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Moisture Physics

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Moisture and Buildings

- Moisture is involved in almost all building envelope performance problems
 - In-service Durability
- Examples:
 - rot,
 - corrosion,
 - mould (IAQ)
 - termites, (!),
 - staining
 - etc.

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Moisture Damage

- Damage caused by
 - Very high humidity for a long time
 - Wet (100%RH) for a shorter time
- Time required depends
 - on material
 - Temperature
- Temperature
 - Accelerates slows or stops process

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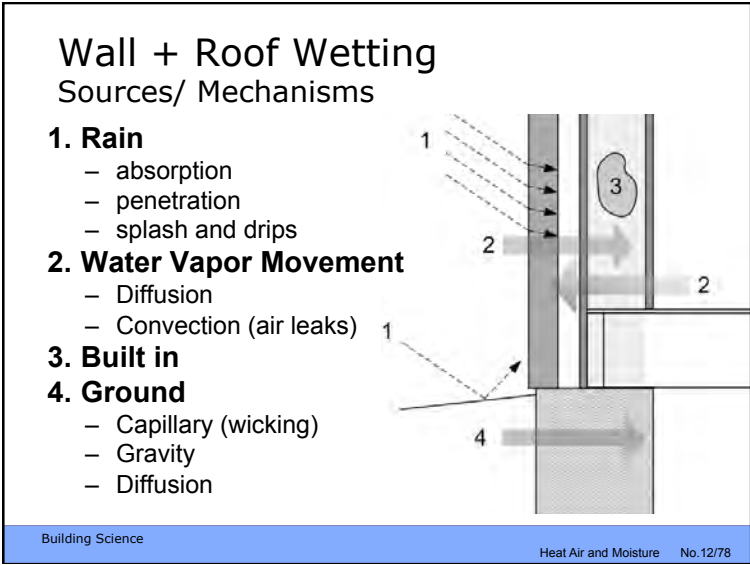
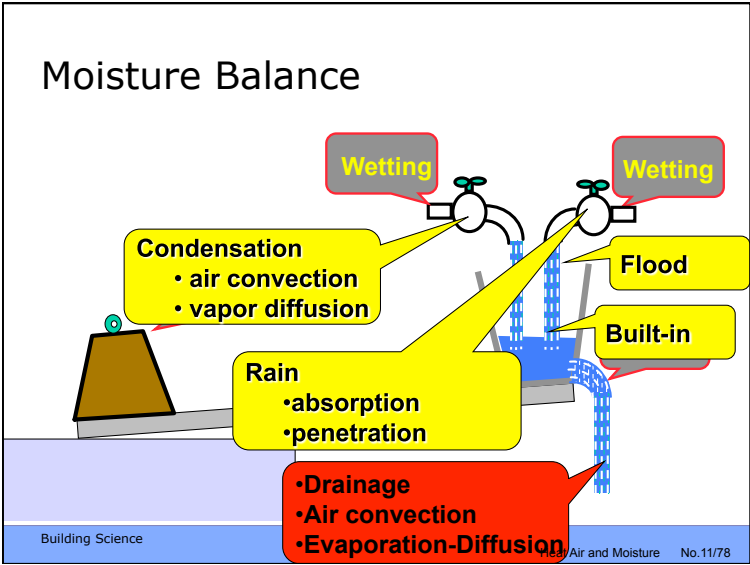
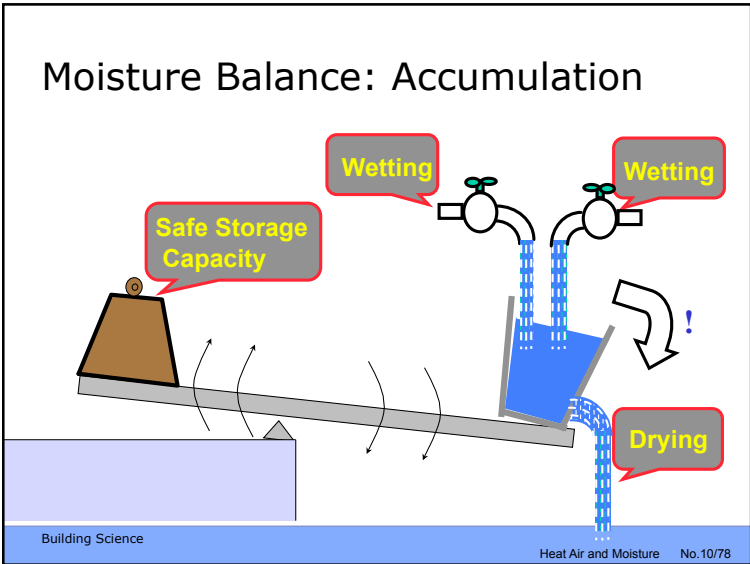
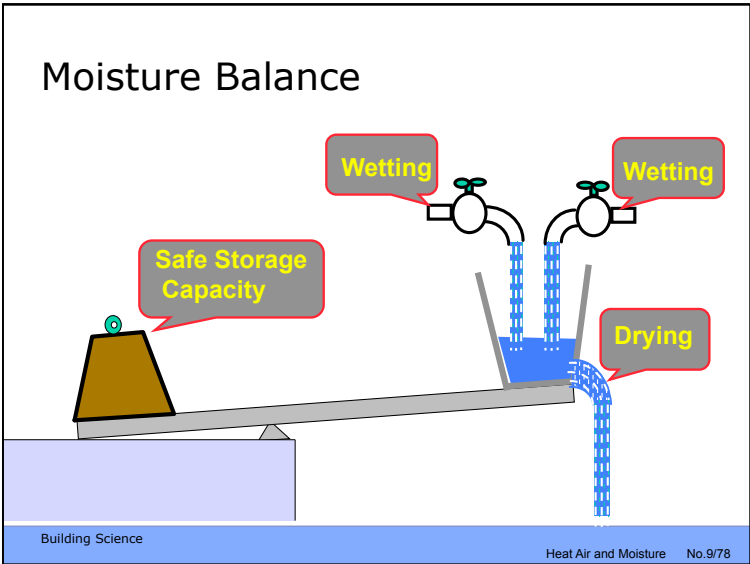
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Moisture Control

- Moisture-related Problems
 1. **Moisture** must be available
 2. There must be a route or **path**
 3. There must be a **force** to cause movement
 4. The material must be **susceptible** to damage
- Theory:
 - eliminate any one for complete control
- Practice:
 - control as many as possible



Wall + Roof Drying Sinks and Mechanisms

1. **Surface Evaporation**
 - Wicking to surface
2. **Vapor Movement**
 - i) Diffusion
 - ii) Convection
3. **Drainage**
4. **Intentional Convection = Ventilation Drying**

Note above and below grade

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Ventilation Drying

- Ventilation provides drying to the exterior
- Can be important for:
 1. **vapor impermeable cladding**
 - metal panels
 - most roofing
 2. **systems which retain rainwater**
 - Improves survivability of small rain leaks and condensation

Clear Air Spaces

Vent Holes Above & Below Window

Vent Holes at Top & Bottom of Wall

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Storage

- Bridges gap in time between wetting and drying
- **How much moisture** for **how long** before damage
- **Safe** storage: safe against what?
 - mold, rot, freeze-thaw, corrosion
- **Basic mechanisms**
 - **A**bsorbed into materials = capillary pores (*bound liquid*)
 - **A**dsorbed to materials = sorption (*vapor*)
 - pools and puddles (*free liquid*)

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Moisture Storage in Assemblies

1. Trapped / undrained
2. Surface tension
 - Liquid or solid
3. Adsorbed
4. Absorbed
5. Vapor
 - small

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Design Choices

- Either **avoid wetting**
- Or, **provide enough drying** to accommodate wetting
- Depending on the **storage provided**

The balance has shifted over time

- **Amount of storage has changed** over last 100 yrs
 - e.g. steel stud, vs wood stud vs concrete block
 - 1: 10 : 100+
- Wetting is usually less
- Drying is often much less

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Design Solutions

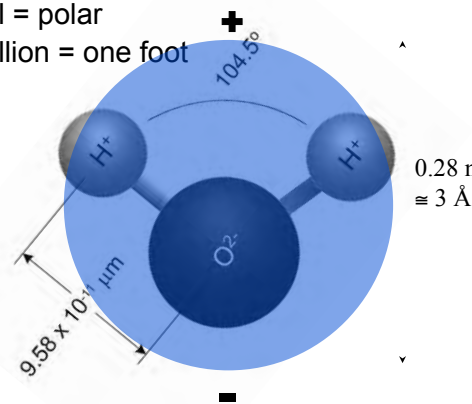
- **Balance** wetting, drying, and storage
- **Practical Rules**
 - Provide a **continuous** plane of **rain control** including each enclosure detail
 - Provide **continuous air barriers** and **insulation** to control condensation problems
 - Allow **drying** of built-in and accidental moisture – beware drying retarders

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The Water Molecule

- Asymmetrical = polar
- Small: one billion = one foot

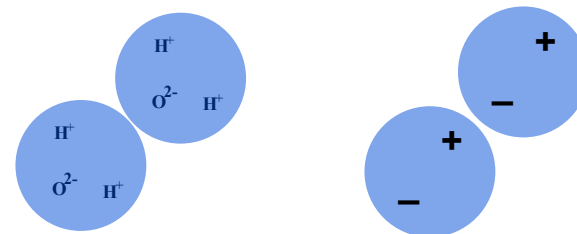


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The Polar Molecule

- Hydrogen end is “more” positive
- Oxygen end is “more” negative

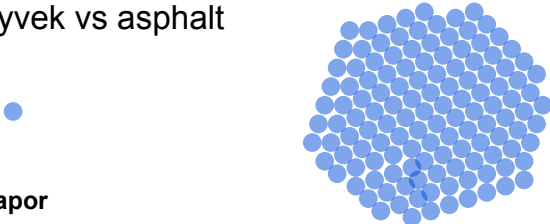


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Water: Liquid vs Vapor

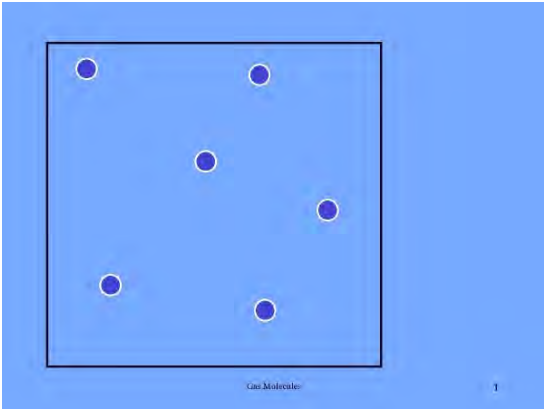
- Vapor is a single molecule
- Liquid is molecular clumps, 60 or more
- Tyvek vs asphalt



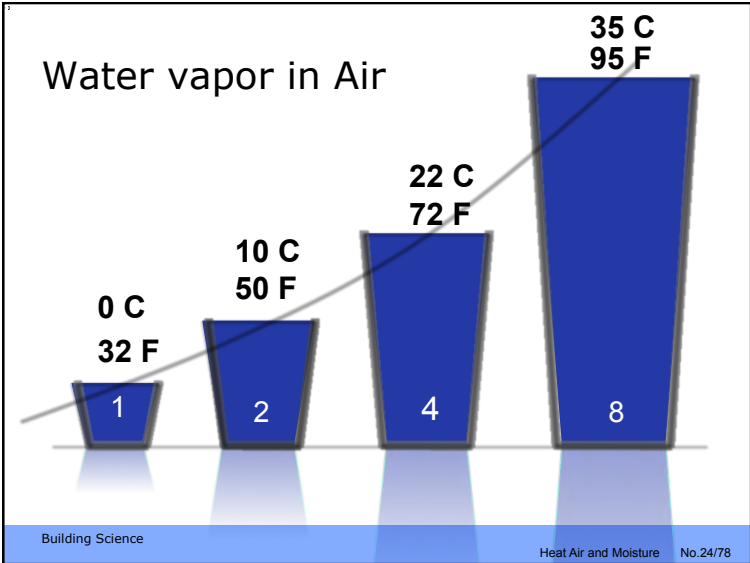
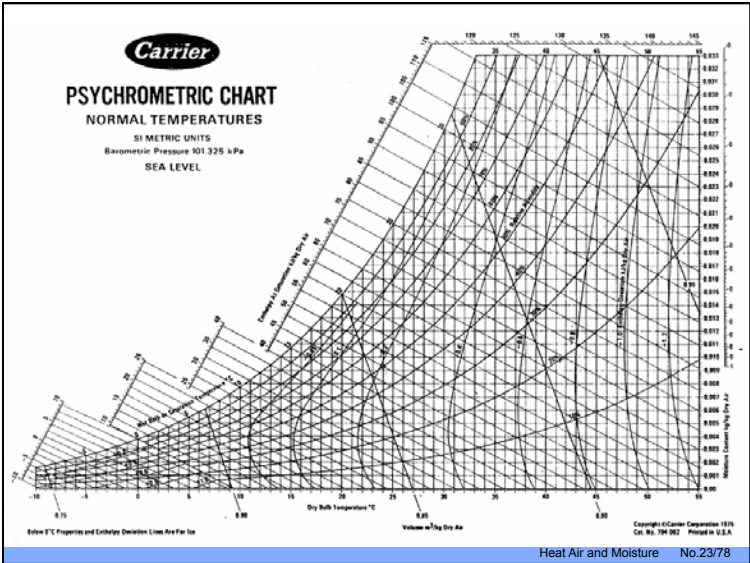
Vapor **Liquid**

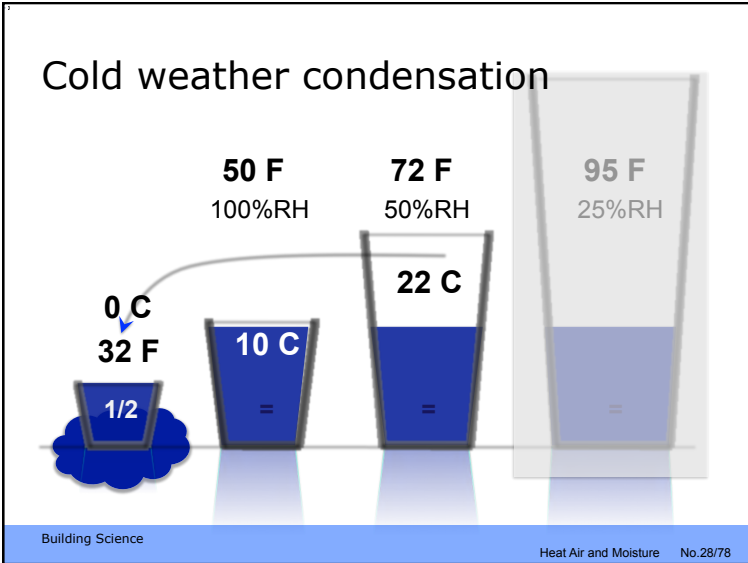
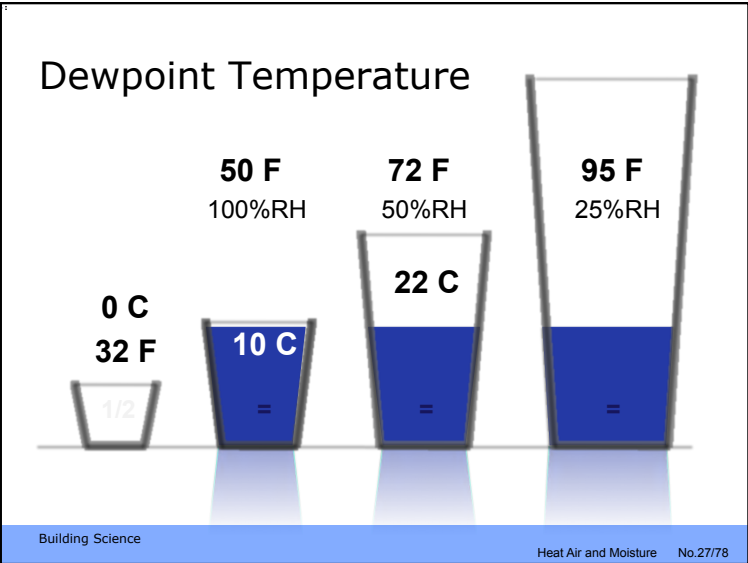
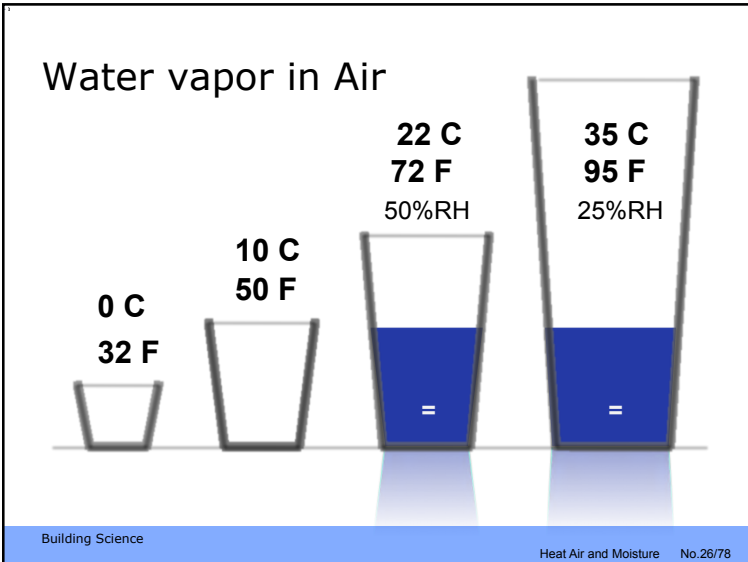
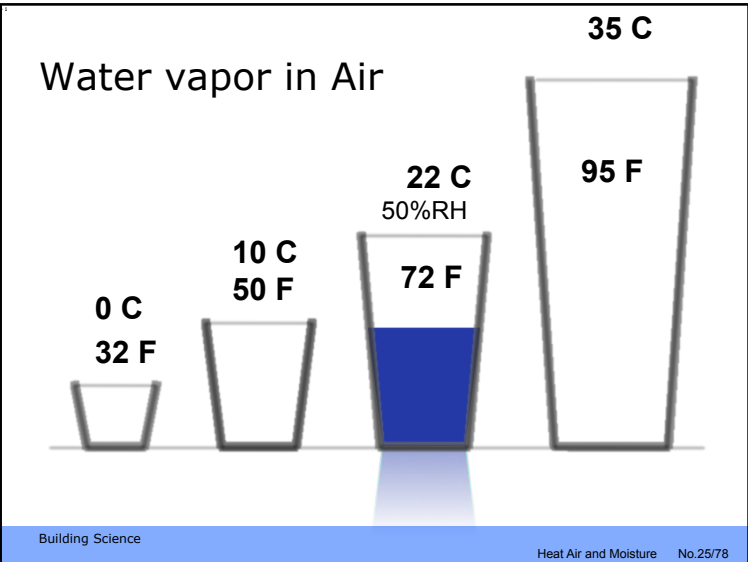
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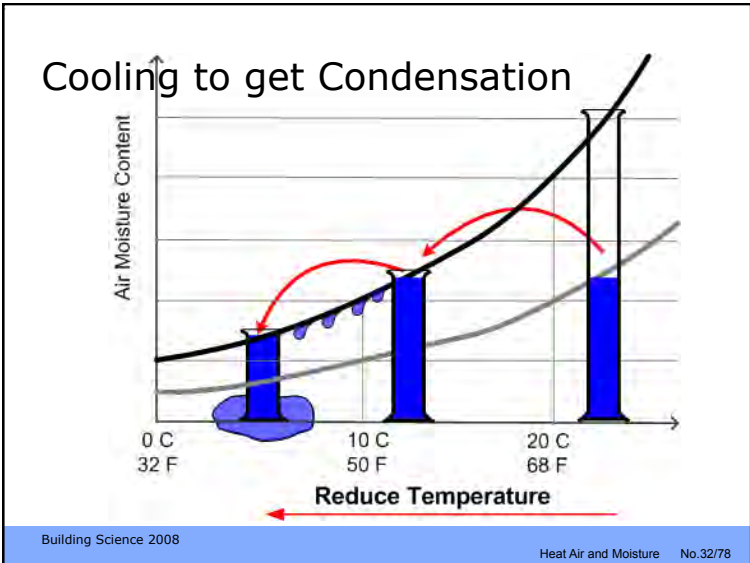
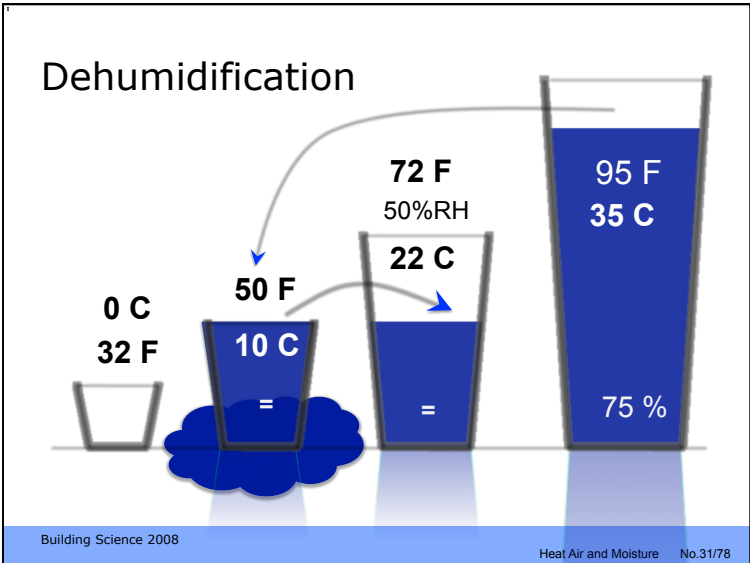
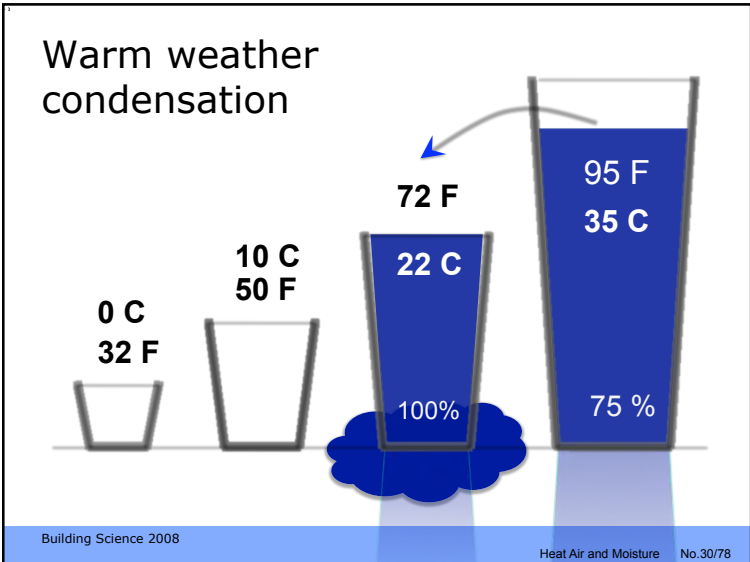
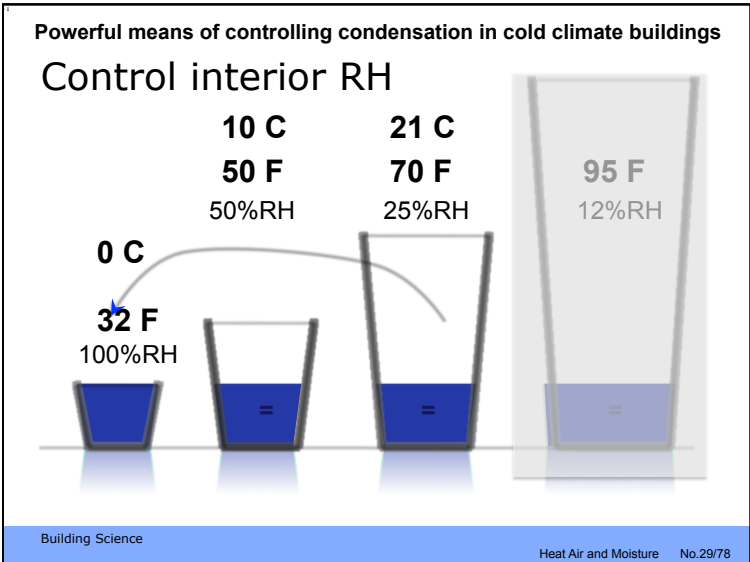
Vapor Pressure: water as a gas

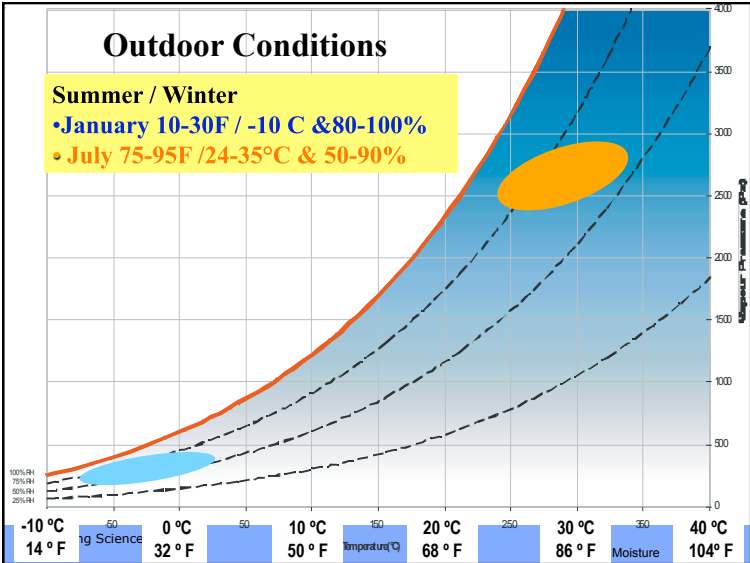
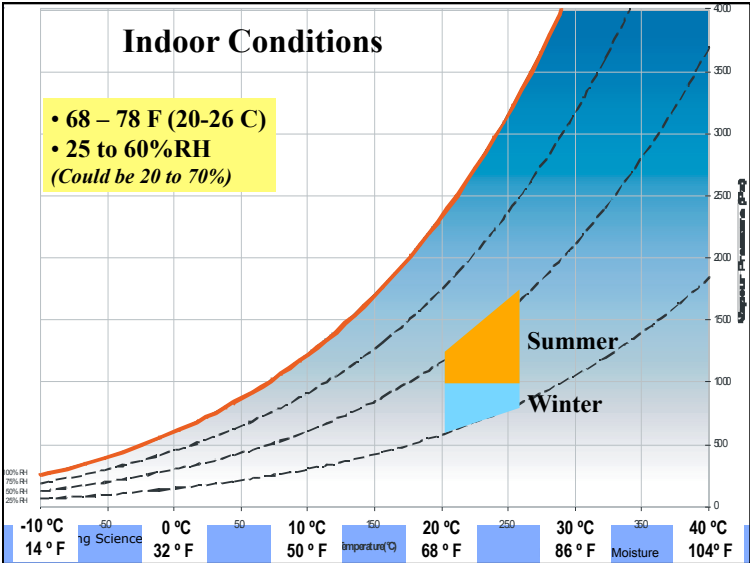
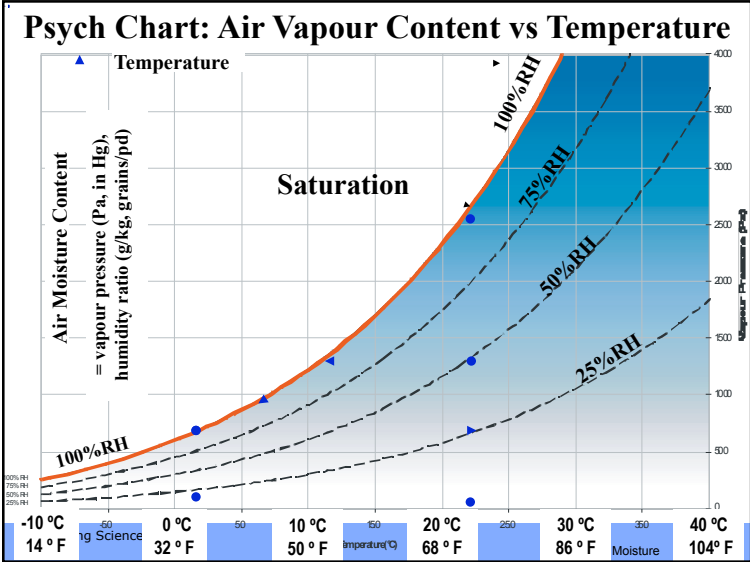
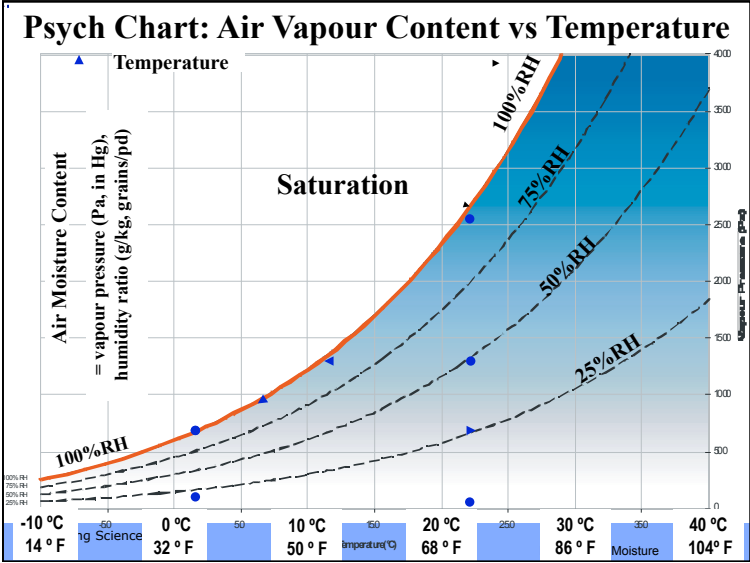


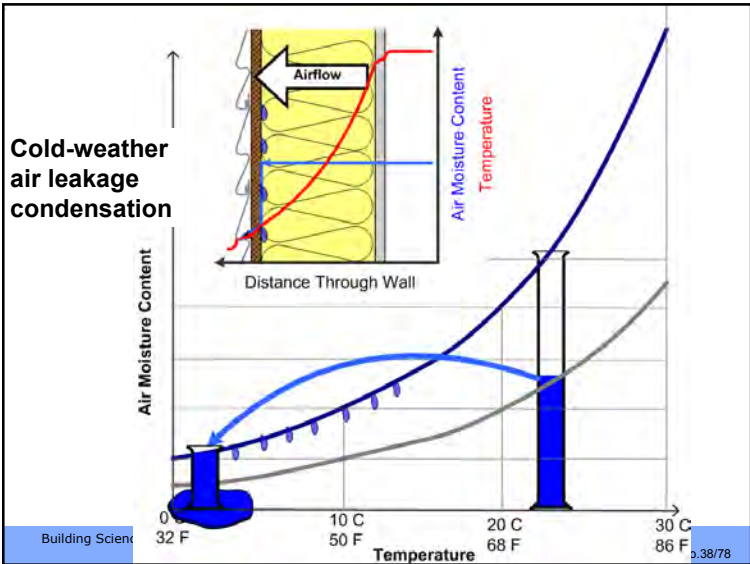
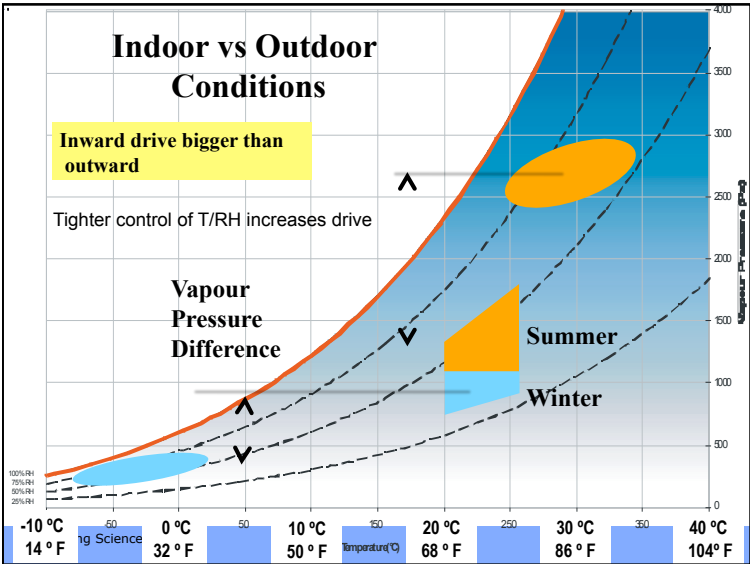
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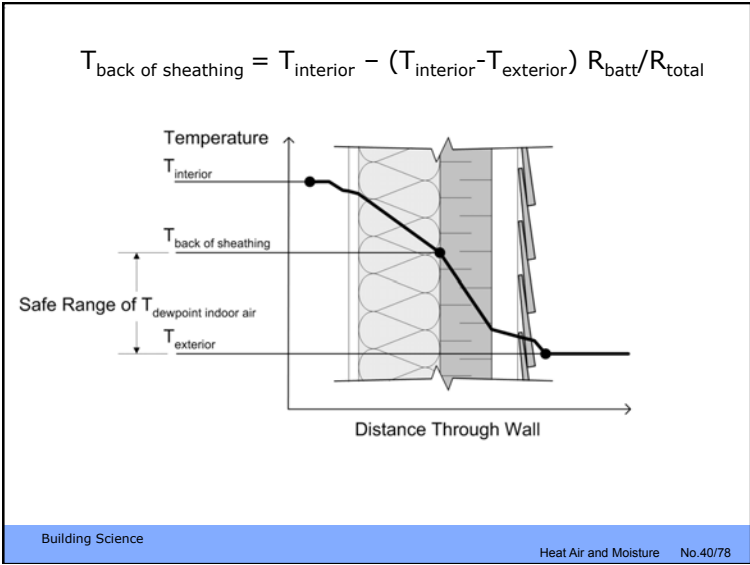
Air leakage

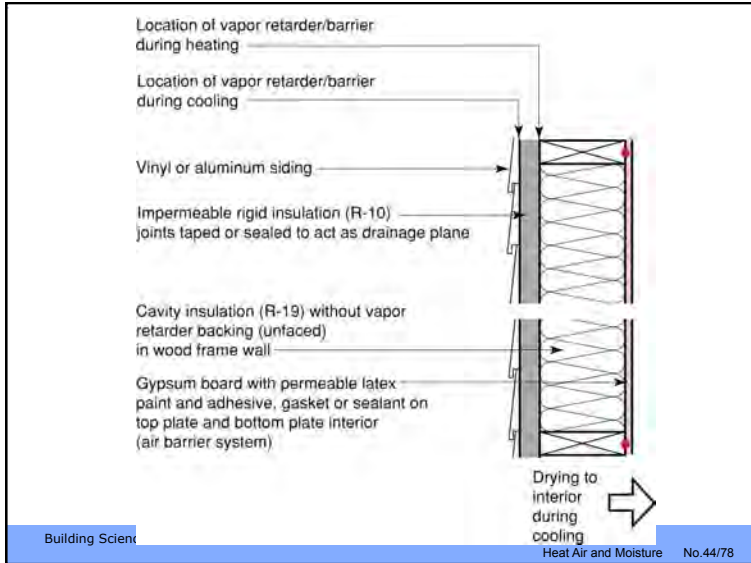
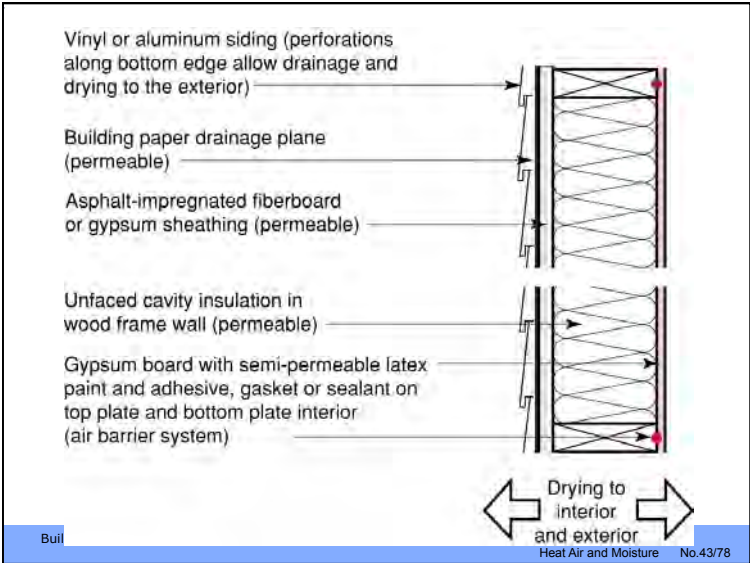
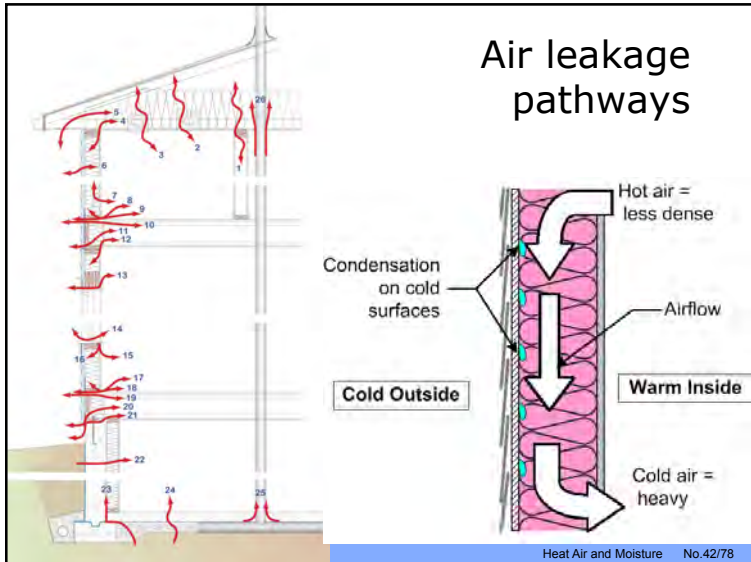
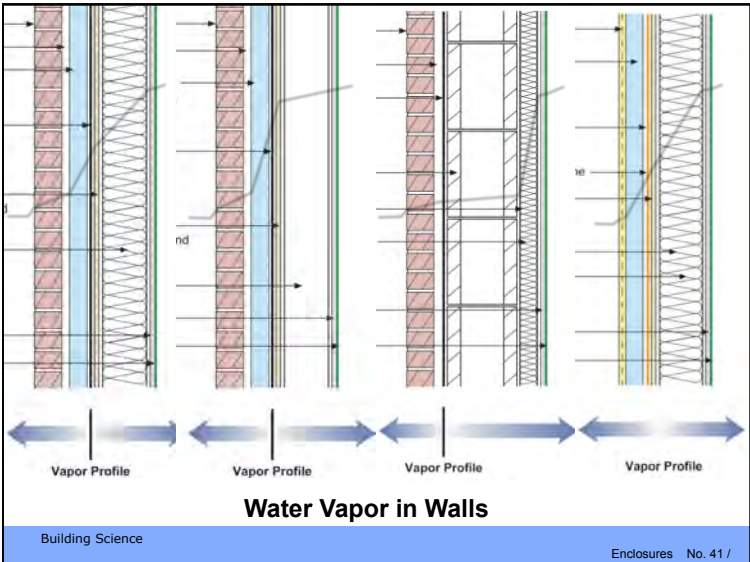
- Much more vapor can be carried on back of air flow than diffusion
- Condensation only happens if air flows towards cold surface

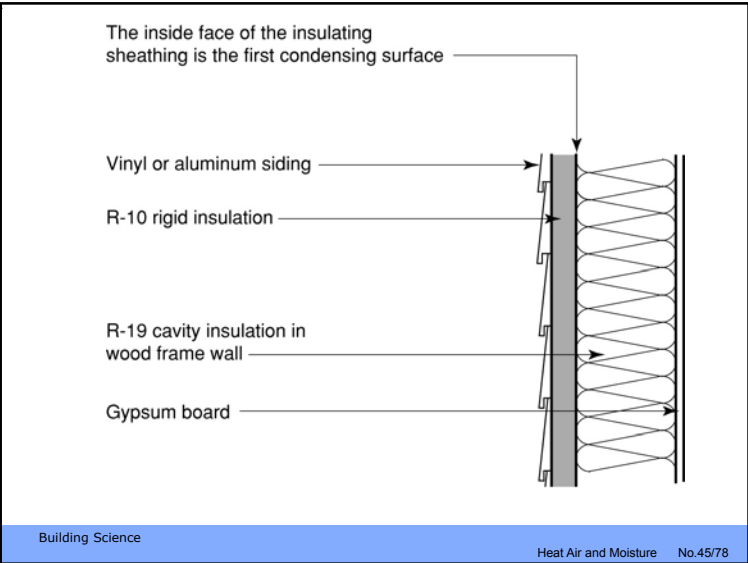
17 quarts of water

35 quarts of water

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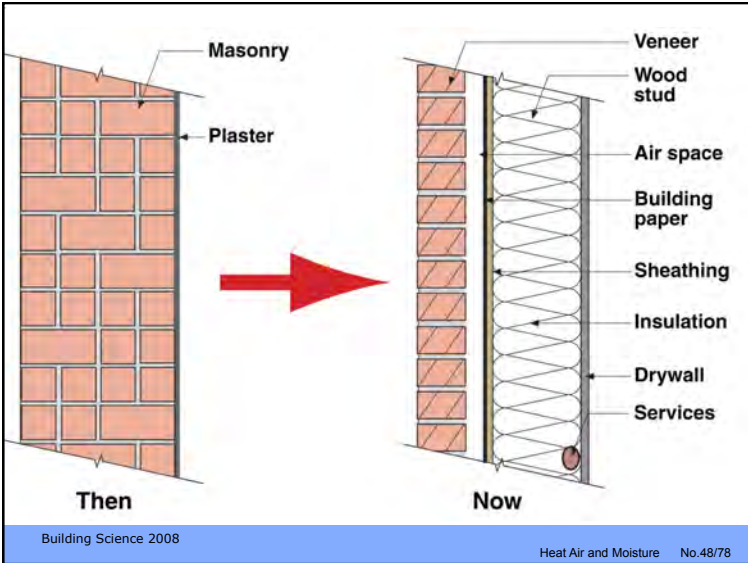
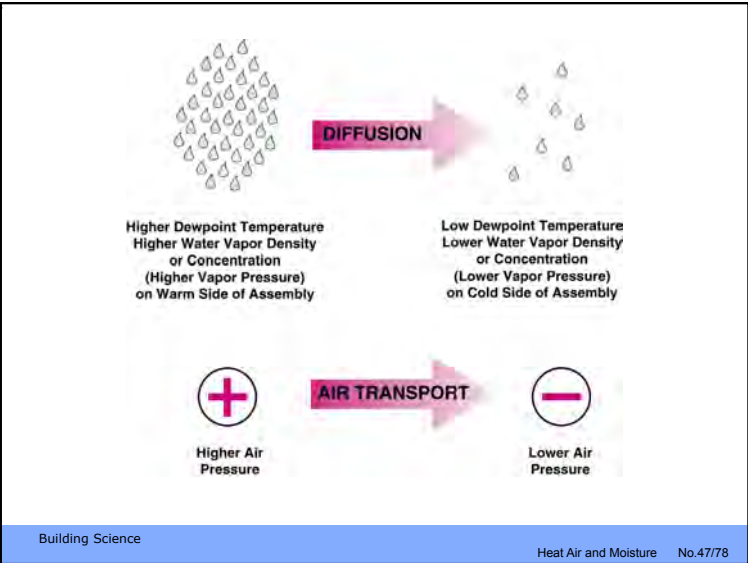


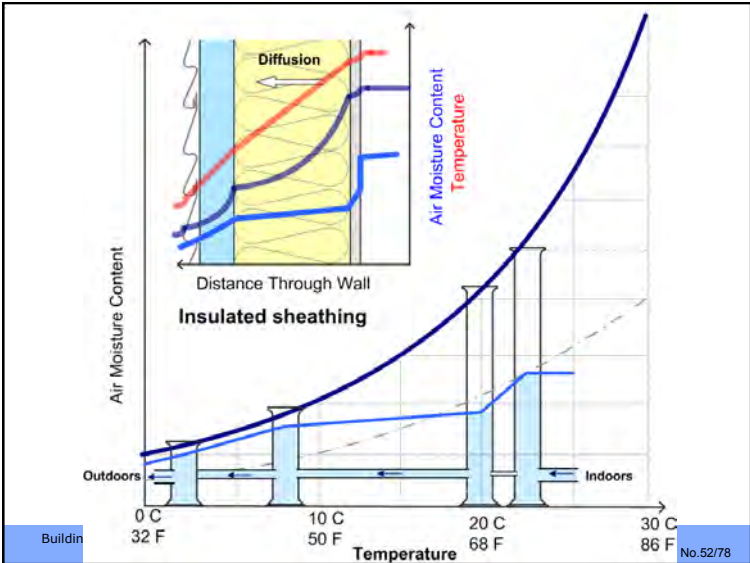
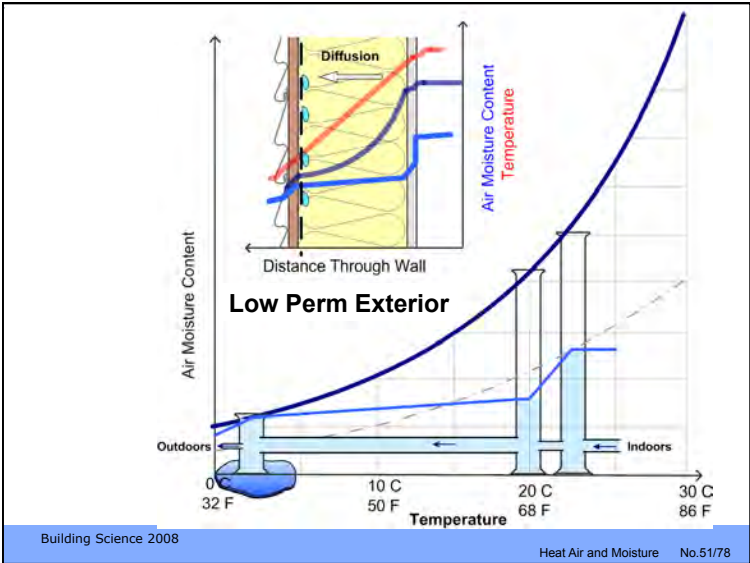
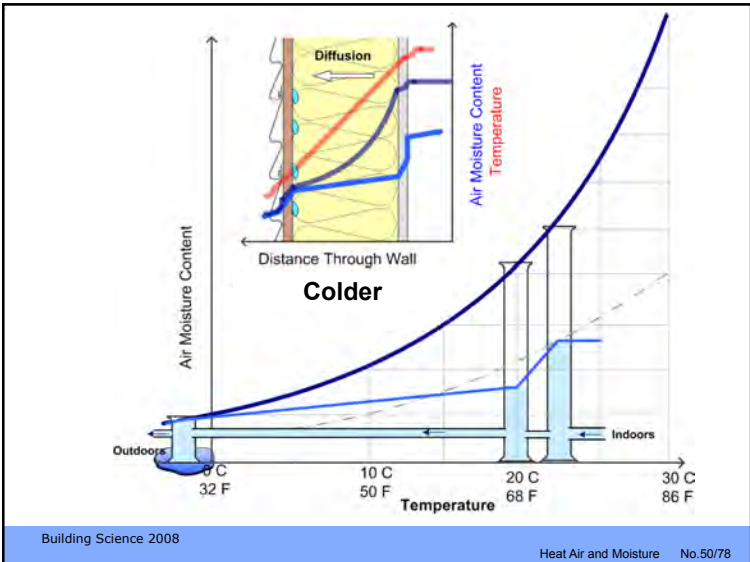
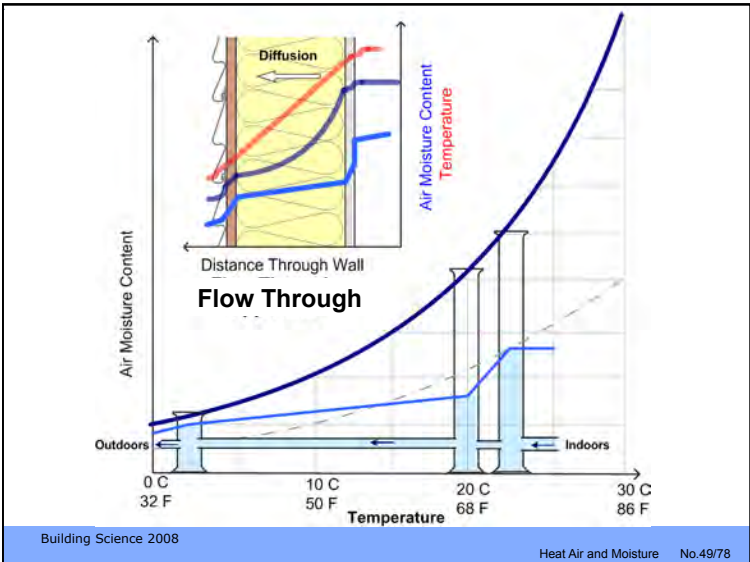


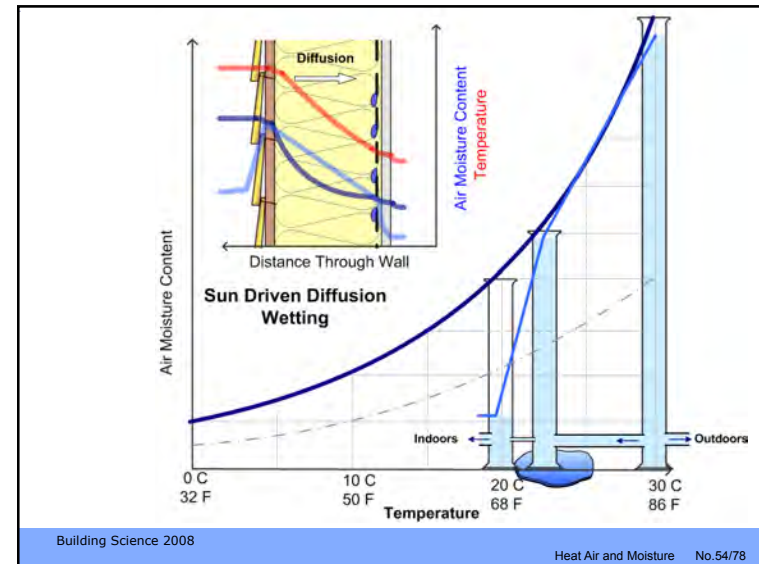
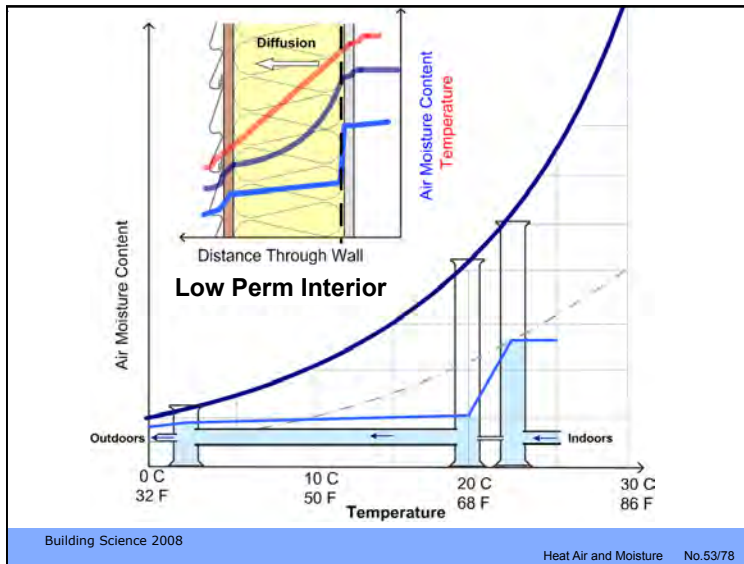
Water Vapour Transport

- Vapour Diffusion (like heat conduction)
 - more to less vapor
 - No air flow
 - Flow through tiny pores
- Air Convection (like heat convection)
 - more to less air pressure
 - flow through visible cracks and holes
 - vapour is just along for the ride

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Conclusions

- Air can store much more water vapor as temperature increases
- Water vapor moves in two modes
 - Diffusion (vapor control)
 - Air Leakage (air control)
- Vapor control is less important
- Air control requires all holes sealed