A series of methodology studies on the topic of repair. Discarded shoes were found and repaired utilizing various types of digital technologies to engage in the old world profession of cobbling. Shoes were scanned and documented using an Xbox Kinect. Using this “digital last”, repairs were constructed in the computer which engage with the existing decay of the shoe. Embracing this decay and repurposing the shoe creates value in an object which society had previously deemed unfit for further use.

Moving on to the scale of buildings, the exploration continued with a series of point cloud scan drawings of the Mai Wah Building in Butte, MT. The scans were done with the use of a Leica ScanStation as part of a larger study on the value of repair. The study explores abandoned and partially used buildings to see how they might be repaired in a way which both highlights the beauty of their decay and allows for their continued use. The texture of the drawings comes from the millions of individual points that make up a 3d scan. Through a series of layered points, the drawings begin to display x-ray type qualities as the viewer begins to understand the individual spaces that make up the Mai Wah Building.