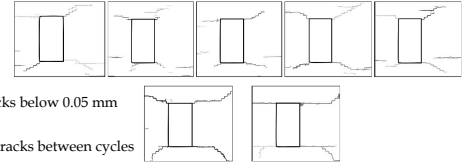
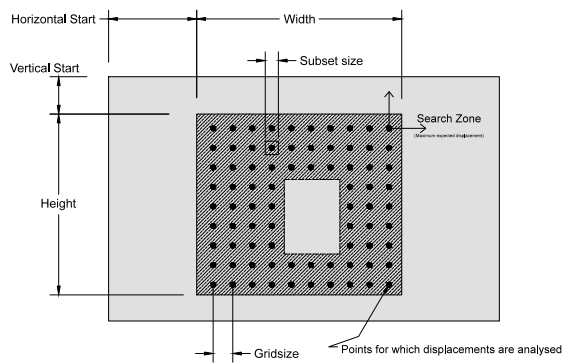
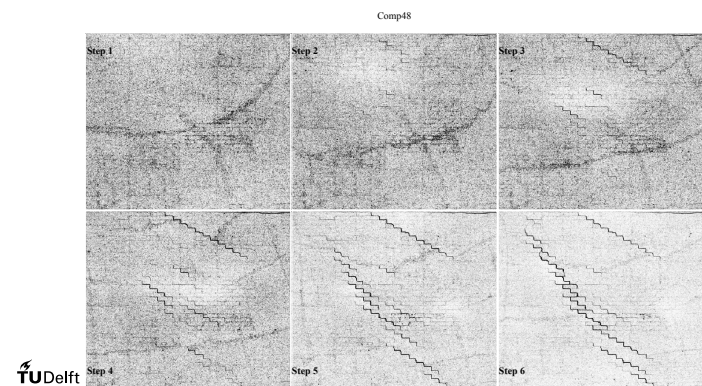
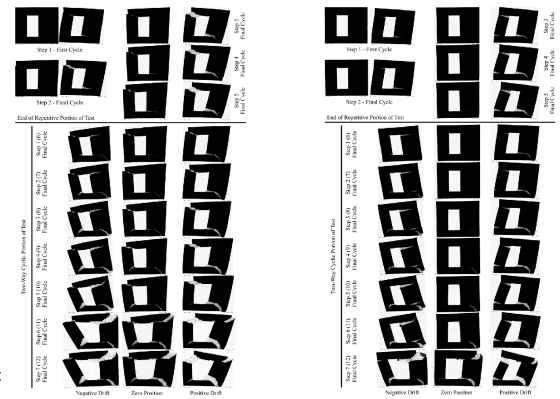
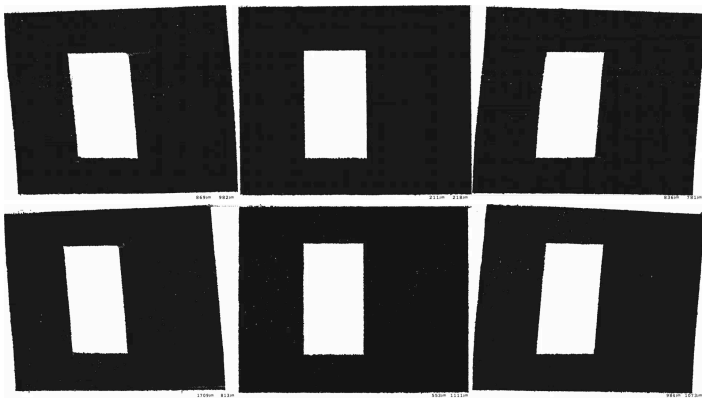


Focus of Light Damage Experiments in Masonry

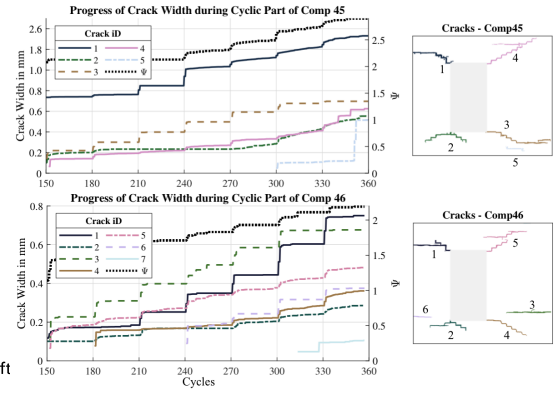
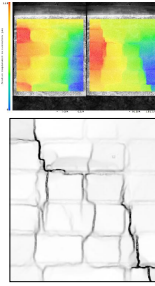


- Monitor the initiation of cracks below 0.05 mm (50µm),
- Observe the progression of cracks between cycles of equal amplitude,
- Characterise the propagation of cracks,
- Objectively quantify damage based on cracks,
- Produce easy-to-evaluate and consistent graphs of the deformation of specimens.

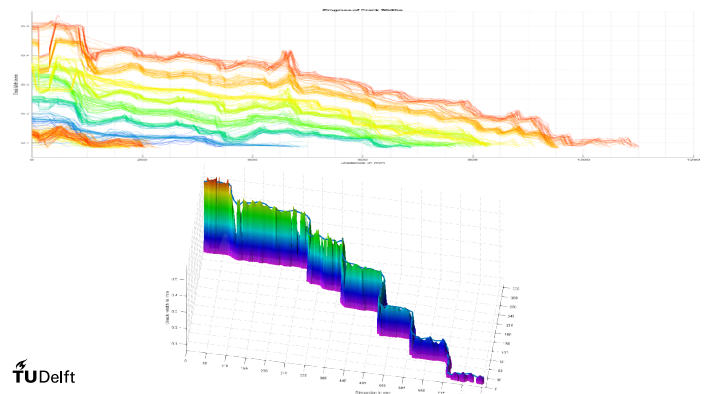
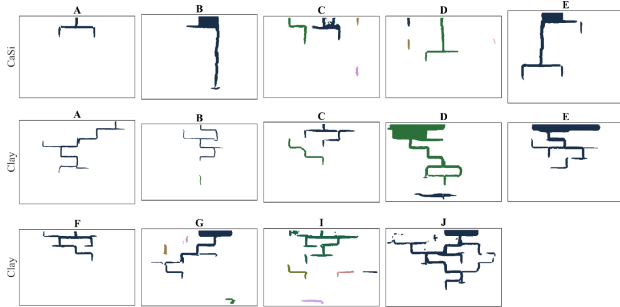


Requirements for DIC for Light Damage

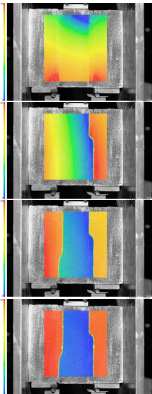
- Achieve highest possible resolution:
 - Small subsets → Optimised pattern, limited search-zone algorithm;
- Look at discontinuities in displacements, not smooth strains:
 - Independency between subsets,
 - Insight into overlap of grid point information;
- Crack detection and characterisation
- Full Automation:
 - Load images → Results + Graphs



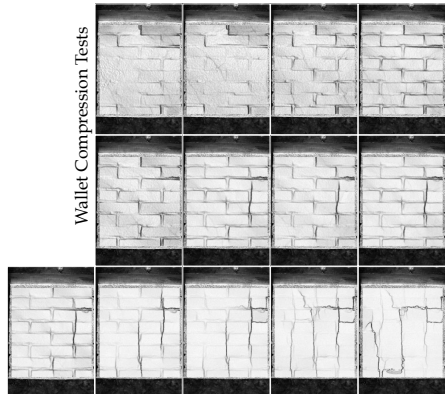
Modified four-point bending tests

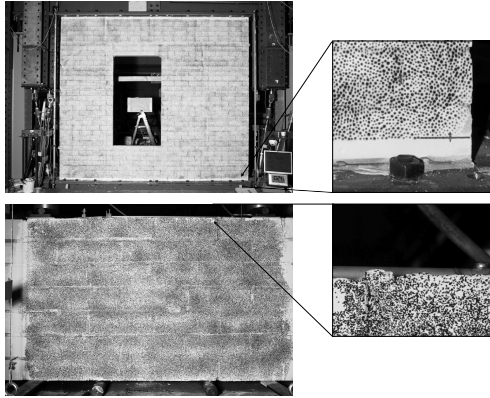


Shear Triplet Tests



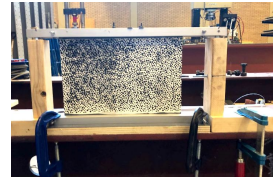
Wallet Compression Tests





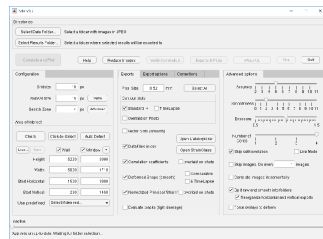
Pattern and Hardware

- Computer-optimised pattern painted on the white masonry surface with laser-cut moulds,
- Smaller pattern consisted of graded sand sprayed on wet paint.
- DSLR with 51 MPx, sharp and distortion-free* lens. Up to 5 fps,
- Flash for even and consistent lightening, and zero image blur,
- Computer-triggered setup.



Software - Sdic

- Pearson-correlation search of subset positions,
- Self-coded in Matlab language,
 - Tailored for specific needs, adaptable, automatic, GUI or programatic,
 - Crack characterisation algorithms,
- Stand-alone app (does not require Matlab by the user), deployable on all platforms



Limitations

- Only 2D surfaces and 2D displacements,
 - No 3D or out-of-plane;
- Small displacements and no significant rotations;
- Not focused on strains but on displacements and cracks;
- Solving in parallel multi-threaded Matlab code is not as fast as parallel C,
 - Speed is compensated by automation and lack of user interaction requirements.
- Slow live-view

