Halloween Makeup Methods

Highlighting and Shading There are a number of methods to get various effects for different creatures or creations but the most important and most basic aspect of make up design that will add dimension to your creations is proper highlighting and shading. The pictures below show key areas of shading and highlighting to consider when creating your makeup designs and how to give the face the appearance of depth without adding the cumbersome and hot foam appliances which normally add bulk to the character. If you are only going for a subtle look of


depth such as slightly sunken areas to indicate age or rot in a character design; it can often be done through proper highlighting and shading alone.   Basic Bruise A basic bruise can be created by using makeup alone and mixing some of the more common colors available and until you get a nice looking bruise in various stages of healing. The degree of the bruise that you choose to portray will depend on your actual skin tone (or your characters skin tone) and the stage of healing that you want to show. The lighter colors of the stages of healing in a bruise may not show up on a person of a darker complexion and likewise a very pale complexion will show nearly all of the colors of the stages of a bruise.

To get a bruise in the later stages of healing you will want to add a base of yellow to the "bruised" area and add a small amount of a royal type of blue using either an eyebrow pencil or a very fine paint brush and cake makeup to create the illusion of a few broken capillaries. You may also want to add a few very subtle patches of a light blue to indicate areas that haven't quite healed to the yellowed stage yet. Be sure to blend the colors together in some areas to get a more natural look.

To get a fresh bruise you will want to go with a VERY subtle base of yellow, just slightly contrasting to your actual skin color. and add patches of purple and red to indicate freshly broken capillaries. Your stipple sponge might be a good thing to use to get the fresh crisp lines that are usually associated with a fresh bruise.

In order to achieve the results of a very traumatic bruise, the stage where the damage is at it's worst and the healing has not yet begun; you will want to go for the traditional "BLACK AND BLUE" bruise, or more accurately a purple and blue bruise. Start with a base of a light blue that is randomly splattered or covering the affected area and follow up with essentially highlighting this blue base with small areas of a nice purple to give the effect of the most damaged areas. Be sure to blend the colors together in some areas to get a more natural look. The colors of purple that and blue that you choose will indicate how extensive the damage is...the deeper the hue of the color the more damaged that area is... Keep in mind when creating these bruises that a bruise is not a solid concentration of color, it is more scattered across the surface of the skin in sink

with the object that caused the bruise. (ie: a bruise from a punch, the traditional black eye, does not cover the entire area, the damage will be the worst where the knuckles made contact and did the most damage.) So there should be variations in the color so it doesn't look like your bruise is painted on.
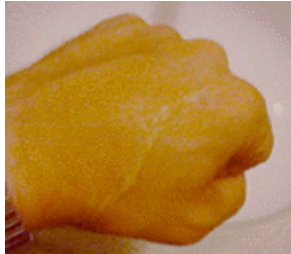
Basic Scar A scar is a relatively simple thing to do...The best way to create a good scar is to use plain old nose putty or effects gel on top of a latex under coating and cover with flesh/character tones accordingly. First take the liquid latex and put on a very thin coat using a cotton ball to aid in removing the "scar" after the fact. Be sure to cover only the area that the scar will be covering. Let that coat dry, and add a second thin coat. Now the reason you don't want the latex to go beyond the actual scar is for the purpose of applying the makeup and blending into your actual skin. Next take your nose putty and apply a small amount to the area that you want to create the scar on top of the latex. Using your modeling tool smooth the lump of nose putty into a small hill or bump and smooth the edges out to your actual skin. Inconsistencies in the putty are okay...scars almost always have a few pits and valleys in them. If you are doing this with the effects gel you will want to add slowly in layers until you get the desired height for the scar. You may want to add a few subtle cross stitches to the texture of the scar to indicate where former stitches might have been...after all if the wound was bad enough to leave a scar it probably should have stitches in it at some point.

Next put another thin layer of latex over the scar ONLY to help protect it from damage. Let it dry and begin to add makeup to the scar to help it blend in with your skin color more naturally. A scar will generally be about 2 shades lighter than the surrounding skin because there is no blood flow in scar tissue, so make sure there is adequate blending on the edges and lighter colors on the thickest parts of the scar.

Basic Cut or Wound A basic cut is formed with essentially the same methods as a scar, the only key difference being in the way that the makeup is applied as well as the form of the material. In order to achieve a "nice" cut you need to begin with the latex under coating as mentioned above, then apply a generous amount of modeling material whether it be the nose putty or the special effects gels. To create the cut you will want to use your modeling tool and drag through the material to simulate the damage caused by the original item which caused the cut or wound. If you are creating a cut you will want the edges to be clean looking. If you are creating a wound you will want them to be more ragged or torn looking on the outer edges of the wound. This effect can be achieved with the modeling tool and a slight upturning or whipping motion at the end of the stroke. Once you have formed your cut or wound according to your tastes you will again want to apply one or two coats of the liquid latex to protect it from damage. Using your cream or water based make ups begins to color the damaged area accordingly to match the skin. A more fresh wound will have a slight amount of red in the center (or a lot for a gaping wound) with fairly normal looking skin on the outside edges and possibly some white on the very lips of the wound. Then apply a small amount of

stage blood for fresh bleeding. If you want to create an older wound that looks really infected and disgusting you will want to apply a small amount of deeper colors in the center of wound such as darker reds, browns, dark blues, purples, greens, and even black to make it look infected. Another way might be to actually place some medical adhesive or spirit gum in the "wound" and actually apply some loose gravel, dirt, or other contaminants to make it look extra bad. For the finishing touches on the wound and to really make it look like it is oozing with pain, apply a small amount of thick blood to the wound using a cotton swab. Thick blood is more like a gel than normal old stage blood.