# PRACTICE:

## WEEK 6

Qwith shield: Qwithout sheld x 0.01

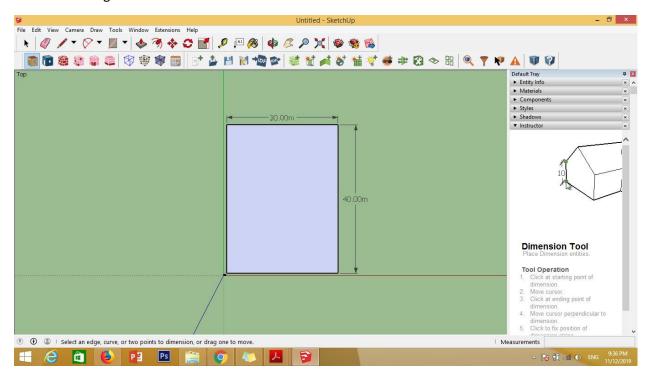
$$\frac{\sigma(T_{4}^{4}-T_{2}^{4})}{\left(\frac{L}{2}+\frac{L}{2}-1\right)+n\left(\frac{1}{2}+\frac{1}{2}-1\right)} = 001 \times \frac{\sigma(T_{4}^{4}-T_{2}^{4})}{\left(\frac{L}{2}+\frac{L}{2}-1\right)}$$

$$\frac{\sigma(T_{4}^{4}-T_{2}^{4})}{\left(\frac{L}{2}+\frac{L}{2}-1\right)} = 001 \times \frac{\sigma(T_{4}^{4}-T_{2}^{4})}{\left(\frac{L}{2}+\frac{L}{2}-1\right)}$$

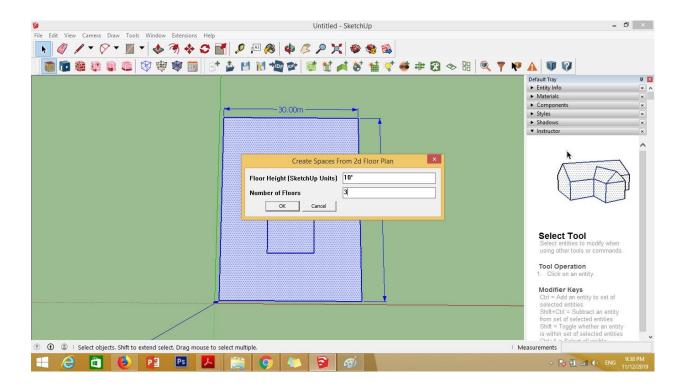
$$\frac{\sigma(T_{4}^{4}-T_{2}^{4})}{\left(\frac{L}{2}+\frac{L}{2}-1\right)} = 001 \times \frac{\sigma(T_{4}^{4}-T_{2}^{4})}{\left(\frac{L}{2}+\frac{L}{2}-1\right)}$$

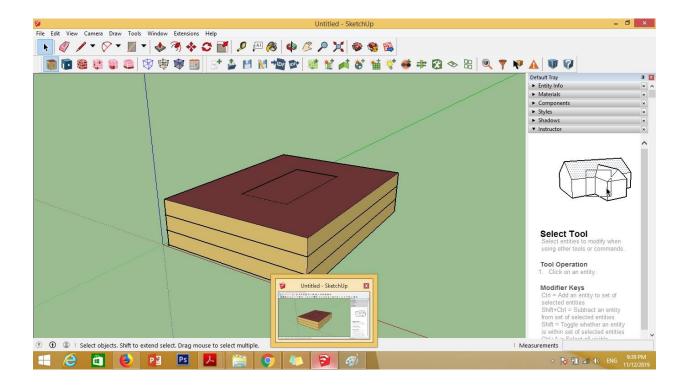
$$\left(\frac{1}{0.2} + \frac{1}{0.7} - 1\right) + 4\left(\frac{1}{0.1} + \frac{1}{0.1} - 1\right) = 100 \times \left(\frac{1}{0.2} + \frac{1}{0.7}\right)$$

We draw the rectangle a 30\*40 Then create another rectangle inside and we offset for 10cm finally connect the edges with 4 lines.

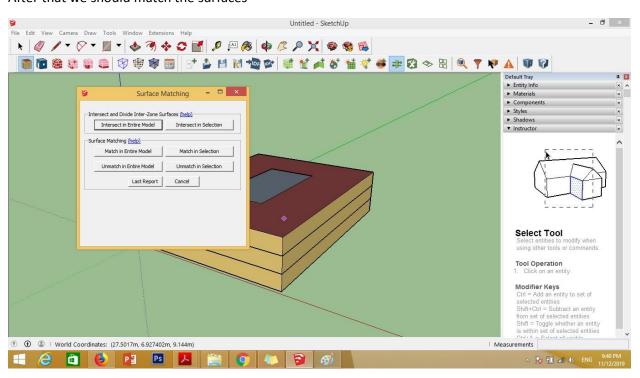


Then we click on diagram to add stories

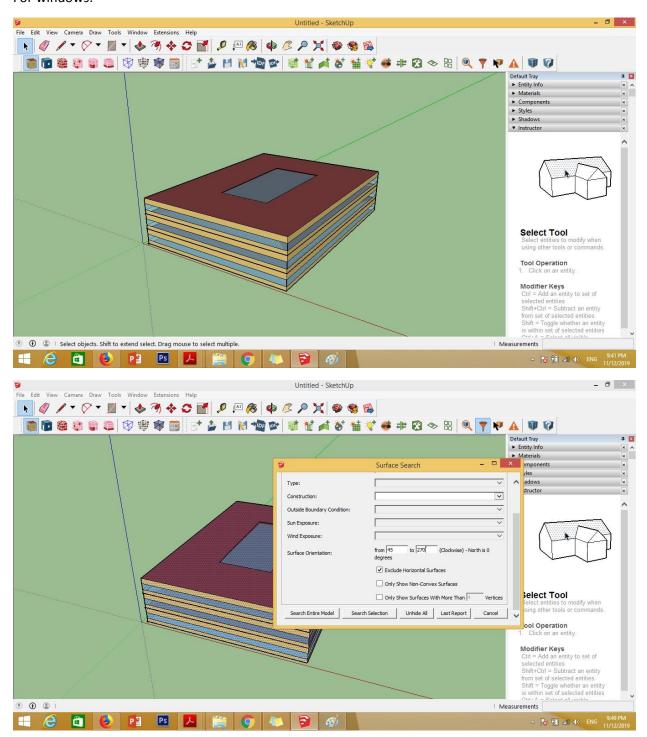


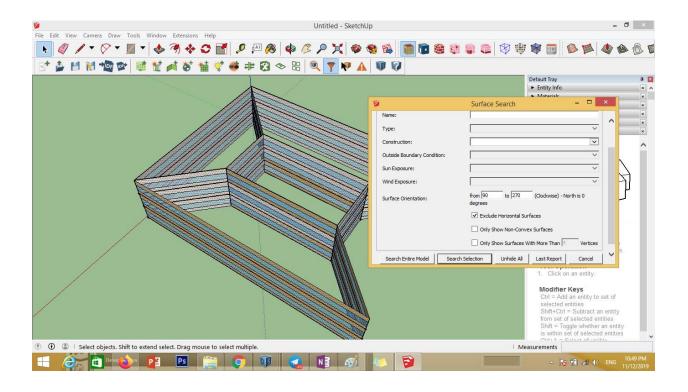


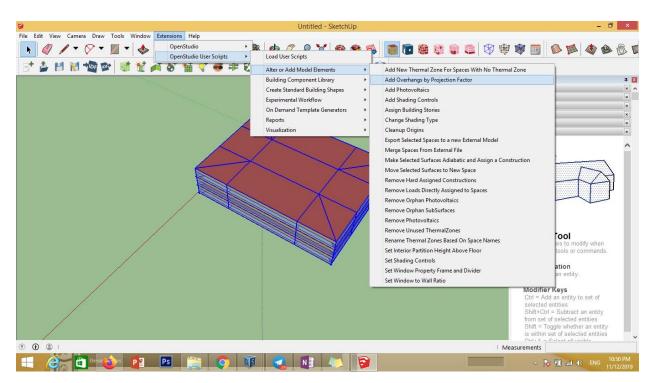
#### After that we should match the surfaces



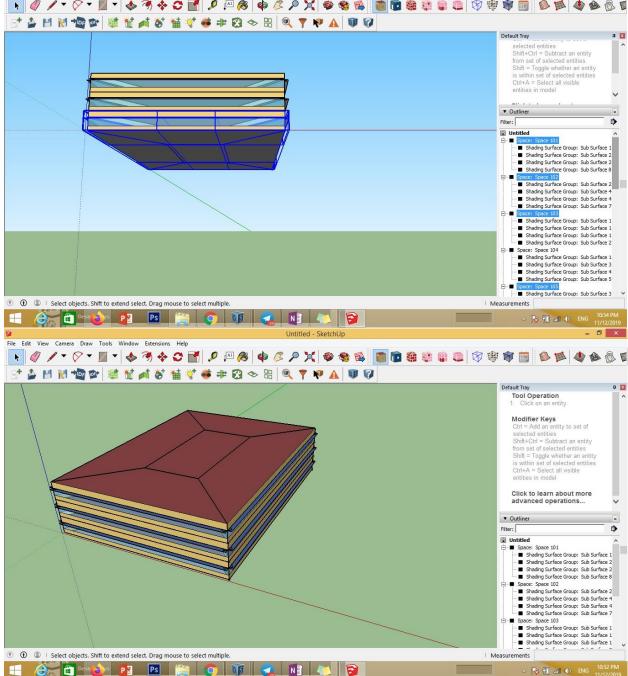
#### For windows:

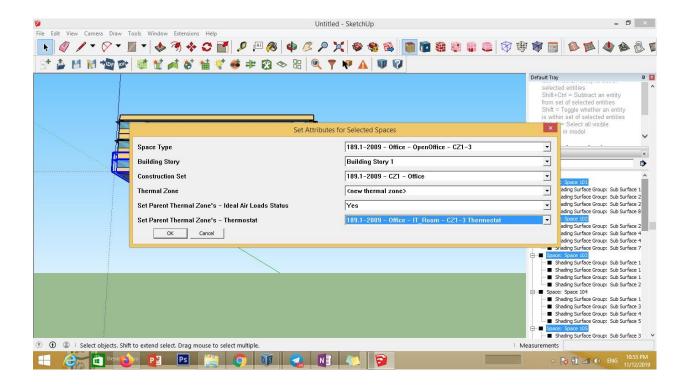




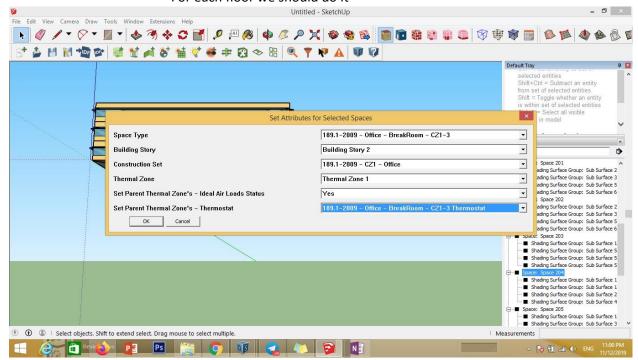


### To perform this step you will need to have outliner inyour tray - 🗇 × File Edit View Camera Draw Tools Window Extensions Help Default Tray selected entities Shift+Ctrl = Subtract an entity Shift = Toggle whether an entity is within set of selected entities Ctrl+A = Select all visible entities in model ▼ Outliner Filter: © Untitled □ States: Space 101 ■ Shading Surface Group: Sub Surface 1 ■ Shading Surface Group: Sub Surface 2 ■ Shading Surface Group: Sub Surface 2 ■ Shading Surface Group: Sub Surface 8 Shading Surface Group: Sub Surface 4 ■ Shading Surface Group: Sub Surface 5 h - Select objects. Shift to extend select. Drag mouse to select multiple. Measurements △ 💽 📶 📶 (I) ENG 10:54 PM \_ 🗇 🗙 File Edit View Camera Draw Tools Window Extensions Help g<sup>+</sup> 🎍 💾 🕍 🍲 😻 🐮 💣 🏕 🗳 😻 🕸 🖘 🕄 🧇 🔡 🔍 🔻 📭 🛕 🕡 🕡 Tool Operation Modifier Keys Ctrl = Add an entity to set of selected entities Shift+Ctrl = Subtract an entity Shift+Ctrl = Subtract an entity from set of selected entities Shift = Toggle whether an entity is within set of selected entities Ctrl+A = Select all visible entities in model Click to learn about more advanced operations...





### For each floor we should do it



Then we open openstudio from the sketch up and add Piacenza weather on it

