**Room 17-20240430 160530-Meeting Recording - Trim**

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So, we have a zone 1, which is the first zone. So, first, zones 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20. The first of the zones can be all the zones in the first layer of the building, which includes zones 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 15, 16, 17, 18, 19, 20.

Zones 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. It's a bit of a confusing question, because you can delete zones from 3, 2, 3, 4, 5, 6, 7, 8. And include zones 1, 2, 3, 4, 5, 6. We took a zone design, which would include mentioned zones, which are 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. Zone 9 can also be deleted.

Zone 8 is also included in the design. Zones 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20. 7 are connected, therefore they can be put into zoning.

The zoning, in the zoning design, 7 and 8 will be treated as one. The zones in the first level will be treated as one zone, and the zones in the second level will be treated as a second zone, which means that 8, 1, 2, 3, 7, 8 on the first level, also will be treated as one zone. And in the zone design, the zones in the second level, which are 8, 9, 5, also zone 6. It was wonderful to talk to you.

I'm not sure if you have a question. No, I'm just going to do it now. Thank you.

I'm going to restart. Just a second. Yeah, you can do it.

It's very simple. I can just talk about it. It's very simple.

Yeah. Because I'm not sure what it is asked here. What do we choose from it? Oh, what you have to do here.

Okay. So you know kind of what zoning is, right? Yeah. Okay.

So what is asked here for this BSD, try to find all the zone designs. So for example, this is a BSD, and you can find zones in it. So for example, eight and nine would be a zone.

It's just an example. Yeah. And then you can do this for a lot of spaces, and then try to combine it into a zone design.

So you can combine. So can you click on create zone? What you can enter is space number. So for example, can you type eight comma nine? Yeah.

And enter. And you've created that zone. Okay.

Yeah. And this... I didn't understand like the... Yeah. Ah, okay.

And then you can combine these. Yeah. Okay.

Okay. Perfect. A zone can be created four, five, six, can be treated as one zone.

So the first level, which are 10, 3, 1, 2, 3, 7, and 10, all zones in the first level. All spaces in the first level. If these three zones are part of one as PSD, then they're an example of a zone design.

Combining all three zones. And also some text locations. This is a design which includes all zones.

So furthermore, the zone location can be made combining 1, 2, 6, 4, 5 as one zone in the vertical direction. 1, 2, 3, no, 1, 2, 4, 5, and 6. Okay. Thanks.

Is there more? Thank you. A different zone in the red zone block is seven, eight. Simply 10 separately can be considered a zone.

Base 10 is a zone and zone three. Zone three is separately converted as a zone and space nine is separate can be a zone. Therefore, the zone design is five plus four.

And six with seven and eight. Different design spaces three, three, seven and 10 combined as one zone and space is eight. Nine and eight are already combined as a zone.

Similar design, zone design, nine with one and four. And there's one design, one design three. Search all design, say a block, anything.

And pick a one zone design based on their expected structural components of their corresponding design. Zone design based on their expected structural components. First there's a zone design three, see comparable design since the level one is not included in terms of structural performance design two, two and one.

So model two will be better performed in design three and design one, so first zone three is fully can be made out of trusses. So those present amongst the zone boundaries. That's a good way to create a new BSD you just are using the next 10 modification you can make to be removing the existing spaces in the next time that you destroy the zone.

It sends for your new BSD, so it's not confusing about it. If all the zones are aligned, the boundaries of the zones are aligned and the structure will be made better. The repetition of the structure is more aligned.

And there is the space eight is moved next to this space seven and eight are aligned on top of each other. They're good. Then space eight, nine goes in the middle of space three which is not a good solution therefore it can move on top of space eight.

Therefore it will be space eight, space nine is moved on top of space eight, which will be 60. In this case, the height of the road of the BSD is changed. I don't know if that's it.

Is that? Oh, it's not. In my direction, by 100. The space nine is moved on top of space zero and 60 and just located on top of it.

If space 10 also will go on top of space six, space six which is zero, 60, space five is removed. The result of structural design can be considered as a design. Sure, this is space.

This case of modification spaces are not interlocking. They're all in three layers. Also in design, it's really difficult to use them.

So it will be seven, eight, nine. Those three are separate. So we're going to say one and two can be created at one time.

Space is one and two. Created at one time. And six, four as well.

Space four and 10, space 10.