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**Building Science**  
Air-Vapor 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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Heat Air and Moisture No.4/78

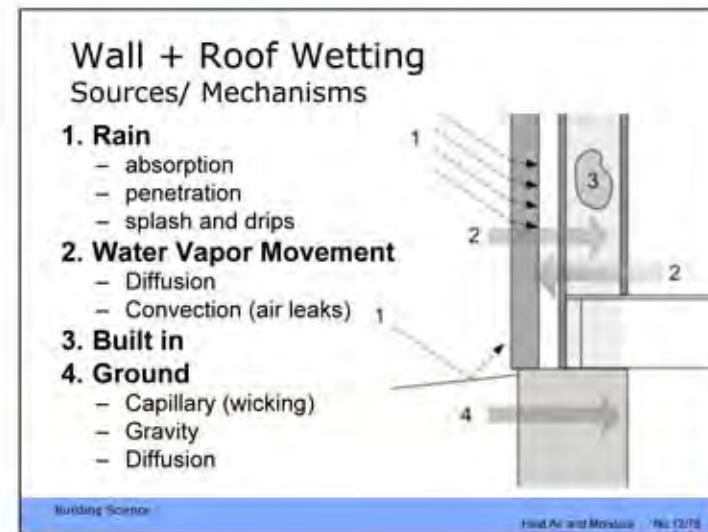
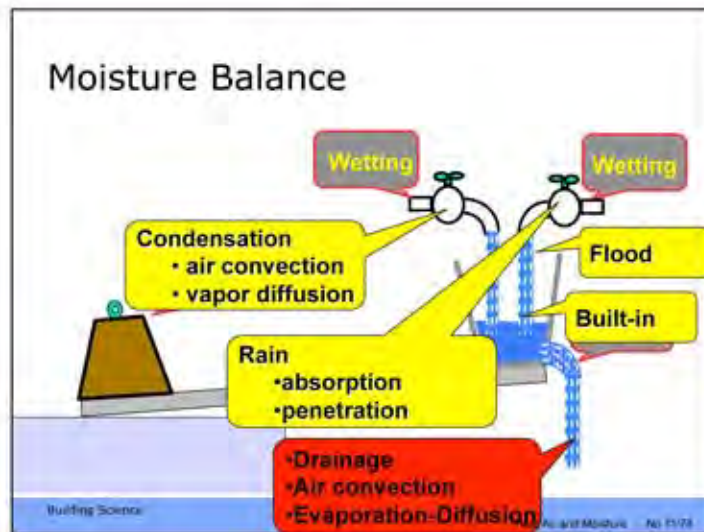
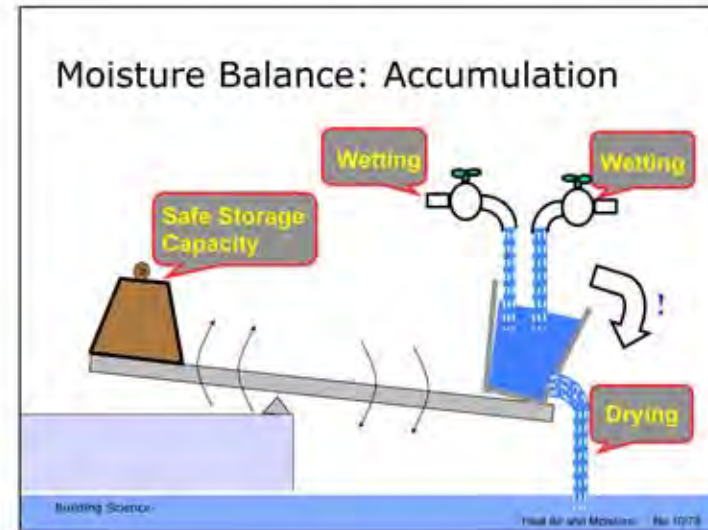
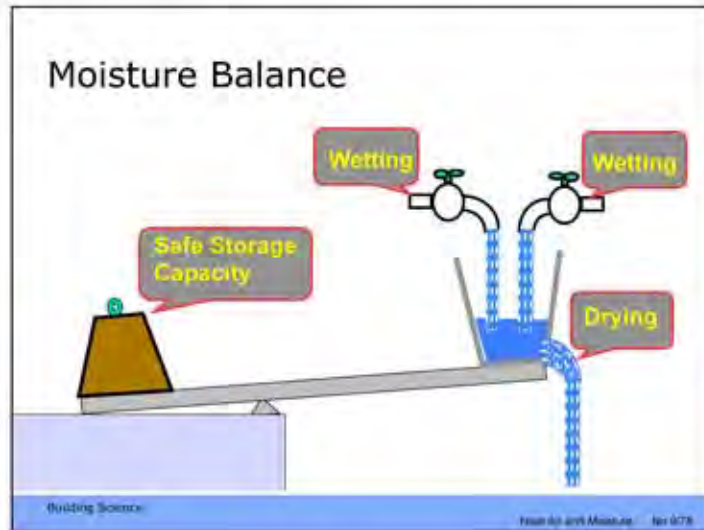


### Moisture Control

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

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### 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

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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
  - Absorbed into materials= capillary pores (*bound liquid*)
  - Adsorbed 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

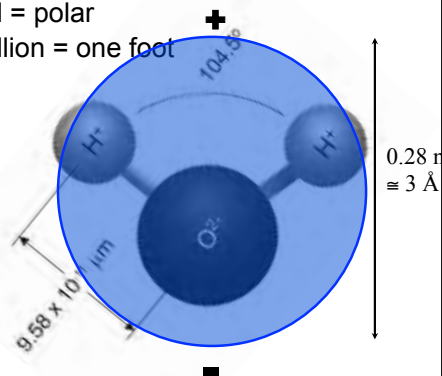
- **Balance** wetting, drying, and storage
- **Practical Rules**
  - Provide a **continuous** plane of **rain** control including each enclosure detail
  - Provide **continuous air barriers** and **insulation** to control condensation problems
  - Allow **drying** of built-in and accidental moisture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

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## The Water Molecule

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

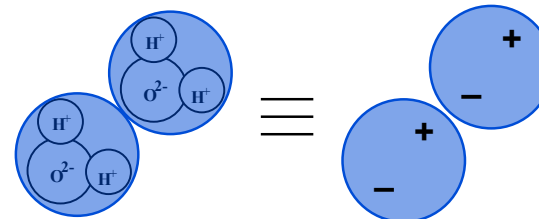


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## The Polar Molecule

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



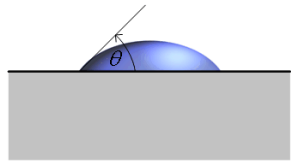
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### Surface Tension: Wettable

**Water attracted to surface more than self**

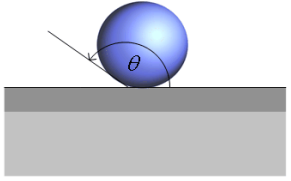
$\theta < 90^\circ$



normal material:  
"wetable"

**Water attracted to self more than surface**

$\theta > 90^\circ$

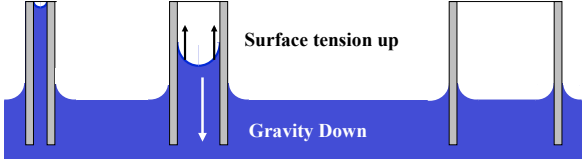


hydrophobically treated:  
"non-wetable"

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### Capillary Pressures

- Result of surface tension = attraction to surfaces
  - pressure varies with pore size
  - e.g., height rise in a glass tube



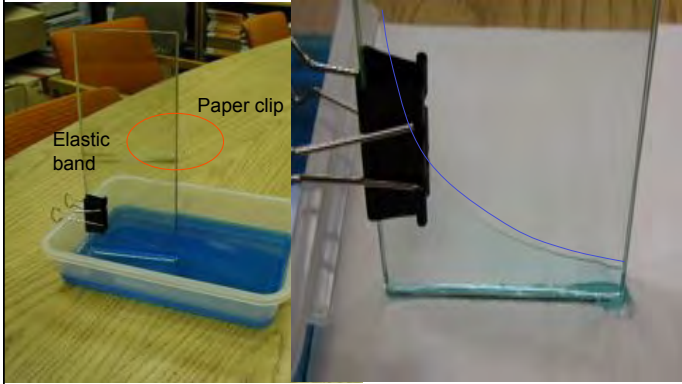
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### Surface Tension



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### Capillary rise between glass sheets



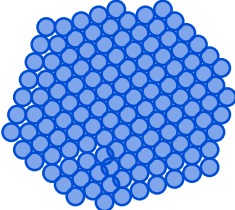
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### Water: Liquid vs Vapor

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



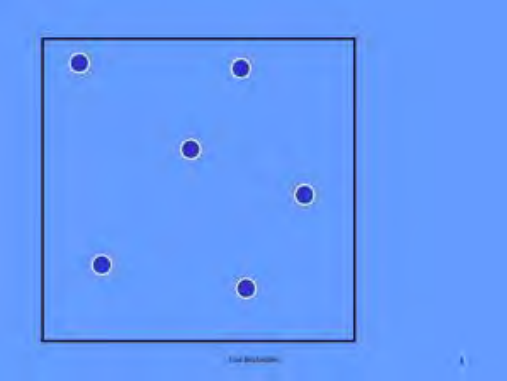
**Vapor**



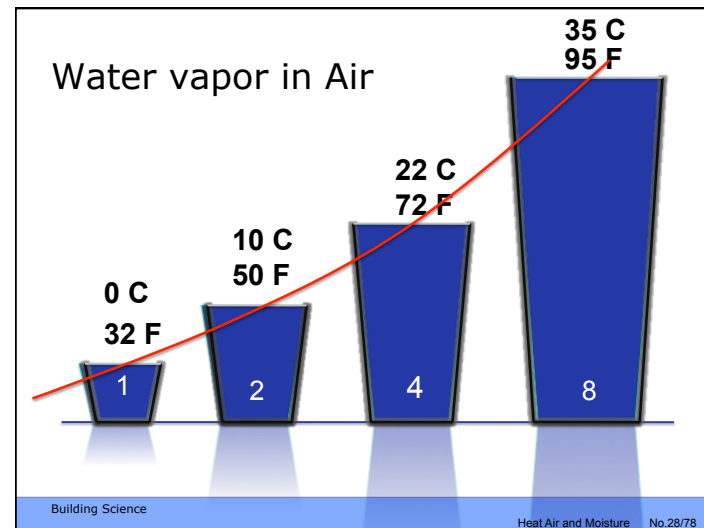
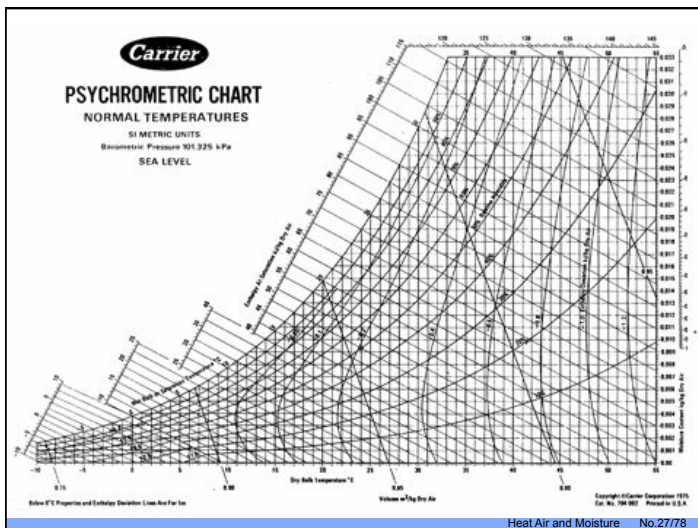
**Liquid**

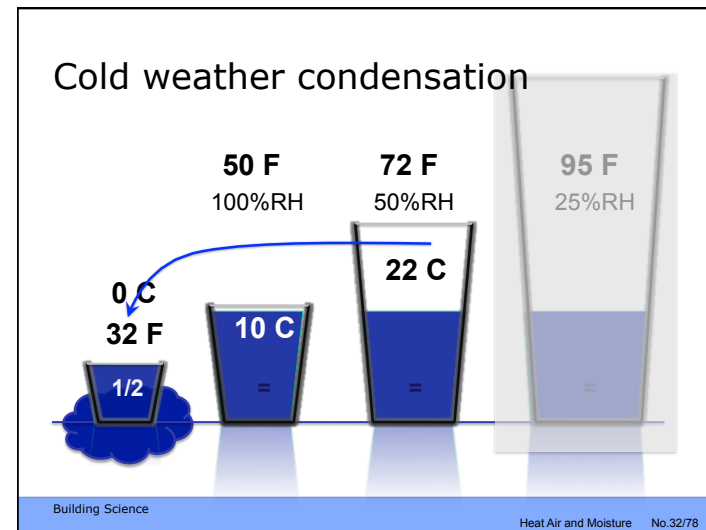
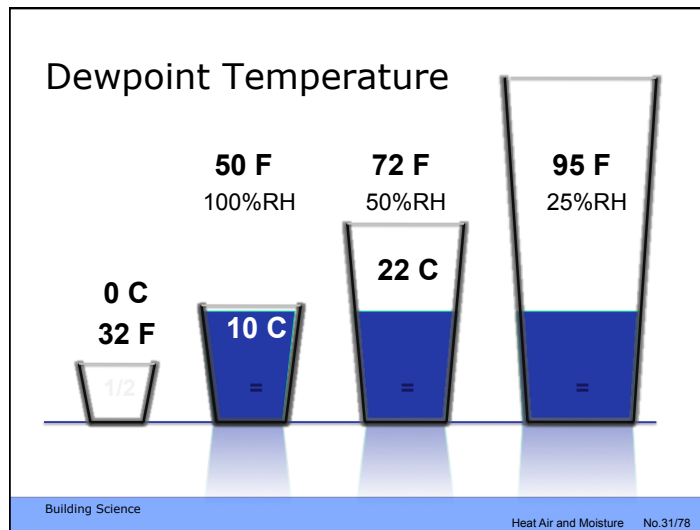
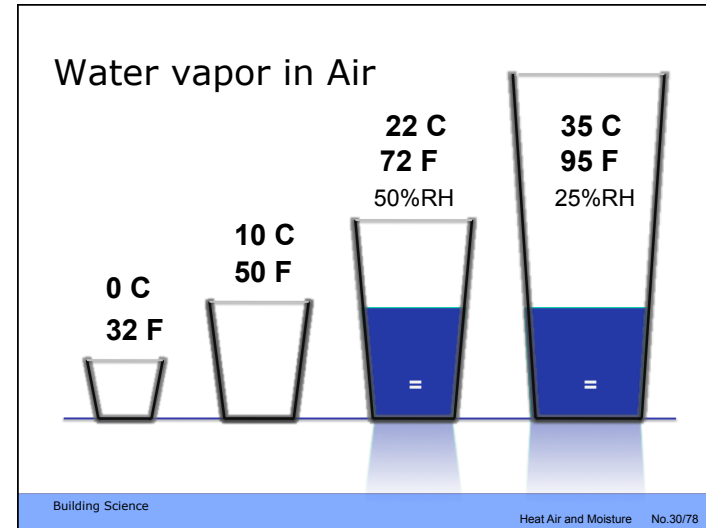
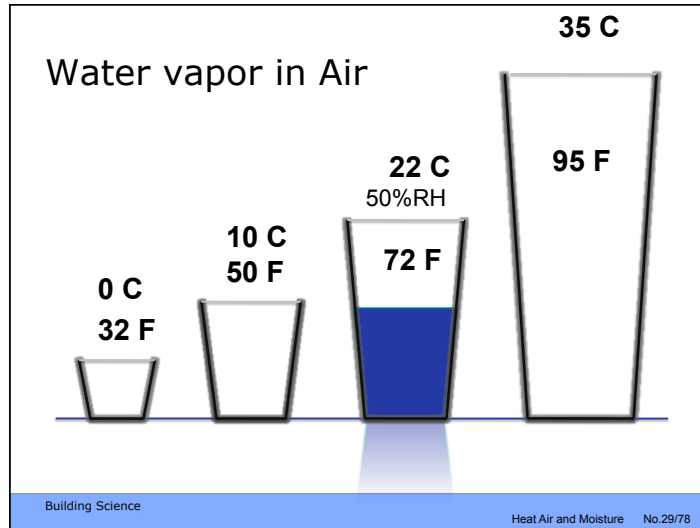
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### Vapor Pressure: water as a gas

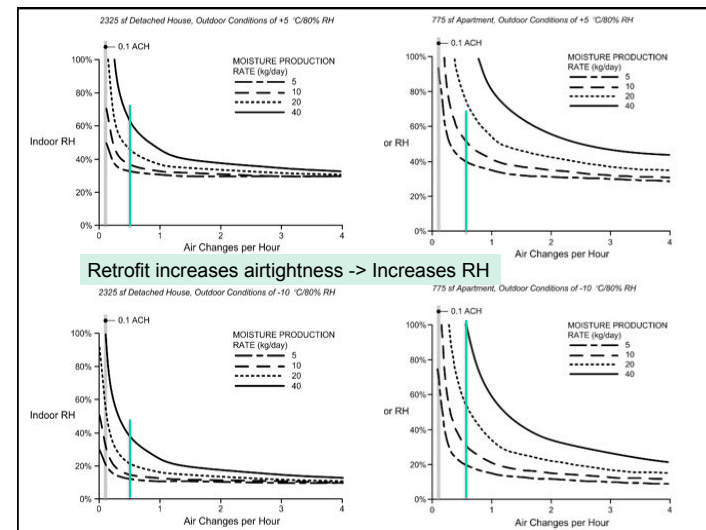
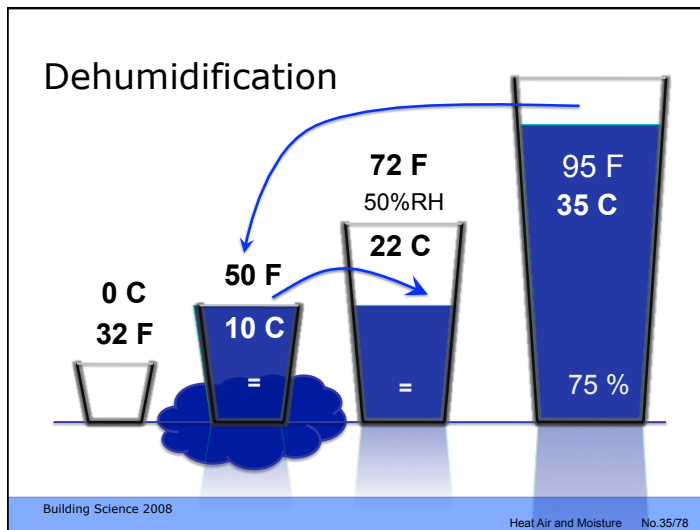
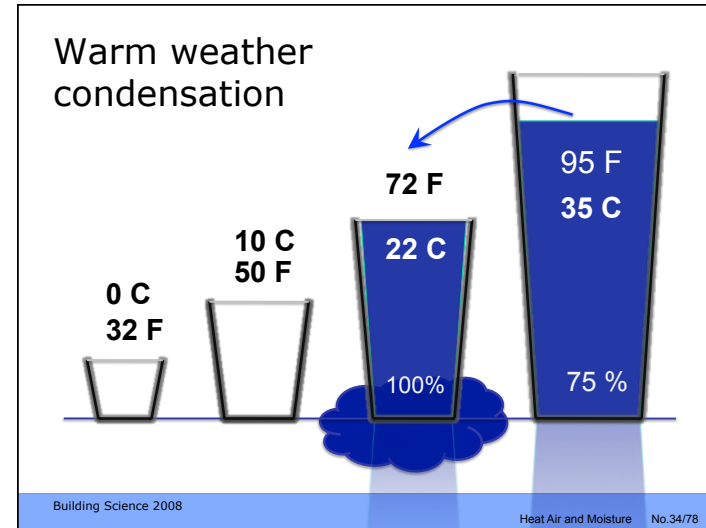
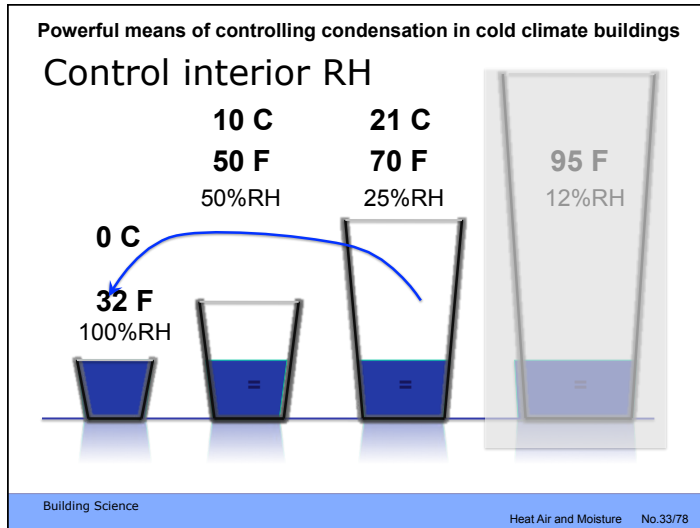


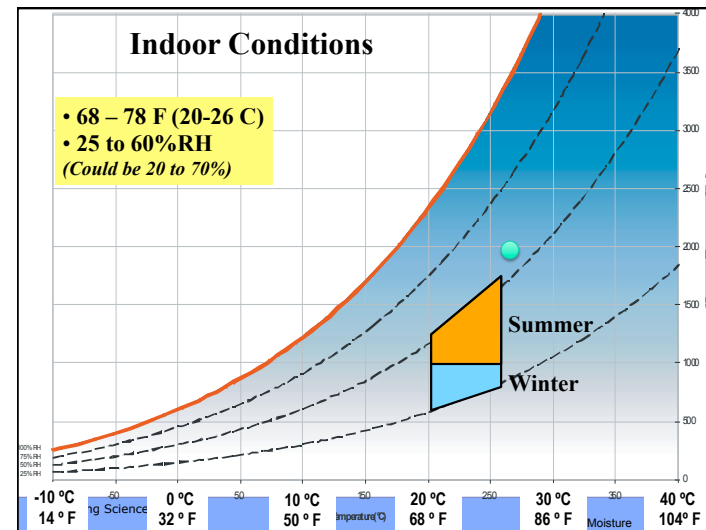
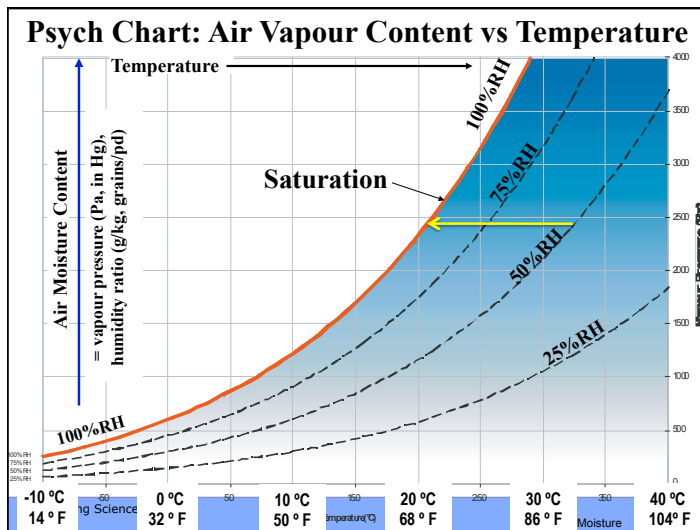
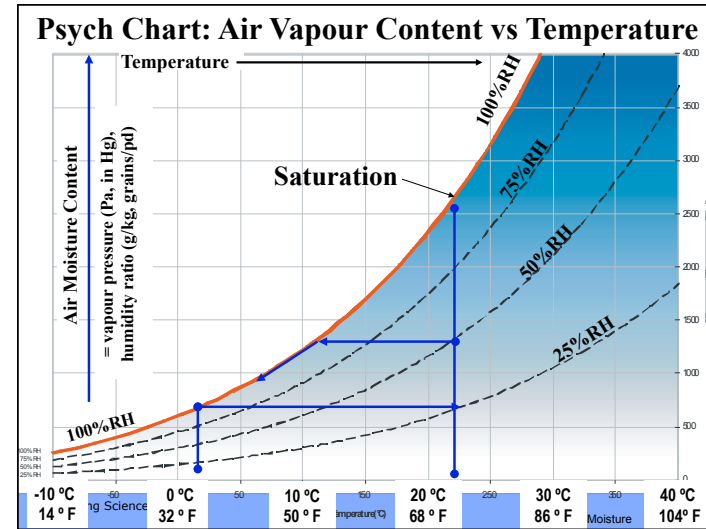
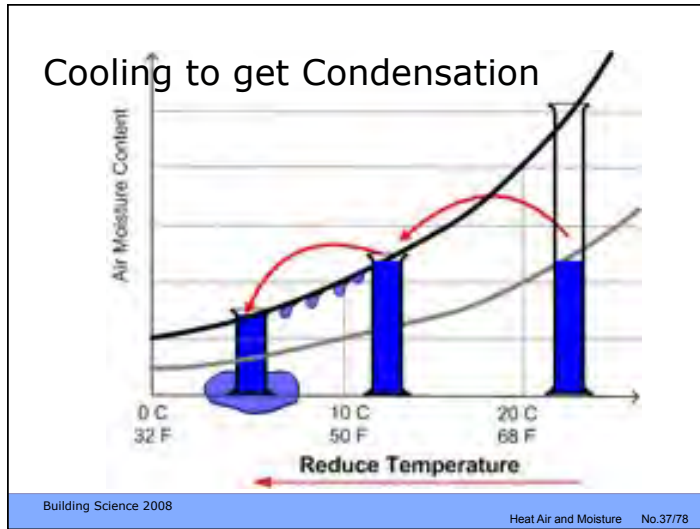
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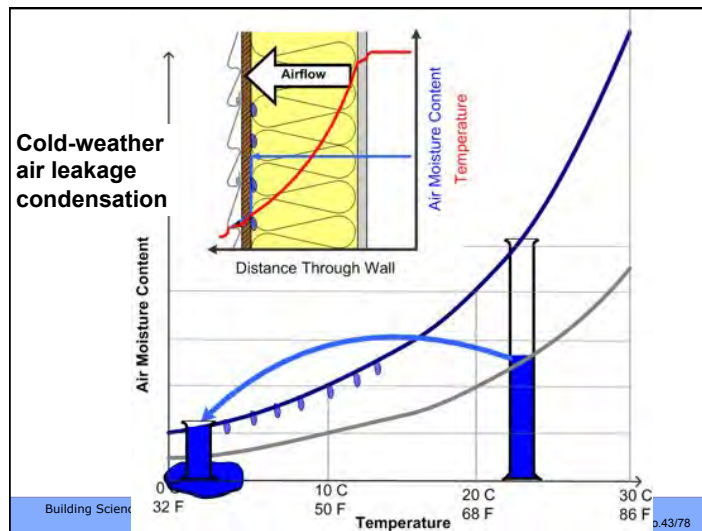
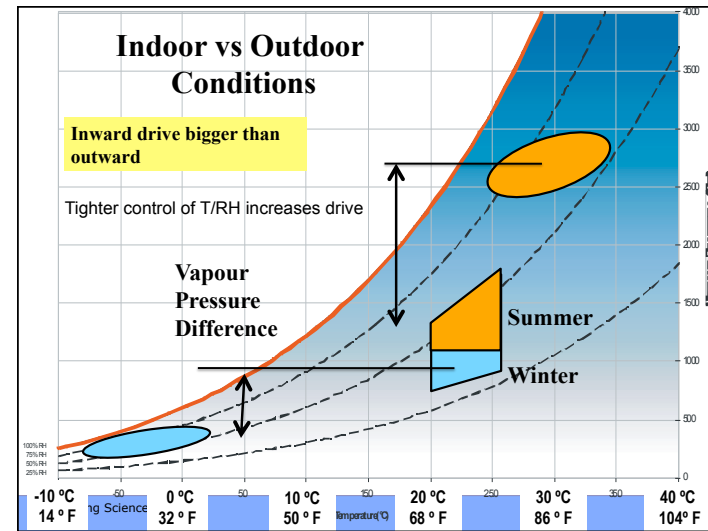
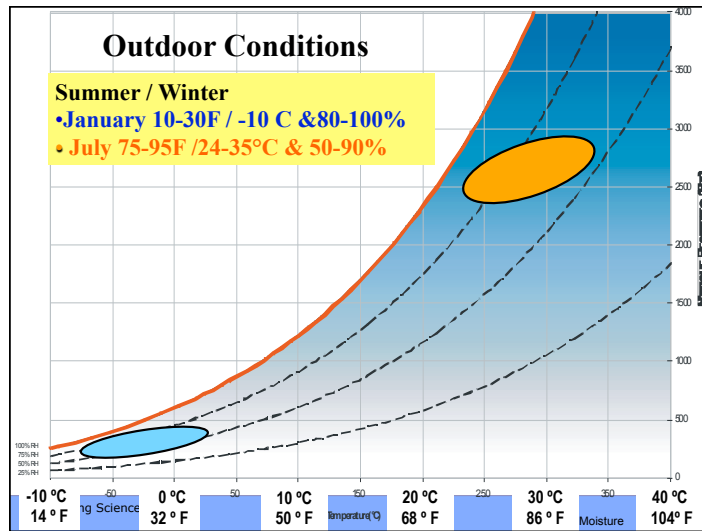






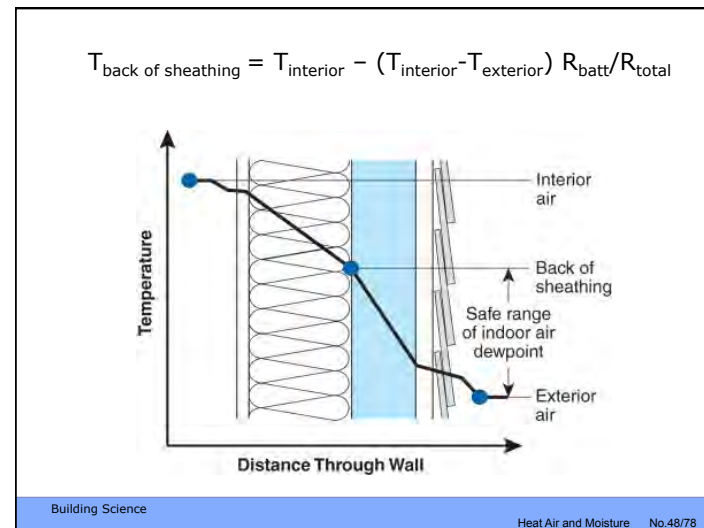
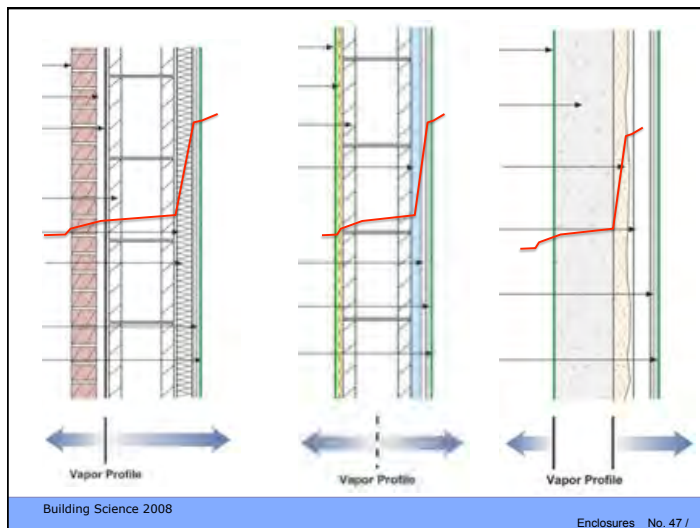
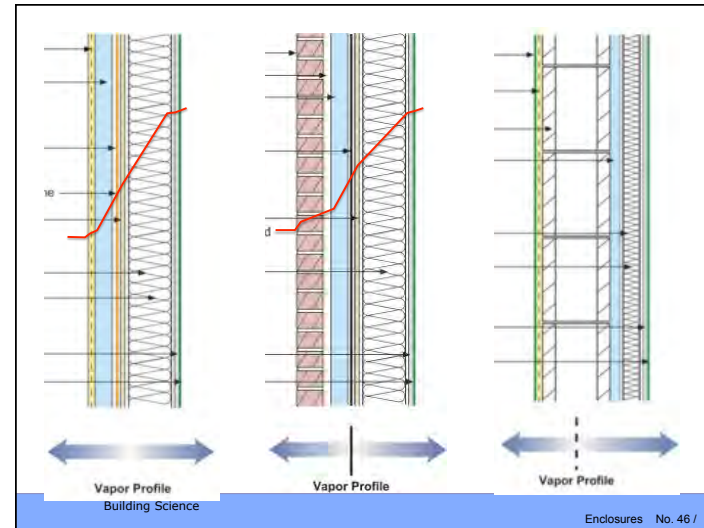
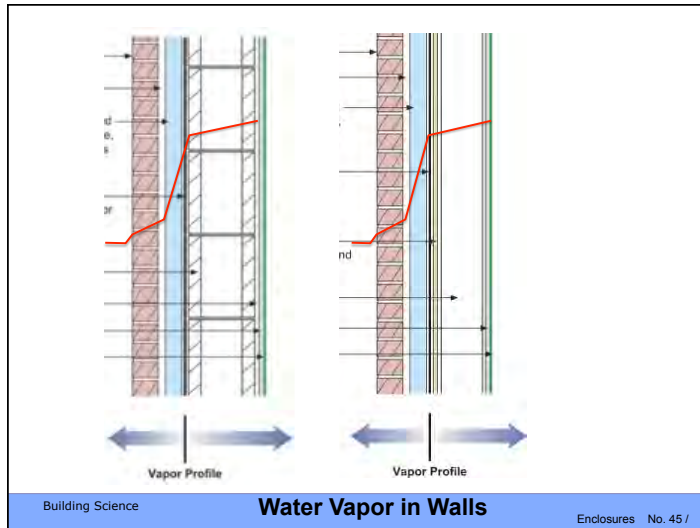


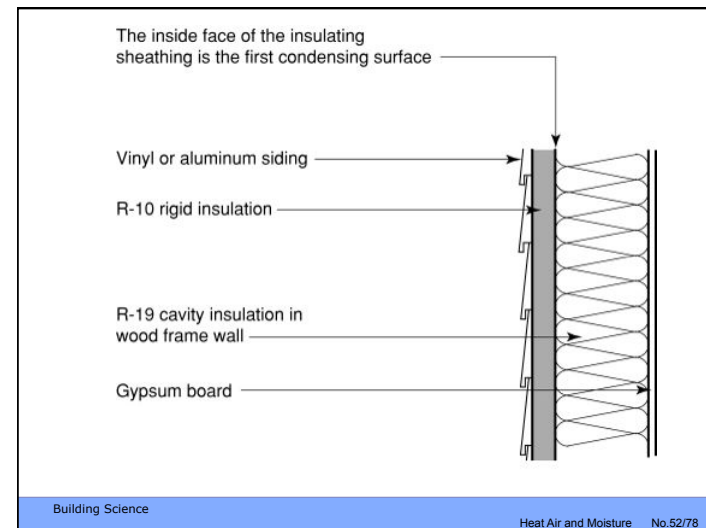
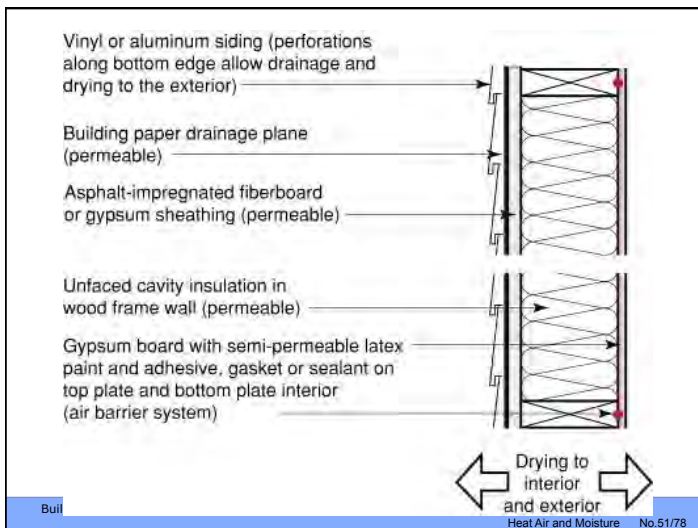
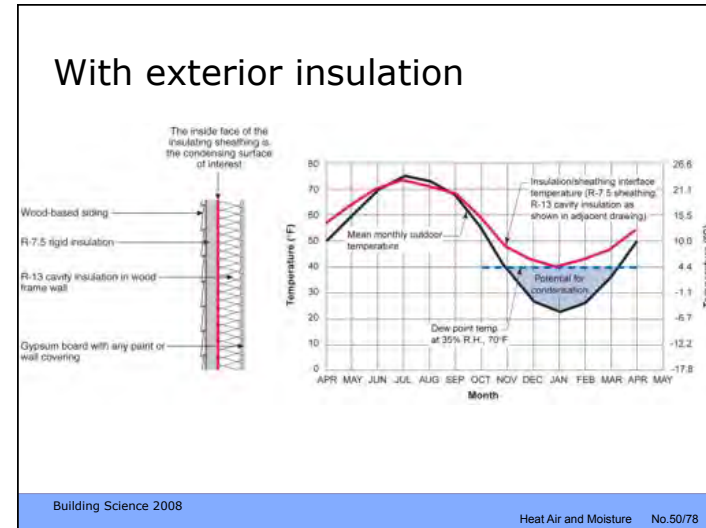
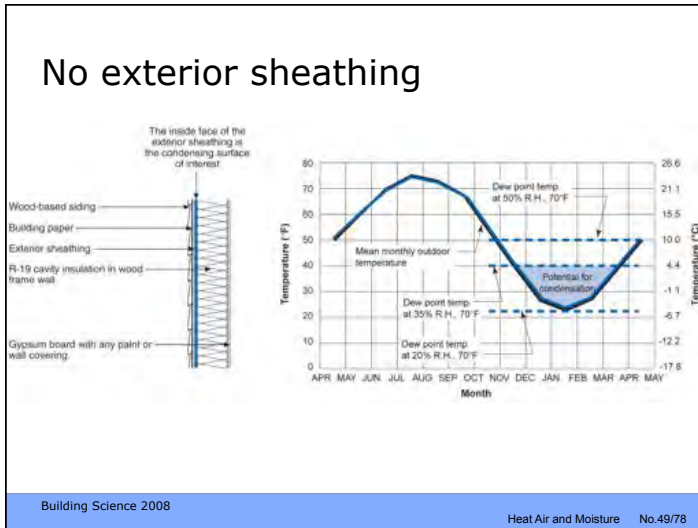




### Air leakage

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



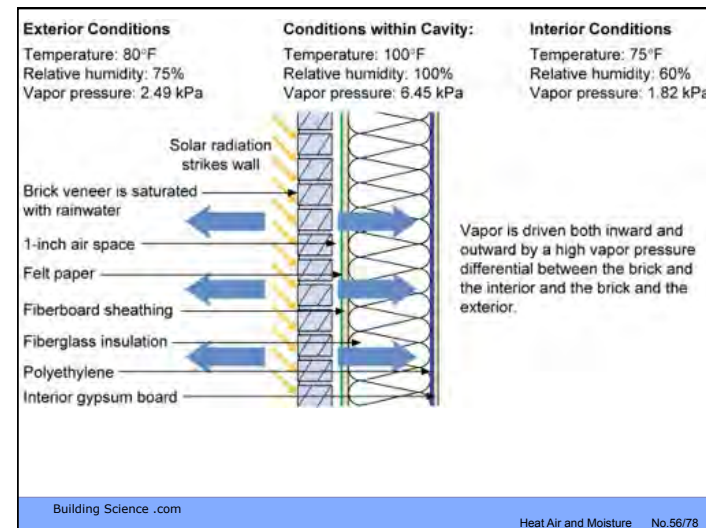
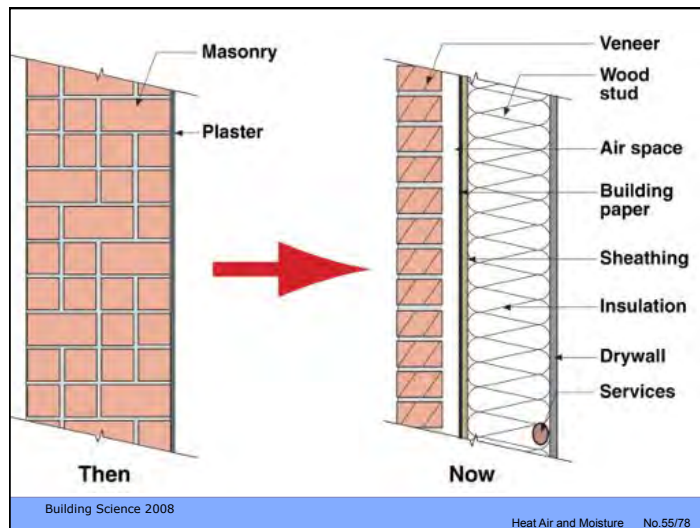
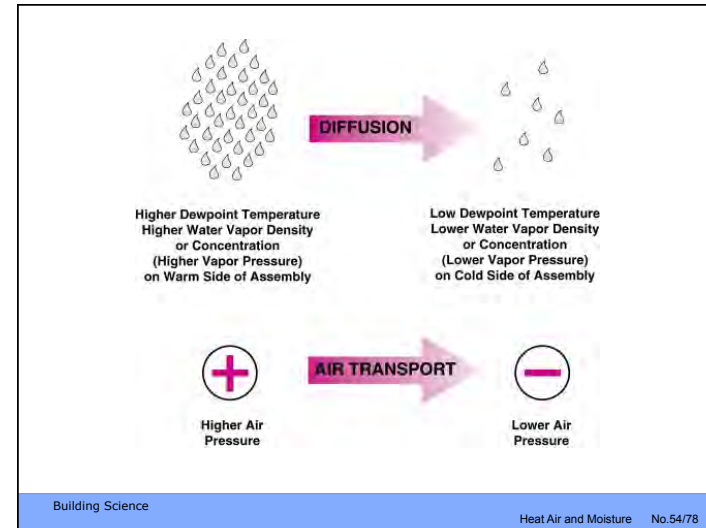


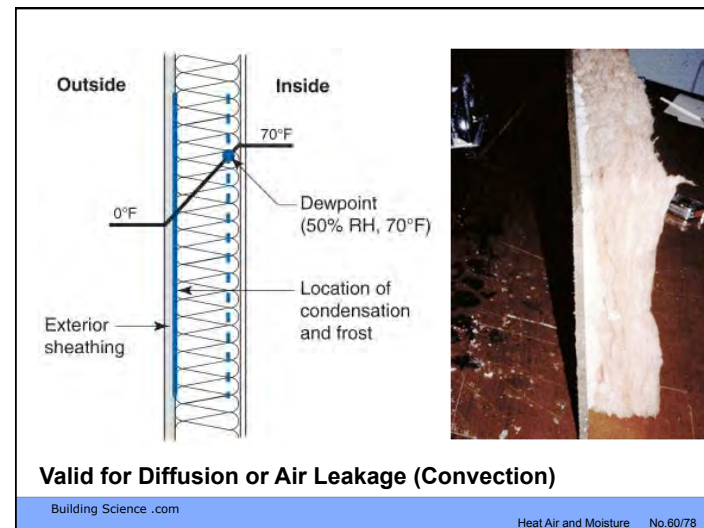
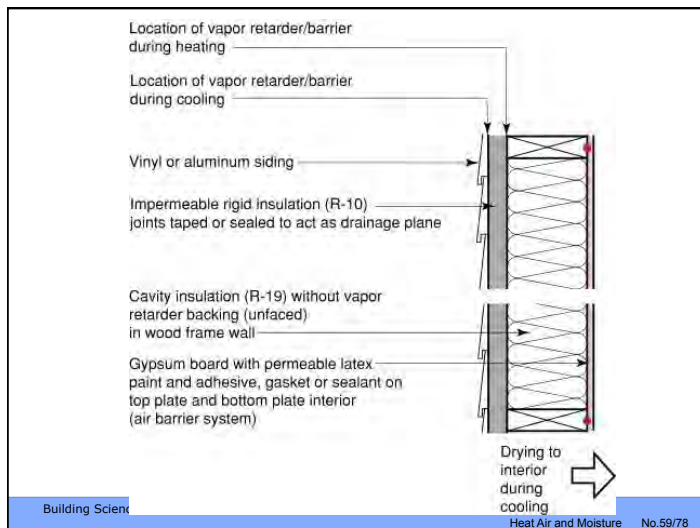
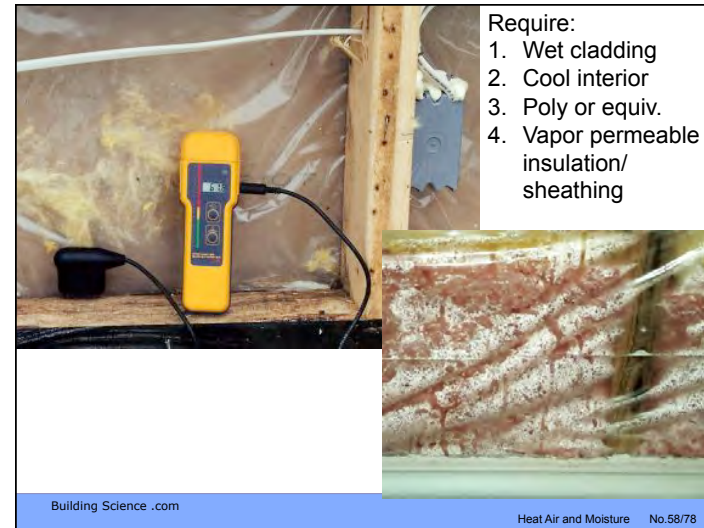
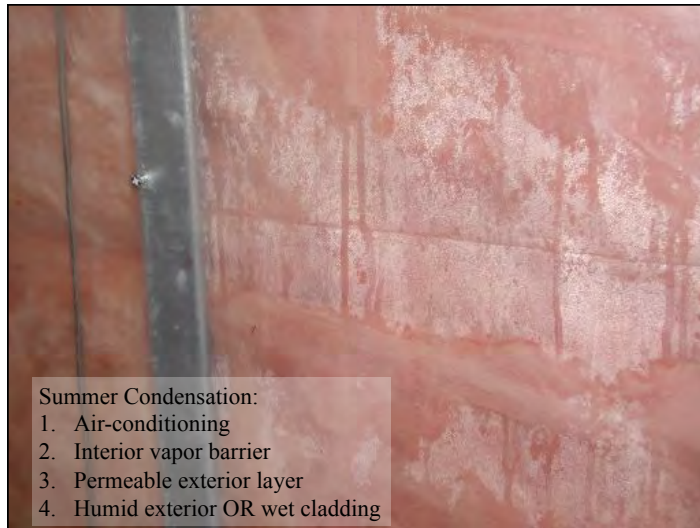
## Water Vapour Transport

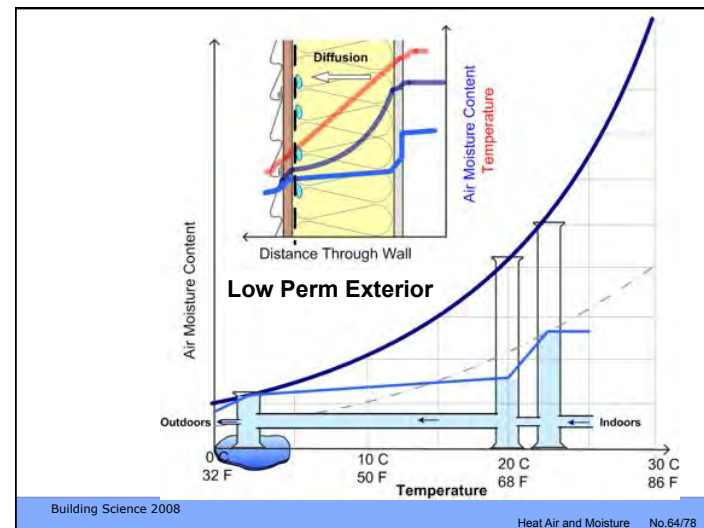
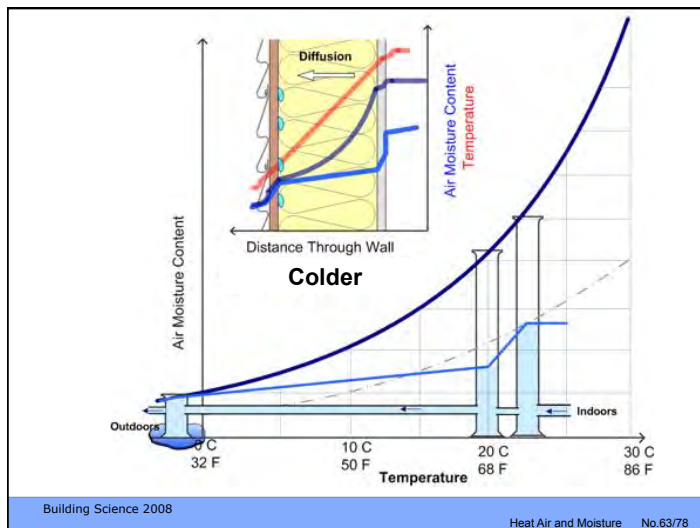
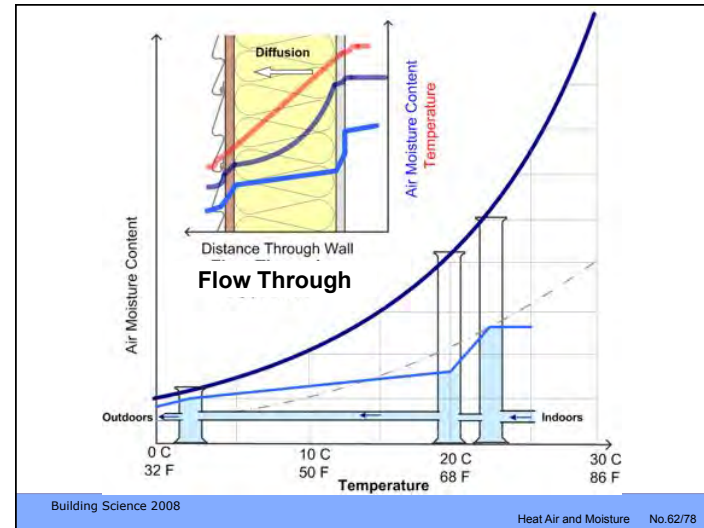
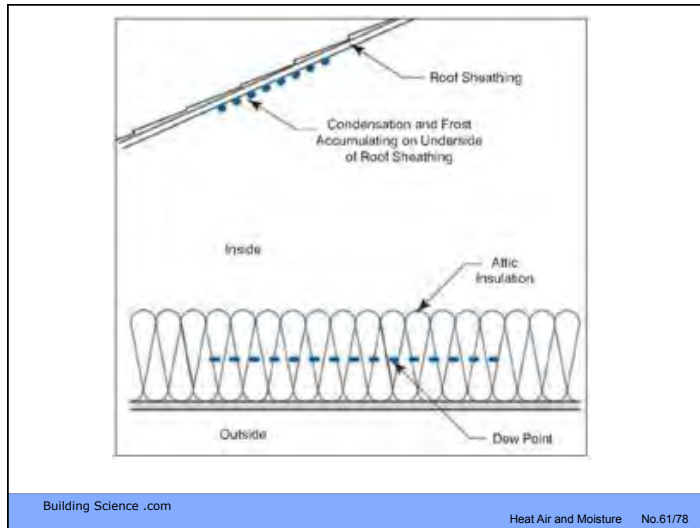
- Vapour Diffusion (like heat conduction)
  - more to less vapor
  - No air flow
  - Flow through tiny pores
- Air Convection (like heat convection)
  - more to less air pressure
  - flow through visible cracks and holes
  - vapour is just along for the ride

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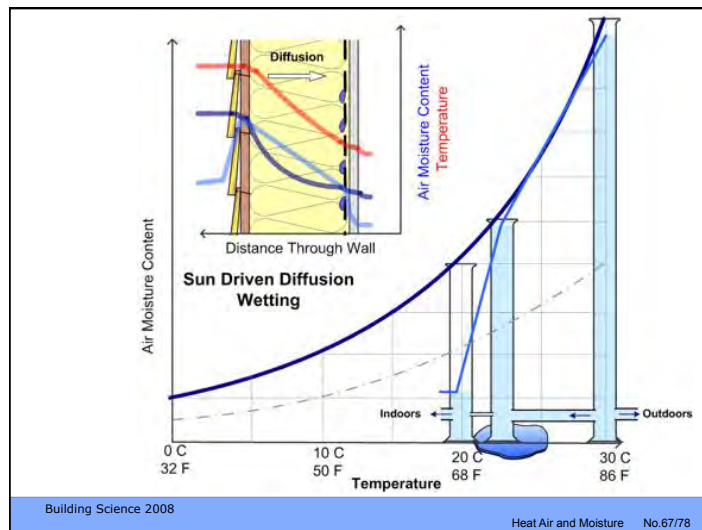
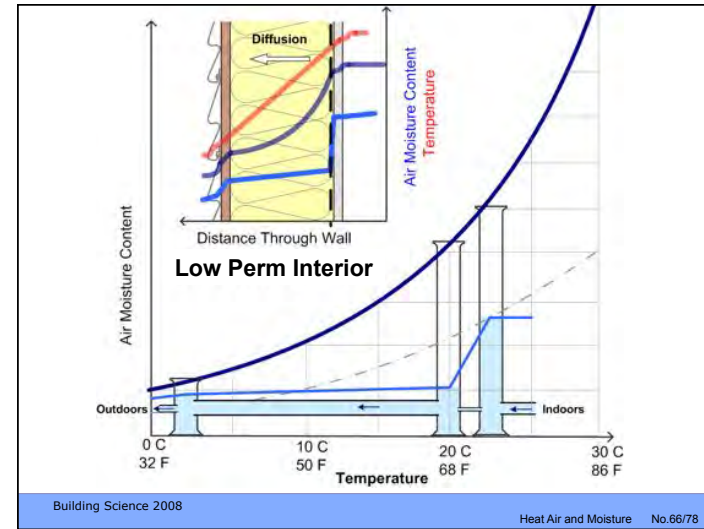
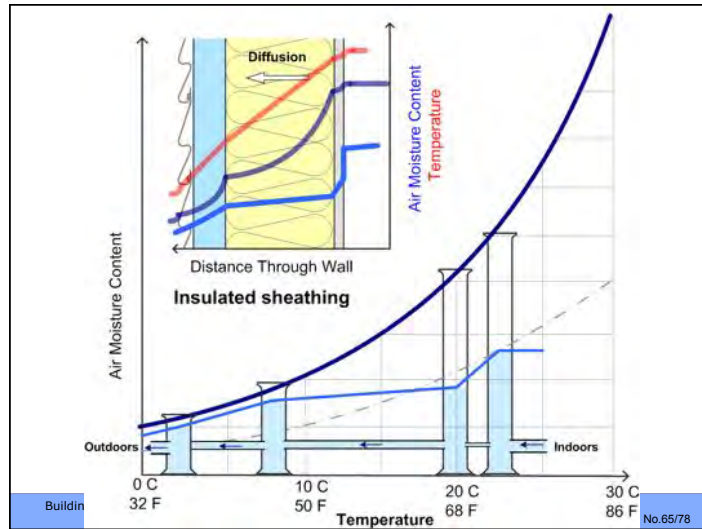
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## Conclusions

- 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

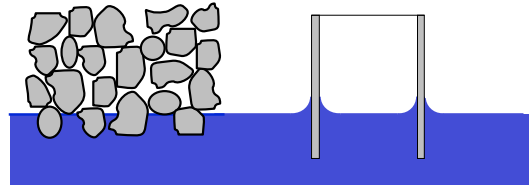
### Liquid Transport: Capillary Flow

- Surface tension drives water uptake
- Flow rate depends on size of opening
  - Small pores – high suction, low flow
  - Large pores – low suction, high flow

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### Capillary Flow

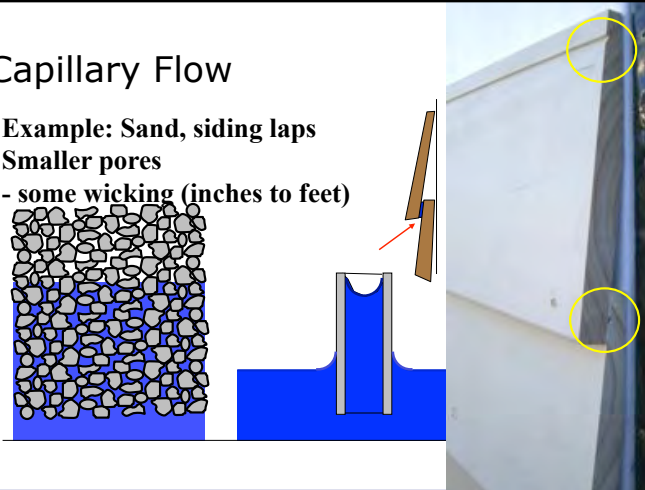
- Solution: use gaps
- Large pores - no suction (no “wicking”)
- Eg. : Crushed stone, air gaps
- Gravity flow allows drainage



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### Capillary Flow

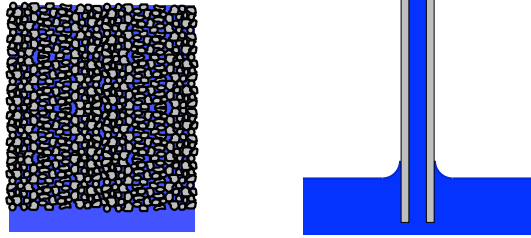
**Example: Sand, siding laps**  
**Smaller pores**  
 - some wicking (inches to feet)



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### Capillary Flow- concrete sucks

**Example: Clay or silt**  
**Wicking (dozens - hundreds of ft)**



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