

#### Overview

- · Moisture and Damage
- Moisture Balance
  - Wetting, Drying Storage
- · Porous materials
- · Moisture Storage
- Moisture transport

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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
    - Higher temperature accelerates process

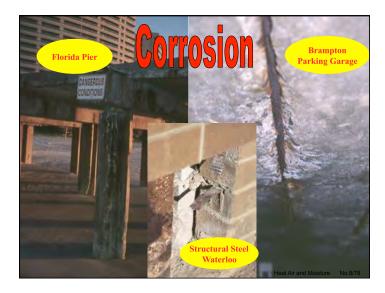
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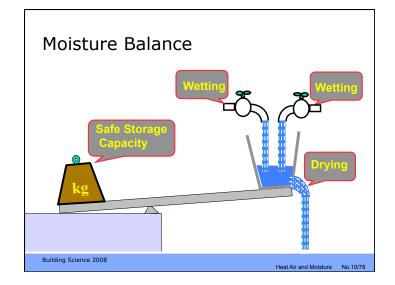


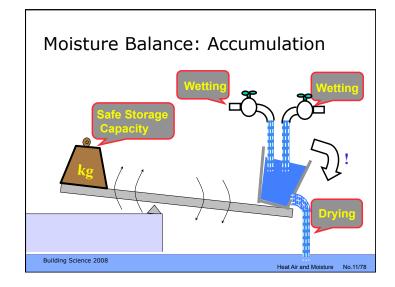
#### Moisture Control

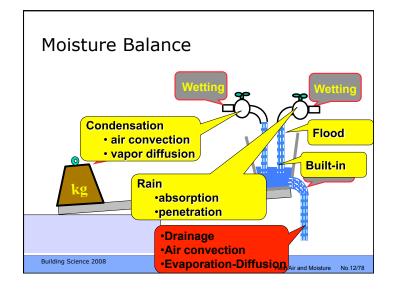
- Moisture-related Problems
  - 1. Moisture must be available
  - 2. There must be a route or path
  - 3. There must be a **force** to cause movement
  - 4. The material must be susceptible to damage
- Theory:
  - eliminate any one for complete control
- Practice:
  - control as many as possible

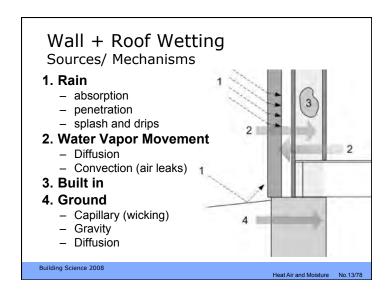
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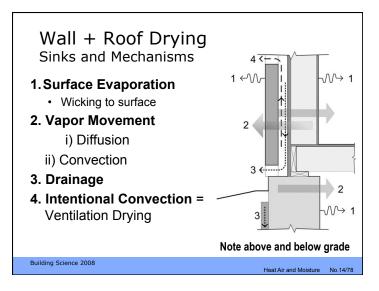
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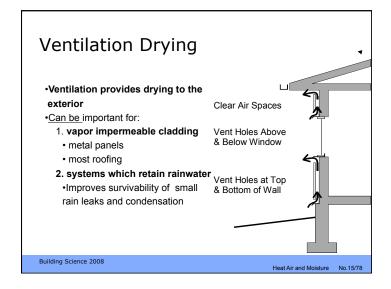












#### Storage

- Bridges gap in time between wetting and drving
- How much moisture for how long before damage
- · Safe storage: safe against what?
  - mold, rot, freeze-thaw, corrosion
- · Basic mechanisms
  - A<u>b</u>sorbed into materials= capillary pores (bound liquid)
  - Adsorbed to materials = sorption (vapor)
  - pools and puddles (free liquid)

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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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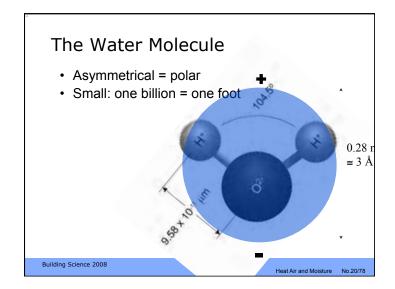
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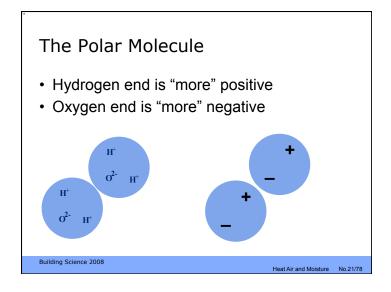
## **Design Solutions**

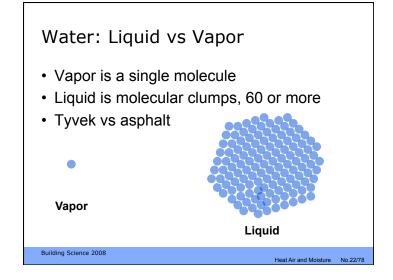
- · Balance wetting, drying, and storage
- Practical Rules
  - Provide a continuous plane of rain control including each enclosure detail
  - Provide continuous air barriers and insulation to control condensation problems
  - Allow drying of built-in and accidental moisture – beware drying retarders

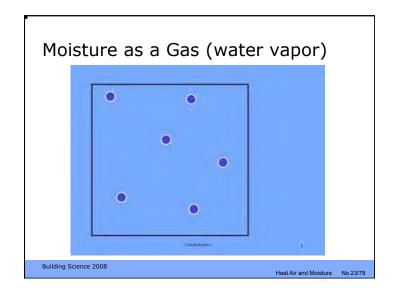
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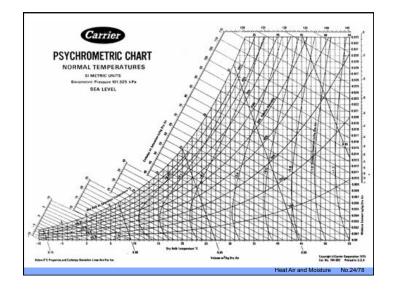
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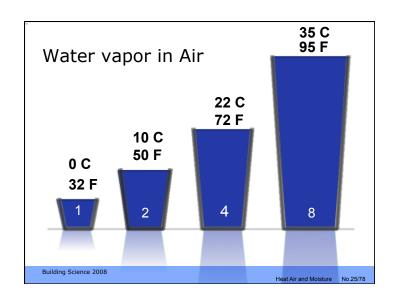


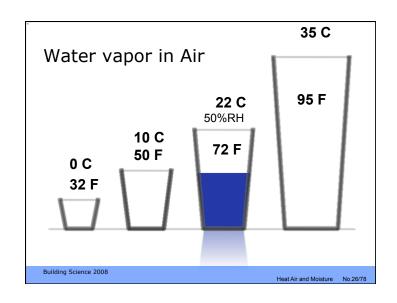


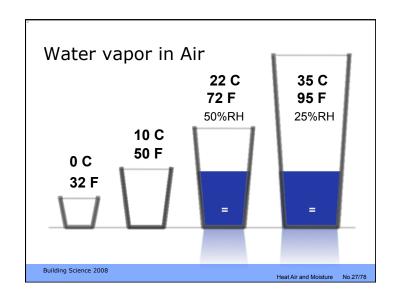


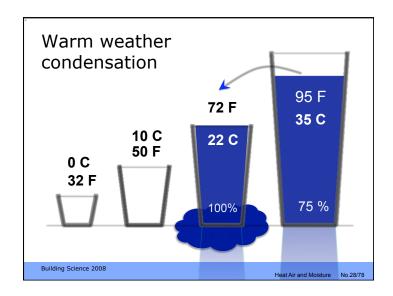


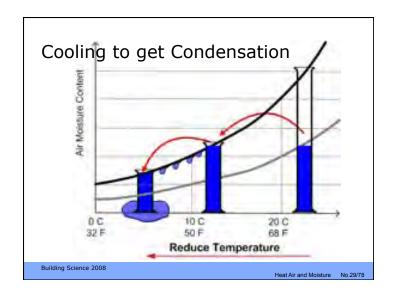


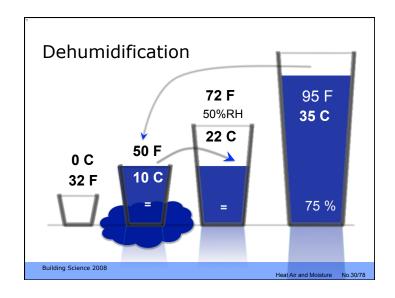


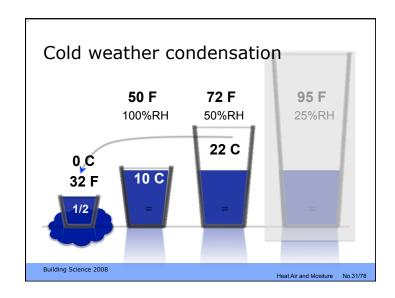


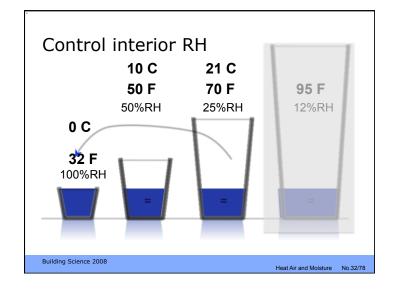


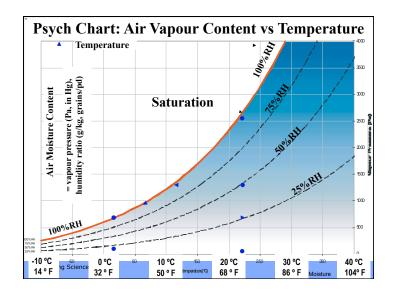


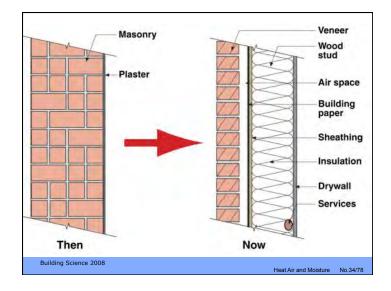


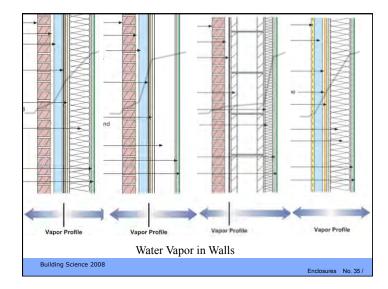


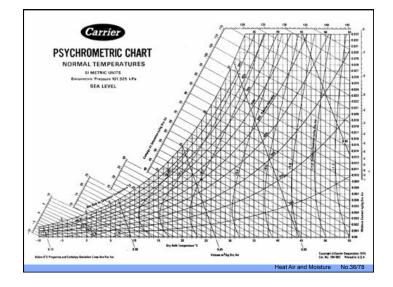


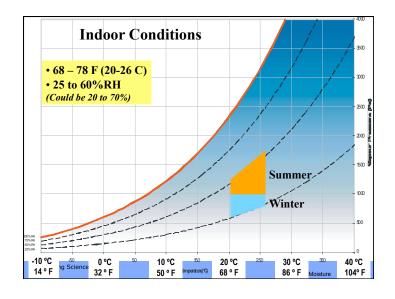


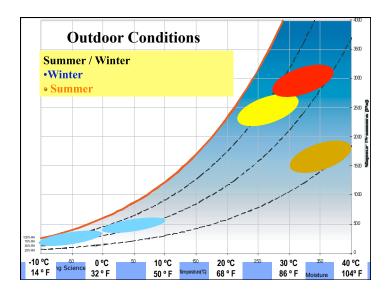


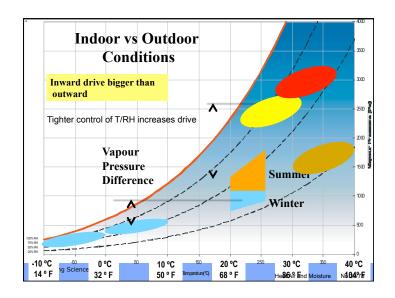












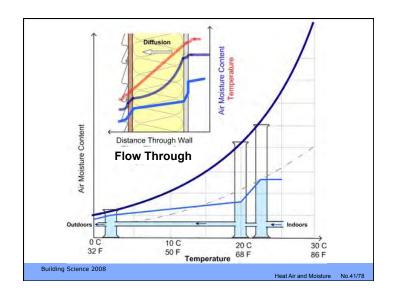
# Water Vapour Transport

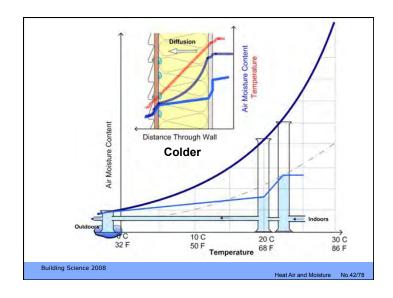
- Vapour Diffusion (like heat conduction)
  - more to less vapor
  - No air flow
  - Flow through tiny pores
- Air Convection (like heat convection)
  - more to less air pressure
  - flow through visible cracks and holes
  - vapour is just along for the ride

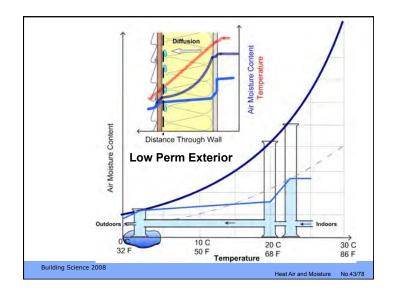
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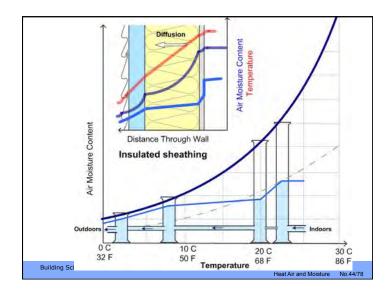
Moisture and Condensation

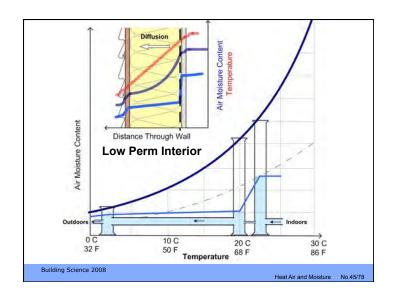
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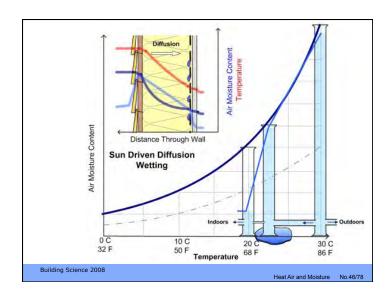












# Air leakage

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

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