

**FAKE UP**

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**Sculpting, moulding,  
casting, application  
and colouring kit**





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## Sculpting

Ensure you are working on a flat surface, ideally using a cutting board. Using the oil based clay, create a flat mound. Use the stipple sponge or sculpting tools to create a slight skin base so it's not completely flat. Sculpt a central part of your choice, remembering that the higher the middle part is, the more silicone you'll require to mould it. Ensure the edges are feathered out so that when moulded, you have a smooth outer edge that will blend to the skin. The clay can be softened with light heat, melting in a microwave or by adding 'lighter fluid' (Napther). Ensure you work in a well ventilated area when working with Napther.

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## Online Workshop

Please watch our online workshop, part 1, for more details, hints and tricks for basic flat mould sculpting.

<https://www.fake-up.co.uk/learnsfx>

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# Moulding

After creating a wall around your sculpt, the next step is to mix the silicone moulding liquid. Mix 50/50 by weight, ensuring it's thoroughly mixed.

Depending on the temperature, you will get around 2-5 minutes mixing time. The warmer it is, the less mixing time you'll have. The silicone moulding liquid is a shore 20 hardness, meaning that your mould will be strong, but also flexible. If you intend to use the mould for creating silicone casts as well as gelatine, you are advised to create a band around it before moulding. Watch Video 2 for more information relating to this.

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Pour the mixed liquid from a height of about 12 inches to help release any trapped bubbles. Ensure the sculpt is completely covered. If you didn't make enough, mix a little extra and pour over the sculpt to ensure the highest point is completely covered. Depending on the temperature, setting time will be about 30 - 60 minutes. For best results, leave it for around 3-4 hours.





# Casting

After removing the mould from the sculpt, clean out any excess clay with a non abrasive brush or use some naphther to melt away the clay. If you intend to cast with silicone, you will need to use a release agent before casting.

There are many release agents you can buy, however a mixture of vaseline, 'washing up liquid' and some IPA is a cheap way of doing this. If you are casting in gelatine, you do not need a release agent as this prosthetic casting material is water based.

For casting in gelatine, you will first need to heat it, either in a saucepan on a low heat or in a microwave. If heating in a microwave, heat the gelatine in short 10 seconds bursts. Do NOT boil it as this will degrade the gelatine. When heated, the gelatine is very hot and can burn the skin so ensure you take precautions to avoid skin contact.

Pour the gelatine from a height of about 6-8 inches into the mould. Scrap it with a mixing stick and let it set. If the mould is cold, the gelatine will set faster meaning you'll probably only get one scrap. Gelatine is reusable, so if you get it wrong, melt the gelatine and try again. Watch video 3 for more details on this process.

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# Application and Colouring

Remove the prosthetic from the mould and apply it.

Once the gelatine has set, approx 30 minutes, however it's best to leave it in a cool dry area for about an hour or more, talc the back of the prosthetic to avoid the edges sticking to themselves. Gently peel an edge up and remove the piece from the mould.

Before application, gently remove any excess talc from the prosthetic and clean the area of the skin when it's going to be applied. Coat the back of the piece with a light covering of the adhesive. It doesn't need a thick coat. Do the same on the area of the skin where it's being applied. Let the adhesive dry. It will be clear when dry so ensure there are no white patches of adhesive on the skin or the prosthetic piece. Gently apply the piece to the skin, rubbing outwards so you don't flip the edges. Once applied, use a brush of cotton bud to gently melt away the edges. Work outwards when doing this. As soon as the edges are blended to the skin, gently dab any excess blender with a cloth or tissue. The piece is now ready to colour.



After application, blend the gelatine edges with the blender. Watch video 4 of our moulding workshop set for more details.

Add a little IPA to the paint palette and mix it so that it's semi-transparent. The trick here is to apply thin washes to the piece and surrounding area of skin. If the paint isn't watered down enough with IPA, it will go on like paint and won't achieve the desired effect. Practice applying the paint on an area of skin first before applying it to the prosthetic. Depending on the effect you want, use yellows for fatty tissue, red and blue for bruises and blood. White can be used for bones or mixed with the other colours to lighten them. Try to work around the piece and outer skin when blending and don't just colour the prosthetic itself. The outer skin is very important when blending.

You can remove the piece with soap and warm water or use the remover supplied in our kits.