

Accident Victim

Step 1: Clean skin. Using Extra Flesh, create a desired wound shape. Then seal with Fixative "A". Smooth edges out using a spatula to create a seamless edge onto skin.

Step 2: Apply Mask Cover Makeup matching the models natural skin tone, you can add castor oil to help the makeup blend.

Step 3: Apply ProColorRing – Bruise Wheel makeup to add a bruise effect. Stipple the maroon tone around the wound to give it an irritated effect. Set with Colorset Powder.

Step 4: Create a scar by applying Modeling Wax to skin (on nose) and form into the desired shape. Use a stainless steel spatula to make a slit down center of wax. Smooth out the edges and seal with Fixative "A". Apply Mask Cover makeup to match the natural skin tone. Then apply ProColorRing makeup to add a bruise effect. Stippling the Maroon tone can give an irritated effect.

Step 5: Create a bruised eye by stippling the same Bruise colors applied in Step 4. Use Bloody Rose to create a fresh bruise and Burnt Maroon and Midnight Sky to create an older bruise. Spanish Olive and Maize Yellow are used to create a healing bruise effect. Set with Colorset Powder. Optional: Add Coagulated Blood to the center of any wounds. You can add plastic pieces to simulate glass shards protruding from skin.

Step 6: Create a charred flesh look by heating 3-D Gel in a bowl of hot water until liquefied. Allow to cool enough before applying to skin, be careful not to create real charred flesh! Apply a small amount onto skin, spreading with the spatula. As Gel is drying, create small holes using the spatula, this creates a torn skin effect. Once Gel is cooled and reaches a rubbery consistency, color with Mask Cover Makeup to create the look of raw, irritated skin. Use Mehron's Charred Ash Powder (sold separately) to create a burned, charred effect.

Step 7: Apply Tears & Sweat to the corner of eyes, dripping down smile lines, for the look of fresh tears.

Makeup Removal: Rigid Collodion/Liquid Latex/Modeling Wax: Peel from skin. Use Spirit Gum Remover to dissolve remaining product followed by soap and water. Spirit Gum: Apply Spirit Gum Remover to a cotton pad and saturate the area until the residue and Crepe Hair is gone. Wash with soap and water. Blood/Tears & Sweat: Wash with soap and water. Hair Color: Wash with shampoo. Tooth FX: Brush teeth with toothpaste. 3D Gel: Peel from skin, wash with soap and water.

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Photography: Reyhan Piatt

Models: Carlos Gonzalez, Jennifer Carlson, Luis Fernandes



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FX



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Easy
Step-by-Step
Instructions

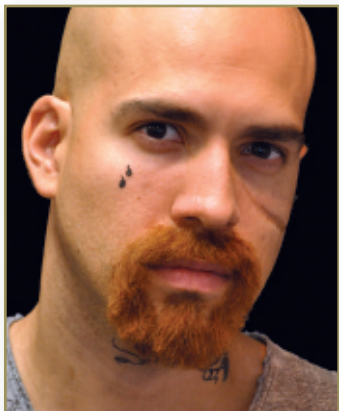
The Biker



Step 1: Create the Scar: Thoroughly clean face. Apply Rigid Collodion for the desired shape of a scar. For a deeper scar, apply several coats after each coat dries. For an old scar, apply a thin line of Brown E.Y.E. Liner and lightly draw down the center of scar. Use a brush to spread and soften color. Set with Colorset Powder.

Step 2: Create the beard: Unbraid the Crepe Hair. Use a steam iron to straighten by placing the hair under a dry cloth. Never apply heat directly to the hair. Cut the hair a bit longer than the desired length. Apply a thin coat of Spirit Gum to a small area of the chin. Allow it to become tacky, then apply a small section of hair. Each area of hair should be layered over the previous section. Keep building until it is completely covered to the desired thickness. For a full beard, apply up to the side burns. Work your way up to the mustache by beginning at the corner of your mouth and apply hair facing outward until the upper lip area is covered. Tip: Using Colorset Powder will keep your fingers clean.

Step 3: Trim beard and moustache to desired length and style. For a realistic look, the hair should be evenly applied. Use hair spray to keep it in place. Optional: Purchase Mehron's Bald Cap to achieve the effect shown.



Zombie



Step 1: Apply a thin coat of Liquid Latex to the skin, working in small sections. Using a small one-ply piece of tissue, create wrinkles in the Latex, allowing the tissue to remain. Let dry. Continue this process until the desired area is covered. Tear holes in the Latex to create a ripped flesh look.

Step 2: Apply ProColorRing or Palette Makeup using a stipple sponge to create desired rotting flesh look. Green, grey and black shades work well.

Step 3: Stipple Bloody Rose Makeup where the Latex is torn. Shade with Spanish Olive and Maize Yellow to create dimension. Set with Colorset Powder.

Step 4: Apply Hair White to a sponge and paint on hair. Allow to dry. Repeat if necessary. Colorset Powder may be used with a puff for similar effect. Apply Hair White to lashes and eyebrows using a cotton swab.

Step 5: Apply Coagulated Blood Gel and Stage Blood to areas where the latex is torn.

Step 6: Clean and dry teeth with tissue. Ensure teeth are completely dry. Use multiple layers of Blood Red and Nicotine Tooth FX for a more rotted effect. Caution: May permanently stain veneers, consult a dentist before using.

