

Portfolio



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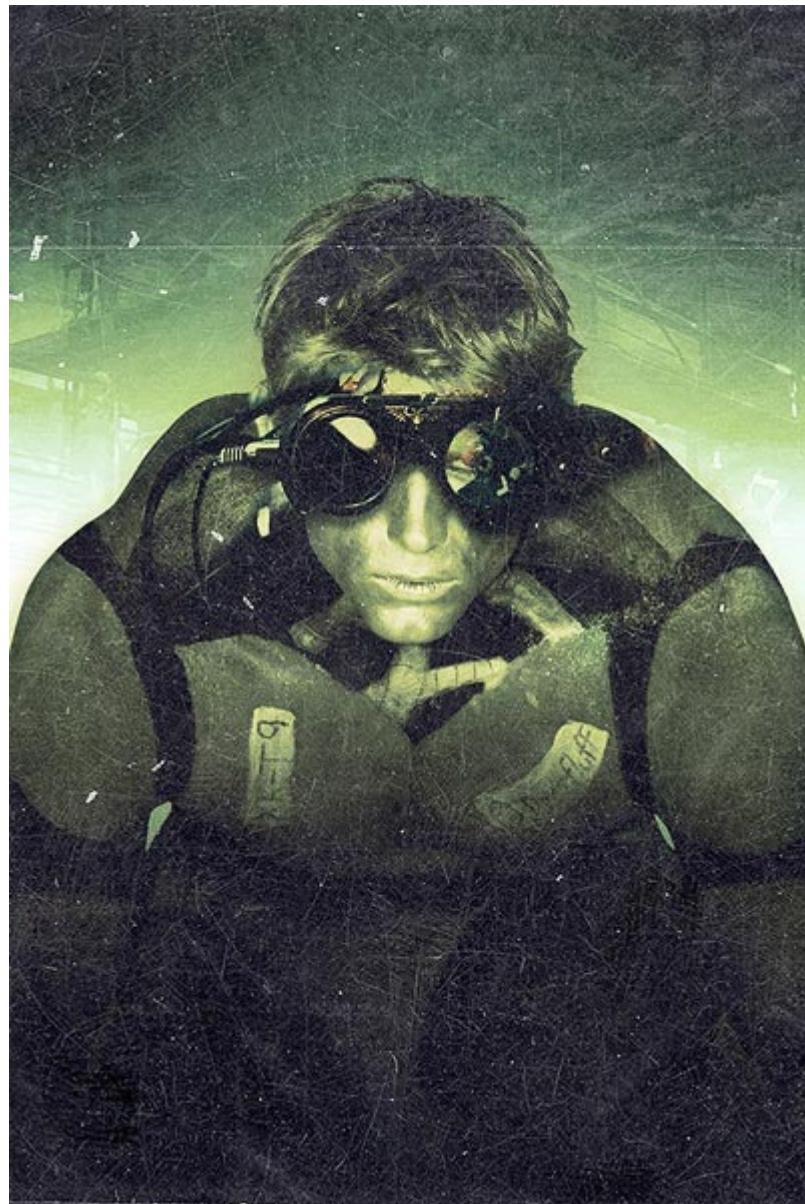
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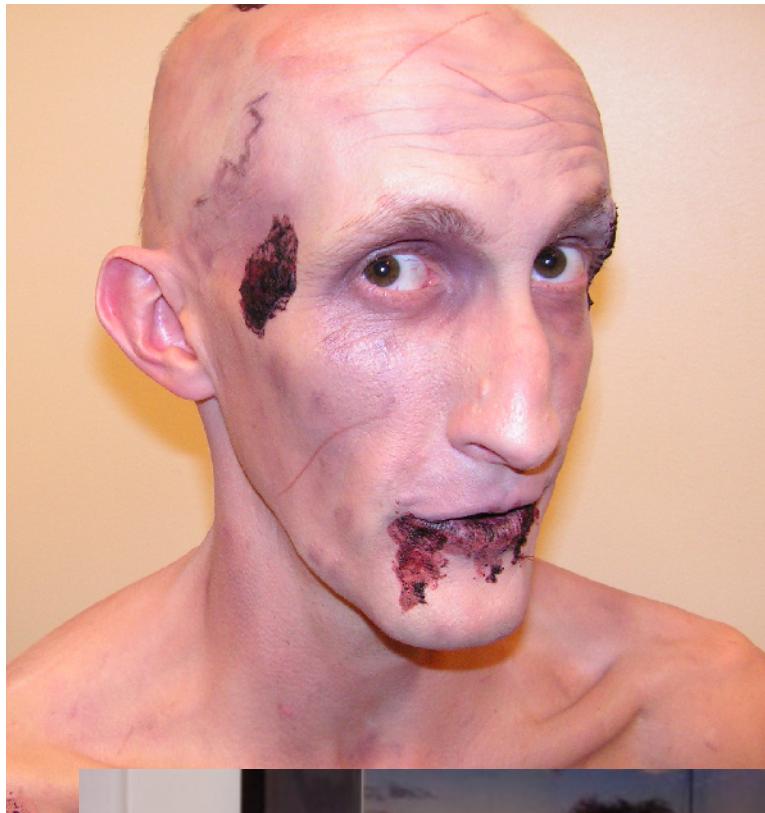
Body art and fake tattoos

I do most of my body art and fake tattoos using airbrush. Sometimes brushes are needed. Full body makeup can be inexpensive if planned well, but is difficult to repeat. It also takes time. The robot/cyborg body art depicted below took several hours to do. It also stayed on for many hours.



Injuries, burns and corpses/zombies

Fake wounds, burns, blood, guts and zombie/corpse makeup are standard in my repertoire. The effects are cheap, quick and easy to do. I normally mix my own fake blood, but strongly recommend the stage blood from Mehron for anyone with the budget to buy some. Various blood spurt/spatter effects (bullet hits, sword slash wounds, torn limbs, etc.) can also be done very easily on a low budget.



Advanced effects

Hairless effect

The effect was created with a bald cap, pros-aide and airbrush makeup. No hair was removed.



Fake roasted human arm

This arm was made in less than an hour with coloured gelatine, airbrush makeup and soy sauce.



Prosthetic and creature effects

There are as many methods of creating creature effects as there are creatures to create. Although this is where most of my experience lies, I do not recommend advanced creature designs (full-body werewolf costumes and the like) for student films as they take a long time to create and can easily become costly. Simple, but effective low-budget prosthetics and creature effects are usually possible to create within a relatively short timespan. Materials like gelatine and liquid latex are the best for these projects as they are very cost-effective and require little resources to prepare.

The terminator-style cyborg makeup was done with foam gelatine, makeup and a piece of cotton. The were-cat was done with crepe hair, a bald cap, plastic ears, pros-aide and makeup.



Some prosthetic and creature makeup require making a prosthetic appliance. This requires the taking of a life cast, sculpting the mask and then casting it in gelatine, latex or other material.

