

# EMBODY & ENHANCE

PIGMENT BREAKDOWN

CARLA RICCIARDONE

Sculpted. PERMA BLEND. **LUXE**

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# INTRODUCING EMBODY & ENHANCE

The revolutionary lip pigments created by Carla Ricciardone of Sculpted in collaboration with Perma Blend. After six years of research and four years of development and testing we are proud to offer the first pigments specially formulated to work with the lip membrane. Each color can be used alone or combined with others in the set or sets (EMBODY & ENHANCE) to achieve stunning results for any lip client of any age of gender.

Unlike traditional pigments, EMBODY & ENHANCE give you complete control over your color palette<sup>TM</sup>. These unique pigments are based on the principles of Sculpted Color Theory and allows you to mix and match with game changing precision. Say goodbye to redundant ingredients and hello to endless possibilities. Just like professional MUA's, painters and body artists you can now work with pallets of color to build a custom color mix customized to each client based on their unique needs.

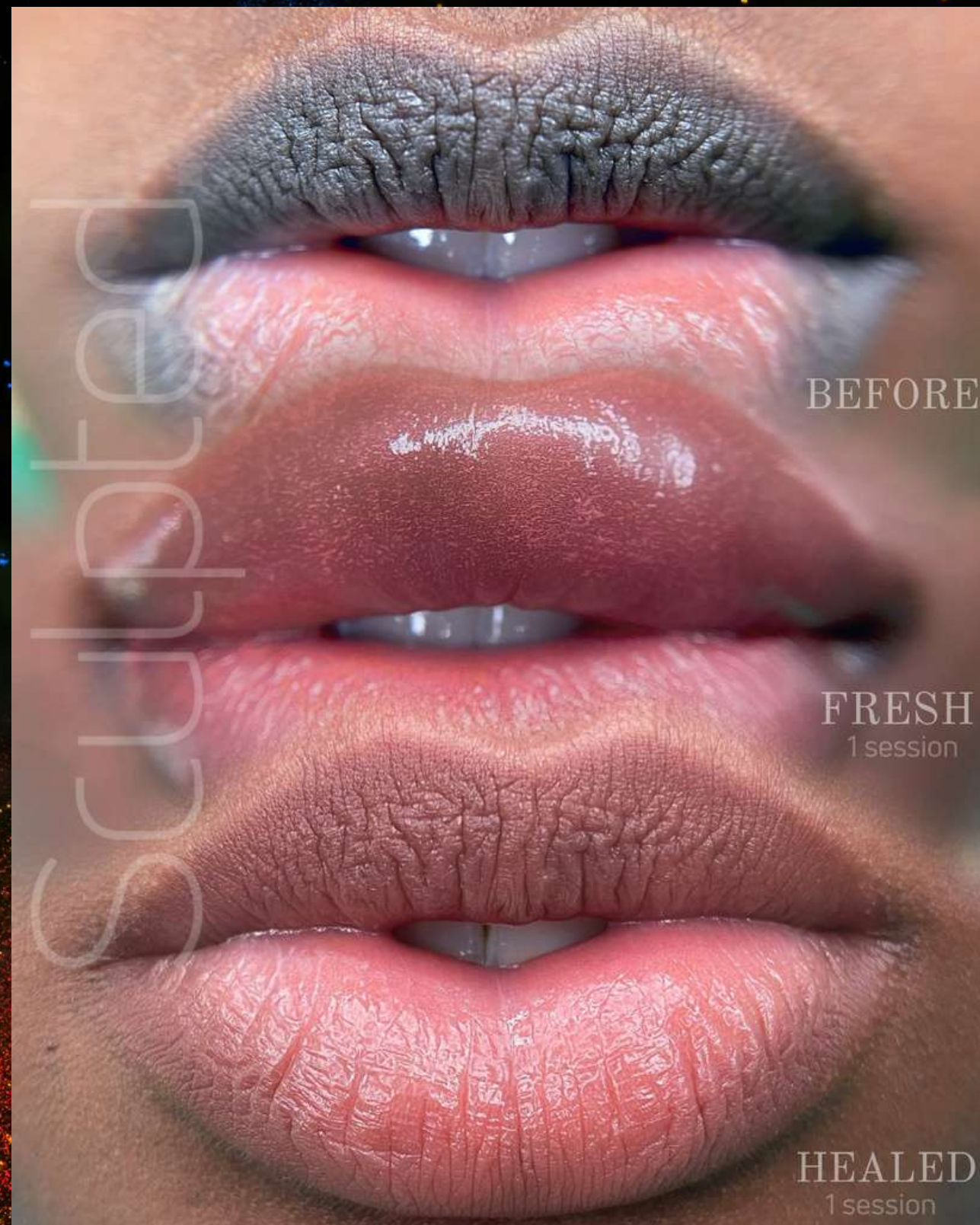
Educators now have an anchor of colors to depend on. No more endless lists or providing pigments and color choices /charts that are not suitable for all situation. Simplified, Elegant Color & Pigment Theory that built the Pigments based on theory founded in our art and backed by years of scientific data.

Experience art founded in science with the power and potential of EMBODY & ENHANCE for you, your clients and all of your students.

Take your artistry to a game -changing level



# EMBODY & ENHANCE



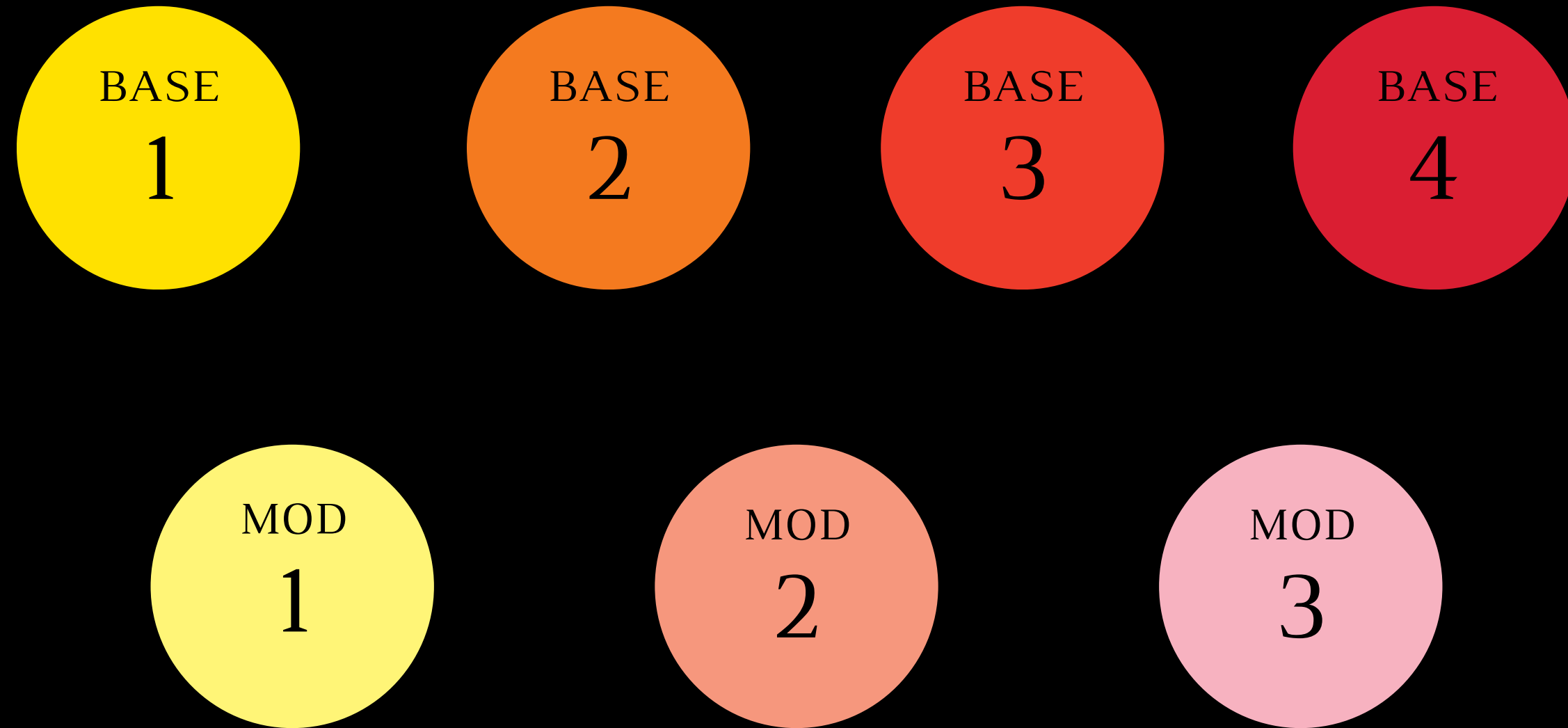
Balance/Neutralize  
Cool/Dark Lip Tones

Sculpted.



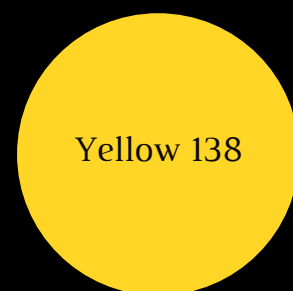
ENHANCE  
Enhance Warm/Light Lip Tones  
& Enhance Previously Neutralized/balanced Lip Tones)

# EMBODY PIGMENT SET

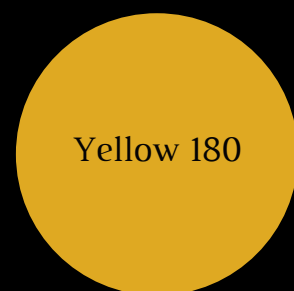


By starting from foundational colors, we are able to recreate existing colors, and change the effects they can have.

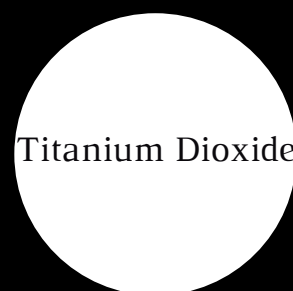
# THE FORMULATION EMBODY BASES



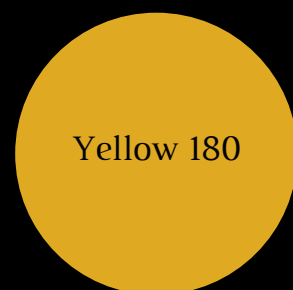
CI# 56300



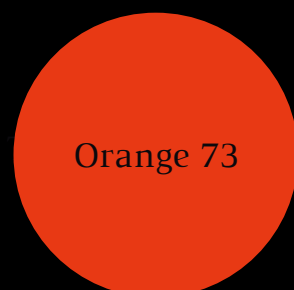
CI# 21290



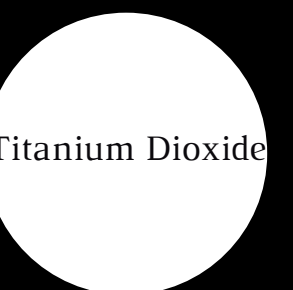
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CI# 21290



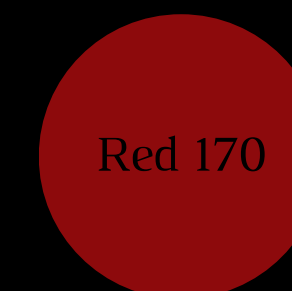
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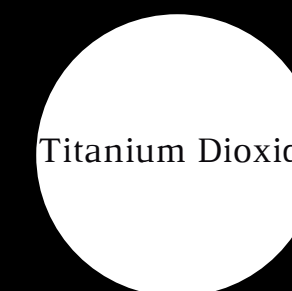
CI# 77891



CI # 56110



CI # 124751



CI# 77891



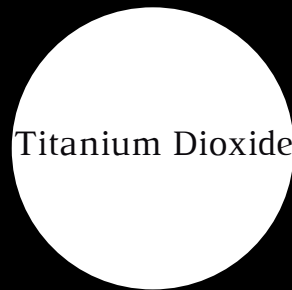
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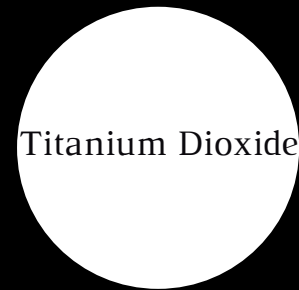
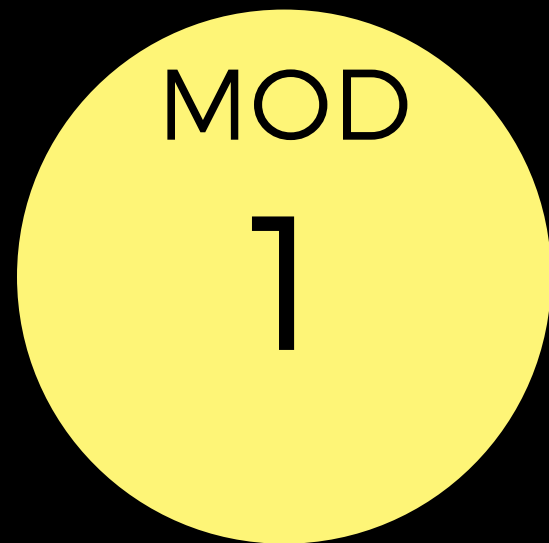
CI # 56110



CI# 77891

Pigments are selected for their warmth, opacity and tinting strength  
Formulation is designed for dilution use to adjust to opacity to make lighter  
coverage more possible

# THE FORMULATION EMBODY MODS



Titanium Dioxide

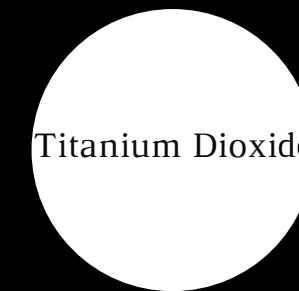
CI# 77891



Yellow 138

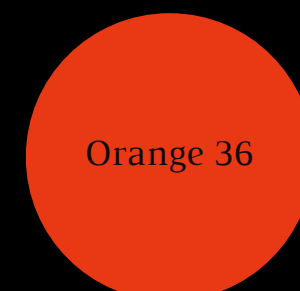
CI# 56300

Orange 36



Titanium Dioxide

CI# 77891



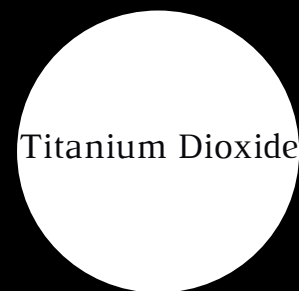
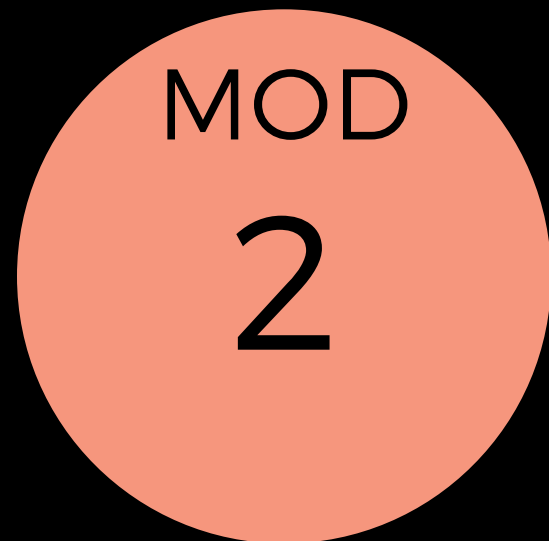
Orange 36

CI# 11780



Red 254

CI # 56110



Titanium Dioxide

CI# 77891



Yellow 138

CI# 56300

Orange 36

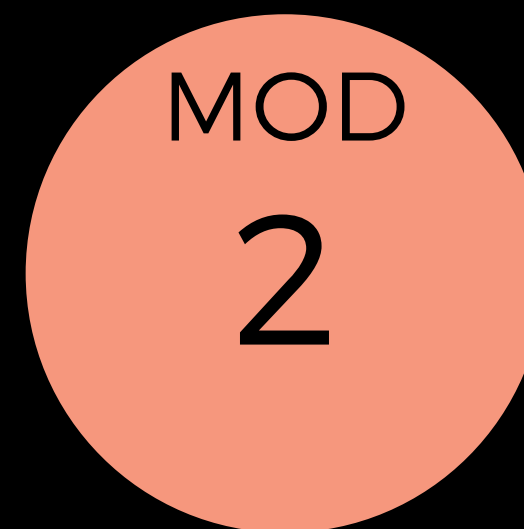


Red 254

CI # 56110

Are intended to be added to BASE to move VALUE with out intensily modifying the tone of the base desired.

# USING MODS



Mods intended to be added to BASE to move VALUE with out intensily modifying the tone of the base desired. These will increase the value or lighten any pigment in the sets to create tints of any color.

Balancing/Moving Value in a Neutralization is necessary for great results.

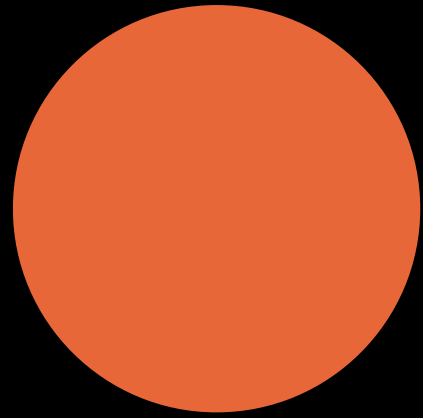
These Mods can also be added to the Enhance Set to create tints!



# THE TOP 4

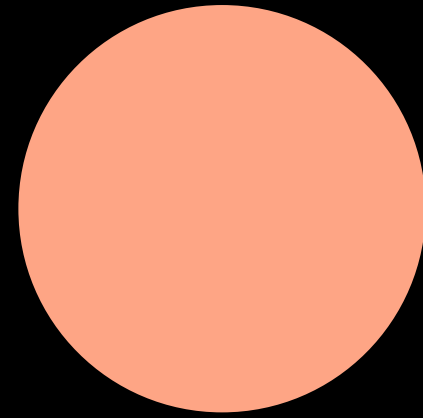
2:1

Base 2 & 1



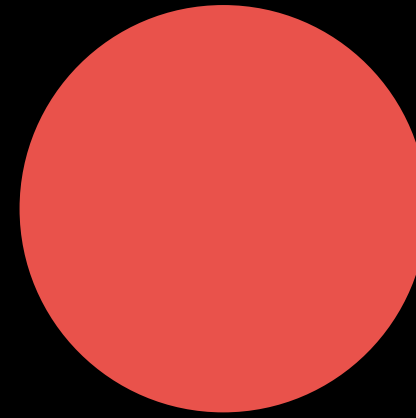
3:1

Mod 2 & Base 2



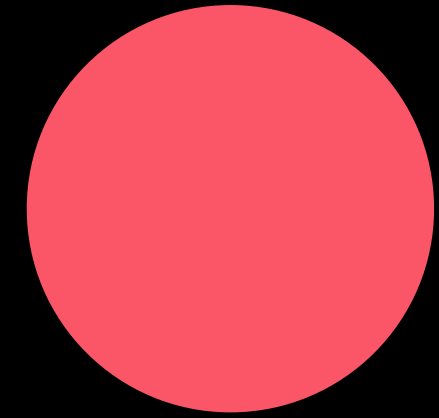
4:1:1

Base 4, Base 2 & Mod 3



1:1

Base 3 & Mod 3



BASE

1



BASE

2



BASE

3



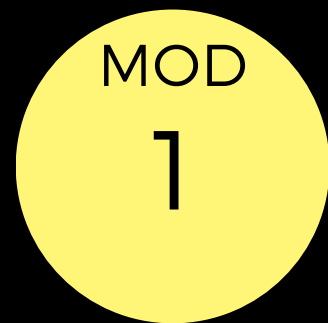
BASE

4



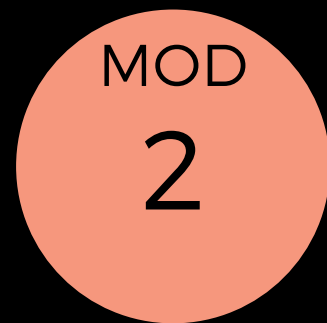
MOD

1



MOD

2



MOD

3



# EMBODY GUIDE

## EMBODY

**BASE KEY**

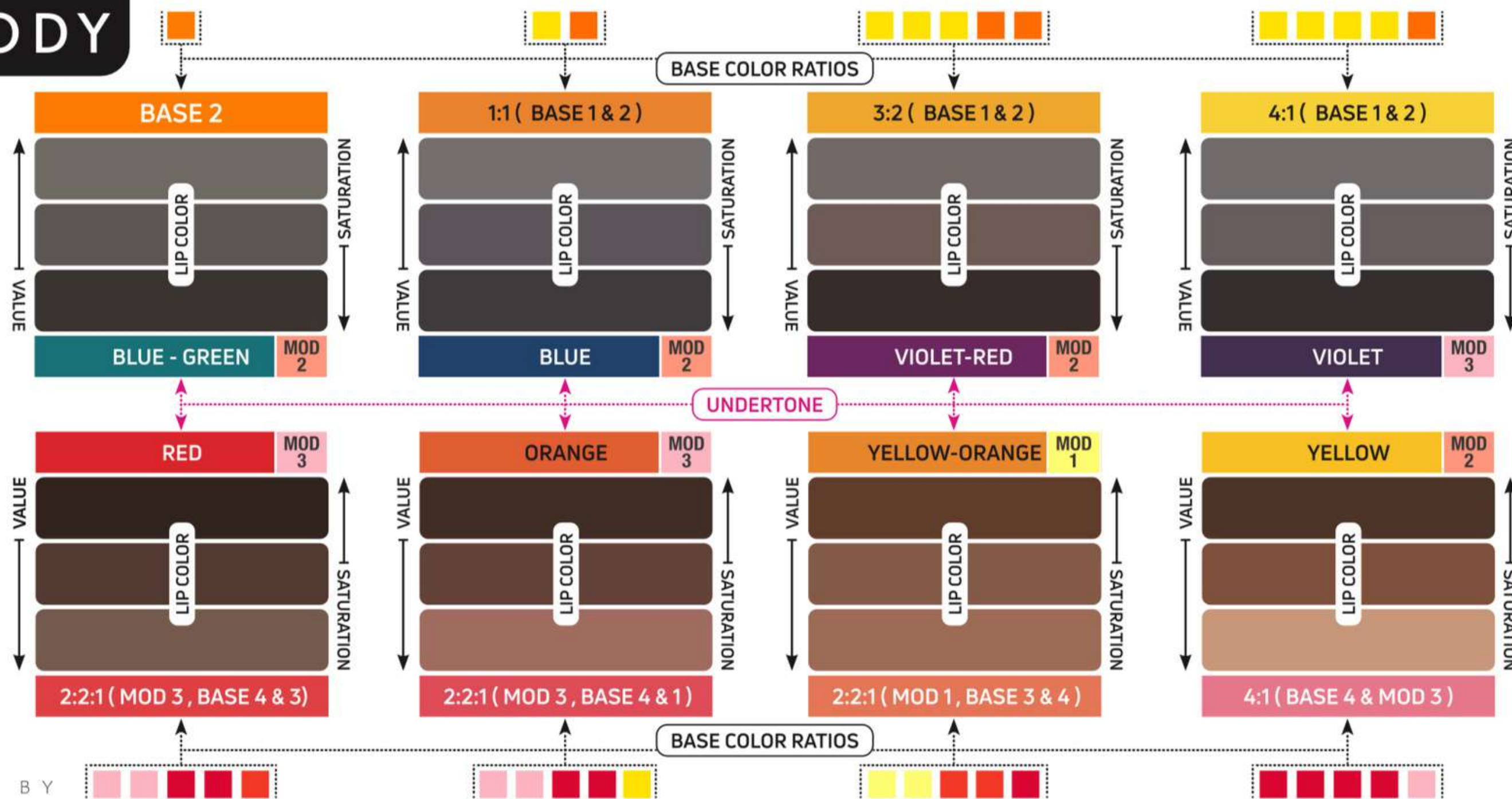
- 1
- 2
- 3
- 4

**MOD KEY**

- 1
- 2
- 3

**DILUTION**

ADJ



Sculpted.

DISCLAIMER: THIS CHART IS DESIGNED AS A REFERENCE GUIDE. THE EMBODY PIGMENT SET CAN BE COMBINED, MODIFIED, AND DILUTED AT THE ARTIST'S DISCRETION

CREATED BY SCULPTED.

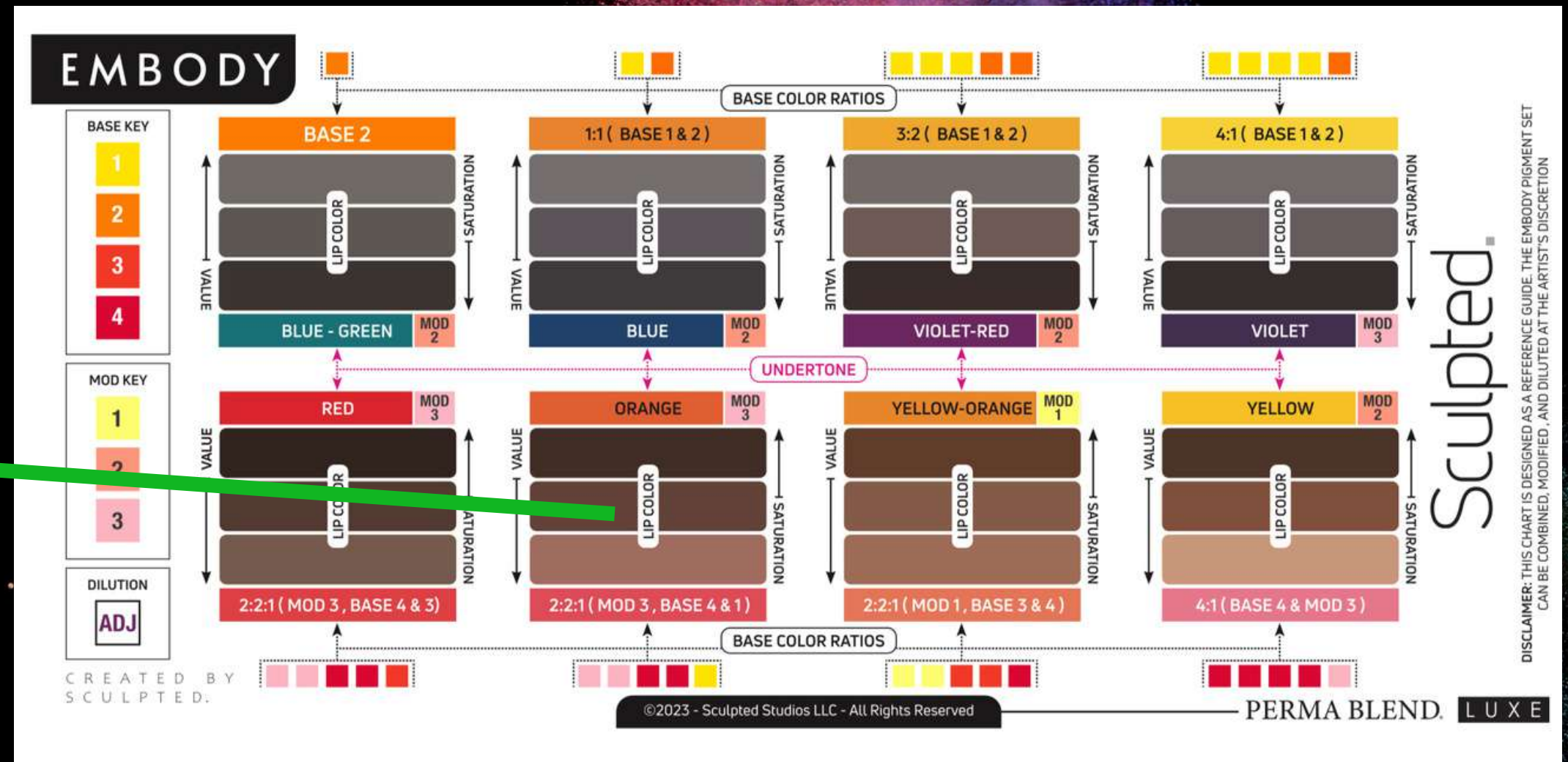
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PERMA BLEND. L U X E

# EMBODY IN ACTION



- Mod 3
- Base 4
- Base 1



### BUILDING A BETTER MIX - GUIDE

BASE MIX: 10 DROPS (BASED ON CHART) + VALUE MODIFIER (ADDED DROPS) + DILUTION (ADDED DROPS) = COMPLETE MIX (BASE+MOD+DILUTION)

CHOOSE APPROPRIATE LEVEL BASED ON EMBODY CHART

#### FOR NEW NEUTRALIZATION CLIENTS: (Example Shown)

**Step One: Create Base Mix**  
Identify the client's lip tone by matching their natural lip color to its closest representation on the EMBODY chart. Mix Base according to chart to a 10 drop base mix. All blends can equal 10 drops based on the ratio of drops listed on the EMBODY Chart.

**Step Two: Add Modifier to the Base Mix**  
Now that you have identified the clients lip color you also know the value (Low / Medium / High). The suggested Modifier Color is found on the Undertone Color section on the EMBODY chart. Use Modifier as needed to adjust for the value of the lips. (High 1-2 drops / Medium 3-5 drops / Low 5-6 drops).

**Step Three: Add Dilution to the Base + Modifier Mix**  
Now that you have identified the clients lip color on the EMBODY Chart you also know the saturation (Low / Medium / High). Use Dilution Solution as needed. (Low 3-4 drops / Medium 2-3 drops / High 0-1 drops).

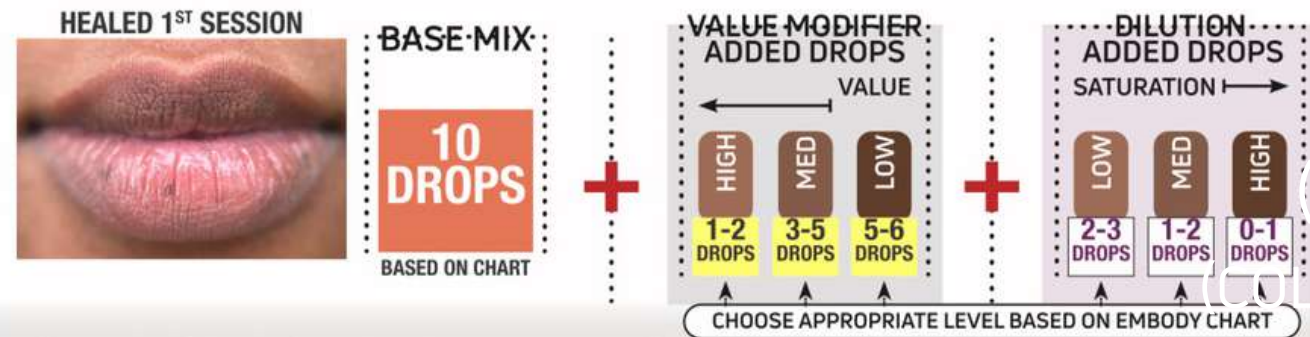
**EXAMPLE RESULTS**

BEFORE: 1:1 (BASE 1 & 2) IMMEDIATELY AFTER COMPLETE MIX HEALED

EMBODY

# EMBODY IN ACTION

## EXISTING NEUTRALIZATION CLIENTS / CORRECTIONS:



Sculpted

EMBODY

## FOR EXISTING NEUTRALIZATION CLIENTS / CORRECTIONS:

**Step One: Create Base Mix**  
Identify the client's lip tone by matching their current lip color to its closest representation on the EMBODY chart. Mix Base according to chart to a 10 drop base mix. All blends can equal 10 drops based on the ratio of drops listed on the EMBODY Chart.

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**Step Three: Add Dilution to the Base + Modifier Mix**  
Now that you have identified the clients lip color on the EMBODY Chart you also know the saturation (Low / Medium / High). Use Dilution Solution as needed. (Low 2-3 drops / Medium 1-2 drops / High 0-1 drops).

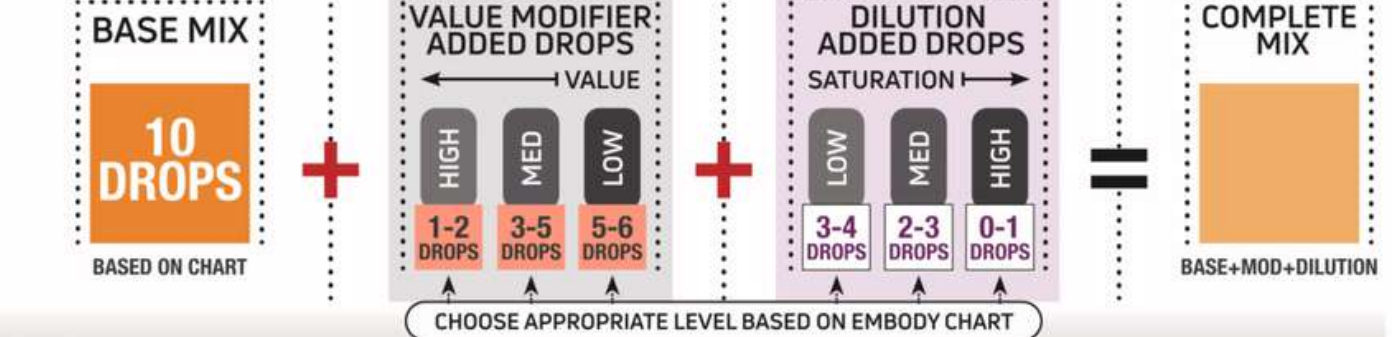
**VALUE:** Identified by the lightness in lip color. Low value is darker, high value is lighter.

**SATURATION:** Identified by the intensity of the lip color. Low saturation is less intense, high saturation is more intense color.

### EXAMPLE RESULTS



## BUILDING A BETTER MIX - GUIDE



Sculpted

EMBODY

## FOR NEW NEUTRALIZATION CLIENTS: (Example Shown)

**Step One: Create Base Mix**  
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**Step Three: Add Dilution to the Base + Modifier Mix**  
Now that you have identified the clients lip color on the EMBODY Chart you also know the saturation (Low / Medium / High). Use Dilution Solution as needed. (Low 3-4 drops / Medium 2-3 drops / High 0-1 drops).

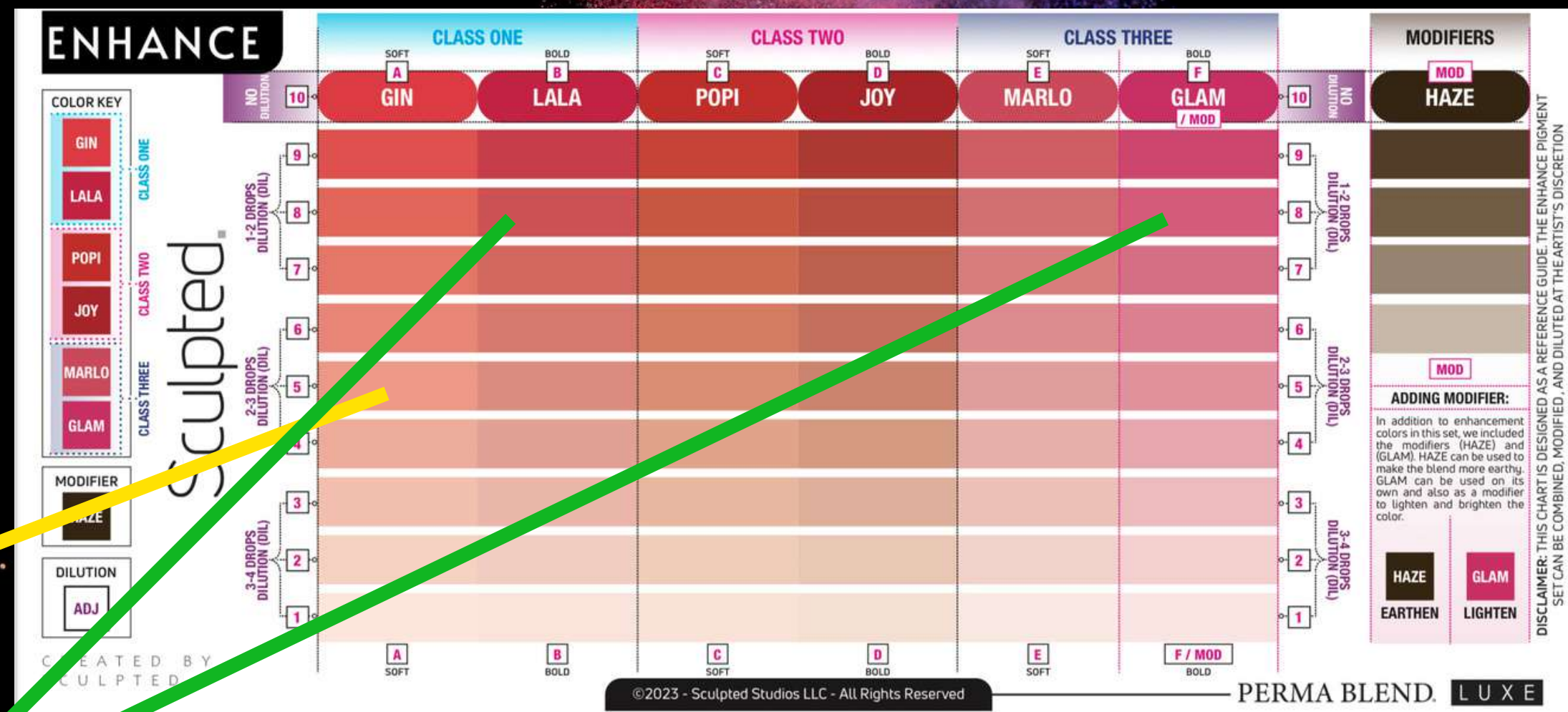
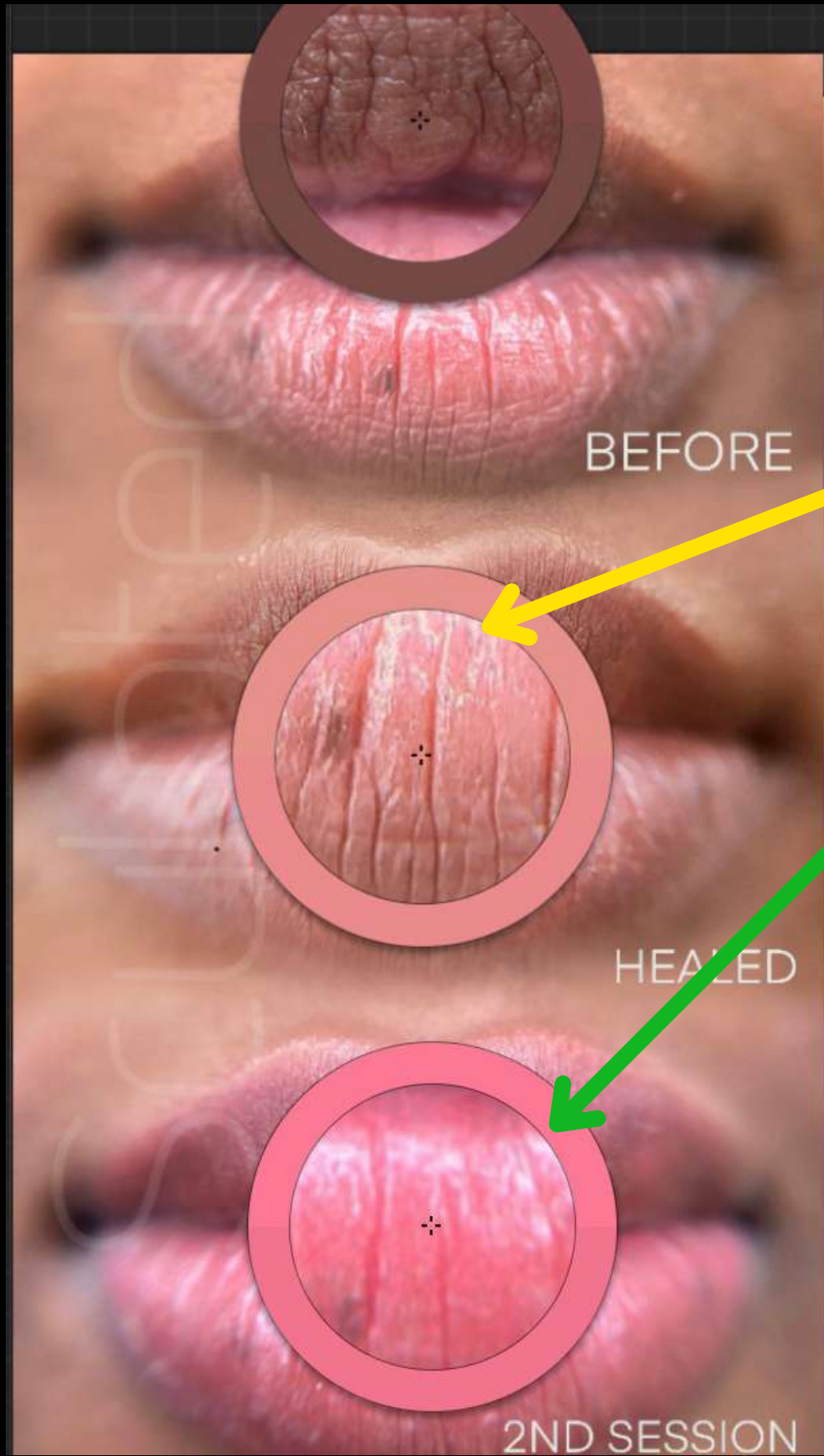
**VALUE:** Identified by the lightness in lip color. Low value is darker, high value is lighter.

**SATURATION:** Identified by the intensity of the lip color. Low saturation is less intense, high saturation is more intense color.

### EXAMPLE RESULTS



# MOVING TO EMBODY TO ENHANCE



Glam  
Lala

### EXISTING NEUTRALIZATION CLIENTS / CORRECTIONS:

HEALED 1<sup>ST</sup> SESSION

**BASE-MIX:** 10 DROPS (BASED ON CHART)

**VALUE MODIFIER:** HIGH (1-2 DROPS), MED (3-5 DROPS), LOW (5-6 DROPS)

**DILUTION:** LOW (2-3 DROPS), MED (1-2 DROPS), HIGH (0-1 DROPS)

CHOOSE APPROPRIATE LEVEL BASED ON EMBODY CHART

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### FOR EXISTING NEUTRALIZATION CLIENTS / CORRECTIONS:

**Step One: Create Base Mix**  
Identify the client's lip tone by matching their current lip color to its closest representation on the EMBODY chart. Mix Base according to chart to a 10 drop base mix. All blends can equal 10 drops based on the ratio of drops listed on the EMBODY Chart.

**Step Two: Add Modifier to the Base Mix**  
Now that you have identified the clients lip color you also know the value (Low / Medium / High). The suggested Modifier Color is found on the Undertone Color section on the EMBODY chart. Use Modifier as needed to adjust for the value of the lips. (High 1-2 drops / Medium 3-5 drops / Low 5-6 drops).

**Step Three: Add Dilution to the Base + Modifier Mix**  
Now that you have identified the clients lip color on the EMBODY Chart you also know the saturation (Low / Medium / High). Use Dilution Solution as needed. (Low 2-3 drops / Medium 1-2 drops / High 0-1 drops).

**EXAMPLE RESULTS**

HEALED 1<sup>ST</sup> SESSION: BEFORE

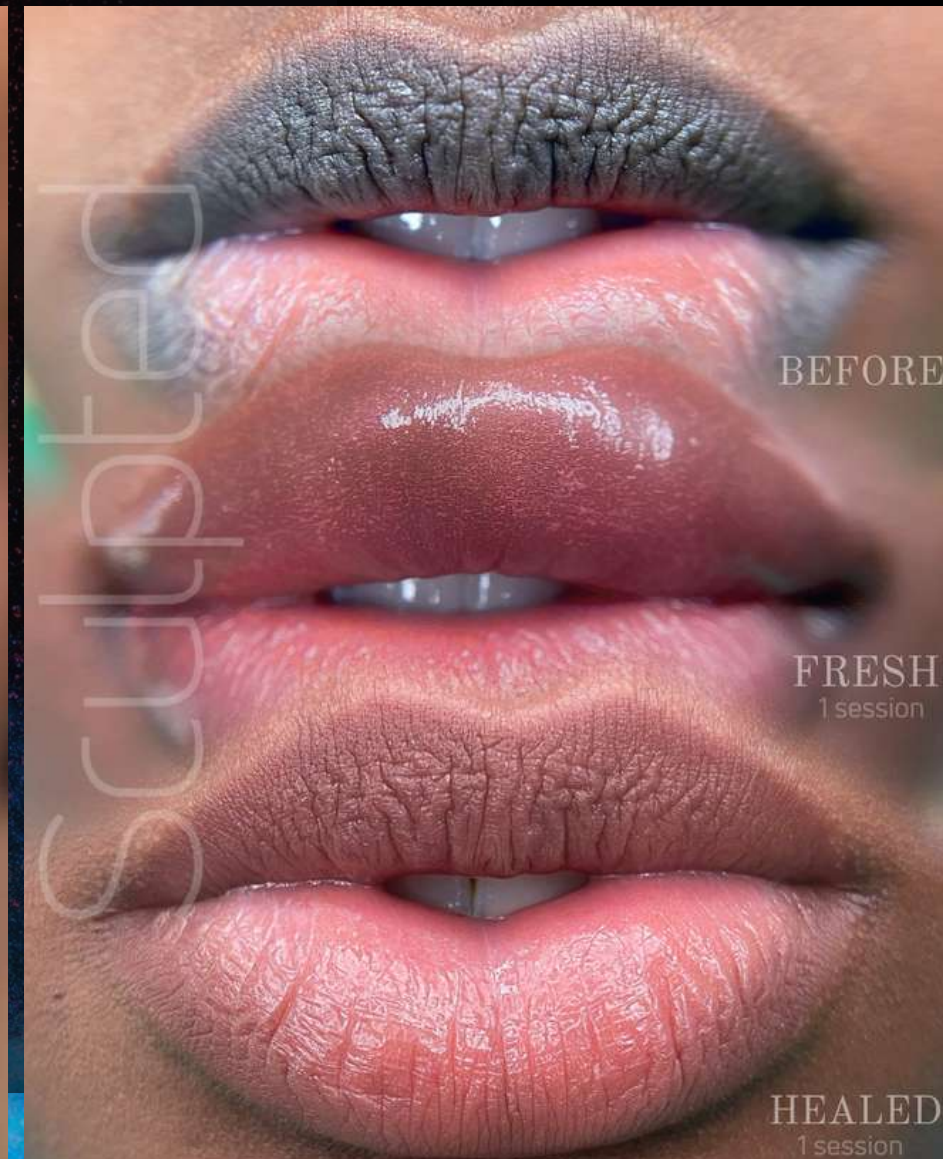
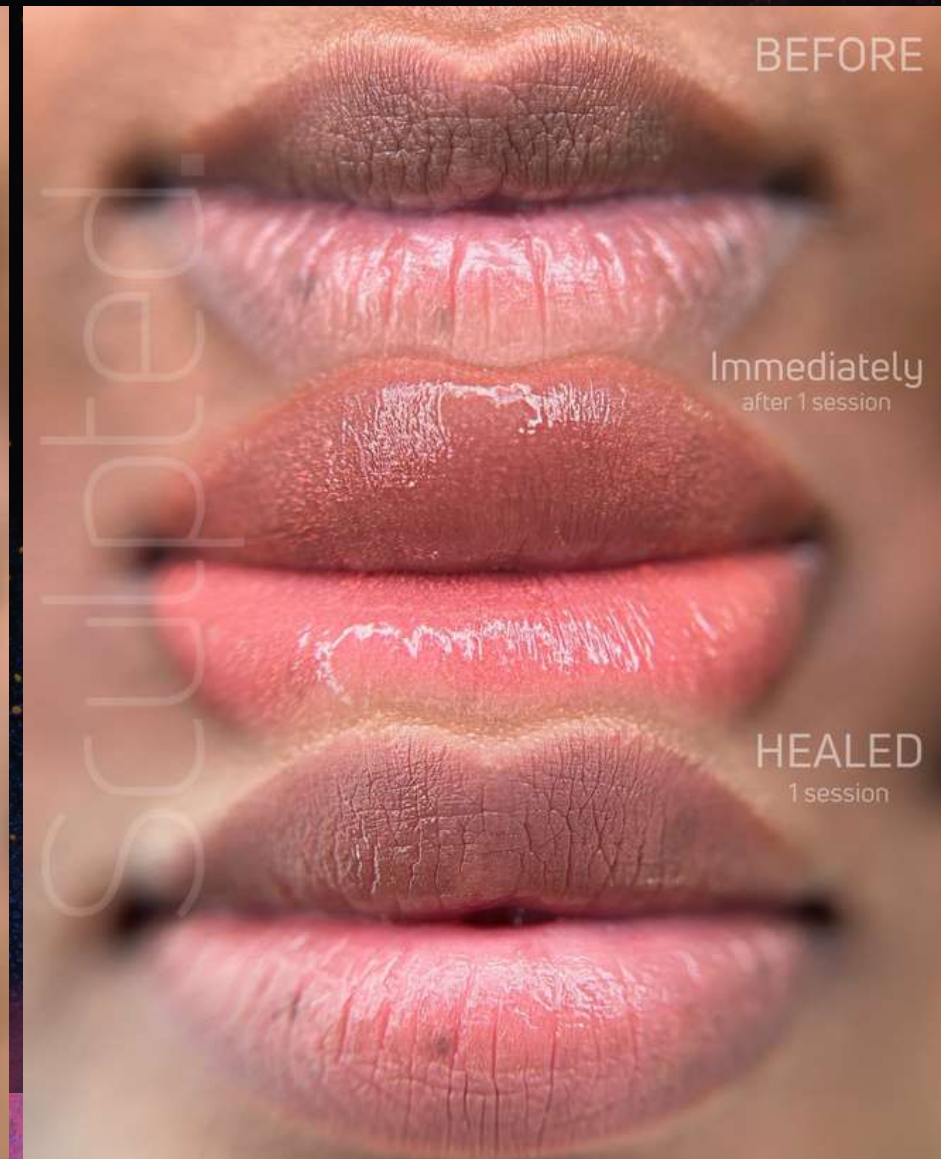
IMMEDIATELY AFTER: COMPLETE MIX

HEALED

2.2:1 (MOD 1, BASE 3 & 4)

SCULPTED EMBODY

# EMBODY IN ACTION



Sculpted.

# EMBODY & ENHANCE IN ACTION



Sculpted.

# ENHANCE PIGMENT SET



By starting from foundational colors, we are able to recreate existing colors, and change the effects they can have.



# THE FORMULATION ENHANCE

## THE WARM/NEUTRAL COLORS



CI# 77891



CI # 56110

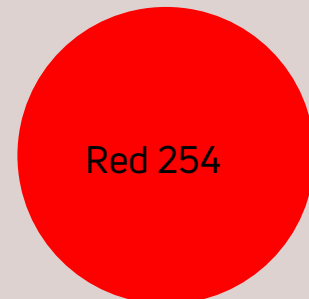


CI# 56300



CI# 561170

Formulation is designed for dilution use to adjust to opacity to make lighter coverage more possible



CI # 56110



CI# 77891



CI# 173995

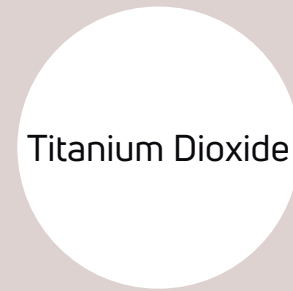


CI # 56110

GLAM IS BOTH A COLOR ON ITS OWN AND A HIGH VALUE MODIFIER. IT IS A NEURAL PINK

# THE FORMULATION ENHANCE

## THE COOL/NEUTRAL COLORS



CI# 77891

CI # 12475

CI# 56300



CI# 12475

Formulation is designed for dilution use to adjust to opacity to make lighter coverage more possible



CI# 77891

CI# 56300

CI# 173995

# THE FORMULATION ENHANCE

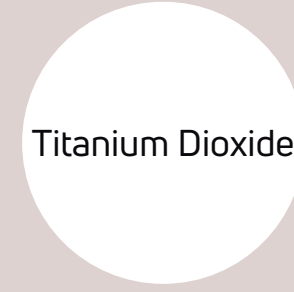
## THE MODIFIERS



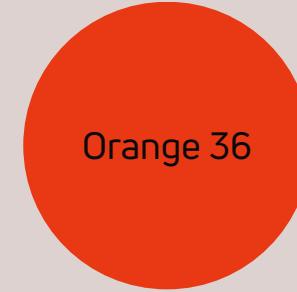
CI# 56300



CI # 56110



CI# 77891



CI# 11780



CI # 77266

Haze is a modifier use to lower value or camouflage low value areas or for reverse neutralization



CI# 77891



CI# 173995



CI # 56110

Glam is a modifier use to increase value or brighten any color mix

# ENHANCE GUIDE

## ENHANCE

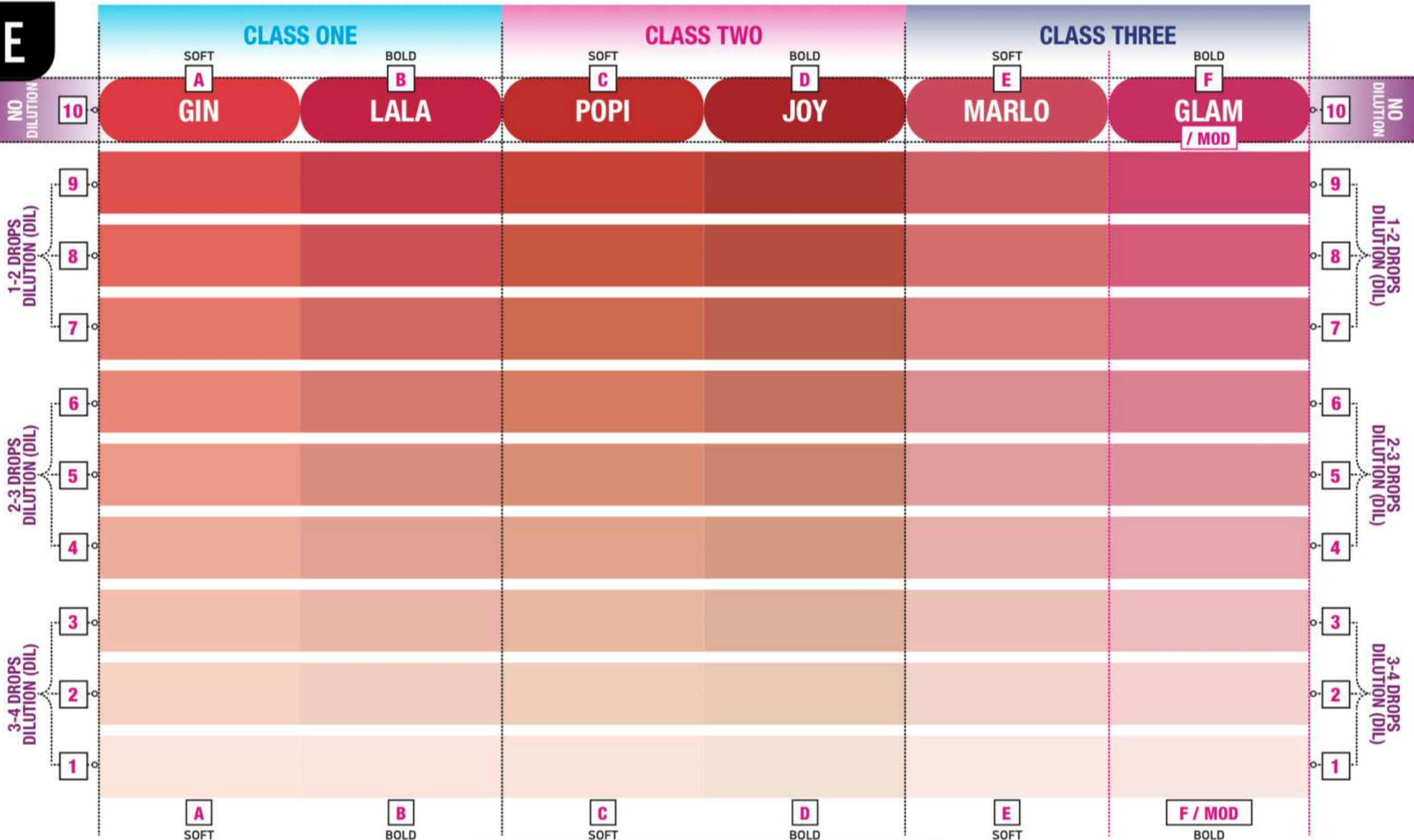
### COLOR KEY

GIN
LALA
POPI
JOY
MARLO
GLAM

MODIFIER
HAZE

DILUTION
ADJ

Sculpted.



### MODIFIERS

**MOD**  
HAZE

**MOD**

**ADDING MODIFIER:**  
In addition to enhancement colors in this set, we included the modifiers (HAZE) and (GLAM). HAZE can be used to make the blend more earthy. GLAM can be used on its own and also as a modifier to lighten and brighten the color.

**HAZE** EARTHEN      **GLAM** LIGHTEN

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PERMA BLEND. LUXE



# ENHANCE

DILUTION	CLASS ONE		CLASS TWO		CLASS THREE		MODIFIERS
	SOFT A	BOLD B	SOFT C	BOLD D	SOFT E	BOLD F	
NO DILUTION	GIN	LALA	POPI	JOY	MARLO	GLAM / MOD	HAZE
1-2 DROPS DILUTION (DIL)							
2-3 DROPS DILUTION (DIL)							
3-4 DROPS DILUTION (DIL)							

**COLOR KEY**

- GIN
- LALA
- POPI
- JOY
- MARLO
- GLAM

**MODIFIER**

- HAZE

**DILUTION**

- ADJ

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PERMA BLEND. LUXE

- MARLO
- GLAM
- JOY

### BUILDING A BETTER MIX GUIDE - NATURAL RESULTS

**IDENTIFY LIP COLOR**

BASED ON CHART

Select the desired level of the treatment for your client: BLUSH / VIBRANT / BOLD.

BLUSH	VIBRANT	BOLD
<p>BLUSH COLOR MIX</p> <p>CLIENT'S LIPS</p> <p>A5-GIN</p> <p>+3</p> <p>COLOR SELECTED</p> <p>A8-GIN</p> <p>10 DROPS GIN + 2 DROPS LALA</p>	<p>VIBRANT COLOR MIX</p> <p>CLIENT'S LIPS</p> <p>A5-GIN</p> <p>+4</p> <p>COLOR SELECTED</p> <p>A9-GIN</p> <p>10 DROPS GIN + 1 DROP DILUTION</p>	<p>BOLD COLOR MIX</p> <p>CLIENT'S LIPS</p> <p>A5-GIN</p> <p>+3</p> <p>COLOR SELECTED</p> <p>B8-LALA</p> <p>10 DROPS LALA + 2 DROPS GIN</p>

**IDENTIFY LIP COLOR / SELECTING COLOR / ADDING DILUTION + MOD**

- IDENTIFY LIP COLOR:**

1. Find the Client's Natural Lip Hue on the ENHANCE Chart.

2. Identify the Color Class of the Lips. (Soft or Bold)

COLOR: A5-GIN CLASS: CLASS ONE TYPE: SOFT
- SELECTED COLOR / COLOR MIX:**

1. Count Up +3-4 Tiles (In the same column) for BLUSH (+4-5 Tiles for a more VIBRANT look) - [In Same Column] (Optional Step) If in SOFT column, Select the BOLD column In same Class. This will make the results more BOLD.

2. Select Color: A5-GIN + 3 A8-GIN
- ADD DILUTION / MOD:**

1. Add appropriate DILUTION amount (If applicable).

2. Add Modifier. To Increase or Decrease Value. (Brighten or Earthen Your Color Mix.)

ADD DILUTION: 10 DROPS GIN + 2 DROPS DILUTION = A8-GIN

ADDING MODIFIER (OPTIONAL): 10 DROPS JOY + 2 DROPS HAZE = A7-GIN

**NOTE:** Each Class Represents the Soft and Bold Selection. If Lip Color Falls Under Soft (Columns A, C or E) - You Can Select the Next Column in The Class: A-B, C-D, E-F. If the Lip Color is identified as Bold You Can Enhance the Mix with modifiers for a Natural Look.

**MODIFIER:** In addition to enhancement colors in this set - we included the modifiers (HAZE) and (GLAM). HAZE can be used to make the blend more earthy. GLAM can be used on its own and also as a modifier to lighten and brighten the color.



ENHANCE IN ACTION

# ENDLESS POSSIBILITIES

## BUILDING A BETTER MIX GUIDE - NATURAL RESULTS

BLUSH	VIBRANT	BOLD
<b>IDENTIFY LIP COLOR</b>  BASED ON CHART Select the desired level of the treatment for your client: BLUSH / VIBRANT / BOLD.	<b>BLUSH COLOR MIX</b> CLIENT'S LIPS A5-GIN + 3 COLOR SELECTED A8-GIN 10 DROPS GIN + 2 DROPS DILUTION	<b>BOLD COLOR MIX</b> CLIENT'S LIPS A5-GIN + 3 COLOR SELECTED B8-LALA 10 DROPS LALA + 2 DROPS DILUTION

## IDENTIFY LIP COLOR / SELECTING COLOR / ADDING DILUTION + MOD

**1. IDENTIFY LIP COLOR:** Find the Clients Natural Lip Hue on the ENHANCE Chart. Identify the Color Class of the Lips. (Soft or Bold)

**2. SELECTED COLOR / COLOR MIX:** Count Up +3-4 Tiles (In the same column) for BLUSH (+4-5 Tiles for a more VIBRANT look) - [In Same Column] (Optional Step) If in SOFT column, Select the BOLD column In same Class. This will make the results more BOLD.

**3. ADD DILUTION / MOD:** Add appropriate DILUTION amount (If applicable). Add Modifier. To Increase or Decrease Value. (Brighten or Earthen Your Color Mix.)

**STEP 1 (IDENTIFY LIP COLOR):**

**STEP 2 (COLOR MIX):**

**STEP 3 (ADD DIL / MOD):**

**NOTE:** The clients Lip Hue is found on the ENHANCE Chart and used as a means for selecting the desired color. In this Example, the client was an A5-GIN. This a CLASS ONE Color and a SOFT Type.

**NOTE:** Each Class Represents the Soft and Bold Selection. If Lip Color Falls Under Soft (Columns A, C or E) - You Can Select the Next Column in The Class: A→B, C→D, E→F. If the Lip Color is identified as Bold You Can Enhance the Mix with modifiers for a Natural Look.

**EXAMPLE RESULTS**

CLIENT'S LIP COLOR (A5-GIN) + IMPLANTED COLOR (A8-GIN) = HEALED RESULTS (A7-GIN)

Sculpted  
ENHANCE

## MOVING FROM EMBODY TO ENHANCE

**CLIENT'S LIP COLOR BEFORE NEUTRALIZATION:** RED (2:2:1 (MOD 3, BASE 4 & 3))

**IMPLANTED COLOR AFTER NEUTRALIZATION:** 4 DROPS MOD 3, 4 DROPS BASE 4, 2 DROPS BASE 3

**HEALED AFTER NEUTRALIZATION:** CLIENT'S LIPS (E8-MARLO)

**IMPLANTED COLOR:** 5 DROPS JOY, 3 DROPS MARLO, 2 DROPS GLAM

**HEALED RESULTS:** FINAL COLOR

**FINAL LIP COLOR:** The final healed lip color is more uniform in color, brighter and a higher value.

## ENDLESS POSSIBILITIES WITH ENHANCE

ENHANCE was carefully designed for you to be able to create an endless range of colors and tints, tones, and shades of these colors by altering the values using modifiers. In addition to the endless range of colors you can create with ENHANCE, these colors can also be combined with the EMBODY set for an even greater range of possibilities. Create magic with a level of artistic control that has been impossible until now.

## OUR FAVORITE BLENDS

MARLO + POPI = BLEND  
GIN + HAZE = BLEND  
LALA + JOY = BLEND  
GLAM + POPI = BLEND  
LALA + GLAM + POPI = BLEND

## EXAMPLE RESULTS

**IDENTIFY LIP COLOR: E8-MARLO**  
Client Goal: Match hue to the brighter area of the lip and still have a bold but natural result.  
5 DROPS JOY + 5 DROPS GLAM = HEALED RESULTS

**IDENTIFY LIP COLOR: B4-LALA**  
Client Goal: A very natural nude that also brought color and warmth to her lips.  
5 DROPS POPI + 3 DROPS GLAM + 2 DROPS HAZE = HEALED RESULTS

**IDENTIFY LIP COLOR: MOD-7 HAZE**  
Client Goal: Camouflage the striking pink areas of his lips to a natural color suitable to his skin hue.  
5 DROPS HAZE + 5 DROPS GIN = HEALED RESULTS

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## POTENTIAL MIXES:

**C3 CLIENT'S LIP COLOR** Clients Lip Color: Match Lip Color To Chart

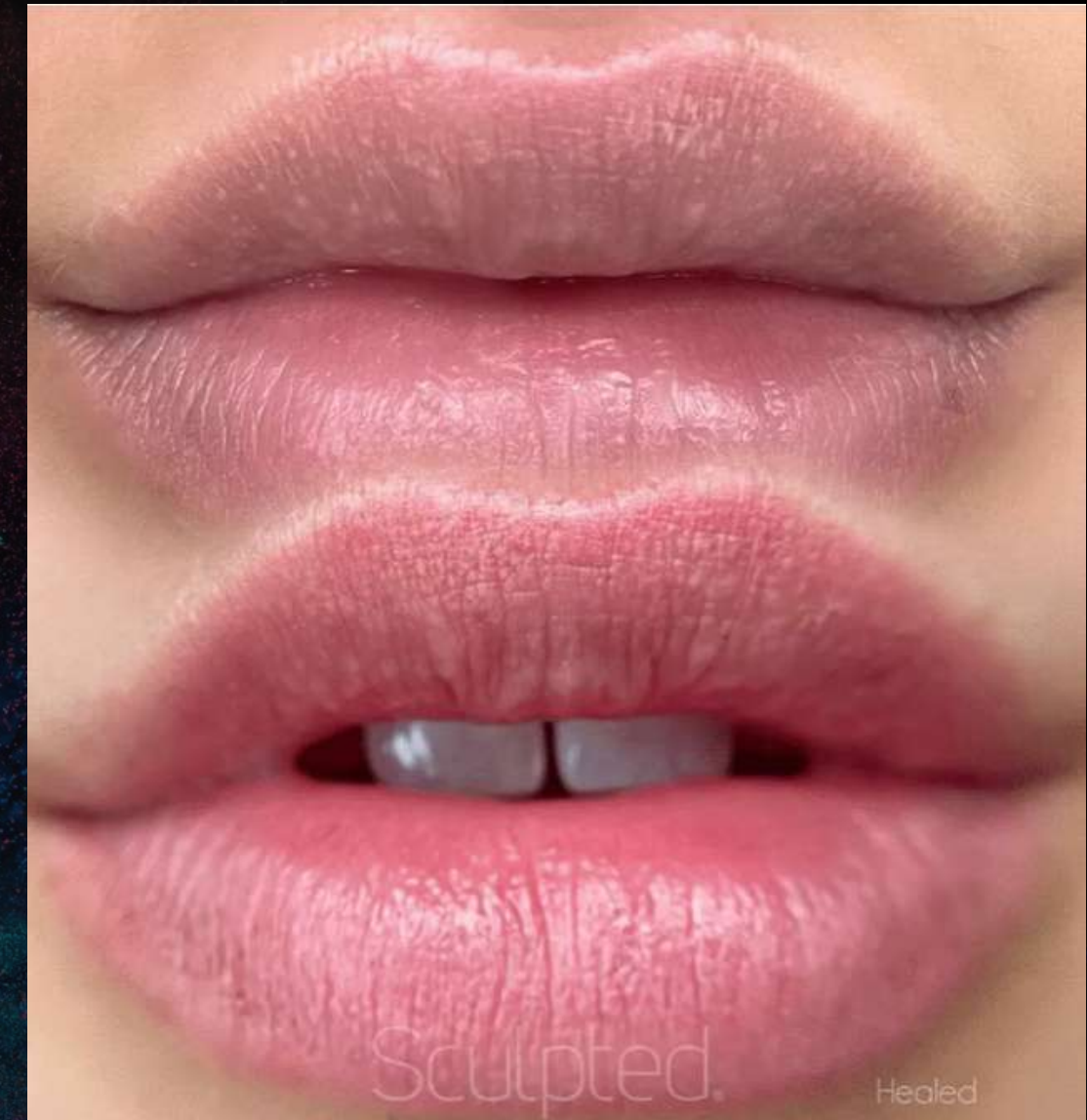
C7 VIBRANT	C6 BLUSH	POPI	NATURAL: Same Column +3-4 Tiles
C7+D7 MOD 3 1:1	C6+D6 MOD 3 1:1	JOY	BOLD: Bold Column +3-4 Tiles
C7+D7 MOD 3 3:2	C6+D6 MOD 3 4:1	POPI	LIGHTEN: Used to Lighten Color
C7+F7 1:1	C6+F6 1:1	POPI	BRIGHTEN: Used to Brighten Color
C7+HAZE 3:2	C6+HAZE 4:1	POPI	EARTHEN: Darken & Lower Value

## EXPAND YOUR OPTIONS:

In addition to enhancement colors in this set. These colors can be combined with the Colors in the EMBODY Set for a mind blowing combination of possibilities and neutralization work.

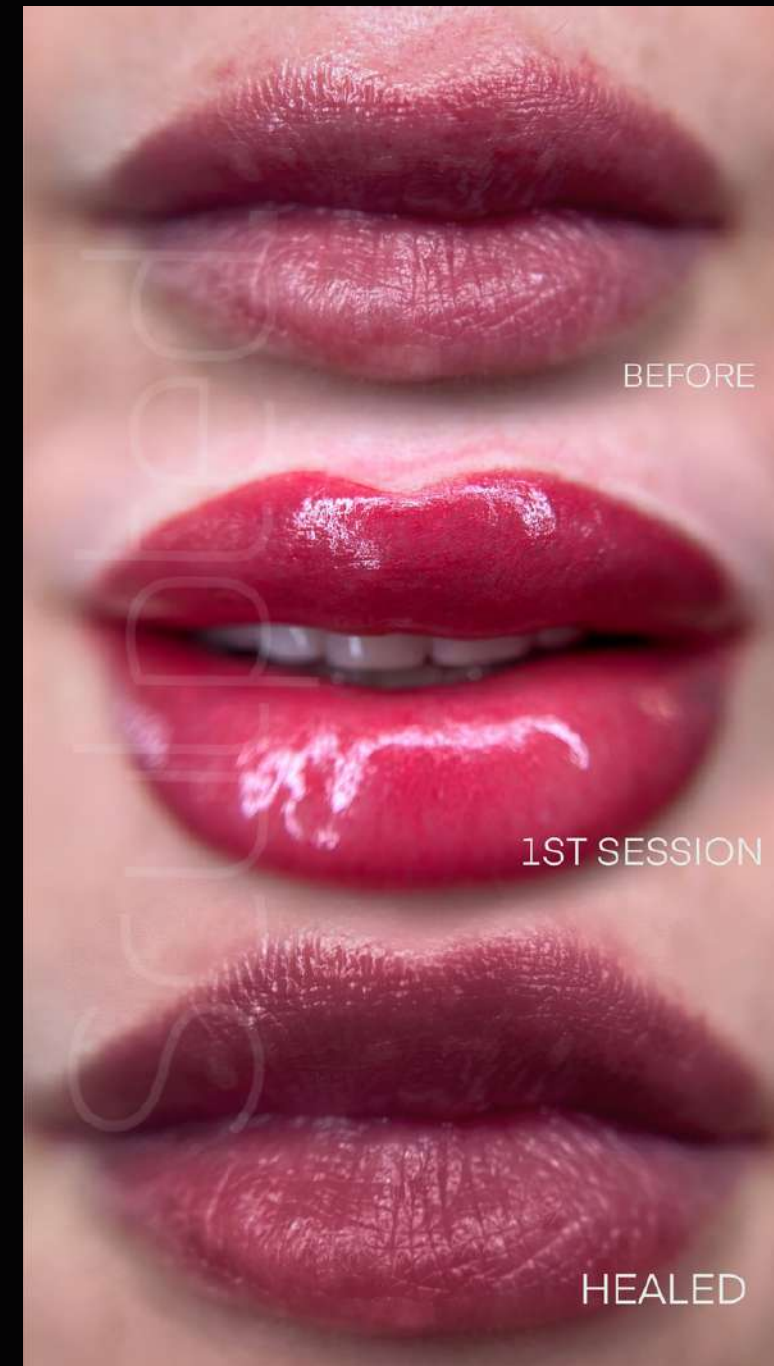
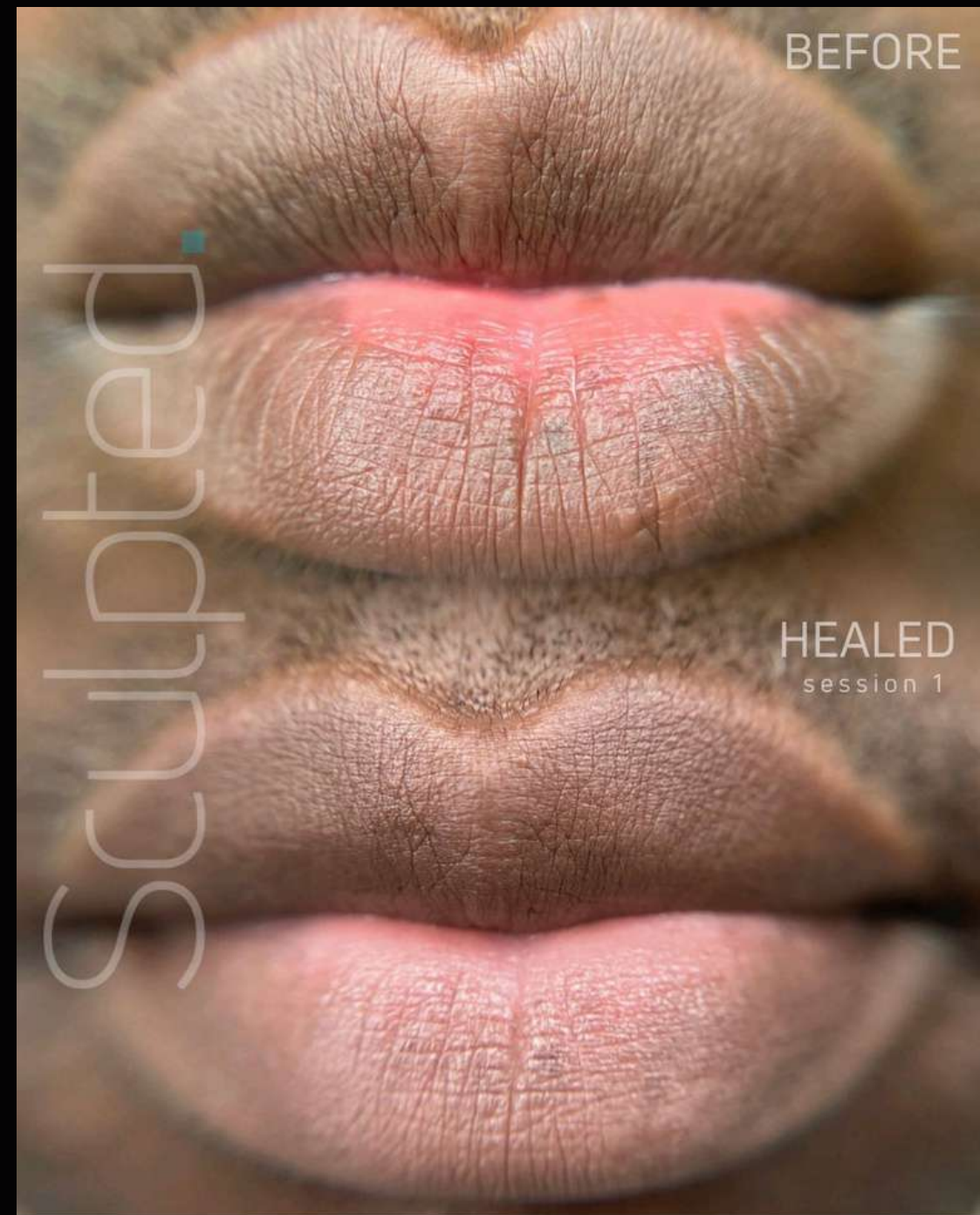
Sculpted provides in person and online training. Visit [sculptedstudios.com](http://sculptedstudios.com) for more details.

# Enhance In Action



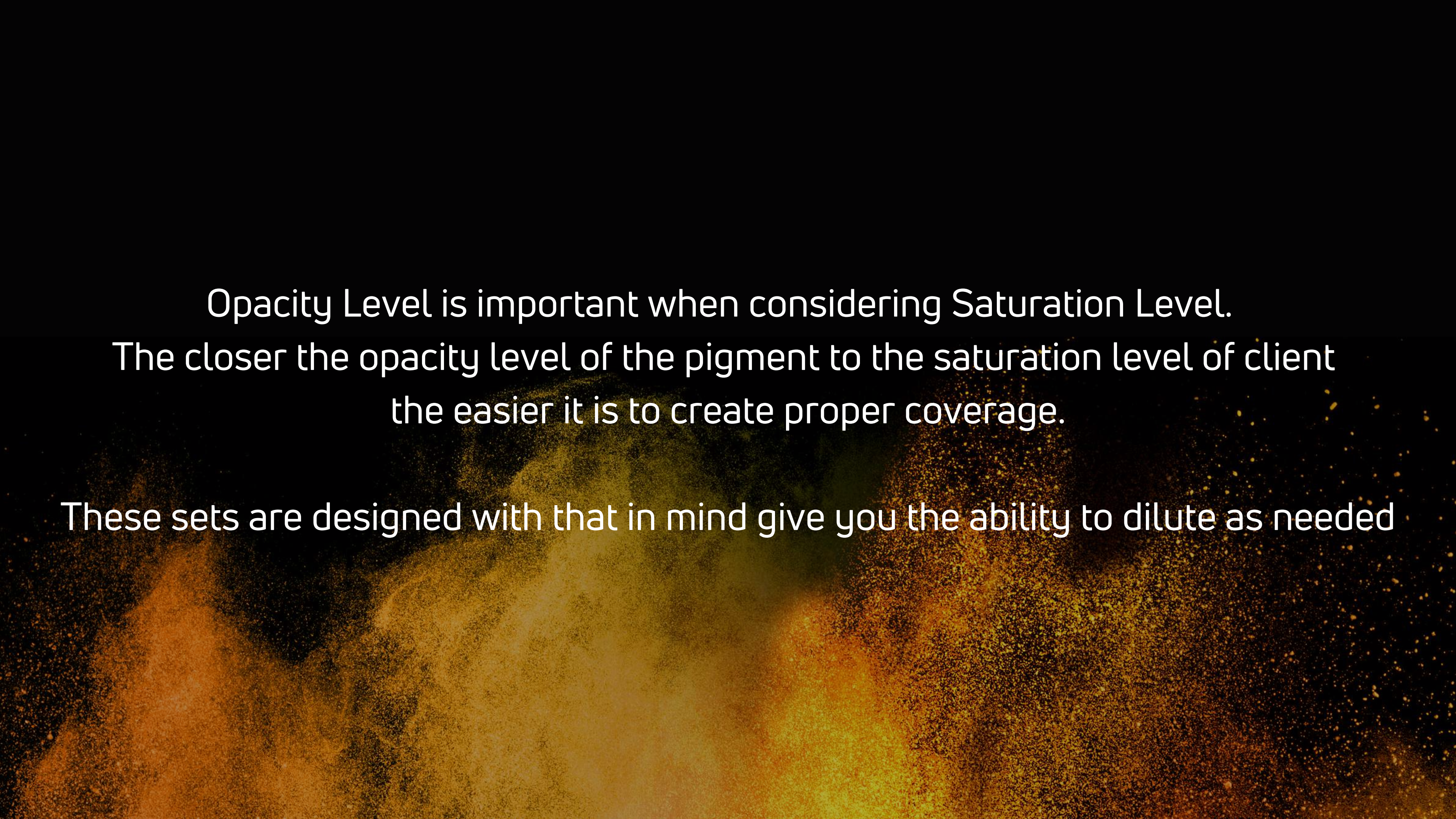
Sculpted.

# Using Haze



Haze can be used by itself to even cool/ dark tones or lower the value and deepen any color in your sets to create new shades and tones





Opacity Level is important when considering Saturation Level.  
The closer the opacity level of the pigment to the saturation level of client  
the easier it is to create proper coverage.

These sets are designed with that in mind give you the ability to dilute as needed

A hand is shown holding a glowing, multi-colored, abstract object that resembles a stylized flower or a cluster of particles. The colors transition from blue and cyan on the left to yellow and orange on the right. The background is dark with a subtle starry or particle pattern. The text "REACH COMPLIANT" is overlaid in the center in a white, serif font.

REACH COMPLIANT

# The NEW Yellows

NEW COLORANTS

Yellow 138

Yellow 138 (LF:7) (Neutral Warm) (Med High Opacity)  
(Mid Value) CAS Number: 30125-47-4

Yellow 180

Yellow 180 (LF:7) (Warm) (Med Opacity) (Mid Value)  
CAS Number: 77804-81-0

Yellow 180 & 132 are the substitutions for Yellow 14, 97  
These colorants are not complaint with REACH and soon to be FDA, they are more opaque than the 14 & 97 and Yellow 180 is more opaque than Yellow 132

Yellow 97

Yellow 14

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COLORANTS

Opacity Level Greatest to Least

Yellow 180

Yellow 138

Yellow 97

Yellow 14

# The NEW Oranges

NEW COLORANTS

Orange 36

Orange 36 (LF:8) (Warm) (High Opacity) (Low Value)  
CAS Number: CAS No, 12236-62-3.

Orange 13

REPLACED  
COLORANT

Orange 36 & 73 are substitutions for Orange 13. Orange 13 is not complaint with REACH and soon to be FDA, Orange 36 & 73 are more opaque than orange 13. Orange 36 is red shade orange (Vermilion) and Orange 73 is yellow shade orange(Amber)

Orange 73

Orange 73 (LF:7) (Medium Warm) (High Opacity)  
(Low Value)CAS Number: 140114-63-2

Opacity Level Greatest to Least

Orange 36

Orange 73

Orange 13

# REDS

# NEW COLORANTS



Red 238

Red 238 (LF:8) (Cool) (Med Opacity) (Low Value)  
CAS Number: 140114-63-2



Red 254

(LF:8) (Warm) (Med Opacity) (Low Value)  
CAS Number: 122390-98-1



Red 170



Red 256

REPLACED  
COLORANT



Red 170 is a blue shade red and is the most opaque.

Red 254 is equal to 170 in opacity but

Red 238 is a yellow base red and warmer in comparison to Red 238. Red 238 is the least opaque and is also a blue shade red. It is also cooler in comparison to Red 170. 256 is the darkest shade.



White (Titanium Dioxide) and Black (Carbon Black/ Black 7) used in these pigment formulations is intended to move value to create the Tint/Tones and Shades of each of the colorant.

White High Value. Black Low Value.

The addition of this colorants can also affect Opacity, white being the most Opaque colorant.

Black has the highest tinting strength.

# Embody & Enhance

ENJOY!

CARLA RICCIARDONE  
Sculpted.

PERMA BLEND. LUXE