizing Reactions**

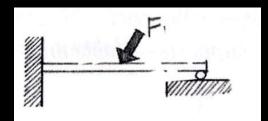


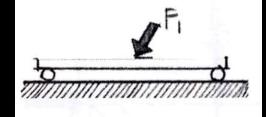
# **Recognizing Reactions**

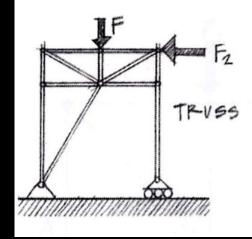


#### **Constraints**

- completely constrained
  - doesn't move
  - may not be statically determinate
- improperly or partially constrained
  - has ≤ unknowns
  - can't solve



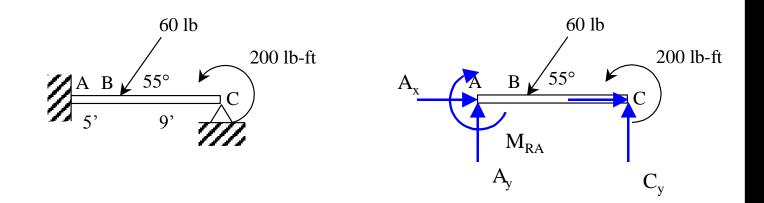




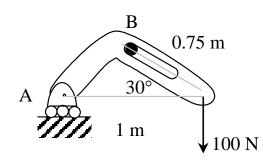
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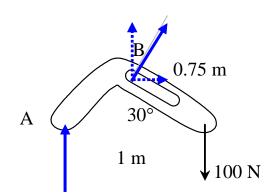
#### **Constraints**

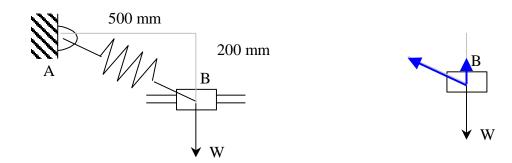
- overconstrained
  - won't move
  - can't be solved with statics
  - statically indeterminate to n<sup>th</sup> degree



# Partial Constraints



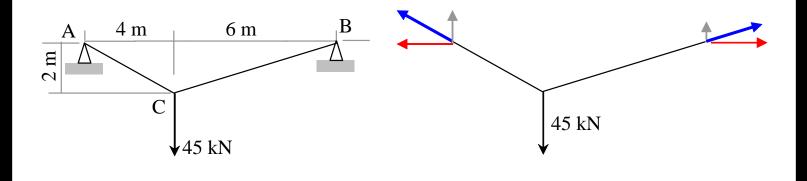






#### **Cable Reactions**

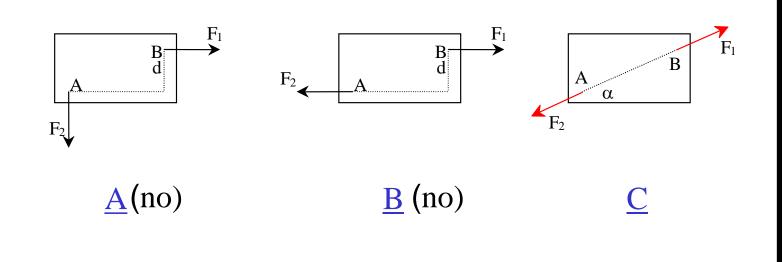
- equilibrium:
  - more reactions (4) than equations
  - but, we have slope relationships
  - x component the same everywhere





## **Two Force Rigid Bodies**

- equilibrium:
  - forces in line, equal and opposite

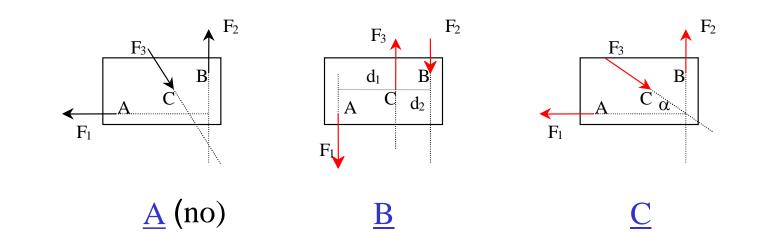


### **Three Force Rigid Bodies**

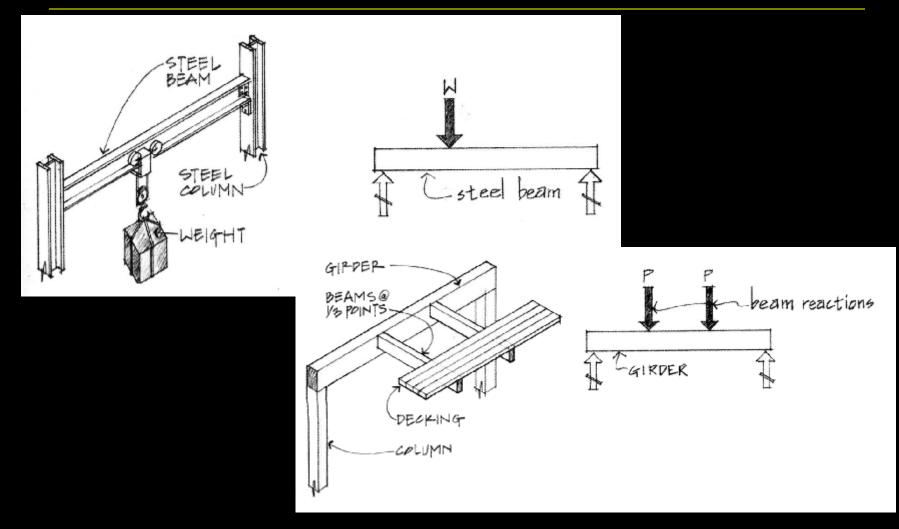
• equilibrium:

- concurrent or parallel forces

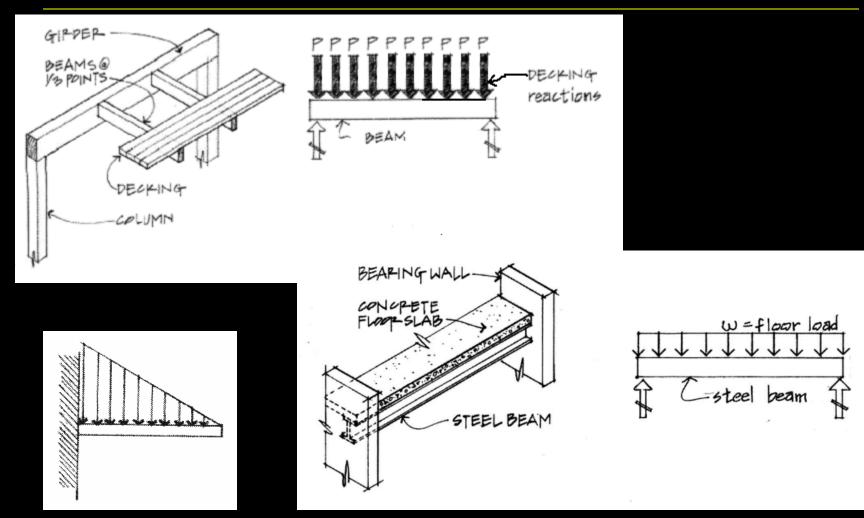
beams!



#### **Concentrated Loads**



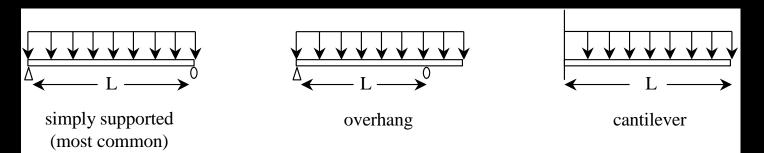
#### **Distributed Loads**



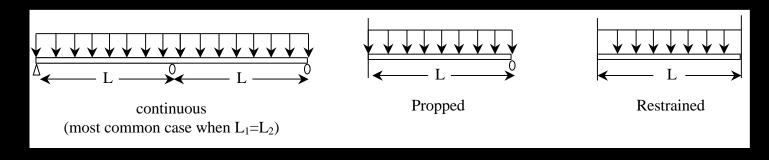
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# **Beam Supports**

statically determinate



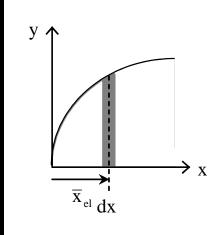
statically indeterminate

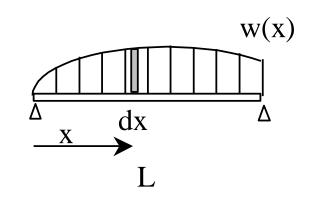


### Equivalent Force Systems

- replace forces by resultant
- place resultant where M = 0
- using <u>calculus</u> and area centroids

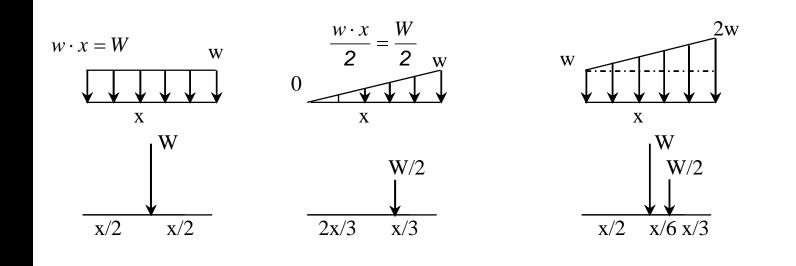
$$W = \int_0^L w dx = \int dA_{\text{loading}} = A_{\text{loading}}$$





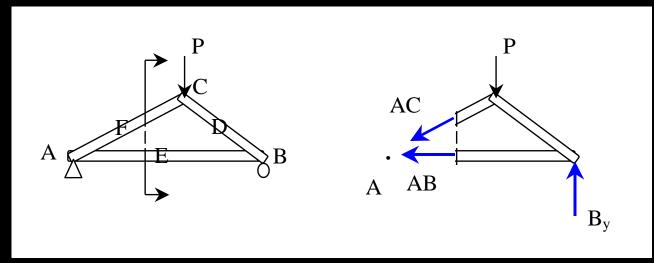
#### Load Areas

- area is width x "height" of load
- <u>w</u> is load per unit length
- W is total load



#### Method of Sections

- relies on internal forces being in equilibrium on a section
- cut to expose 3 or less members
- coplanar forces  $\rightarrow \Sigma M = 0$  too



#### Method of Sections

- joints on or off the section are good to sum moments
- quick for few members
- not always obvious where to cut or sum

