**Room 13-20240430 165108-Meeting Recording**

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Hey next one, in this assignment you will go through a series of tasks. One of these tasks is creating zoned designs for a given building representing an office building. Yeah, what is zoning? Zoning is a method for searching for geometrically relevant shapes to represent the bigger picture of a building.

Zoned design can be used to create better structural designs. Important definitions, building spatial design, collection of spaces, spaces, corridor room, zone, accommodation of spaces, zoning, the search for individual zones and combining these into a zoned design, yeah, zoned design, combination of zones, okay. Rules for zoning a 3D BDS in this assignment should be as large as possible so a zone can ever be a subset of another larger zone, yeah.

Zones should maintain spatial punctuality, therefore zones can only be cuboid, 3D rectangular, yeah. Zones may not intersect device spaces, so only combine spaces. Zone design consists of a BDS volume, that means that in a zoned design every space should be included in one of the zones, yeah.

A BDSD consisting of three spaces is zoned, yeah, oh dat klinkt al iets makkelijker, mm-hmm, that shows a place that the boundaries of a zone result in a stiff connection, can be used as a measure, okay, mm-hmm, yeah, next, yes. I want to continue, oh, step one, the visualization on the left shows a BDS, E is for all zones and zoned designs for this BD, can you continue to the next step, oh, you can continue, oh, the third, how do you say that, triangle, corner piece on the first floor of ground floor, then on top of that rectangle with some extension, overhang, yeah, okay, that's clear, next, yes, oh, we have to wait a minute, okay, oh, yeah, pick one zone design you would like to continue with, say out loud what you think, okay, I think some constraint was be as large as possible, and so this means less zones, let's see, take a look to each zone first, yeah, I think this is very smart in zone one, that you have the big two-layered rectangle, by two ground areas more divided, you have more, oh, wait, no, it's this, oh, I'm very confused with the bottom and top, my mouse is not working very nice with it, but I think they're more smaller areas, smaller parts in two, more rectangular parts, five made the bottom one, and then the top one, what's the difference between, oh, that's the difference, yeah, the bottom area between four or five, I think I want to continue with one, and it's mainly due to the fact that they make the two-layer zones, and I think that's smart, that you sort of have core or, yeah, not really a core, but, yeah, sort of continuous thing on your layers, yes, oh, from every zoned design, a structural design can be made, this time pick one zone design based on the expected structural performance of the corresponding, oh, what's also structural performance, an office building, yeah, so you have office building, and why choose for another one, so I don't think you want a lot of open spaces, or sort of, so the four and five have a zone, the whole top part's first layer is one zone, so I get sort of the feeling of open spaces, I don't know if you want that, I'm more looking into divided more, but it looks still, yeah, still like one, why change it, yes, pick one of the zone designs and say that what your reasoning is, if you want you can use a given structural mass, and compliance of the structural design will result from each zone design, okay, so the goal was to, what are the requirements, are the requirements, oh, lower compliance equals a higher stiffness and structural mass, so if I see it correctly, one has the lowest structural mass, so that's preferred, I think, but it has the highest stiffness, which is also preferred, I think, so we stay with one, why change it, yeah, step five, adapt the BSD to create a new BSD you desire, with max 10 modifications, you can do this by adding, deleting, moving, and resizing spaces, yeah, in the next step, I will create zone designs for your new BSD, say out loud everything you think, so I should change it by adding or removing spaces, but then, yeah, don't you then get a very boring building, because if you want to have a simple BDSD, you just want to have one block, so no cutouts, no overhangs, no, so you want to have it really, you want to have it very continuous, I don't think I really get it, but I thought the design that was there was already very nice, um, okay, so I need to change, I can just kind of do this, resizing, so if I resize nine, and make it shorter, to the line of, oh yeah, if I make three as big as nine, now I have to use those coordinates, um, yeah, um, how do you change that? If you resize, and you keep x, I think, right? If you keep x and y equal, and you only fill in z, but the z is the highest, oh move, oh yeah, oh sorry, thank you, yeah, and then, where is now, oh, oh yeah, is it 120, oh man, um, yeah, this works, okay, this is something I want, oh yeah, now that one is that big, so that shrunk, um, but if I want to have the same area, I also need to put that space somewhere else, I think, so maybe I can make this one, um, larger, number 10, so 10, oh, and then new size, 220, in the x direction, 10, yeah, and then move it, um, um, oh, no, yeah, now it's there, oh, wait, I think I made a mistake, because I'm not, oh, but it's still fine, yeah, no, um, I was trying to make an L-shaped block, but that's, it can only be rectangulars, so that's not fine, but, um, um, one zone, two zones, three zones, so now I have three zones, sort of fine, but does the area need to be the same? A little bit smaller now, if you just extend then a little bit, then you have the same area, but then your overhang gets a little bit bigger, yeah, or you have to extend, like, six and four on the bottom, but then you have, sort of, another new L-shape, um, I could also add space, it's also fun, you can also actually add some here, one layer, no, that's not, I have two layers, but, yeah, this, yeah, it's nowhere said that the area should be the same, okay, so, next, oh, now we have to wait again, oh, yes, hey, I found all the zone designs for the Modified BSC, however, only the two most, this, reverse zone designs for ShowPick, one zone design I would like to continue and say out loud what you think, um, yeah, I think I'd like to continue with, uh, oh, but he makes more of, uh, I would like to continue with, uh, with one, because that was something I had in mind by, uh, redesigning the model, so, yeah, one, uh, from all zone designs, pick one zone design you would like to continue with, yeah, please prefer, oh, okay, yeah, again, why changing it into more, and keep it simple, yes, yeah, I have a feeling I do it wrong, because, still, why change it, you want an office, yeah, now, let's, yeah, let's open spaces, but I like the core area thing, so, oh, maybe, yeah, no, stay with one, um, um,

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