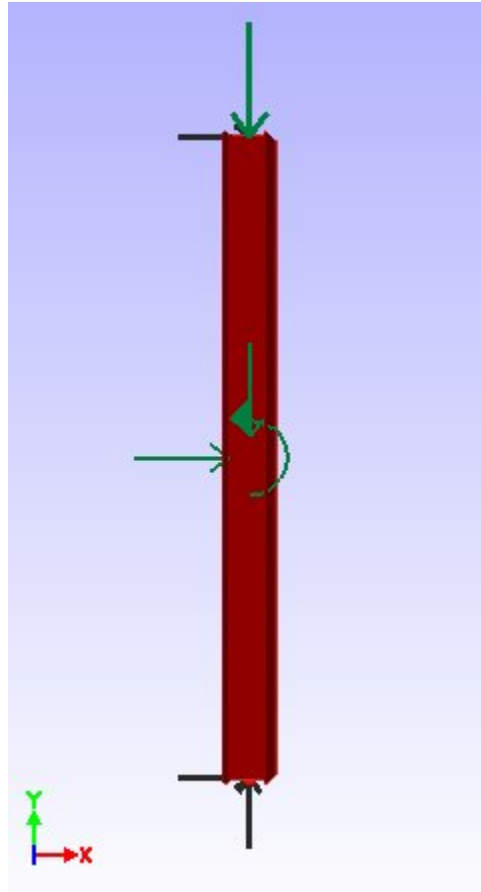


AISC ASD Column Design

Project Description:

This example project will use the column shown below to illustrate the process of designing a steel column according to AISC ASD provisions using VisualDesign.



Modeling and Loading

The column is 16 feet long. It is pinned at its base and fixed in the x-direction at its top. Use a W 12X35 shape for the preliminary size. Select ASTM A992 Grade 50 Steel for the material.

Apply the loads in a created service case called "Combined Loads." For the purposes of this example, don't include the self-weight of the column. At the top of the column a 120 kip axial load is applied. At mid-height, a 20 kip axial load, 5 kip horizontal load, and 20 kip-ft moment are applied to the member. Finally in the load case manager, create a factored combination with only the "Combined Loads" service case having a factor of 1.0.

If you need help creating the model or applying the loads please consult the VisualAnalysis User's Guide ([Help | Contents](#)).

Design Group Parameters

Switch to Design View and select the column. The design parameters are controlled completely through the Modify tab of the Project Manager.

General:

The first set of parameters in the Modify tab is the General group. Leave these parameters unchanged for this tutorial.

Design As:

Select "Column for Member Type and AISC Steel\W as the Shape Category. Choose ASTM A992 Grade 50 steel for the material and pick AISC ASD for the Specification.

Bracing:

Assume that the column is braced at the end and midpoint in both the strong and weak directions. The Bracing parameters also provide information about the overall frames in which the column or group of columns belong to. Even though the model is only two dimensional, the frame parameters are set up for three dimensions. They are intentionally set up this way so that weak axis buckling is not forgotten. If you are only interested in checking buckling about one axis the software can be "tricked" as will be discussed below.

We will assume the frame is braced in both the z and y directions. The z direction refers to a frame that lies in a plane created by the member's local x-axis and its local z-axis. The y direction refers to a plane created by the member's local x-axis and its local y-axis.

K Factors:

The k_y value refers to the effective length factor for buckling in a plane created by the member's local x-axis and local z-axis. In other words, it is the effective length factor for buckling in which the member kicks out in its local z-direction. The k_y value is used to calculate the slenderness ratio $k_y \cdot l_y / r_y$.

The k_z value refers to the effective length factor for buckling in a plane created by the member's local x-axis and local y-axis. In other words, it is the effective length factor for buckling in which the member kicks out in its local y-direction. The k_z value is used to calculate the slenderness ratio $k_z \cdot l_z / r_z$.

The default setting for the k factors is to let the design software calculate them automatically according to Chapter C of the AISC LRFD – Third Edition. This procedure utilizes the relative rigidity of members framing into a joint and the nodal support conditions to calculate the effective length factors. In this example we have removed the member from the frame it belonged to. This means the effective length factors probably will not be calculated properly using the automatic option. With this in mind, we will need to override the k factors. Check the Override k_z and Override k_y options. Edit boxes appear allowing you to specify k factors. Enter 1.0 for the k_y

Create	Modify	Filter	Grids	Cut V...
Modify:		Design Group		
General:				
Name:	AISC Column Group			
Type:	Steel (AISC/AISC)			
LL Reduction:	1			
Members:	1			
Overstrength?:	<input type="checkbox"/> No			
Design As				
Member Type:	Column			
Shape Category:	AISC Steel\W			
Show Advanced?:	<input checked="" type="checkbox"/> Yes			
Bracing				
Weak (y):	Midpoint			
Strong (z):	Midpoint			
Sidesway (y):	<input type="checkbox"/> No			
Sidesway (z):	<input type="checkbox"/> No			
Override K?:	<input checked="" type="checkbox"/> Yes			
Strong K (z):	1			
Weak K (y):	1			
Size Constrain				
Limit Depth?:	<input checked="" type="checkbox"/> Yes			
Minimum:	12 in			
Maximum:	17 in			
Limit Width?:	<input type="checkbox"/> No			
Specification	AISC ASD (2001)			
Overrides				

AISC ASD Column Design Example

value. Enter 1.0 for the k_z value as well. If you wanted to ensure that buckling about one axis or the other didn't control, you could specify a low k factor here for the axis you didn't want to control.

Size Constraints:

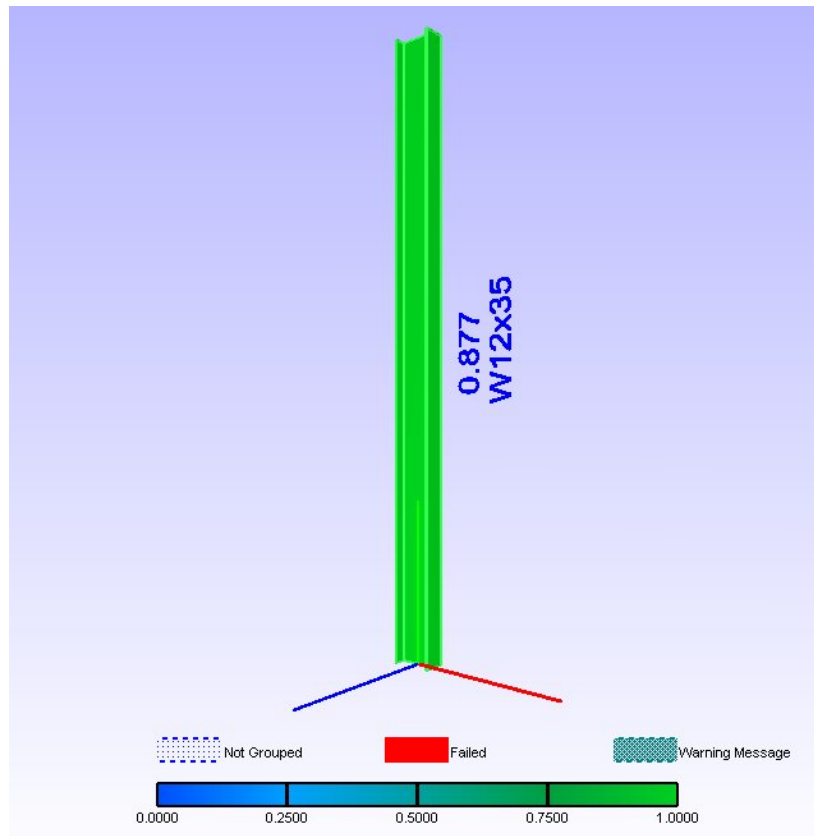
Assume for this example that for architectural reasons, the member's depth must be between 12 and 17 in. **Click** on the Limit Depth check box to expand the minimum and maximum depth parameters. Enter 12in for the minimum and 17in for the maximum. This can speed up the design process considerably by reducing the total number of shapes the software has to check during the design process.

Overrides:

Leave the Overrides unchanged.

Designing the Member

After analyzing, change to the design view and take a look at the member. If the member is inadequate it will be shown in Red. Select the member, **right-click**, and choose Design Selected Group. You are presented with a number of sections that are adequate based on the design parameters you set up. Select a size and choose ok. If you look at the design view now, the member should change color and a new unity value should be reported. Notice that the unity value has a ~ in front of it, indicating that it is a preliminary unity value, based on the analysis with the original member in place. To get an updated unity value, the design changes must be synchronized.



Synchronizing Design Change

Select **Analyze | Synchronize Design Changes** to accomplish this. You will be prompted to re-analyze, select "Yes", and when it finishes re-analyzing go back to a Design View and review the unity check. It should no longer have the ~ in front of it, indicating that is a final unity value.

If the unity value is greater than one the member has failed and you need to reiterate the design process. The closer the unity value is to one the more efficient, but less conservative the member is.