

Computer Bioengineering Design of Textiles and Clothing
For ieccs2007

Focus on computational methods and simulation on the biofunctional interactions between human body, clothing and environment, including the areas of:

- (1) Biomechanical engineering of textiles and clothing, interactions between human body and clothing such as foot-sock-shoes, leg-stockings, breasts-bras...
- (2) Thermal interactions between human body, clothing and external environment such as human thermoregulation, clothing materials, indoor environment and outdoor environment...
- (3) Biosensory interactions between human, clothing and environment such as perception of thermal sensations, tactile sensation, color, texture and comfort, as well as psychological preferences...
- (4) Virtual fashion simulation and animation
- (5) Virtual thermal living environment and animation

Mathematical models, numerical computational methods and simulation of various cases shall be presented and discussed.

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