

Basic Casualty Simulation Course - 2 day

Pre-Course Preparation

Primary Reference

- *Casualty Simulation Techniques* by Barry M. Robinson, 2013

Secondary References

- *Special Makeup Effects for Stage and Screen: Making and Applying Prosthetics, 2nd ed.* by Todd Debrececi, Focal Press, 2013
- *A Complete Guide to Special Effects Makeup: Conceptual Creations by Japanese Makeup Artists* by Tokyo SFX Makeup Workshop, Graphic-sha Publishing Co. Ltd., 2008
- *Grande Illusions: A learn-by-example guide to the art and technique of special make-up effects* by Tom Savini, Imagine Inc., Pittsburgh, PA, 1994
- *Grande Illusions, Book II* by Tom Savini, Morris Costumes, Charlotte, NC, 1996

Preparation

This course is intended as an introduction; the pace will be fast. Most of the time will be spent practising simulations. You can download a copy of *Casualty Simulation Techniques* from:

http://www.barrymrobinson.ca/downloads/casualty_simulation_techniques.pdf

Prior to the start of the course the candidates should read the suggested sections in *Casualty Simulation Techniques* listed below and the sections listed under each lesson. The most important sections deal with the technical aspects of the makeup. Please note that the exact section numbers may change slightly with updates of the guide.

2.1 Casualty Simulation

2.2 Professionalism

2.4 Product Selection and Safety

3.1.2 Sponges

3.1.1 Brushes

3.1.4 Other Tools

Use Google Images <https://www.google.ca/imghp> to find reference images of real wounds (not simulated) to use in creating your simulations. You can save the images to a tablet or smart phone or make prints. Bring the images to class. You'll need images of the following:

- bruising, fresh and old
- minor lacerations, abrasions and split lip
- burns, 1st, 2nd and 3rd degree
- shock (this will be difficult to find)
- swelling of fingers, back of hand or wrist from blunt trauma
- large stellate lacerations
- a laceration on the neck

Since we will be doing casualty simulation on each other, candidates should bring a large, clean towel and soap. Bring along an extra olive-drab T-shirt if possible.

Day One

0800 1.1 Introduction: Safety and health concerns, tools

2.5 Makeup Sanitation

3.17 Cleaning and Preparing the Skin

Setting up a makeup station (power, lighting, cleanliness). Using disposable sponges, palette and makeup spatula to prevent cross-contamination. The care and cleaning of makeup brushes. Skin prep with witch hazel. Allergy concerns. Barrier products such as Telesis Top Guard.

0815 1.2 Basic Colour Theory: Blending and matching colour

2.6 Colour and Depth Perception

2.7 Skin

The artist's colour wheel. Neutralizing colours. How colour is related to depth. Depth through shadows.

0845 1.3 Bruising: Creme makeup

3.2 Creme Makeup

3.3 Powders

3.4 Makeup Sealers

4.5 Bruising

Proper application of creme-based makeup. Setting with powder. Using sealers. Blending techniques with creme products. How bruises are formed and how bruises age.

1000 Break

1015 1.4 Abrasions and Lacerations: Blood effects, alcohol-activated paints

3.6.1 Alcohol Activated Paints

3.8 Rigid Collodion

3.9 Blood Effects

4.4 Scrapes and Abrasions

4.8 Lacerations

Blood effects products and modifications. Applying blood with makeup spatula, nylon stipple and tongue depressor. How to use and remove collodion, precautions. Alcohol activated paints, advantages and disadvantages. Quick alcohol activated paint effects with a stipple sponge.

1200 Lunch

1245 1.5 Burns, 1st, 2nd and 3rd degree: Flesh effects gel and liquid latex

3.7 Flesh Effects Gel

3.11 Latex

3.11.1 Latex Build Ups

4.13 Burns

How gel effects work. Making realistic blisters with gel effects. Storing and using latex. The use of the burn/injury wheel. Using a tongue depressor to tear the latex. Sealing the latex with castor sealer. Proper application of charcoal powder with damp makeup sponge and sealing.

1415 Break

1430 1.6 Shock: Water-based theatrical foundations

4.7 Shock

Proper application of water-based theatrical foundations to mimic shock. The physiology of shock. Proper matching of foundation and blending to create the effect desired. Diaphoresis, applying glycerin and water-based lubricant as sweat.

1530 1.7 Clean Up

3.18 Makeup Removal

Proper makeup removal techniques.

1600 Dismissal

Day Two

0800 2.1 Swelling and Deformity: Prosthetic adhesive and wax

3.5 Prosthetic Adhesives

3.12 Wax

4.11.1 Closed Fracture

Characteristics and uses of prosthetic adhesives, application and removal. Creating deformities with modelling wax, modifying the characteristics of wax. Sealing wax with latex for improved durability.

0930 Break

0945 2.2 Simple Latex Wounds

3.11.3 Applying Latex Appliances

4.11.2 Open Fracture

Creating wounds with latex and facial tissue. Using fragments and bone attached with prosthetic adhesive. Using latex appliances. Blending to skin.

1130 *Pack all latex items away and clean work area*

1200 Lunch

1245 2.3 Wounds: Prosthetic silicone to create three-dimensional wounds

3.14 Silicone for Special Effects Makeup

3.14.3 Applying Silicone Appliances

Using skin-safe platinum. Precautions to prevent contamination. Intrinsic colouring using flocking. Silicone application using tongue depressor. Colouring with alcohol activated paints, splatter technique to blend wound. Removal of silicone.

1430 2.4 Clean Up

Review of makeup removal. Clean and repack kits.

1600 Dismissal