

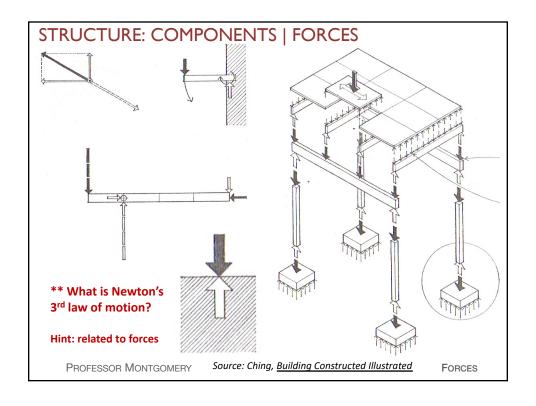
## \*\*Share Strength: The amount of stress you are permitted to apply to the lumber \*\*Neutral aris\*\* \*\*Pload (B) \*\*Pload (

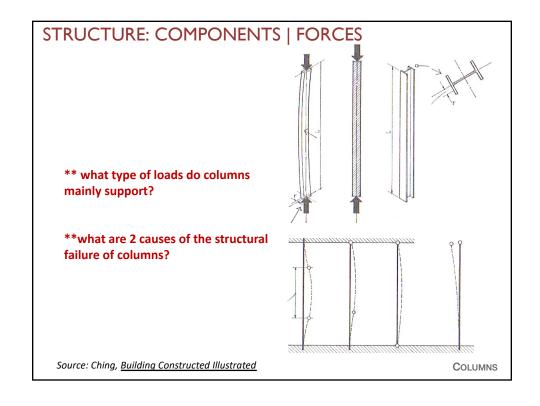
"Allowable strength" varies depending on the species + the lumber grade

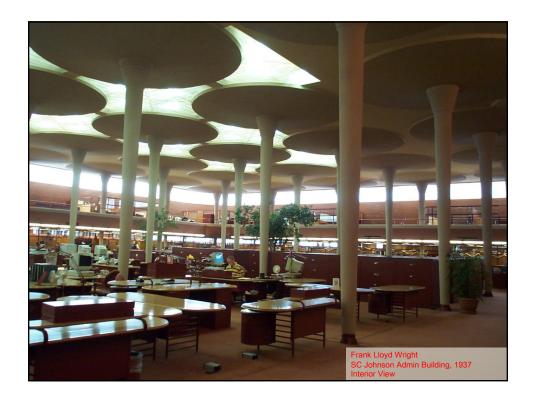
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Wood strength varies depending on the tree species

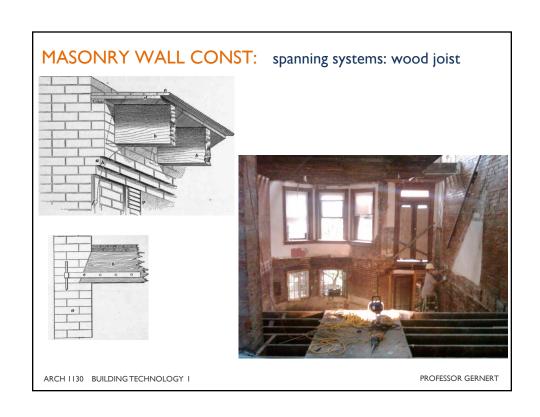
ARCH 1130 BUILDING TECHNOLOGY I

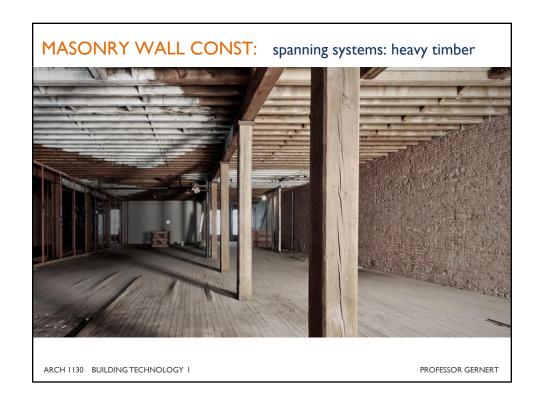






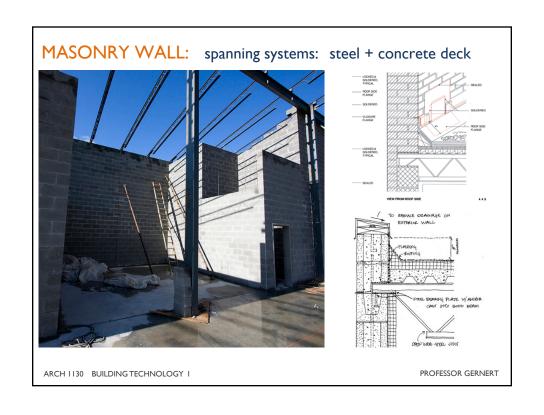


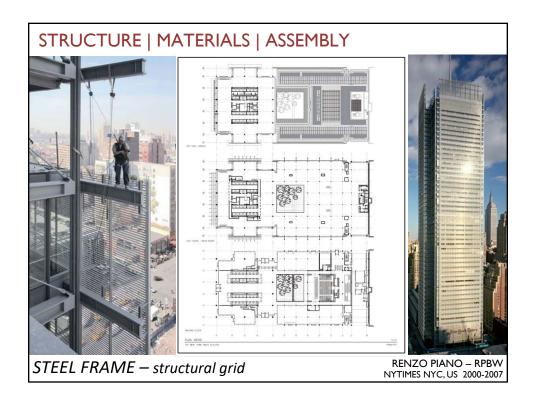


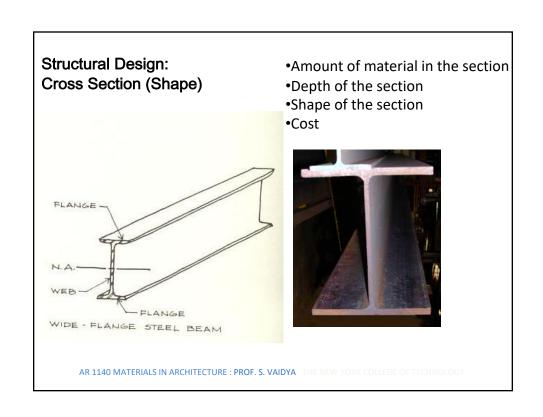




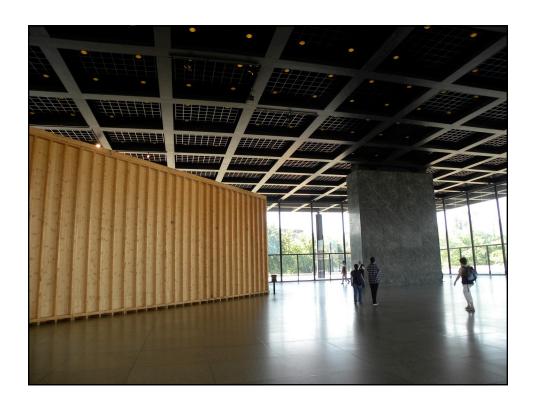


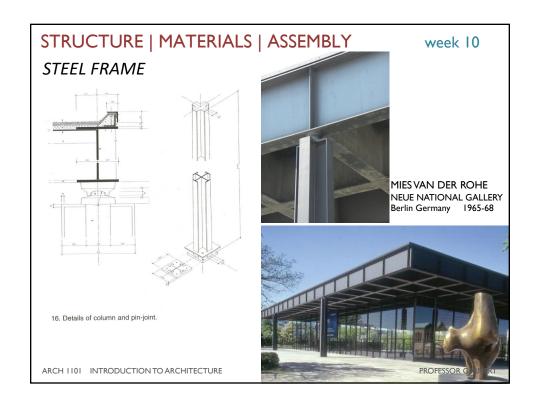




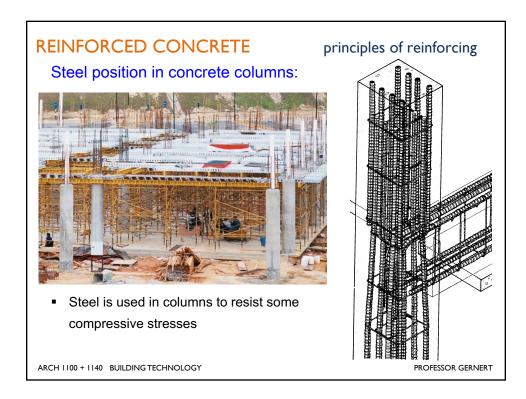


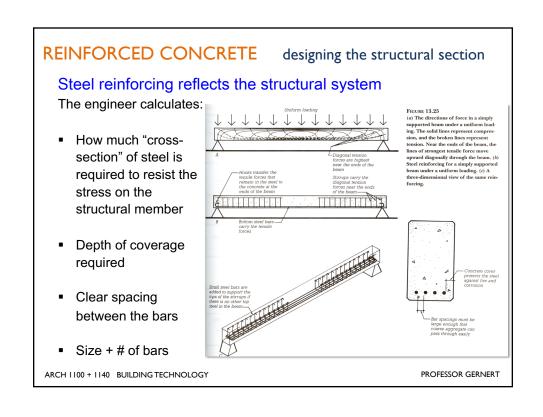








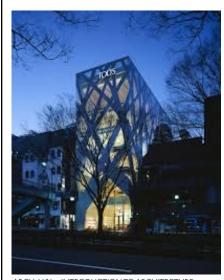




## STRUCTURE | MATERIALS | ASSEMBLY

## week 10

## REINFORCED CONCRETE



ARCH | | 0 | INTRODUCTION TO ARCHITECTURE

"Most modern architecture is composed of Euclidean geometry, although there is no perpendicular grid in the natural world.

Branched trees display angles of varying degrees, for example, but no branch intersects precisely at a perpendicular. Trees merely repeat a simple rule of branching, and yet they are able to produce complicated forms that fit comfortably within the natural environment.

Today we are able to create architecture based on the rules in the natural world by using computer technologies.

However, we should use these rules not to make forms that imitate nature but instead to create architecture that breathes and is congruous with the environment."

- - Toyo Ito, 2016



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