ARCHITECTURAL STRUCTURES I:
STATICS AND STRENGTH OF MATERIALS
ENDS 231
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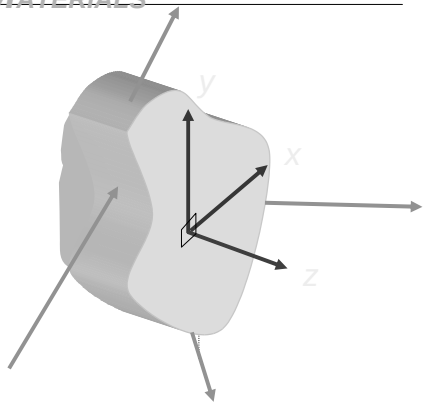
SPRING 2007

lecture
two



loads, forces and vectors

Structural Design

- *planning*
- *preliminary structural configuration*
- *determination of loads*
- *preliminary member selection*
- *analysis*
- *evaluation*
- *design revision*
- *final design*

Structural Loads

- *STATIC and DYNAMIC*
- *dead load*
  - *static, fixed, includes building weight, fixed equipment*
- *live load*
  - *transient and moving loads (including occupants), snowfall*

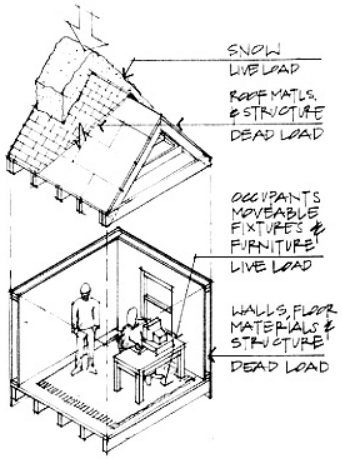


Figure 1.12 Typical building loads.

Structural Loads

- *wind loads*
  - *dynamic, wind pressures treated as lateral static loads on walls, up or down loads on roofs*
- *earthquake loads*
  - *seismic, movement of ground* ↕↔
- *impact loads*
  - *rapid, energy loads*

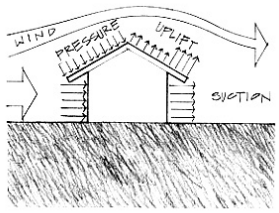


Figure 1.13 Wind loads on a structure.

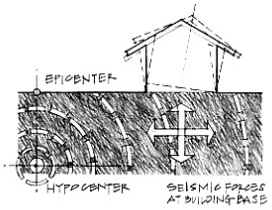
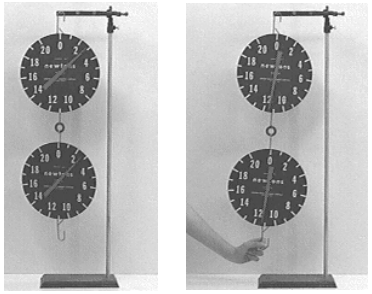


Figure 1.14 Earthquake loads on a structure.

Force

- *"action of one body on another that affects the state of motion or rest of the body"*
- *Newton's 3rd law:*
  - *for every force of action there is an equal and opposite reaction along the same line*

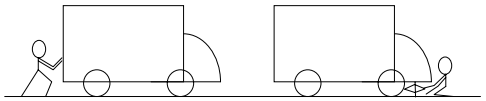


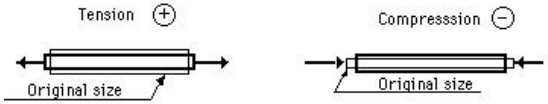
Force Characteristics

- *applied at a point*
- *magnitude*
  - *Imperial units: lb, k (kips)*
  - *SI units: N (newtons), kN*
- *direction*

Forces on Rigid Bodies

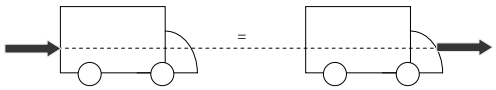
- *for statics, the bodies are ideally rigid*
- *can translate and rotate*
- *internal forces are*
  - *in bodies*
  - *between bodies (connections)*
- *external forces act on bodies*





Transmissibility

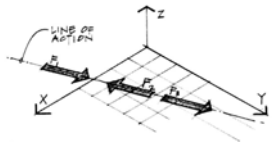
- *the force stays on the same line of action*
- *truck can't tell the difference*



- *only valid for EXTERNAL forces*

Force System Types

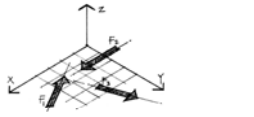
- *collinear*



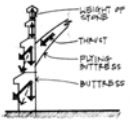
Collinear—*All forces acting along the same straight line.*
Figure 2.17(a) Particle or rigid body.

Force System Types

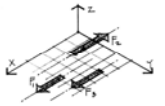
- *coplanar*



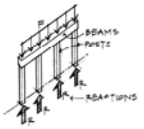
Coplanar—*All forces acting in the same plane.*
Figure 2.17(b) Rigid bodies.



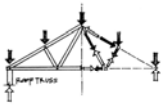
Forces in a buttress system.



Coplanar, parallel—*All forces are parallel and act in the same plane.*
Figure 2.17(c) Rigid bodies.



A beam supported by a series of columns.

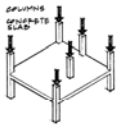


Loads applied to a roof truss.

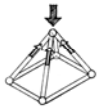
Coplanar, concurrent—*All forces intersect at a common point and lie in the same plane.*
Figure 2.17(d) Particle or rigid body.

Force System Types

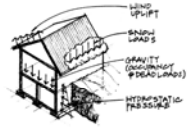
- *space*



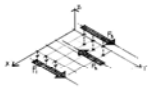
Column loads in a concrete building.



One component of a three-dimensional space frame.

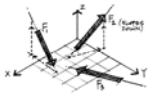


Array of forces acting simultaneously on a house.



Noncoplanar, parallel—*All forces are parallel to each other, but not all lie in the same plane.*
Figure 2.17(e) Rigid bodies.

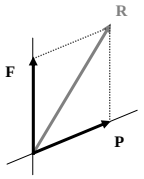
Noncoplanar, concurrent—*All forces intersect at a common point but do not all lie in the same plane.*
Figure 2.17(f) Particle or rigid bodies.



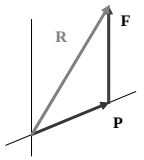
Noncoplanar, nonconcurrent—*All forces are skewed.*
Figure 2.17(g) Rigid bodies.

Adding Vectors

- *graphically*
  - *parallelogram law*
    - *diagonal*
    - *long for 3 or more vectors*



  - *tip-to-tail*
    - *more convenient with lots of vectors*



Force Components

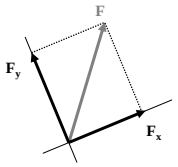
- *convenient to resolve into 2 vectors*
- *at right angles*
- *in a "nice" coordinate system*
- *θ is between F_x and F from F_x*

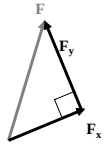
$$F_x = F\cos\theta$$

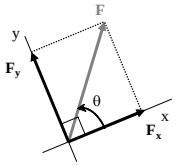
$$F_y = F\sin\theta$$

$$F = \sqrt{F_x^2 + F_y^2}$$

$$\tan\theta = \frac{F_y}{F_x}$$

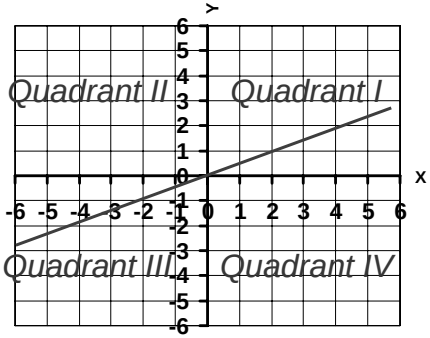






Trigonometry

- *F_x is negative*
  - *90° to 270°*
- *F_y is negative*
  - *180° to 360°*
- *tan is positive*
  - *quads I & III*
- *tan is negative*
  - *quads II & IV*

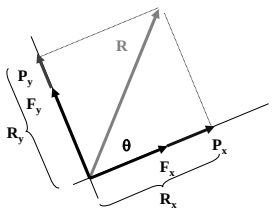


Component Addition

- *find all x components*
- *find all y components*
- *find sum of x components, R_x (resultant)*
- *find sum of y components, R_y*

$$R = \sqrt{R_x^2 + R_y^2}$$

$$\tan\theta = \frac{R_y}{R_x}$$



Alternative Trig for Components

- *doesn't relate angle to axis direction*
- *ϕ is "small" angle between F and EITHER F_x or F_y*
- *no sign out of calculator!*
- *have to choose RIGHT trig function, resulting direction (sign) and component axis*