

PROJECT

Date

1. STRUCTURAL QUERIES

Building movement that affects the glazing design if available from Structural Engineer

- * Max vertical movements "total" at interfaces with glazing/window
 - Beam deflections live load, creep, column shortening etc
 - * ULS and SLS maximum interstorey horizontal structure movements
 - * Barrier loadings on facade glazing - Safeguarding a fall of 1m or more
 Note define occupancy type as below
 - * Barrier loads on Balustrades - eg A, B, E, C1/C2, C3, C5, D
 Note Barrier occupancy type from AS/NZS 1170.1 Table 3.3
 - * Wind Loads kPa
- | | | | | | | |
|-----------|-----|----------|--|-----|----------|--|
| Corners | ULS | Positive | <input style="width: 80%; height: 20px;" type="text"/> | SLS | Positive | <input style="width: 80%; height: 20px;" type="text"/> |
| | | Negative | <input style="width: 80%; height: 20px;" type="text"/> | | Negative | <input style="width: 80%; height: 20px;" type="text"/> |
| Main Body | ULS | Positive | <input style="width: 80%; height: 20px;" type="text"/> | SLS | Positive | <input style="width: 80%; height: 20px;" type="text"/> |
| | | Negative | <input style="width: 80%; height: 20px;" type="text"/> | | Negative | <input style="width: 80%; height: 20px;" type="text"/> |
| Sloped | ULS | Positive | <input style="width: 80%; height: 20px;" type="text"/> | SLS | Positive | <input style="width: 80%; height: 20px;" type="text"/> |
| | | Negative | <input style="width: 80%; height: 20px;" type="text"/> | | Negative | <input style="width: 80%; height: 20px;" type="text"/> |
| Live | | ULS kN | <input style="width: 80%; height: 20px;" type="text"/> | SLS | kN | <input style="width: 80%; height: 20px;" type="text"/> |
| Snow | | ULS kPa | <input style="width: 80%; height: 20px;" type="text"/> | SLS | kPa | <input style="width: 80%; height: 20px;" type="text"/> |

2. MECHANICAL

- * Glass performance required

	VLT	<input style="width: 80%; height: 20px;" type="text"/>	SHGC	<input style="width: 80%; height: 20px;" type="text"/>	Ucog	<input style="width: 80%; height: 20px;" type="text"/>
	VLR	<input style="width: 80%; height: 20px;" type="text"/>	SC	<input style="width: 80%; height: 20px;" type="text"/>		
- * Window Performance required

	R window	<input style="width: 80%; height: 20px;" type="text"/>
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- * Acoustic performance

	STL	<input style="width: 80%; height: 20px;" type="text"/>	Rw	<input style="width: 80%; height: 20px;" type="text"/>	Rw+C	<input style="width: 80%; height: 20px;" type="text"/>
	STC	<input style="width: 80%; height: 20px;" type="text"/>			Rw+Ctr	<input style="width: 80%; height: 20px;" type="text"/>
- * Colour aesthetics (Clear, Neutral, Bronze, Grey, Green, Blue etc)

3. ARCHITECTURAL

- * Deflection limitation on glass (NZS 4223 max Span/60)
- * Surface finish of joinery, composite panel - colour define
 Powdercoat, anodized, PVF2?

4. COMPLIANCE

- * Provision of Producer Statements Design (PS1) and Construction (PS3)
 Typical Building Code Compliance, B1, B2, E2, F2, F4,
 Other Building Code Compliance, C, D1, G7, H1, etc