Oh, it's already transcribing, oh that's not, oh it's because of, yeah, okay, Poging 2, looking at the FEM, the experiment, the six, and now hoping that I won't get, okay maybe I should write down what every zone is and it's more convenient to know the structure of it, so okay, try to block this, that gives some, maybe that's the thing, I just need to number it, so that's, then it goes up like that, and you have the different zoning of this one, you have, you have the division here, and then the bottom one, and then you have for the other part, so you have three divisions here, and then you have the block behind, that is just as wide as this one, and it has some, oh, it doesn't have a line, sorry, but it has an extension in this direction, so okay, and then there at the other side, there is another block, like this, like that, so then the bottom of this block, oh Jesus, this is a very graphical drawing, where's the bottom, there's the bottom, so okay, maybe mark out every zone, that I know that this is a volume, right, this is just, how is the division here, oh okay, it's in the middle, so this is one zone, and then you have another zone on top of that, which we will do with blue, because this is going from there to there, something like that, something like this, okay, and then underneath that, you have a different block, which I make brown, so this is one block over here, same line as this one, following this one, so that's a thing, then we have another block, we have three other blocks, so that is one, and then again, maybe use a different color, red or something, red, red, and then I use brown again, and then you have this big, big, this big bad block, but I will first mark this one as pink, like that, and then you can add the blue one again, just the color of my pen, but it doesn't matter, so you get this block, and then on top of that, you create the, still working, maybe I can use, not brown again, need a different color, maybe I can just use the black one, and that overrules all, so, okay, the past few minutes weren't very interesting, but what I did was, I made multiple blocks, and I number, I'm going to number them, so that I know where to find my distinction, so this is nine, this is ten, underneath, oh no, that's not nine, this is seven, seven, one, two, then I have three, this is four, five, six, so, six, five, and then on top of that, you've got nine, and ten is there, and in between you will have, because this is nine, and this is, the red one is eight, okay, so now I know kind of the numbering, okay, there we go, so this bottom one is one and two, correct, so this, I'm again going to construct this core, I think with the flat wall in between, and then we leave this as a beam, and we're looking at this one, we keep it open, then again, flat shell, yeah, that's what we're going to do, this one will be a beam, that one will be a beam, okay, so that's one and two, then we're going to three, that's the core, so that will be completely closed, oh, it's already going to four, that's not what I aimed for, okay, so that's four already, we leave that a beam, god damn it, there's no, there is no logic, there is no logic, oh wait, maybe I can make this a wall again, yeah, and make that into a beam, a beam, what is this, oh, yeah, okay, so then we're at eight, all of a sudden, is this a truss in a different direction, it's just, okay, that's block eight still, and if I'm correct now, then block eight, okay, now we're going to, oh, okay, there is no logic here, still no logic, but this is a truss, so this should be, I think, what I aimed for was to make a closed truss system here, and for the cantilever, and the core to be completely from flat shell element, so this is, again, for the truss, where did this happen, then, inside here, I think, yeah, so that needs to be closed, and this is, there is happening something over there, yeah, that's over here, so that's the truss, then truss here, for flat shell, flat shell, okay, I don't want that there, so there will be a beam, this is about, oh no, I wanted to have a truss element in this plane, so you can have the sideways stability for the top part, where is this happening, no, just leave it a beam, this has to be a truss, indeed, what did happen, oh, a truss, this needs to be a flat shell, I'm going to compose truss from that, okay, where did this truss pop up, I think, indeed, there, is that true, yeah, okay, so truss, this needs to be a flat shell, this needs to be a truss, this needs to be a truss, and that needs to be a truss, that as well, then we have, again, the core, where did this truss pop up, over there, yeah, so that needs to be just a beam system, the truss here, I keep it, where does something happen, oh, over here, flat shell, so now, I did not close yet, because there's still some part that isn't, where did this happen, where is the truss now, oh, over here, so that's okay, I guess, that's where I was aiming for, we leave this a beam, we leave this a beam, this will leave, be left, will be a beam, and then there's still some part that is not, I think, maybe it's because you don't have the nice, it's not directly attached to the core, so it has some stability, but it's standing on its own, so what you then should do, maybe, is to replace one of the planes of the facade into a truss, but maybe then use this one, it's for the backyard, and then, no, this needs to be flat shell, where's flat shell, okay, so I want to remove this this wall and change it into the diagonals, because now it's not directly connected, it's kind of acting, the floor is doing something, but if you assume that the floor doesn't have that much stiffness, then maybe it was, no, it's not that one, no, no, no, no, maybe, yeah, that's the one, so now I have to look into the beams to look for a truss system, maybe get rid of this one, no, no, no, no, yes, okay, so I'm just currently looking for the right configuration, but I'm again lost in, where are my, yeah, okay, that's also something I need to close, the core, no, not here, not here, yeah, so maybe I need, I have this truss over here, I don't know where, but somewhere, there is one part and there is a truss, but, yeah, that one, maybe I should just remove this and assume and hope for the best that it's, I don't think it's currently transferring the load nicely towards, because there is a gap from here to there, and it's now, but it's like, it's fixing the nodes, because this node is fixed from this situation, this node is fixed from that situation, but it's not fixed in that situation, so you need still some lateral thing, or you should assume that your floor is stiff enough, and then you don't need it at all, so for now, maybe I'll just assume it's stiff by itself, and then this is the configuration that you have, so otherwise you have a lot of diagonals, and boom, it's just shitty, and it's shitty that it's, you don't, you cannot place the floors towards the core, so you should work over this line, and you could do that, but then you cannot transfer directly downwards.

at this location, because here your zoning is at the center of this part instead of... But anyways, okay. Oh wow, it gave me stiffnesses, so I have... And wow, this one option in total strain energy are like... So the strain energy, the more strain energy you have, the more deformation energy you have. So if you have little strain energy, then... Or it absorbs when it deforms, so it resists.

I have to ask this to Jan. I think that's a good thing to ask. Jan, Janneke, I have a question.

Huh? No, no, no, it just crashed. But with strain energy, if you have a high strain energy, then it has absorbed a lot of energy, but does that mean that it is also a big deformation, or just a small deformation? This one just crashed, right? Yes, it just crashed too. Um, strain energy is actually... It literally means stiffness.

A low strain energy is a high stiffness. Yeah, so the higher your strain energy, the more deformation you actually have. Yeah, it's the other way around.

No, okay, well, that makes sense, because this one is completely rigid and it has the lowest stiffness. Yeah, okay. The one I have doesn't have as much strain energy as this one, luckily.

That's a relief. How can I know that? I think... And how much does this one have? Oh, that one has... I think then, because my thing is not that stiff as the one that's fully rigid, but it's at least stiffer than the variant that AI has made. And also, the variant from AI has a lot of bracing, a lot of walls at a location that's not very convenient.

Like in the center, I think it's nice that you can just combine everything into this core, that you can put your staircase in, and it's kind of the center of the building, instead that you do it on the overhang. And you use a lot of material as well in the overhang if you make stiff walls. So that increases the weight and increases the deformation.

And if you use steel structure, that's already a bit lower. So I think I just go for my own option. Press Y. Okay, space removal.

You're asked to remove maximum of... Oh, can I see this? Oh, this is good. Okay, so space 1. The highest strain energy probably comes from 7. Is that true? Yes. Yeah.

So I think that for aesthetic reasoning, it's nice to have this part. But it causes a lot of deformation, of course, because you have two cantilevers. And that, yeah, increases the chance... It will go in... Yeah, it will just largely determine the strain energy that you have.

Even though it's a very nice aspect of the building that you have, this cantilever structure, of course. If you should only look at the strain energy, then you should remove space 7. Oh, that's so... Oh, it's so ugly now. That's so shitty.

Oh, you can split the space. Okay, that's great. Then I would split 4, because if you can split 4, you can just make the same stiffness principle as that you do at the other side.

Oh, now I'm like... Oh, that's so bull. On the top left, you can see the building spatial design just created by the spatial... Besides your organs, there are three different buildings. Look, and then you can reverse the score.

No, I'm not going for my thing, because it's shitty. But then, what is again the top? Oh, so this is the top. Then you have the cantilever back.

Here you will get a lot of deformation energy. And it's quite the same. This splitting of the core, I don't think it will do that much.

Especially because you cannot really... You can put the wall or bracing there. A wall is probably harder, because you need some distribution of load then in this direction, which you cannot, because you made a zone. So, or yeah, you can do it, but I don't know how they assume that zoning works if you then still can assume that load transfers in this direction.

Maybe this one is nice as well, because now you have two parts. You still have the cantilever. Oh, but the distribution is shit, I think.

Well, I think this one is a bit too complex. Here you remove the top. I think that's also an option.

And then you have more things to play with at that part. And you have at the other side the splitting. No, you didn't split.

And over here, they did not split as well, but they have this small cantilever. Now it has to be transferred all by that part. No hard choice to make.

This is inconvenient. I would say this one, but this is... You need something because you're bridging a gap and now you cannot directly support it in this way. Or yeah, you can... Ah well, we'll just do four.

You can't do that, because you have still this plane in which you can work, and then you can put a beam. Oh, what did I do? The same mistake as I make. A column over there.

But does it then still distribute? Yeah, it still splits it into different parts, but you cannot put something in the other direction. But I think this one for first iteration complete. Oh, we're going to do another situation.

Great. So this was my starting point, and now we're going to go again. Use the mouse to rotate the model and familiarize yourself with each unique numbered space.

Okay, there we go again. I have to draw this. So ah, okay.

So this is the first block. Yeah, this is the first block. And then try to put this into a nice structure that I understand what I'm doing.

Okay, there we go again. Beam. Fine for me.

This needs to be again a core in my opinion. This as well. I'm going to just construct the core again.

Now, um, maybe, yeah. Wait. Oh, wait.

No, no. Oh, god damn it. I still can't do that.

I still have to make the fucking... It's very, very... But maybe I can just say, well, then I don't do this part. I will just do this part. And yeah, we make this again a flat shell element.

Not here. Already. Oh, even though you can do that.

But no, I would not do that because you have like you're going to make a beam structure. Where did I make the beam structure here? Here? There. Okay.

So here you have again, yeah, beams. Yeah, so I really am interested. Okay, so we again make here the truss.

Because I think that it gives still some stiffness to the structure. And then what we are... Where is the diagonal that I placed? Oh, over here, I think. Yeah, so we make the core again closed.

We make diagonals over there so we can transfer the load from that part to... We can make a little truss as well there. Because now you have like two bridges. Oh yeah, you can do that.

No. No, not that one. No, not that one.

Or is it this? Well, but I would make this then in a solid wall instead of beams. No. Is this... Yeah, so here you have the flat shell.

Maybe then we can remove the flat shell over at a different location. Yeah, and then... No, wait, wait. Leave the flat shell.

And then we just put at the other side, we put diagonals as well. And then they just connect like that to the thing. But... Godverdomme, wat een gezeik.

Oh, I'm so tired and I'm not... Oh yeah. Yes, diagonal! I found it. Okay, diagonal again.

We make this again a diagonal. Then this into a beam. Where is this one? There should be somewhere now a truss that I don't see.

I think it's... Yes, it's this one. That's fine. No one can see.

Okay, this again. Yeah, we make that into a... Okay, somewhere there has been emerged... A truss has been... Okay, that's again should be a flat shell. This should be a flat shell.

Then no, that's a beam. No. No.

Well, yeah, we can... I can put that there. And then... Where does this happen? There is again somewhere... Oh, over here. A beam.

No. This is a flat. This is a beam.

Yeah, I'm not with that anymore. Oh no, I'm... No, I'm stuck. And where is this one? I think... Oh, is it... Oh yeah, that one.

So there's still one beam that I didn't click on. Where? Please think... Oh, this one. Okay, but where is it? Oh, there.

There. Okay. No? Good.

Where? Where? Where? There's still some issue because I have here a truss and I should not have a truss. No, you should be there. You should be there.

You should be there. You should be there. You should be there.

This one should be there. This one should be there. This one should be there.

Then we have still this one that should be there. That one. That should be... Well, yeah.

Okay. So now I again have constructed something stiff. Only over here there should still be something.

And I don't know where to find that again. So I still have some beams. Left? No, not here.

I think I have to look at the other location. No, no. Maybe over here? No.

Yes, that one. Okay, so now this is what we have. I hope this can kind of give a rigid thingy.

So, here we go again. Oh, this is better than the other one. That's already... Well, yeah.

I'm still going for my design. You know the AI sucks at this, man. Every time I make a better thing.

Oh, do I still again have to remove a space? What if I remove... I'm going to remove space 12, because I just... I like that I have these things. Please enter that ID below to split. Okay, so what maybe could be useful to split is the... Still block number nine, but then split it in this way and not in that way, because I don't really need that part.

Or block five. Block five. That's a thing, yeah.

So, now you have three blocks. Oh, oh, I already thought... Oh, Jesus, AI. You're going to make floaty McFloat floats.

Oh, we're not doing that. I think this one is also nice, but then it's heavily reduced. Nah, well, I go for option... I go for my own option.

I like my own option. Start survey. Oh, whoa.

How easy. You don't know which elements you are clicking on. Sometimes gave a nice alternative.

Probably more diagonals. It could help me to see whether you are thinking in the right way with respect to stability. Oh, finally.