

**ARCHITECTURAL STRUCTURES I:  
STATICS AND STRENGTH OF MATERIALS**

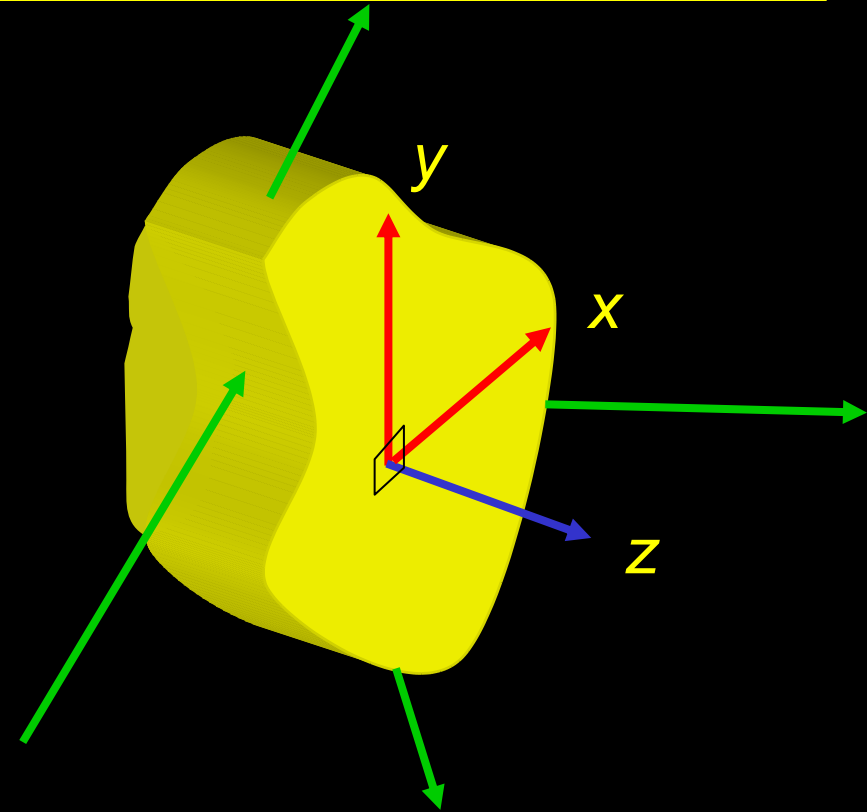
ENDS 231

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SPRING 2008

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

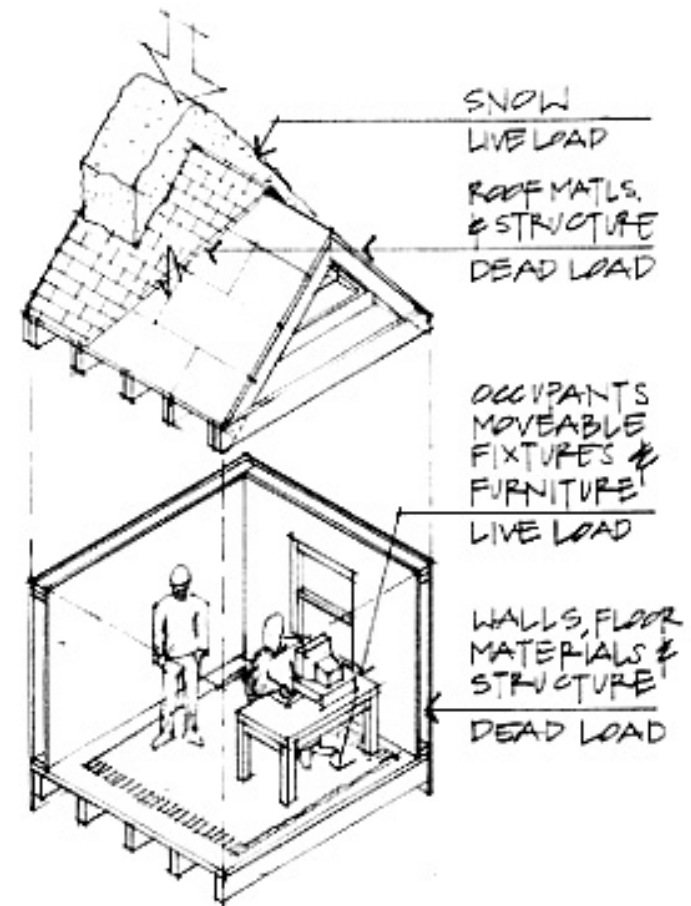
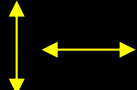


Figure 1.12 Typical building loads.

# 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*

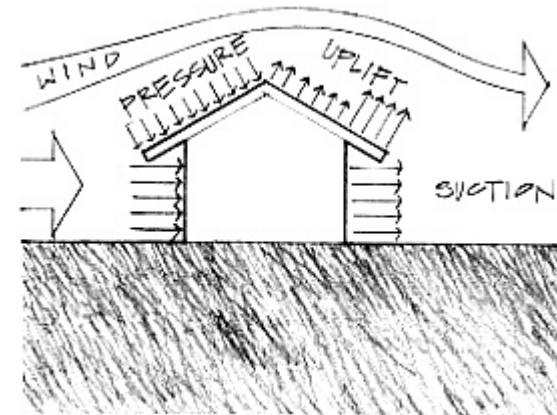


Figure 1.13 Wind loads on a structure.

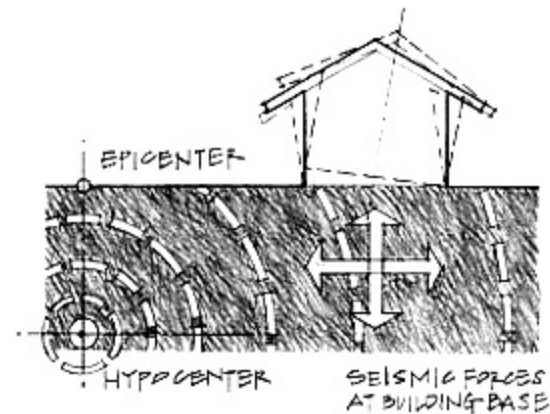
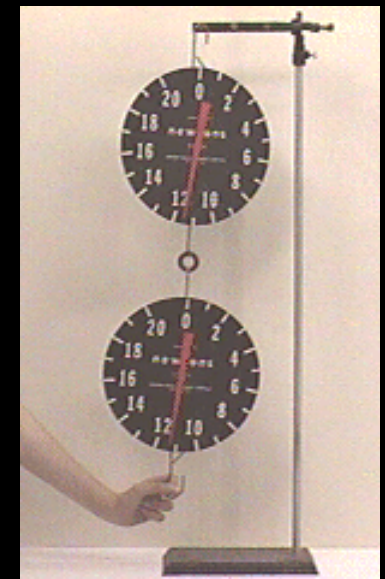


Figure 1.14 Earthquake loads on a structure.

# Force

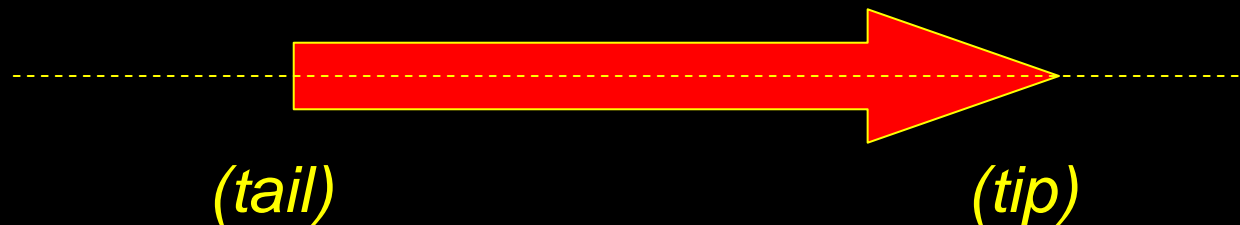
- *“action of one body on another that affects the state of motion or rest of the body”*
- *Newton’s 3<sup>rd</sup> law:*
  - *for every force of action there is an equal and opposite reaction along the same line*



# Force Characteristics

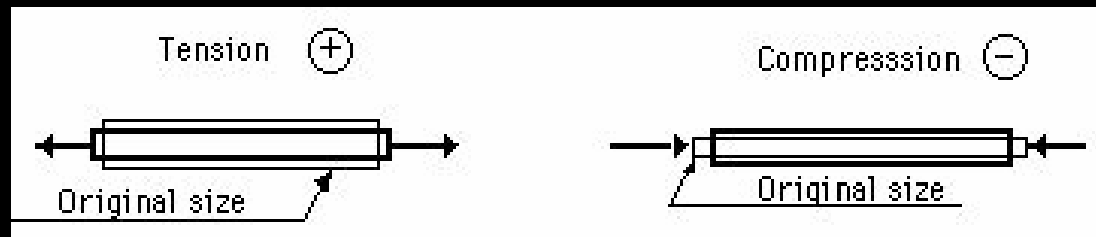
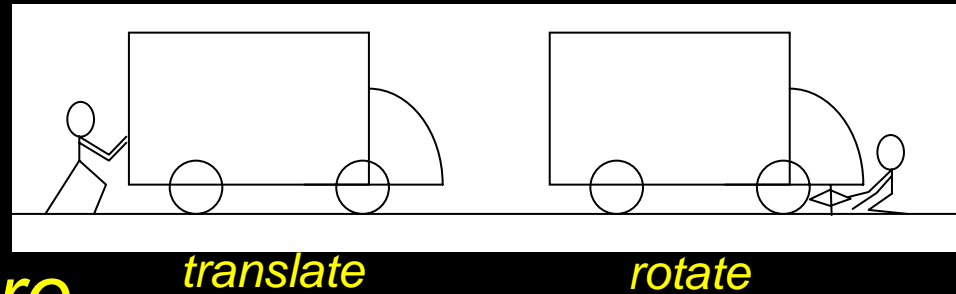
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- *applied at a point*
- *magnitude*
  - *Imperial units: lb, k (kips)*
  - *SI units: N (newtons), kN*
- *direction*



# Forces on Rigid Bodies

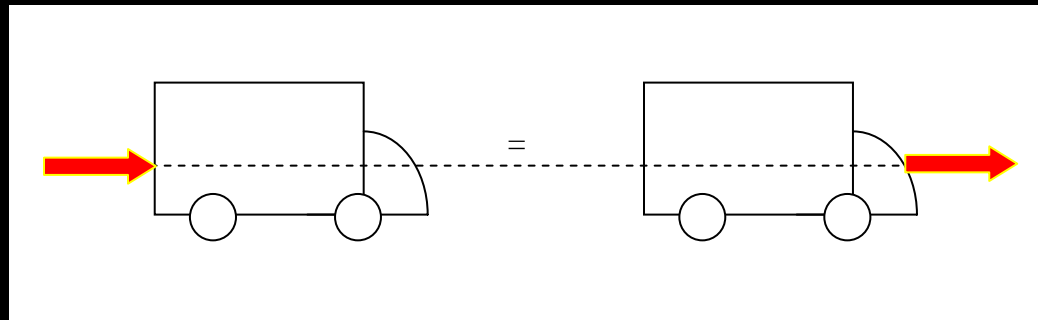
- *for statics, the bodies are ideally rigid*
- *can translate and rotate*
- *internal forces are*
  - *in bodies*
  - *between bodies (connections)*
- *external forces act on bodies*



# *Transmissibility*

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

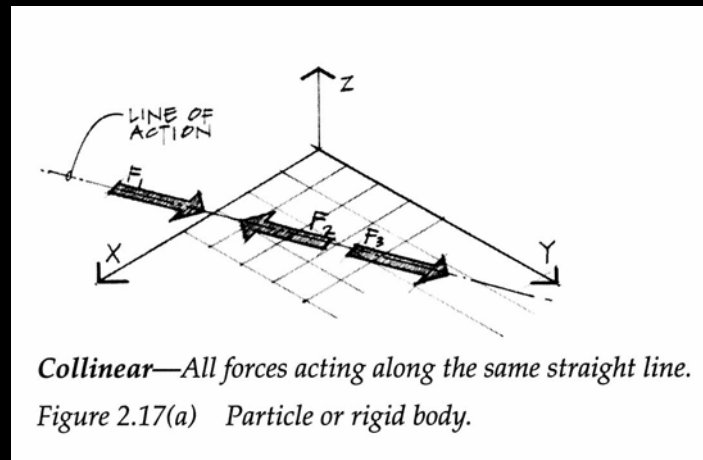


- *only valid for EXTERNAL forces*



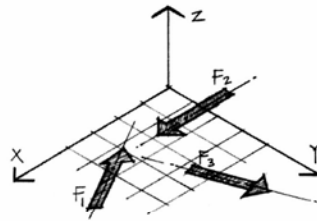
# Force System Types

- *collinear*



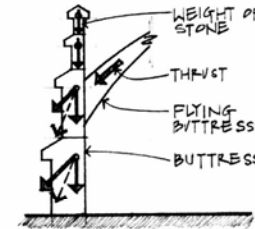
# Force System Types

- **coplanar**

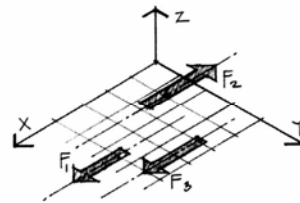


**Coplanar**—All forces acting in the same plane.

Figure 2.17(b) Rigid bodies.

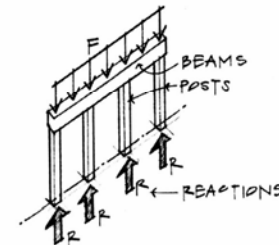


Forces in a buttress system.

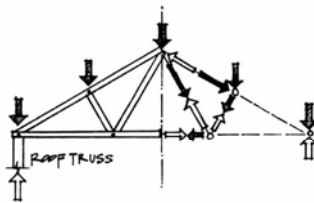


**Coplanar, parallel**—All forces are parallel and act in the same plane.

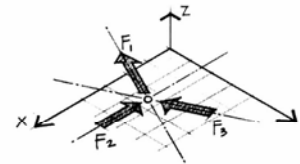
Figure 2.17(c) Rigid bodies.



A beam supported by a series of columns.



Loads applied to a roof truss.

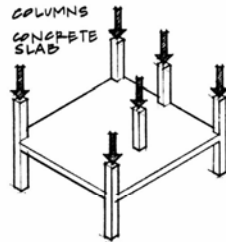


**Coplanar, concurrent**—All forces intersect at a common point and lie in the same plane.

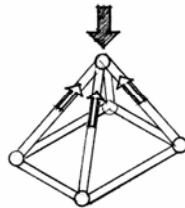
Figure 2.17(d) Particle or rigid body.

# Force System Types

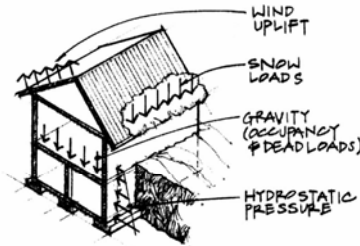
- **space**



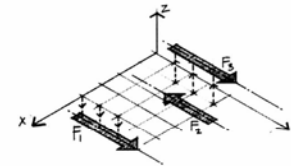
Column loads in a concrete building.



One component of a three-dimensional space frame.

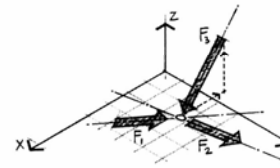


Array of forces acting simultaneously on a house.



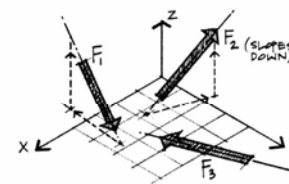
**Noncoplanar, parallel**—All forces are parallel to each other, but not all lie in the same plane.

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.

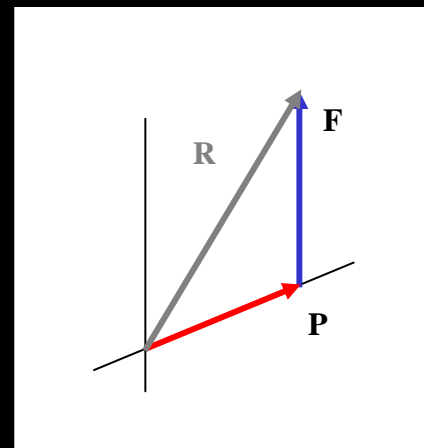
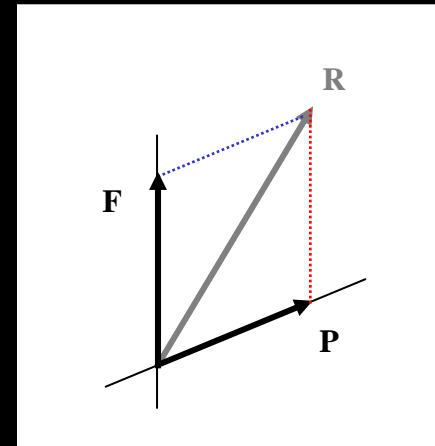


**Noncoplanar, nonconcurrent**—All forces are skewed.

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

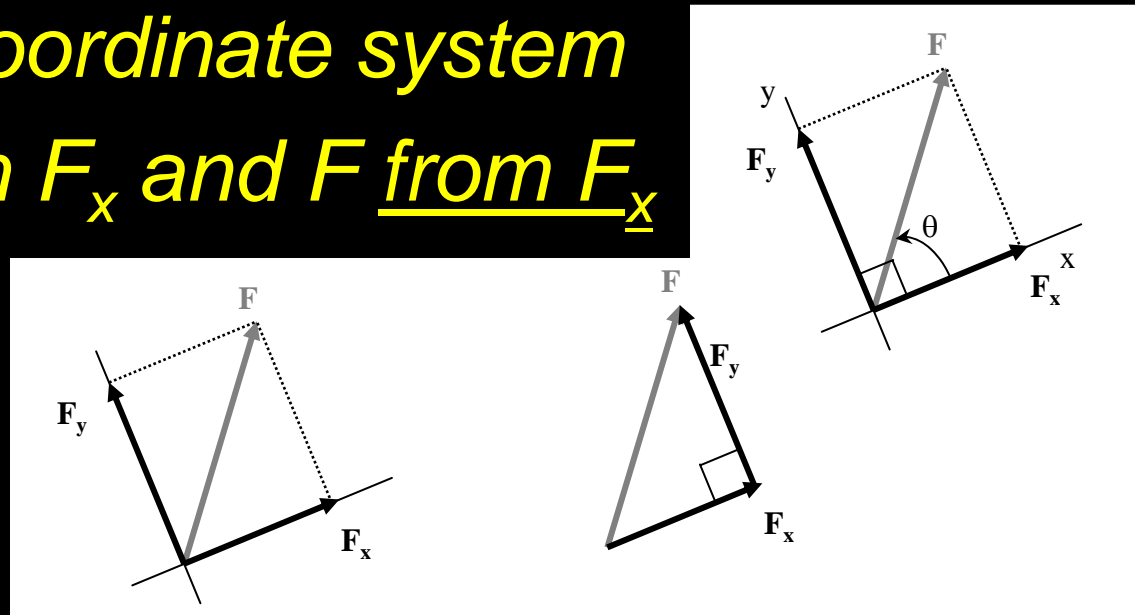
- convenient to resolve into 2 vectors
- at right angles
- in a “nice” coordinate system
- $\theta$  is between  $F_x$  and  $F$  from  $F_x$

$$F_x = F \cos \theta$$

$$F_y = F \sin \theta$$

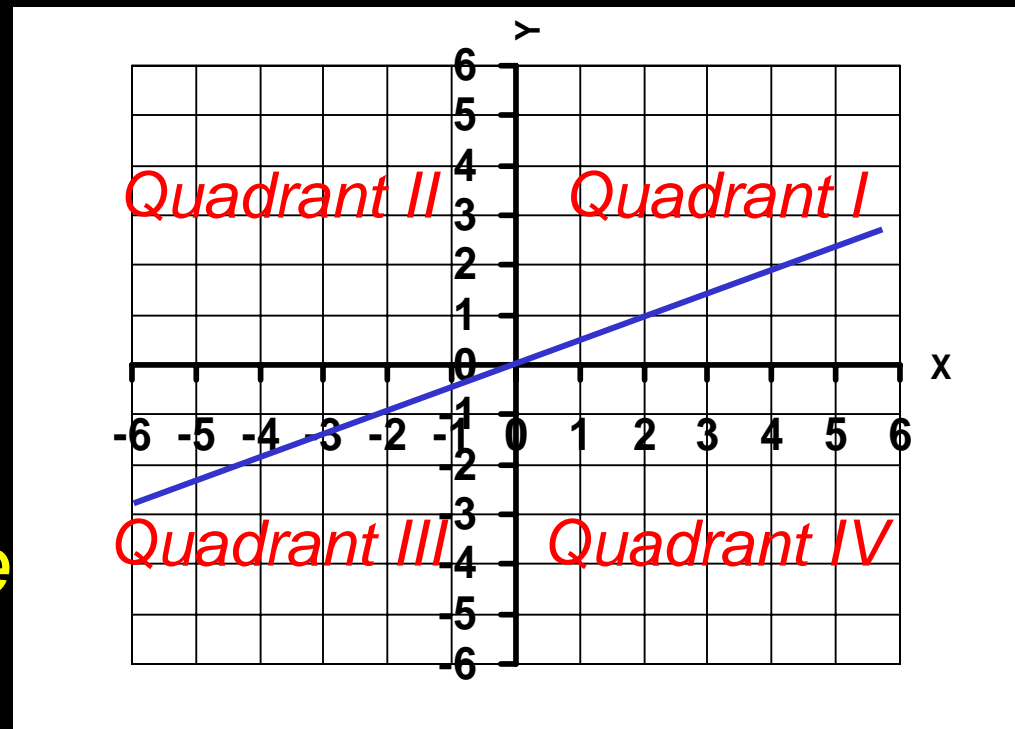
$$F = \sqrt{F_x^2 + F_y^2}$$

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



# Trigonometry

- $F_x$  is negative  
–  $90^\circ$  to  $270^\circ$
- $F_y$  is negative  
–  $180^\circ$  to  $360^\circ$
- $\tan$  is positive  
– quads I & III
- $\tan$  is negative  
– quads II & IV

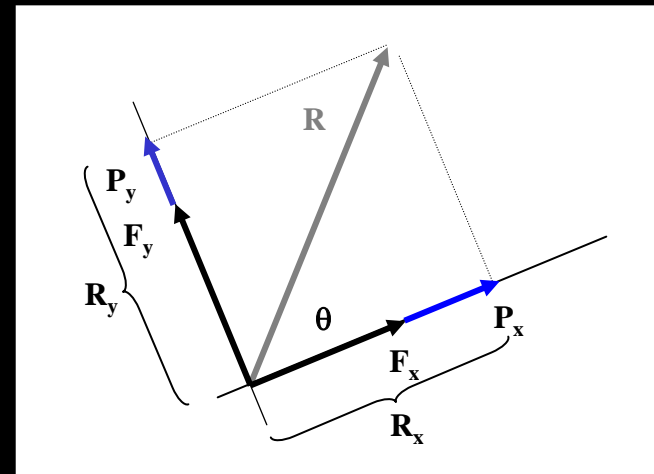


# Component Addition

- 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*
- $\phi$  is "small" angle between  $F$  and  $F_x$  or  $F_y$
- *no sign out of calculator!*
- *have to choose RIGHT trig function, resulting direction (sign) and component axis*

