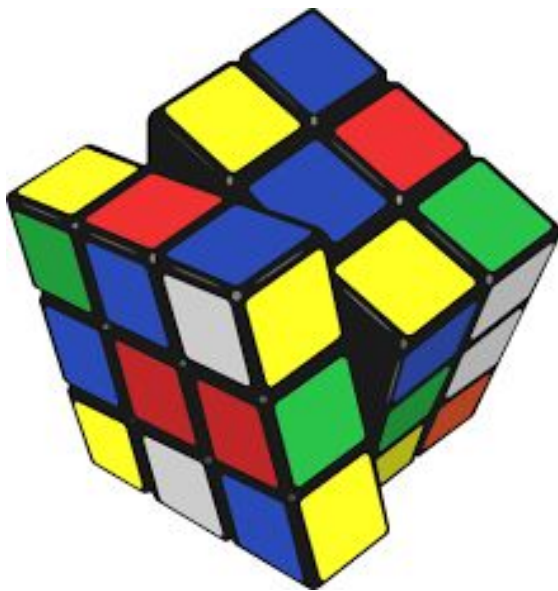# Reverse Engineering of a Rubik's Cube

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Part 4: Computer Modeling

Reverse Engineering of a Rubik's Cube

Dissection Notes for a Rubik's Cube

1. Twist the top layer of the Rubik's cube 45 degrees and use a screwdriver to pry the middle piece frame up and out
2. After the first middle piece frame is off, the remaining edge piece frames and corner piece frames/corner locking pieces of the cube can be removed by twisting and pulling them outwards
3. Repeat for the remaining 2 layers, until only the centerpiece frame and middle piece frames are left
4. Remove the colored tiles from the middle piece frames by releasing the tabs underneath each tile with a small screwdriver
5. Remove the now-exposed screws underneath the tiles with a small Phillips-head screwdriver
6. Pry the colored tiles off the corner and edge piece frames by inserting a small screwdriver in the seam between the tile and the frame
7. The corner locking pieces can now be separated from the corner piece frames by releasing the tabs that hold them in place

Parts List			
Rubik's Cube			
Part No.	**Part Name**	**No. Required**	**Material**
1	Middle Piece Frame	6	Plastic
2	Edge Piece	12	Plastic
3	Corner Piece Frame	8	Plastic
4	Corner Locking Piece	8	Plastic
5	Colored Tiles	54	Plastic
6	Screw	6	Steel
7	Centerpiece Frame	1	Plastic

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