

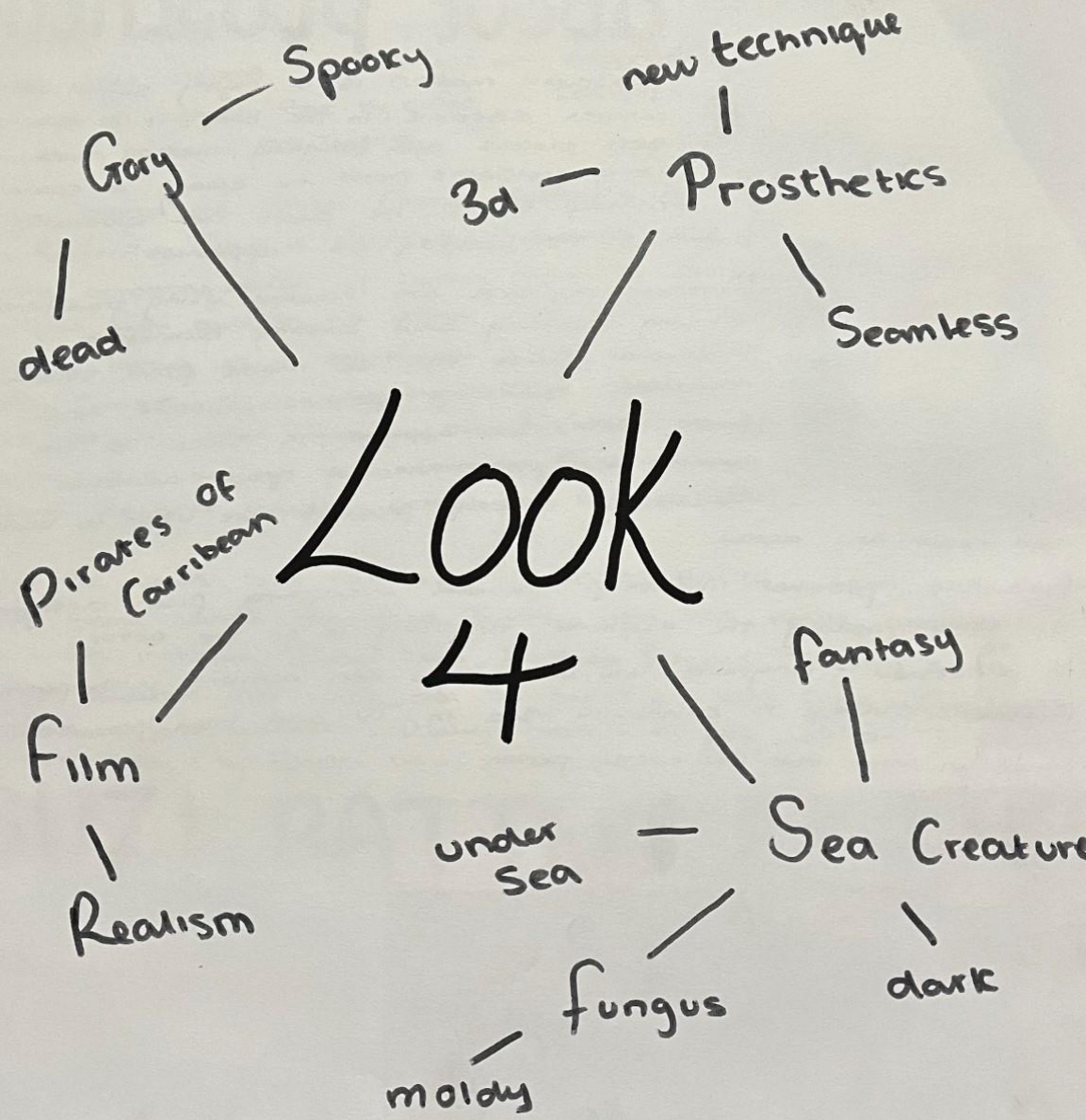
# INSPIRATION

My inspiration for look 4 is to do something similar to Bill Turner from Pirates of the Caribbean, I loves this franchise for a start and dead man's chest is my favourite one so recreating and taking ideas from this film would be so fun. I chose Bill Turner as my main inspiration because I love his look how you can still see him under the look of Davy Jones' dead man crew. Therefore, it would be easier to recreate rather than a full on sea creature where it is mainly CGI and not prosthetics.



# PLAN

My plan for this is to buy prosthetics in shapes similar to the top right photo, so a starfish, fungus, shells, and so on. Then apply mainly on one side of the body but making the rest of the face look dead/water damage and cold. I'm thinking colours would be quite muted and dark to represent mold and fungus, since it technically a dead sea creature. For the hair I think either a bandana on top with curly hair or slick straight back to show off the prosthetics more since I have never used them before.





# about prosthetics

Prosthetic makeup is a highly skilled and complex discipline. In the brief, it is the skill process and designing, making and using prosthetics pieces to create a special makeup effects. The pieces are generally known in the industry as "appliances".

Prosthetic appliances are created using traditional sculpting, moulding and casting techniques. Individual pieces can be made from suitable materials such as gelatine, silicone, and foam latex. The appliance is stuck to the actors skin using medical grade adhesive. Specialised makeup products are used to blend add colour and detail.

Basically, prosthetic makeup includes everything from designing the look, making the appliance to using it on the actor.

In a nutshell - anything you want you can achieve with prosthetics. Prosthetic makeup is commonly used in TV and film productions to:

- Make an actor look like another person
- Age an actor
- Add weight
- Create creatures and monsters
- Create injuries and wounds.



Suzi is a multi skilled prosthetic designer and technician who has worked across film, TV and theatre for 10 years. She is the founder and lead creative at Red Girl, an innovative prosthetic makeup effects studio in London. She is based in London and works in many countries around the world.

Suzi trained at London College of Fashion graduating, first class honours in BA (hons). Technical Effects for Performance, and furthered her sculpting skills completing courses at London Atelier of Representational Art and Sculpting. From early in her career she has worked - for some of Europe's leading effects companies - across all specialisms within prosthetics and Creature effects setting herself apart as a particularly accomplished and versatile artist. Through extensive self-study and technical development at her own company, Suzi continues to perfect and further advance industry processes and material.

Over the years, Suzi has been a part of BAFTA winning and Oscar and Emmy award nominated teams, and has made prosthetics for actors including Jared Leto, Rebecca Ferguson, Timothy Spall, Gillian Anderson. Her work can be seen on such films: Covenant, Star Wars Force Awakens, Ridley Scott's Alien as well as TV productions including: Holby City, Doctor Who.

## SUZI BATTERSBY



# FINAL LOOK 4: MODEL EMMA ROBINSON

**METHOD:** To start this look I began by cleaning the face with witch hazel to get any oils off that could disrupt the prosthetic. Then I scraped the hair back with water and wet hair gel to create that wet out of water look. Then I went in with the prosthetic I stuck on with tectris and masked the edges with acetone, I did one at a time so I could get them as close as possible. Once the prosthetics were applied I then began to colour with alcohol paints with IPA and did light layers to slowly build up the colour and depth without disrupting the prosthetic. I used muted tones to create that old, moldy, fungus look. Then for the rest of the face I used greens and a slight red to make her appear "sea sick" and ill. Next I added fullers earth mixed with some black and brown pigment to get a dark clay to apply over the shoulders and blended up the neck and into the hair. Finally I added black and dark green to the lips to make them appear "rotten".



**WHAT WENT WELL:** I am so pleased with the overall look for my first time using prosthetics. I think I did a really good job. I actually found them quite easy to use and definitely want to do it again. Adding colour was very fun since you could slowly see it come together with the detail. It came out how I wanted and I think it definitely could be used in pirates of the Caribbean with a bit more practice.

**HOW TO IMPROVE NEXT TIME:** Although I am obsessed with how it came out there are definitely improvements. For example the prosthetics could have been stuck on a bit better since some of the corners have popped off on the smaller pieces. Also the clay wasn't in my original plan it was my tutor's input and I don't love how it turned out since I had another look planned in my head. And finally, more detail would have added that little bit more to create some dimension.

## PRODUCTS USED:

- water
- hair gel
- tectris
- prosthetics
- alcohol paints
- IPA
- acetone
- fullers earth
- pigment (black + brown)



# REFLECTIONS