The plastic car interiors were scanned, using an app called 123D Catch. This program produced a mesh of the object scanned, which could then be used for 3D printing or as the stock material for CNC milling.

The stainless steel pipes leftover from making table legs. Because the sizes and shapes of the pieces were consistent, using them as modules allowed for a strategy of cumulative branching.

The polyethylene plastic proved to be the best material to work with. Because it came in flat stock sheets and was soft enough to be cut with the CNC machine, a number of pieces could be cut with a variety of techniques. This led to a series of light and surface studies and ended up being the best way to mass-produce highly refined objects in a way that made the collection beautiful and unique overall.