Reverse Engineering

This course is intended for those who are interested in exploring a new approach to acquire a design model. It aims to stimulate participant creative and artistic talents through Reverse Engineering (RE) related to design studio practice.

It is suitable for students involved in art design, computer graphic production, virtual reality effect, architecture design and others who may expect to apply RE knowledge as new tools and approaches to their problem.

Course contents include:
- Overview of Reverse Engineering
- 3D digitization processes
- Post-processing of digitised data
- Reconstruction of curve and surface
- Computer aided process for Design

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<th>Assessment method(s)</th>
<th>Coursework</th>
<th>Project</th>
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<td>40%</td>
<td>60%</td>
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Course code     Dates             Day                  Time
IC3124 -04A    25 Oct - 9 Dec 2004 Mondays & Thursdays 6:00 pm - 9:00 pm

Organising dept. : IC
No. of sessions : 14, 3 hours each
Medium of instruction : English & Cantonese
Venue : PolyU Campus
Fee : $5,700