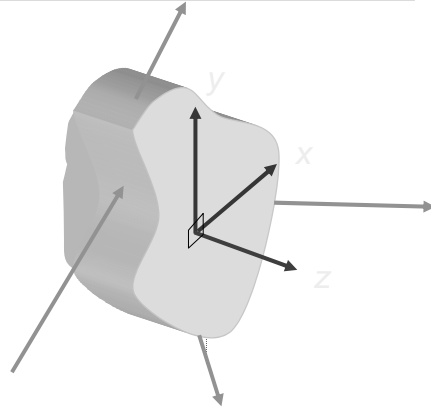


lecture  
two

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*

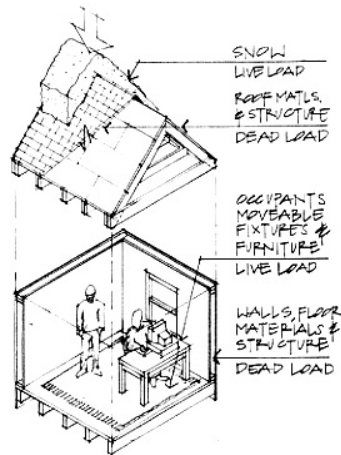


Figure 1.12 Typical building loads.

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*

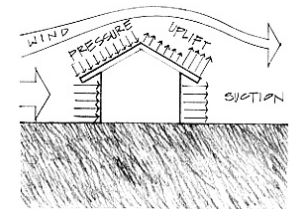


Figure 1.13 Wind loads on a structure.

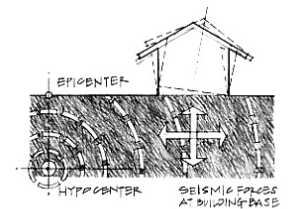
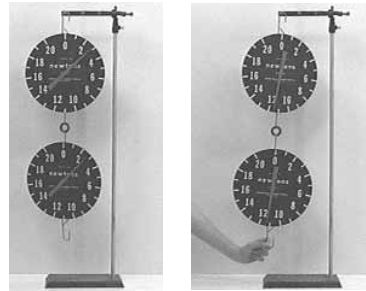


Figure 1.14 Earthquake loads on a structure.

## 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



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## Force Characteristics

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



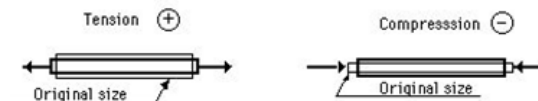
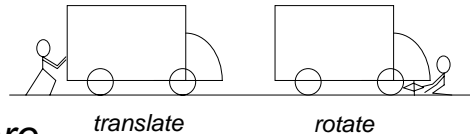
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## Forces on Rigid Bodies

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



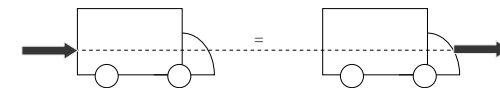
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## Transmissibility

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



- only valid for EXTERNAL forces

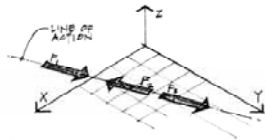
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# Force System Types

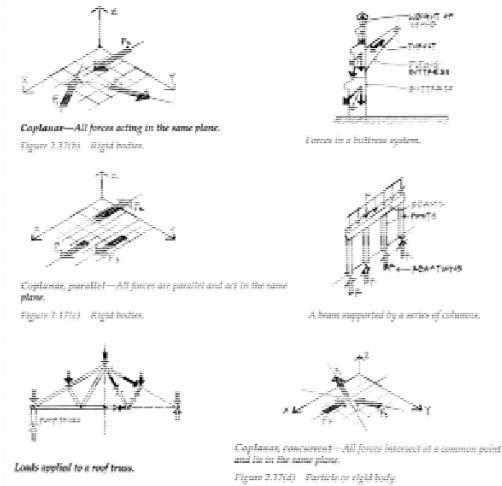
- collinear



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

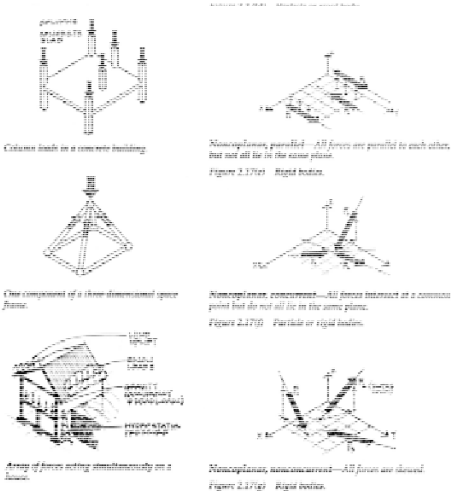
# Force System Types

- coplanar



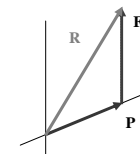
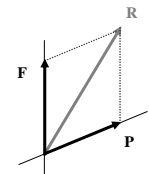
# Force System Types

- space



# Adding Vectors

- graphically
  - parallelogram law
    - diagonal
    - long for 3 or more vectors
  - tip-to-tail
    - more convenient with lots of vectors



## Force Components

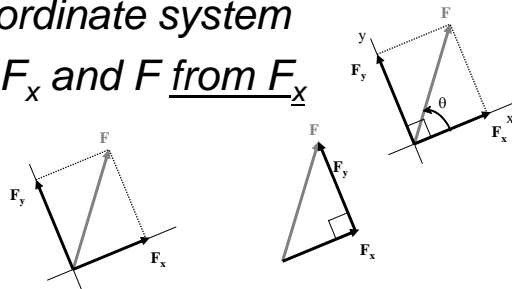
- convenient to resolve into 2 vectors
- at right angles
- in a “nice” coordinate system
- $\theta$  is between  $F_x$  and  $F$  from  $F_x$

$$F_x = F \cos \theta$$

$$F_y = F \sin \theta$$

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

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



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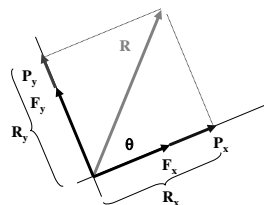
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## Component Addition

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

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

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



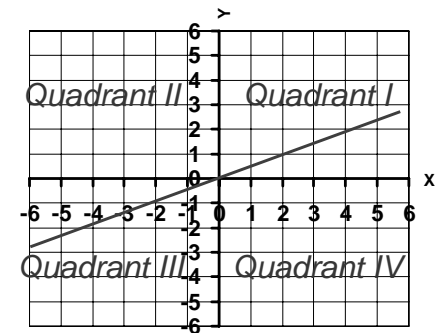
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## Trigonometry

- $F_x$  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



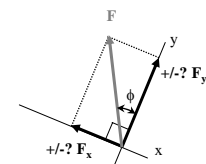
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## Alternative Trig for Components

- 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



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Lecture 2

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