Moulage Tips and Tricks Workshop

Presented by
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Bringing simulation to life with moulage.
Schedule

1. Elements
2. Preparation
3. Low / High Fidelity
4. Rules and Tools
5. Tips and Tricks
6. Demonstration video
7. Summary
8. Hands on practical
Elements

- Fluids - blood and more
- Powders - makeup, bruises
- Surfaces - burns, abrasions
- Gunk - dirt, foreign objects
- Moulds - 3D items, bullet wounds, permanent reusable pieces, prosthetics and binding
Preparation

- Visualize your plan – think of end results you want to achieve
- Have all of your tools prepared beforehand
- Organize your moulage material according to use
- Always start out with clean hands and clean surface
- Always use disposable gloves
- Ensure you have a safe area and means of disposing used materials

- Consider your “victim” and their restrictions (sensitivities - allergies – latex, tape, etc.)

- Make up that is used directly on the skin should always be professional quality

- Always clean skin area first with alcohol (99% alcohol)
Fidelity - low (shoestring)

- White glue and Kleenex/cotton balls
Fidelity - low (shoestring)

- Facial (clear) peel mask with Vaseline blisters
Fidelity - low (shoestring)

- Stencil cut outs for lacerations
Fidelity - low (shoestring)

- Knox gelatine
Fidelity – high ($$$$$$)

- Latex
- Wax
- Scrudd
- Simulation gelatine (gel effects)
- Silicone
- Water based acrylic medium
Rules and Tools - Rules

- Rule of red – laws of impact
- PPP (proper position and placement of wounds itself)
- No such thing as clean wound.
Rules and Tools - Tools

- Sponge design, always round edges

- Stippling motion when applying makeup, never stroke or rub – leave some skin showing for more realistic effect
Tips and Tricks

- Bring three different colors on any moulage effect to add depth and overall dimension (red, black and flesh + blood effects)
- Activate makeup with alcohol (99%)
- Use personal lubricant to make wax more pliable
Summary

✓ Moulage is a technique to help students with physical signs to support clues to patient condition.

✓ Should be done in a way not to distract from case but enhance the learning.

✓ Enhance scenario to help with diagnostic clues.
✓ Stage scene properly.

✓ Is not only makeup or wounds but also create the surrounding, i.e. clothes, bedside equipment.

✓ Low to high fidelity moulage.

✓ Blood is a major component (for texture).
References

- www.sickkitchen.com
- www.moulageconcepts.com
- www.cert_la.com/education/moulage
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