render a computer scan of her head in three dimensions. These 3-D files, which are scalable to any dimension, can then be printed out as objects. "The level of detail I wanted made this very difficult," she says. "Each time we scanned my head, the computer would crash. In the end, we needed three quarters of a million dots, or 'cloud points,' to create my head." At that resolution, the copy captures every pore and follicle. "The details are so fine," says Pondick, "that it worked perfectly when I combined my shrunken heads with the monkey bodies and the casts of my arms."

The process inspired a new work, *Worry Beads*. This time the artist has scanned her head, printed out bead-sized 3-D copies, and strung them, like headhunters' rosaries. She casts the finished shapes in rubber and stainless steel, adding an improbably high-tech dimension to the work. The polished stainless steel looks like liquid mercury. The black rubber looks at once scientific and fetishistic.

