INSPIRATION

My Inspiration for this look mainly is zombies and what would happen if one bite you. So I was thinking infection, blood, death. So trying to piece ideas together I came up with a bite mark on the neck with an infection spreading up the neck to where the face will almost be withering away. Some of these ideas have come from films like maze runner and Shaun of the dead, as these have creatures similar to what I want to achieve.

PLAN

My plan for this look is to create sunken eyes using illustrator to make more of a realistic look, which I wouldn't really be able to achieve with grease paints. For this sunken area I can possibly make it 3d? Either with sculpt gel or scar wax.

Then for the bite mark I will probably use sculpt gel as I find it easiest to work with and I will make it look torn and exaggerated with colour too so using reds, purples, blacks greens. These should give zombie vibes so like aged and dirty/mouldy.
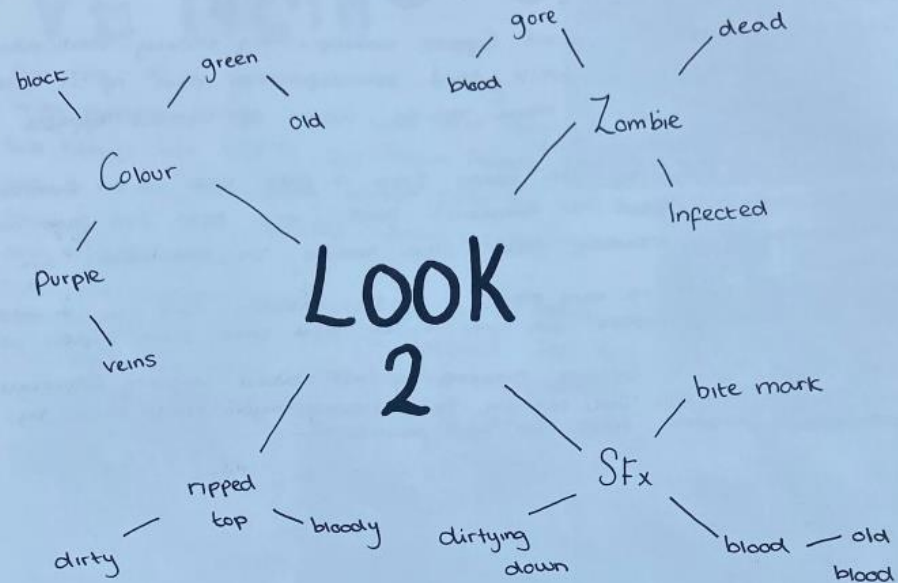
To create infection I am thinking vein work with purples and greens to create depth and dimension this should also make it look deadly and infectious if I do it right.
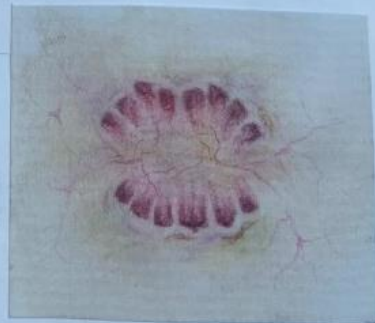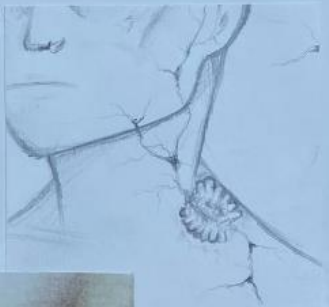
Then finally for costume and final things I will make everything appear dirty so buy a white top rip it up and colour with browns, greens? Then for the face do the same dirtying down with browns, greens, purples?

LOOK 2

black — Colour — green
old
purple
veins
Zombie
blood — gore — dead
Infected
bite mark
SFx
ripped top — bloody
dirty
dirtying down
blood — old blood

SKETCHES

WHAT IS SFX?

When people think of Special Effects makeup, they usually think about lots of blood and gore!. While that is definitely part of it and the job, there is much more to the world of special effects makeup than you might think.

Special Effects makeup can range from a fake nose to a swollen eye, to adding jewels to someones face, and even full face and body prosthetics, creating fake dead bodies. the possibilities are endless

And special effects is very popular around halloween time so in industry there are many opportunities all year round and even more popular at halloween.

Top Tip: Special Effects makeup is all about layering. Especially when trying to aim for realism. So building layers really helps by starting with lightest colour for best application

WHERE IS SFX USED

Generally Special Effects is used in Film, Tv and Theatre to show injuries or make characters appear slightly older. Some good examples include "Peaky blinders" and "Game Of Thrones" when characters have been in a fight or battle.

SFX for film and Tv is made to be very realistic as it has to represent realism wether thats for a wound for a fight or horns for a creature. So even changing whole facial and body features are sfx as your creating a character from material. And since most production is shot in hd this means no mistakes can be made for Tv and film because it will ruin the illusion.

However, Sfx for theatre doesn't have to be "realistic" as the makeup has to be exaggerated so it will be seen from the furthest of a Theatre.

VE NEIII

As one of the most award - winning. living makeup artists (she's won Three Oscars, two Emmys, one BAFTA, four Saturn Awards. and a lifetime achievement award from the MUA Guild) Neill is loved and respected among industry veterans and newbies alike.

Neill has worked along list of A-list stars including Johnny Depp, Jennifer Lawrence and her film and Tv credits are just as recogniseable: The Hunger Games, Amazing Spider man, Sweeny Todd, Pirates of the Caribbean, Batman and Robin, Edward Scissor-hands and the list goes on.

Ve neill is one of my favourite artists as shes so insporationl and her work is featured in many of my favourite films.

Makeup artist Eryn krueger Mekash got her start in Special Effects makeup while working in shops throughout Los Angeles. After years of perfecting her skills, she dove into a career in makeup artistry that has spanned nearly three decades.

Her vast experience in film and Tv industry has allowed Mekash to master the art of beauty, special effects and makeup design, a triple threat, if you ask me. Her work has been Emmy nominated 35 times. and she's won six awards. the most wins for a female makeup artist. Currenty serves as head for makeup department for FX's american Horror Story.

ERYN KRUEGER MEKASH

JOE BIASCO

Credited for the invention of popular horror movie makeup effects like the bladder technique, bulging blisters, and rashes on the skin, pro makeup artist Joe Biasco is a legend in his own way and right.

After serving as the personal makeup artist to icons like Orson Welles, Olivia Newton-John, Bette Midler, and Carol Burnett, Biasco sought out to revolutionise film and Tv makeup like never before. Biasco's industry experience has spanned more than 50 years and his credits include, The Newlywed Game, General hospital, Good morning America and Leonardo da Vinci.

Aside from his artistry, Biasco's passion for education led him to open his Make up Training Centres in Hollywood and Orlando, FL as well as create his own high performance cosmetic line that gained worldwide population.
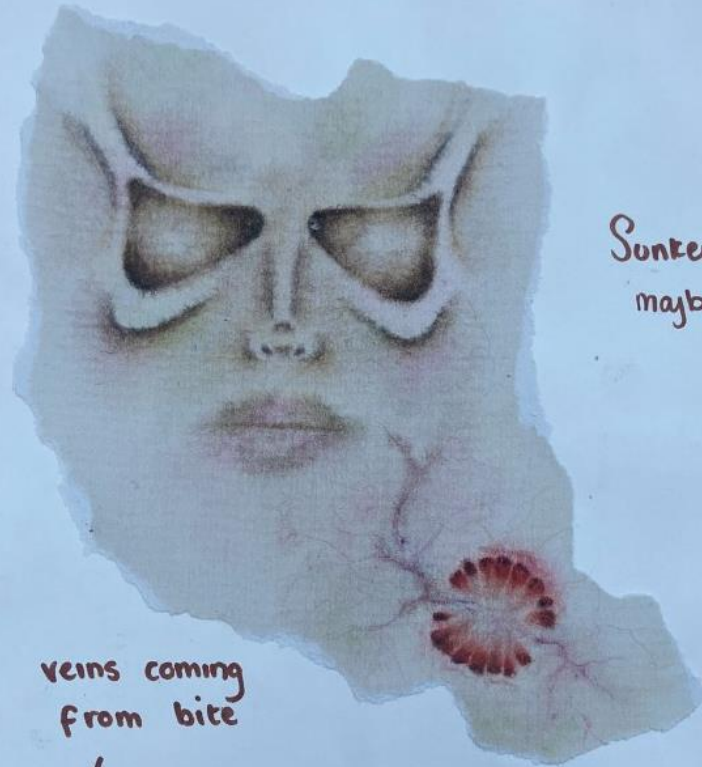
MATTHEW MUNGIE

A former student of Joe Biasco's Makeup Center, Matthew Mungle has worked his way up to become one of Hollywoods premier Sfx artists. Regarded as a master of makeup illusion, Mungles fascinations with horror makeup started at a young age after seeing iconic films like Frankenstein, Dracula.

Mungle grew up experimenting prosthetics on family and friends until he was old enough to pursue artistry as a carreer. After graduating he worked on low budget films to build his skills and how to work quick. His experience led him to oversee teams on set on Edward Scissorhands, Bram stokes Dracula (which he got his oscar for).
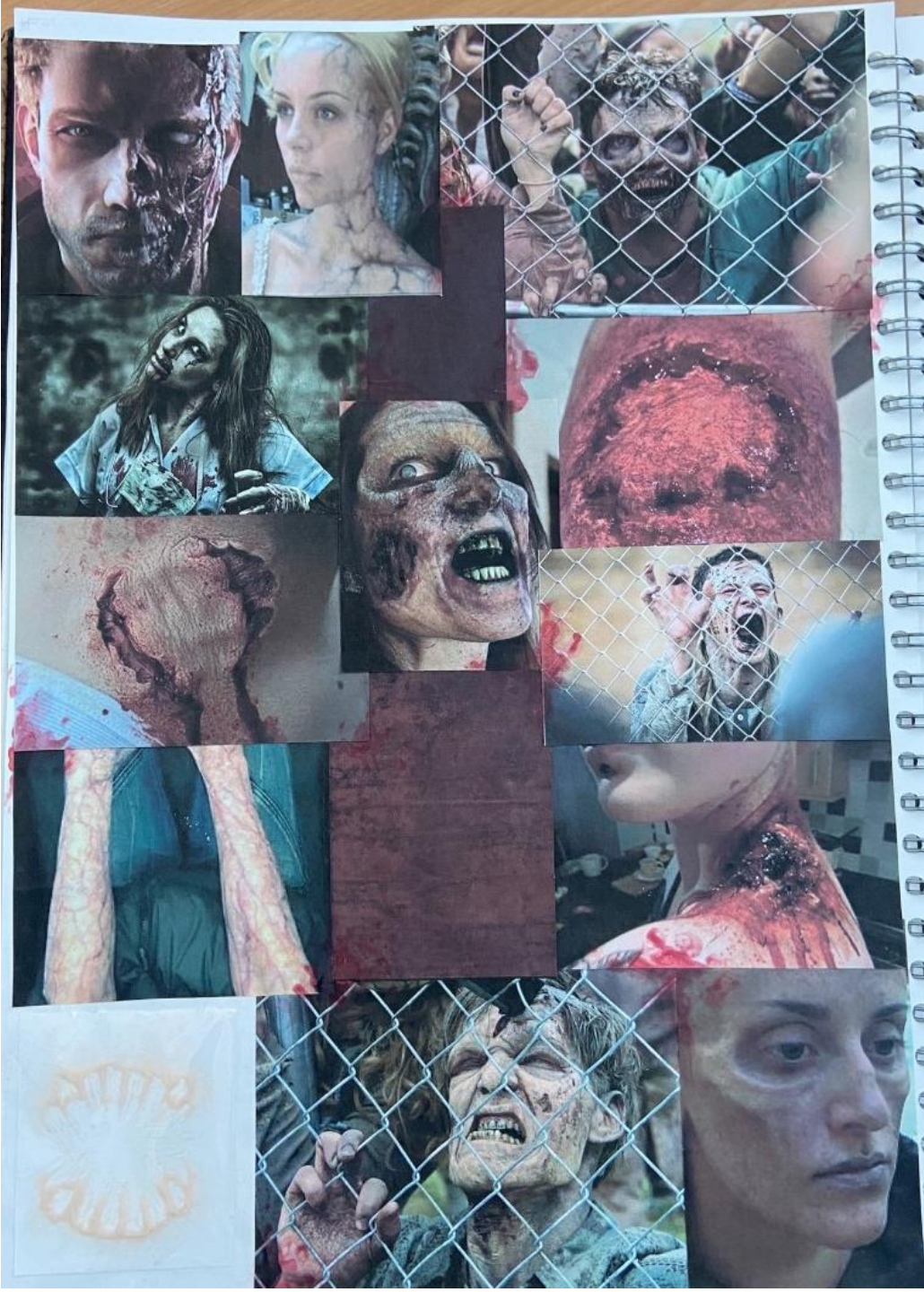
messy hair

Sunken eyes maybe sculpt gel?
/
or just shadow

veins coming from bite
/
fade up neck

bite on neck (old)

ripped up top (dirty)

ZOMBIE MYTH

A Zombie is a mythological undead corporeal revenant created through the reanimation of a corpse. The term zombie comes from Haitian folklore, in which a zombie is a dead body reanimated through various methods, most commonly magic or voodoo. However, Modern media depictions of the reanimation of the dead often don't involve magic but rather science fictional methods such as, carriers, radiation, mental diseases, vectors, pathogens, parasites and even scientific accidents.

Origin of Zombies:

Zombie folklore has been around centuries in Haiti, possibly originating in the 17th Century when the West African slaves were brought in to work on Haiti's sugar cane plantations. Brutal conditions left the slaves longing for freedom as they were feeling and looking dead.

Where are Zombies used?

Zombies are most commonly found in horror and fantasy genre work as they are typically scary to people as they are "gory" Therefore, the perfect creature for a horror film or show. Some of my favourites are Shaun of the dead, Zombieland and the walking dead.

PRACTICE

Method: Bite: To start with I mixed part A and B equally together then applied roughly in the shape I wanted to make blending and working easier. Once it was on I used a metal tool to blend into the skin and also play about with the shape. Then when I had the shape I allowed to set then went over with powder to get rid of stick and shine. Next I started layering colour and began with skin tones to blend the sculpt gel into the skin. Then into the "teeth marks" I added deeper shades of purples reds and bits of green. Then I stippled colour around the edges to make it appear 3d and more realistic. With a tiny liner brush I drew on some veins with a purple to create an "Infection" Then to finish colour I spattered on the same colours used to create skin like illusion. Finally I added a congulated yellowish thick blood within the deepest parts to make the wound pop and look gory and complete.

face: To start I got my illustrator and activated a deep brown with IPA then I applied carefully to the inner corners of the eye and brought abit further down to create a sunken look. Then I used the same shade on the outer eye but keeping it out to still create the sunken illusion. After I did some shading around but left a 1cm gap to create "bone". Then I stippled and flicked colour to create "texture" and depth. finally I did veins from the neck randomly.

REFLECTION

BITE:

What went well: I am really happy with how these bites came out I think there exactly what I wanted , I think they look realistic for what im going for and overall I am pleased with the effects it brings. However, for one of them I do wish I made it more curved as teeth aren't in a straight line however, the effect it gave for a practice I am very happy!

What to improve: So like I just said make the bite abit more curved and maybe experiment with black blood to further explore the infected look.

FACE

What went well: I got the overall idea of what I want to do from doing this practice I like the shape and design of the look.

What to improve: for my final piece I think I need to make the sunken area 3d as I feel like Its missing something. Therefore, If I add sculpt gel it will allow me to add more depth and give the look a more unique and put together look. Also I need to add more colouration to the face so each element isn't just looking like it had been placed, I want it to all look as one complete piece. finally the veins need to be worked on, I feel like their too big and not small and delicate enough to be realistic Therefore, next time spend more time doing finer work to give the illusion of realism.

LOOK 2: FINAL PIECE

METHODS:

BITE: When creating the bite I kept it the exact same as before, however this time it was on my models neck instead of arm. Therefore, the placement was most important for my final look. I decided to place the bite just below the neck and top of shoulders as it is an easy access point if I think about the placement a zombie would choose. This area is fleshy which draws attention and can become very grewsom and gory.

FACE: Originally, I wasn't happy with how the face turned out therefore, for the final thing I changed it up by adding a 3d ellement to add more shape and dimention. I did this by applying sculpt gel to where I want the bore to appear raised. Then after a rough application I blended out the edges as smooth as possible with a rounded metal tool. Also to make the clear sculpt gel blend better into the skin I mixed in a darker skin colour illustrator before the application. Once set I lightly powdered and then began to colour just like before, so using purples greens, dark brown and a little beige. Then when I did all the face colouring like before I began on the vein work and made sure to make it more intrecurt and realistic to create the illusion of realism.
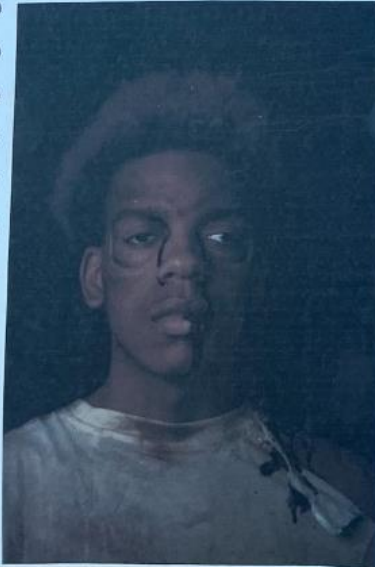
REFLECTION

WHAT WENT WELL:

In the end I am happy with how this look turned out it was last minute to be working on this model hower, I delt with the problem and adapted my look which worked very well. I think the sculpt gel on the face really adds to my overall look as it adds dimention and brings the illusion to life. I am very happy with how the bite turned out it blended into the skin nicely and looked seamless.

WHAT TO IMPROVE:

Although I am happy with the outcome I wish I had better images as they came out quite dark, so if I do this look again I would use a white background and if I had proper lighting I would add a green lighting background. Also I would add more stippling to the face to make the look look less flate and give it more realism and texture, I would also rough up the hair and add splatters of blood.

PRODUCTS

- White Shirt (coloured with chalk watercolour) -£5
- Sculpt gel (part A,B,C) -£15
- Zombie illustrator -£45
- RCMA loose powder -£6
- Congulated blood -£5
- Black Blood -£2
- Which hazel -£1
- IPA -£1
- Proclean -£19
- makeup wisipes -£1

TOTAL = £100